



3rd Edition * Ackels & Don

I M M O R T A L

I N V I S I B L E W A R



**The roleplaying
game of ancient
myths and legends
reborn in the
modern world...**



I M M O R T A L

I N V I S I B L E W A R

3rd Edition PLAYER'S GUIDE

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My young friend,

I wish I could do more to help you to understand this new and different world you are being thrust into. I found this in my library the other day; it was written by someone who nearly a decade ago, experienced the same trials and tribulations you now face. Now he is a teacher of others like you, and he wrote this tome to assist them.

I hope this assists you in the times to come and that you see them through with dignity and courage.

Your friend,
Lorekeeper

Oh, by the way, I've added a few notations of my own on these sticky-notes, to help clarify some of the things in this book, provide additional insight, and to occasionally fill you in on some interesting tidbits...
- L



CHAPTER 1

HERITAGE OF ETERNITY

You are not human — remember this above all else. Endless time will remind you of this fact again and again. Had you and the others stayed longer, it would have fulfilled my fondest wish. I know you have your own path to carve, your destiny calls you as it does us all. How old you truly are does not matter; neither does the knowledge of what you once were. Don't become obsessed with your past as it will make you the anachronistic creature of habit so many of our kind become.

I volunteered to train you so that you wouldn't suffer the way I did when I first discovered the truth a decade ago. There is still paranoia and distrust among some of our people concerning your recent "reappearance". As you begin to acclimate to the truth, I hope this tome provides guidance, insight and advice to help you prosper.

Enough of my rambling; let us begin again at the beginning...

WHAT ARE YOU?

Okay my friend, if you aren't human, then what are you? You are Himsati: it is the name of our race. You were



effectively born and have lived as a human these past years, but underneath that guise lies your true form: the himsati. Our race appears human on the outside but underneath the human skin might lie a wolf, raven, living fire or perhaps a stunning rose bush.

The majority of us weren't "born" as you were, but we are all himsati nonetheless. In short, you are an undying, shapeshifting

creature whose song can lull the fabric of reality to change at your whim. We have had many names over the ages: gods, myths, legends and monsters to name a few. In this modern world those few mortals that know of us have commonly called us Immortals; it is easier to identify us as a people, rather than as a dangerous race of beast-creatures.

They say every legend has a grain of truth to it; our race is that grain. At the true origin of all mortal tales you'll find us. We are the werewolf, the sasquatch, the zebra that found its stripes and the bear that lost its tail. A wise Immortal once said that to say myth is a lie only shows how deep ignorance and fear can reach into one small soul. It is history



that is the lie — written and rewritten by the victor of every conflict. Mythology is our story, the symbols of what we are, why we fought, how we loved and never kneeled to the darkness. If man listens to our life story, he comes to us and becomes a participant in his own redemption. That is our greatest gift, to both him and ourselves.

The Shards

Our legends tell of Sanguinary, a beast from before time began, both alien and godlike even to us. It crashed into this world ages ago and shattered like glass, raining slivers and fragments around the globe and even beyond.

These shards lived on, bonding with those creatures that encountered them. You are one such creature. Ignore the modern creature you may change into today; in ages past you were its ancestor. The shard is the common trait that binds us together as a race. Its gifts and curses are yours to bear.

Living Elements

In ancient times the Earth was likened to a living being; the power of soul and spirit filtered through the wind, the rocks and even the water. Primordial elemental essence flowed between our world and a place we call the Maelstrom, drinking in the life-force of the world. On rare occasion the shard would bond even with this, giving it the equivalent of an organic mind and other organs, creating an elemental himsati. It is in this same way the perpetually rare plant himsati were created as well.

The Vox

When you came into contact with that

shard it transformed, traveling within you like liquid until it came to rest within your throat. There it formed the vox, the mature form of the shard after its metamorphosis. It is your true brain and vocal chord. It stores all your experiences and resonates certain frequencies to build supernatural power in the physical world. It is indestructible by any means known to our people and undetectable to human technology. Though you still use your organic mind, the war between it and the vox takes a heavy toll on your soul and sanity my young friend.

The Human Guise

Ages before mankind walked upon this world, we were beholden to the first race of Immortals — a dragon-race known as the Abzulim. They altered us, giving us the ability to assume slave-forms and perform our duties in their vast empire.

When we encountered humanity in its early stages, the collective faith and belief of mortal man reached out to our entire race; it wiped away our slave-forms. Instead we were made into their image — human — with the ability to transform back to our original forms. Thus began our time as the rulers of this world, worshipped and empowered by mortal man.

There are humans who consciously wield their faith. They are actively sought by us and our enemies. The power to use one's faith in this way is known as Religarum.
- L



There is a danger in this gift though, for even today human faith can still shape us. You must be careful when dealing with humanity. Don't reveal too much of your supernatural origins lest human faith shape you into something you'd rather not be.

ETERNAL LIFE

As you watch the ravages of age claim mortals in your life, you avoid its touch. It is a blessing; count on becoming stronger, faster, more perceptive and of greater will than any human. Sickness and disease will be unable to claim your body for even short periods as you grow in power. The most grievous of injuries will heal in a fraction of the time it takes for mortals. Unfortunately our miraculous ability to heal cannot return that which is severed from us. So don't be casual with the possible loss of a limb or an eye, it will be gone forever.

Even flaws such as allergies, vision problems and their ilk will slowly vanish if you have them. But don't expect to change into the most perfect specimen of humanity. We have our share of those who appear sans "perfect bodies", but this is more a matter of personal self-image than a function of the shard's bonding to you. Your belief in your own self-image plays a role in who you will become.

Eventually you will reach a point where your being cannot fully contain the energies of your mind, body and soul. Your presence will radiate outwards, literally affecting the physical world. If your physical strength grows beyond human levels, it becomes palpable to the

environment. People feel your touch before your hand actually reaches them, objects in your room move toward or away from you in your sleep, people in crowds feel you nudge them aside while you are still a few feet away.

Similarly, all other facets of your being's ability to react with the world around you become perceptible to humanity. In the ancient days of myth, these were the signs that a god walked amongst mortal man. Eventually you'll be unable to completely hide just how different from humanity you really are.

Knowledge and Memory

As mortals grow and experience their lives, older memories are buried under newer ones. But the vox is not like your organic mind; everything you experience is stored like a microscopic etching upon its indestructible surface. Recalling a hundred years ago is no more difficult than recalling yesterday. A mortal surgeon's skill declines if he does not use his scalpel for many years. Put down your sword for a hundred years and within a few hours or days of practice, you'll be back at that same level once again.

Much like a human under the effect of hypnosis, you can recall vast amounts of details and facts lost to most human minds. However, since the vox stores a far larger amount of information and details, you have more to sift through to find what you truly seek. The honing of a keen mind is still desired if you wish to make the best use of that knowledge and memory.



I also give you a warning: do not rest on your laurels. You are not omniscient, even if mortals eventually perceive you as such. Being creatures of habit, we tend to lose the desire to continue to learn, later finding the world has left us behind. I liken it to those among the Himsati race who were considered skilled geniuses with personal computers a few decades ago. Now most mortal children laugh at their inability to work with the computers of today. New techniques, discoveries and ideas all push the envelope of our skills; keep up or be left behind.



Toxins

The shards' changes upon our bodies have left us with a weakness in regards to certain kinds of toxins. A dose of natural poison lethal enough to bypass your innate resistance will leave you in pain for some time; but you will eventually process it out of your system. It is still best to avoid the bite of the

snake, a black widow's venom, arsenic, poison ivy and so forth, but you do not need to truly fear them. As for drugs and alcohol, they work much like natural poisons. So if you drink enough to become intoxicated, it's going to last far longer than it would for a human. Don't even ask about the several-day hangover!

Most prescription and over-the-counter drugs eventually won't aid you. They are designed to aid the victim in as safe a manner as possible and will be unable to overcome your superior internal defenses. Your increasing resistance will make it far more difficult to be affected as time goes on.

Our real problems are with synthesized poisons, toxic chemicals, biohazard materials and radiation. Fear these for you have little resistance against them; once they get inside you they stay. The pain is unbearable and only the mystical substance known as Palladium will remove them from your system.

Palladium: The petrified sap of the mysterious Sunedrion trees. It carries living auras within it and can be used to perform miraculous magic many of us still hold in awe.
- L

Ennui

We experience a psychic residue building up in our minds: the fugue. The vox's connection to the creative and rational sides of your mind places them in a state of communication far beyond



what any earthly creature was meant to have. As time, trauma, lost loves, betrayals and great changes in your belief system accrue, this constant din slowly becomes audible in your mind.

A few of our race say “Love nothing, and eternity is more bearable.” They eventually become phobic; not of the world, but of being changed by it. The hardest part of our eternal existence is the loss of things or places that we become attached to. Though it is this loss that brings fugue on stronger, those connections are precisely what we need to interact and truly live in this world. We are not simple animals anymore; we need something to become attached and accustomed to, call our own and enhance our souls.

In order to escape the ever-growing cacophony we are forced to enter ennui: a waking dream that leaves us in a hibernation-like state, nearly comatose. In the dream we dwell within the habits and worldview that brings us comfort, awakening some time later in a world full of new things to experience. It is a way to refresh yourself, help break habitual behaviors, and quiet the fugue for a time. In ancient times you could find a place to enter into ennui for hundreds or thousands of years until the lack of substance in the waking dream compelled you to arise again. As your fugue grows, the need to enter ennui becomes more frequent. Eventually you can’t stand to remain out of ennui for more than brief periods — assuming you can break free of its grip at all.

Lethe

If trauma brings you to the brink of

death or fugue completely begins to break down your mental state, you have an instinctual ability to save yourself. This ability — known as lethe — energizes the vox to whisk you just far enough away to escape any current peril. There it reforms your body and mind, drawing off the knowledge and culture of the surrounding area. When finished you are a new person, complete with memories and knowledge drawn from around where you fell. The fugue is gone, as well as the knowledge and power of your immortal heritage.

Now you have the chance to develop new tastes, wants and desires — to once again experience your favorite flavor or first kiss anew. Eventually something will spark your vox back to life, perhaps trauma, revelation, insight — who knows what! Your eternal power will again manifest and over decades you will slowly remember the truth of your past. Over the years we have developed rituals to activate this ability instead of relying purely on instinct.

Who and what you come back as, depends on where you entered lethe. You may come back as a young adult, perhaps a long-lost son thought dead to the community. Perhaps you are a babe found in the woods at the side of a stream, taken in and cared for by a loving family.

Our mortal servants seek out those of us in the process of lethe, placing us where our new form can best fit in with mortal society. Those tales of fairy folk replacing human babes with their own children, and the parents not suspecting until the child grows up... Now you may



understand them better. This explains why a number of us have appeared in such varied cultures, or have such varying appearances in the tales told of us over the ages.

The Reborn

Now as I wrote earlier, you were “born” human. You and your friends are what we call Reborn. You have spent the last few centuries living and dying as a human, no trace of your immortal heritage came about during those lifetimes. At the moment of your recent accident, the vox chose to again manifest, saving you from a human death and awakening your immortal heritage once again.

Where did your vox go all those centuries? Why did it choose now to manifest again in you and the other Reborn? What has made you different from the rest of our kind? We do not know the answers; a decade ago myself and others, suddenly regained our immortal mantle after lifetimes as mortal humans. Yes I was Reborn too, and it has begun again with you and others in the last year or so.



YOUR TRUE FORM

Himsati, it is the name of our race and also attributed to the true form hiding within your human guise. Shapeshifting into your true form is as quick and easy as blinking your eyes. You can shapeshift just a part of yourself, or change completely — to full himsati — the choice is yours. During the height of their reign, our Egyptian brethren chose to walk among humanity in half-forms, thus they are pictured with animal heads and aspects.

Our Forms

Today there are only rare occurrences where a shard creates a brand new member of our race. Any creature on earth, save for humans, can be one of us. Humanity is the only species on this planet that cannot bond with a shard, though in ages past there were a few who survived the process.

Most of our race comes from the animal kingdom. Nearly all plant himsati were created eons ago when the life-force of this world welled up and bloomed in the sacred places where shards lay. I personally have not heard of a new plant himsati created any time in the recent past. During those same times,



the living essence of mystical elements played across this world, allowing for even the rocks and streams to take on eternal life; true elementals are the rarest of all Himsati. Most elemental himsati you meet are half-element and half-animal, a creature caught in the flow of elemental power as a shard bonded with it.

Ancestral Forms

When you enter lethe it isn't just your human form that undergoes the change; your himsati evolves too. Those who in eons past were primitive wolves, cats, dogs or bears, are now the modern equivalents. Granted, there are a few "throw-backs" among us; those whose species died out long ago leaving them no path to evolve along. These may change to a closely related living species or into strange hybrid creatures. A rare few can work back towards more ancestral forms as they grow in power, creating some of the mythical creatures from human legend. These mythical himsati are as rare as true elementals, and most belong to one particular tribe of our race called the Terat.

Natures

Even this soon in your returning immortality, you're already far more powerful and complex than a normal creature of your species. We can fly faster, have thicker hides and jump higher than the best of our species — that is only the beginning! "Natures" is the term we use to describe those inborn abilities of your himsati that achieve supernatural levels. As you grow in power, more of your abilities develop into natures. Those few that succeed in becoming hybrids, or mythical himsati,

gain natures alien to their species. A horse developing wings to become a mythical Pegasus would be an excellent example.

Manifesting the power of a nature forces your human form to partially shift into your himsati form. If a wolf himsati manifests his armor, his skin will begin turning into a thick hairy hide. If he heightens his senses to detect his prey, his facial features will begin to change. If you manifest all of your natures, you completely transform into your himsati. Otherwise you'll look like a human with the mythical characteristics of your himsati; such are how tales of werewolves, mermaids and other half-human creatures came to be.

Your size may also change dramatically, depending on what your true form is. Many of us learn to alter that size, becoming giant insects and birds for example. A mouse himsati can expect to begin losing a few inches in height with each nature manifested until he becomes an actual mouse, both in look and size.

And to satisfy your curiosity... Mundane items you wear — like clothing — will transform with you only if you can truly consider them yours. It is yet another gift bestowed upon the Himsati race by humanity's powerful beliefs.

Companions and Shades

Standing in our shadow, mortal counterparts live and die in the mortal coil. Those of the same species as your himsati are your shades, and they can sense that you are something different. Mortal snakes will sense a cobra himsati, even in human guise. Those of us with a



pure spirit may mingle with them for brief periods. On rare occasion a shade forms a bond with one of us as close as we might have with any human; it becomes a companion.

If you are touched by taint — corrupted soul energy — your shades will sense the darkness in you; at best they will avoid you. Should you become lost to it, wander as a savage beast spreading fear and terror, they will attack you. While you are tainted they can cause greater harm than you'd expect, even destroying your physical form. Even the elementals have their shades, but these are the opposite of their own form (a fire himsati would have water as his shadow). It is unfortunate, but true elementals cannot gain companions.

SERENADES

We perceive a musical quality in all reality, we call it the Aria. It is the “voice” of the universe itself. Attentions are types of patterns within the Aria and we liken them to grand songs: destruction, movement, protection and so forth. Using our voxes we mimic and shift parts of these songs to create wondrous magical effects. A serenade is the act of mimicking one of these parts. You learn to sing a serenade much like you would learn to play a specific part of a musical composition with an instrument. A serenade can do almost anything that you can imagine; the only things they cannot do are altering or traveling to the past and future, or creating true life. We do have our legends of such impossibilities happening long ago; such things are no longer possible, at least not in this day

and age.

Whenever we change reality, the Aria sets things back to how they were; or at least reaches a compromise with the changes we have wrought. If you create a ring of fire upon the surface of a frozen lake, it will not last long without some additional intervention on your part. The Aria quickly works to “fix” the errant pattern in reality that is occurring. For those changes that work themselves as a natural part of reality, the Aria will be more accepting of such a change. The Aria works in concert with the collective faith of humanity here on Earth. Our powers are sometimes curtailed when used on grand scales that try to affect the mortal world in vast ways.

In general you can do almost anything with a serenade. You can fly, make people fall in love, summon forth a horde of insects, turn invisible, throw lightning bolts — almost anything you can imagine. You can even tie a serenade to an object, a person, or a place, through the mystical skills we call Mystech.

Motifs

Long ago we developed bonds with the various ways that patterns of reality manifest: the motifs. When you sing a serenade, it manifests using your motif — if your motif is rain, then your serenades will manifest using some form of rain. Motifs can literally be any manifestation of matter or energy, some of us even have our himsati species as a motif. Each of has an affinity with a motif, some more than one.



Some motifs have a stronger bond with certain patterns. The attention of destruction easily manifests as fire, lightning or a myriad of other forms. It doesn't normally manifest as flowers; but you can use your motif to sing serenades that "break the rules". You could use fire to create illusions, read minds, alter emotions and other effects not normally associated with the motif of fire for example. As you grow in power, you may bond with additional motifs -- mastering the motifs of wind, lightning, thunder and rain can make you a powerful master of storms indeed.

Serenade Types

Aside from the normal singing of a serenade, you can further twist and bend the rules of reality. When you and another sing the same basic type of serenade, your voices can chorus together for a stronger effect. You also can each sing a different serenade, creating a single song, melding them. It is possible to sing two of your own serenades together and do such, though that is far more difficult. The results of a meld are not always as accurate as one might hope. Warps are complex songs where your vox plays melody and harmony simultaneously; it is like a meld that has been sung so often it has finally become its own single song.



JUST IN CASE...

There are a number of other issues, most of which I hope you do not encounter any difficulties with in the near future. Others are topics that are most likely a long way off in your ventures, but deserve to be mentioned, just in case.

Avatars

Entering lethe does more than just reform you with a new identity. All that you are — your personality, knowledge, skills, even the shape and form of your himsati and human guise — is recorded



by the vox. It resides with all the other personas you have been over the eons. These are your avatars.

Fades

As you have already experienced, you occasionally have memories of your previous Immortal lives. This the final effects of lethe fading from your being. For a normal member of our race this takes many decades before the fades stop coming on so strongly. For the Reborn it takes but a single decade at most. As a Reborn you will notice you additionally have minor hazy memories of your mortal lives as well. We believe these are more ingrained into your spirit than your vox as it doesn't seem to have been present during those lifetimes. These flashes of your prior Immortal existence provide valuable insight, even etch parts of old skills and abilities into your new life. Be careful, a particularly strong flash can so enrapture you, that you forget where you are and what you're doing. This can be disastrous during a battle with your enemies.

You may find yourself influenced by your most recent avatar, taking on bits and pieces of his personality, skills and even the special powers and curses levied on him by humanity's faith. You probably have many avatars within you, but you only make connections to a few. The truly older antediluvian avatars are best left untouched, they are quite alien to who you are now. More importantly, it is possible for the connection to get out of your control, and into theirs.

Rising Avatars

Since the vox contains a complete copy of all that you were, "all that you were"

may decide he doesn't like to be kept locked in the back of your mind and soul. He might want to come out and "play". Avatars can struggle for control of your physical body and organic mind, for they are as much a part of your vox as you. At first, it is a stranger's voice in your head, familiar and yet not. Then you lose control of a limb or a sense. Finally the avatar takes over, forcing you into the back of your own mind and soul; making you nothing more than a passenger, watching all that you do as if through someone else's eyes.

Avatars that manifest strongly enough can even warp your human and himsati forms into their own while they maintain control. Fortunately, an avatar's control is extremely taxing and they will eventually succumb to the need to slip back, allowing you to return. All that happened while the avatar was in control may leave quite a mess for you to clean up.

Gossamers

If your physical form reaches the point of destruction, your vox will attempt to place you into lethe. But it is possible that the process might fail for whatever reason, or your vox is removed before it can completely energize. If this happens your spirit will spill forth from your physical body in a shimmering reddish colored glow and be sucked into the Blue Air: a realm of spirit and thought. Fortunately, your soul — like your vox — also holds your current identity, knowledge, and all that you are today. Now you must begin the arduous journey to find a place where the barrier between the spirit and physical worlds is thin enough to cross over, places we call



shallows. Should you find your way back, you are now a wandering spirit in the world: a ghost.

All is not lost though, for it is possible to collect the energies needed to manifest your physical form once again. You'll need to find a human with a special kind of faith — known as Religarum — to aid you. And you will need a vox, even if it is not your own. Your vox may now be in the hands of your enemy. It may have been used to create a new member of our race who now has you as an avatar oddly enough.

Many of our kind never find their way back from the Blue Air. So do not take the possible destruction of your physical form lightly. You could spend an eternity lost in that spiritual realm of thought and energy.

Gifts and Curses

Immaculum is a form of life-force that we use to fuel and enhance our abilities and powers. It is something we can gather from a willing mortal in the most pleasant of manners, or rape from an unwilling mortal with potentially dire consequences. It also allows us to stretch the limits of our mystical voices and empower our serenades to higher levels. While immaculum is not difficult to obtain, mortals do not make it quickly or in large quantity; covet what you gather and use it wisely.

Gifts are special abilities granted us by mortal faith. Some are held by the various tribes of our people; the mystical connection to your tribal brethren grants you the ability. Others are direct results of interaction with mortals, those who

truly believe in the fact that we are something more than human. Gifts are those abilities that we think of as beneficial.

Perhaps your gift makes it impossible for people to track you down, gives you a resistance to poison, or allows you to shapeshift with lightning speed. Sometimes you may gain the gifts of your avatars over time, especially if you allow your own path through life to be heavily influenced by one avatar in particular.

Curses are just the opposite, these are the banes levied upon us by the faith of mortal humanity. You may find yourself with an aversion to garlic or silver; your eyes glow when you are angry; birds call your name as you walk down the street (birds that normally can't talk); fire may burn with unnatural color when you are near. Know that curses (which are fueled by taint) seem to know when to rear their ugly heads. They easily turn something that might seem beneficial into something disconcerting and annoying at the very least. Don't ever expect your curses to be of benefit. You cannot predict when they will arise, or how strongly they will manifest.

Taint

Taint is an entropic spiritual force, seemingly the opposite of immaculum. It is dark, hungry and weakens us when it infests our spirits. It empowers our curses and makes our lives, well, less than pleasant.

Taint infests our soul in one of two ways. The first is a horrible misplaying of a serenade. Instead of making



beautiful music, we create a cacophony of discord in the patterns of reality. This creates a ripple through which taint can traverse into the energies of our soul. The second way is in our interactions with mortals. As mentioned, we can gather immaculum from mortals in a willing and pleasant exchange (such as we did with our followers during the Age of Myth), or in a more savage manner. The problem with the later is that when you rip away their life-force, you open the door to possible infestation of taint within your soul. If the mortal has any measure of faith, you also gain a curse based on the poor mortal's beliefs.

Taint is removed by using immaculum. It takes quite a bit to cleanse your soul of even the smallest amount of taint. Until then, the taint will power your curses beyond what you are used to, it will turn your shadows against you, and lend you to more savage behavior while in your himsati form. It reaches out and mars the world around you, making you distasteful to be around, especially to the rest of the Himsati race.

There are those who use it to their advantage by fully embracing the darkness it brings to their soul. Chief amongst those are our enemies; I will cover them with you later in this tome.

Transcendence

They are the personification of the very archetypes of life. Wielding powers we simply don't understand, the Transcendents have evolved beyond the limits of the rest of our race. No longer beholden to a vox, they have broken free from the bonds of madness our eternal existence brings. Transcendents do not

remain here after they reach this state; where they go is unclear. Some believe they reach a higher plane of existence, others believe they go to the farthest reaches of the universe to experience wondrous visions and fight wars more epic than we can imagine.

A few remain behind however, occasionally advising other Immortals such as the paragons (the leaders of our tribes). The appearance of a Transcendent to anyone is always held in awe by those who hear of it. Transcendents are not leaders — they are mentors who never interfere with free will or make decisions for the lives of others. The path to transcendence is unique for each individual and interference would only hinder that path. They exist to inspire others to walk the path into enlightenment. Only against the direct machinations of an Abzuli will a transcendent here on Earth take action, and then always at the cost of their very existence.

It is believed when a transcendent finally "dies", he is reborn as a human called a Bright Blood, and his soul begins a process of constant reincarnation.
- L

Abzulim

The enemies of the Transcendents are the Abzulim, the first race of Immortals created millions of years ago. They are responsible for one of the most enduring human myths ever: dragons. They found or engendered most Immortals,



and what they ingrained into those slaves became part of who we are today. We cannot fight the Abzulim for they have had tens of millions of years to perfect their arts; they have awesome power and hold over us. Instead we fight their minions known as the droves. I'll speak more about the Abzulim and

their minions later.

I think that covers all I can aid you with in relation to what you are and what you can do. Next, lets take a look at the new world in which you live, and the society you are becoming part of...





CHAPTER 2

THE PERPETUAL SOCIETY

STAINED PAST

“Perpetual Society”... there is a certain amount of irony in the term. Our empires have sometimes lasted for hundreds of thousands of years, but always they have crumbled. We may be eternal, but our societies have not been so. We have been many things: slaves, pantheons of gods, prides of arrogant beasts and courts of light. Each has held its place however brief or long, in the annals of our history. Many believe that our current societal incarnation is potentially the most powerful, and yet the most humble.

The Atlantean Pact

After the great battles that ended the recent period we call the Great Betrayal, our people were scattered, attempting to rebuild some form of society beyond humanity’s perception. We lost many of our brethren to the Blue Air or worse yet, to the teachings of the enemy. New enemies were rising from the ashes of the old, and it was then we were asked to come to New Atlantis.

Here the wisest and most powerful of our people gathered together heroes who best exemplified the greatest traits of our past incarnations. Picking through the ashes of our arrogant failures we found our greatest accomplishments, and used them to bring forth a new society. We became the Twelve Tribes of the

Himsati. The pact formed an alliance between the new tribes similar to human nations. But unlike human nations the tribes are not bound by a single territory; we cover the Earth and worlds and dimensions beyond. Our unity is in our goals, beliefs and ideals.

The tribes agree — as part of the pact — that no tribe shall make open warfare against another. A tribe will honestly respond to legitimate requests for aid from its fellow tribes. A tribe will respect those territories held by another. Members of a tribe will pay due respect and make their presence known to the leaders of a territory when entering it. There shall be no interference in a personal conflict between members of differing tribes, unless it threatens a tribe as a whole. And most importantly, all shall obey the law of the Silence.

The Silence

The Silence is the one law that has remained with us, for one reason or another, for most of our history. It’s wording has changed slightly over the ages, but the basic conviction remains the same: the world of mortal man is not ready to know the truth of our kind. A tribal member shall not willingly or knowingly reveal the truth of his existence — or of our race — to a mortal, without permission from the elders of his tribe. It is our valiant hope that someday this law will no longer be necessary.



The Silence exists for other reasons as well. If there is one law that you would do well to obey, it would be this one. There are far more dire consequences than a lone mortal finding out about our existence.

- L

THE TWELVE TRIBES

For as long as we can remember, we have been divided into various groups. In the past we were known by names like pantheons, prides and courts. Over the ages, the division was based on anything from political divisions, similar himsati forms, to the type of “god” one represented.

In the modern day, the tribes represent a mix of philosophies and ideals, each with a unique focus that places it apart from its brethren tribes. The tribe becomes an extended family to you, sheltering you from the harsh forces of darkness and granting you resources to call upon. Your tribe depends on you as well, calling upon you to use your talents and abilities to further its goals in the war against our enemies. We tend to gravitate towards a particular tribe based on our personal ideals, and strongest connections to reality.

Long ago there were countless groupings of Immortals, but always there have been a set of truly strong worldwide groups that have stood against the forces of darkness. Now, with the population of the Himsati race having dwindled from recent major battles, there are really only thirteen main groups of

Immortals that oppose the forces of darkness: the twelve tribes and the somewhat mysterious Solitaires. The smallest of the tribes number a few thousand and the largest close to ten thousand. The tribes defend and assist one another against the dark aggressors that seek to enslave and destroy us.

Tribal Structure

Your tribe is led by a paragon: the wisest and most powerful among you. He (or she, or even they) carries the mystical mantle of the tribe, keeping the tribe unified and allowing its special human-gifted powers to flow to each member. Alongside the paragon sits a council that advises him on all matters of importance to the tribe. All twelve tribes have a paragon and council.

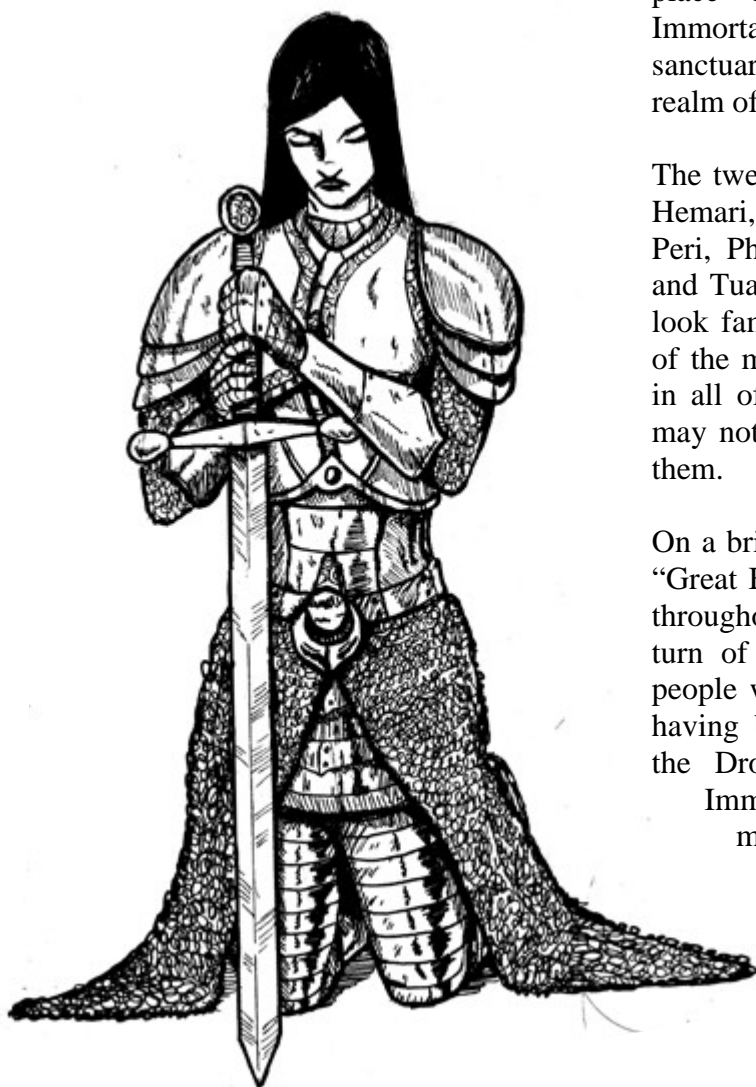
From here, the unique culture of each tribe shapes how it functions within tribal society. Though there are differences, most of the tribes do have roughly the same common ways of taking care of their territories and people. In any place where the members of your tribe gather in numbers (such as a large metropolitan city), the paragon will task the most trusted members with overseeing the rest of you. Sometimes a council does it, other times it is the duty of a single individual. The individual or head of the council is referred to as the regent; a few tribes use other names such as sovereign.

If an individual oversees an area, he has a second in command, commonly called a retainer. Beyond these commonalities, your tribe handles its territories as the paragon and his council wish. This is done using a primarily democratic



approach, but hints of feudalism, pack mentality and parliamentary styles can be seen.

Each tribe also has a few “houses”; these subgroups make up anywhere from one-quarter to one-half of the tribe’s total membership. The houses focus their energies and tasks on upholding the ideals of the tribe and working in those arenas the tribe has interests in. Though they are not political in nature they do hold sway within the tribe, having influence on the paragon and council.



Each tribe maintains a primary stronghold — usually a pocket-dimension known as a mantle — or some secret well-defended spot in one of the many other worlds and dimensions around us. All the tribes maintain a stronghold in the place we call New Atlantis. It is there the paragons gather to discuss matters of importance to the twelve tribes as a whole. In addition, the houses have their own strongholds they defend as well. It is rare for a single individual to have a powerful stronghold. Instead you’ll find a place to empower with your own energies, a place of respite for an individual Immortal. These havens are known as sanctuaries, paying homage to the great realm of the same name.

The twelve tribes are Arachne, Eremite, Hemari, Magdalen, Morrigan, Osiri, Peri, Phoenix, Protean, Sharakai, Terat and Tuatha. Some of these names may look familiar to you, representing some of the most powerful mythical concepts in all of human history, and some you may not recognize until you read about them.

On a brief note I’ve mentioned the term “Great Betrayal” as a point of reference throughout this guide. To explain, at the turn of this millennium, many of our people were seduced and turned traitor, having been corrupted by our enemies the Droves. Droves are groups of

Immortals and their mortal and monstrous minions; they’re the antithesis of our tribes. During this time, we lost many of our people to ambushes and mass attacks waged beyond the perceptions of the mortal



world. The very spiritual energies of Earth weakened and changed our way of life. It was at great risk and price that we managed to turn the tide and take victory against them.

The Twelve Tribes of the Himsati are:

Tribe Arachne (The Fates)

<ah-rack-knee>

The Arachne embody fate, destiny and luck. They are superb architects, builders of monuments, temples, fortresses and even whole artificial worlds. Their hive-mind perception allows them a deep understanding of probability, which they manipulate to change the course of the future. They are keenly interested in the role luck plays on the continuity of time.

Arachne hold major power in Southern and Southwest Asia while keeping mortal power in science and technology industries. They are known to be highly perceptive and strong willed beings.

Their unique perspective allows members to function like computers, processing information at high speed and with great accuracy. It also provides them with the tribal gift of the Oneness, allowing them to interface with other members of the tribe to fill in missing information.

The most powerful and gifted members of the Arachne make up a special collective known as the Swarm, led by the Paragon Kali. The swarm exists outside of the tribal

houses, complete with its own separate Oneness (though it can tap into the main Oneness as it sees fit). The Swarm serves as Kali's council. A visit from a member of the Swarm upon any Arachne is of great significance. It is said Kali and the Swarm work with a mysterious entity known as the Drone, said to be the actual progenitor of the tribe.



Their main stronghold lies inside the honeycombed caves of Mount Girnar, where pulses of energy can be seen flowing along the web-like strands found throughout their techno-organic mantle. The mantle serves as a jumping point to other Arachne holdings among Earth and the Dominions. It directly connects with the Gremlin Grid, a fantastical dimension linked to and influenced by Earth's telecommunications grid (the World Wide Web specifically).

The greatest enemy of the tribe is the Hive, an insane collective of various insect-like Immortals that prowl the Dominions. Descendants of the Hive, the Arachne hunt them in the hopes of finding their queen and co-progenitor Lilith, who the Hive captured eons ago.

An Arachne considers emotion a dangerous element, the antithesis of wisdom. She displaces her emotions into her himsati form to keep her human form from being distracted. This causes the Arachne himsati to be distinctly feral, a dangerous form to assume and the basis



Tribe Arachne



of the tribal curse. Arachne tend to deny their feelings and suppress what would be the normal emotional or instinctual response to a given stimuli. This leaves no outlet for the bestial nature of their spirits.

As the tribal name implies, a significant portion of the Arachne have arachnid himsati. But any Immortal with the will and drive to follow the tribe's cause and learn to keep their emotions from influencing logic, is welcome to join.
- L

Tribe Eremite (The Seekers)

<air-eh-might>

Eremites are dedicated to humility, service and devotion. They exist as protectors and helpers of humankind, and take this responsibility very seriously. Eremites see all monotheistic religions as part of the same truth, and don't consider the difference between them to be significant.

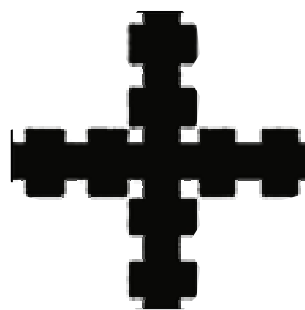
Though their major power resides in theological circles, most Eremites lead somewhat monastic lives; they do stay involved in mortal charities and human welfare programs. They are some of the most dynamic members of the Immortal race and are able to endure epic hardships for their cause.

They come together in fellowship to share their experiences within the Sea of Glass, a huge temple surrounding an

effigy of God on his radiant throne. Here they chant their discoveries in hymns similar to Gregorian Chants. Eremites keenly sense the power of faith in humans and shepherd these bright individuals in their callings. They keep a repository of knowledge about any kind of miracles and stigmata among the human faithful; such events are certain to draw their monks to investigate.

The tribal council, referred to as the Archangel, are led by the Paragon Sandalphon. They sense a divine presence in human beings, and believe this to be a manifestation of God. To many of these they assign the Garm, a group of Immortals whose himsati are a mix of canine and elemental; they serve as guides, companions and protectors to those humans who show signs of true faith and power. Eremite monks are renown for their martial prowess and their ability to withstand pain and hostile elements.

The greatest threat to the Eremites comes in the form of the Apocrypha: a group of awakened mortals who actively oppose the Immortal race, wielding



Tribe Eremite



considerable magic and worldwide resources. The Eremites battle for the lives of many awakened humans who the Apocrypha would turn against them.



Though they do not revile their bestial origins, it is the hope of every Eremite to become human. In doing so they hope to regain the ability to touch the true divine nature of the universe, which was lost to them when they bonded with the shards. Members of the tribe remain in human form as much as possible. Eremites are renown for their ability to use their himsati natures while in human form. This makes them dangerous combatants without exposing them to the feral instincts that invariably follow shapeshifting

Having placed themselves as shepherds and protectors of humanity, the Eremites are quite in tune with human belief and it can affect them quite easily. So ingrained is the need of the tribe to watch over humanity that when this duty is shirked, their great powers begin to fail them.

Eremites spend most of their time in human form, and a significant portion of the tribe are primate himsati. But all creatures are welcome if they respect and follow the tribal beliefs and goals.
- L



Tribe Hemari

Tribe Hemari (The Muses)

<heh-mar-ee>

In a universe where power is gained through physical violence and maintained by merciless strength, the Hemari dominate a subtler battlefield – the psychological landscapes of the heart and mind. They understand more than most that power gained by force is fleeting and frail. In the realm of emotion and desire, where weaknesses are as deep as a childhood memory, power is limitless and enduring.

They hold great power in entertainment circles and pop culture, and are very active in the playgrounds of the wealthy and vice trades. The Hemari are an extremely charismatic and strong willed people. All of them are blessed with incredible beauty.

The stronghold of Xanadu gleams like a forbidden jewel, hidden entrances lie in cities where desires and emotions of mortals run strong and wild. It is a glittering metropolis, where every surface brings a unique emotion, desire or sensation to the mind. Here the Hemari maintain their greatest



followers: fascinating mortals of every nationality intermingled with philosophers, poets and their ilk; endlessly discuss the nature of Man and what drives him.

The Hemari's world is a world where art imitates life. Their own genuine passion sparks passion in others. They live in a world of spectacle, theatrics, art and ethereal appearance. Their presence sparks wars, creates fads, and inspires greatness in those not too timid to drink from their cup of experience. In a world where desire is repressed, the Hemari is powerful indeed. The Paragon Eros leads the council of Muses, who guide and watch over some of the most powerful mortal personalities on Earth.

The bloodthirsty Drove Anopheles, former members of the Hemari, constantly wages subtle war with the tribe. They tempt and seduce members of the tribe to their darker, more violent natures, ultimately leading them on a path of servitude under the rule of an Abzuli master.

Hemari inspire and seduce individuals (and the masses), accumulating immense power without the use of force. They have become masters of emotion and desire. Hemari are able to drink the emotions of their victims, or harvest it as an energy source for their most deadly weapons. Blood is sacred to them, and oaths sworn on blood are considered unbreakable. Those few that do break such an oath become banal, ordinary, even ignored; this is a horror akin to solitary confinement for creatures who are social by nature.



Don't think the Hemari are mere manipulators of emotion and desire. A large contingent of them are from the legendary Amazons; the tribe can "throw down" when the need arises. In addition, you'll find great chefs, romanticized vampires, models, painters and writers, all working together as an extended family.

- L

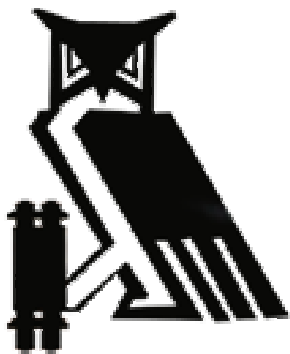
Tribe Magdalen (The Whisperers)

<mag-da-lyn>

The Magdalen embody knowledge, scholarly pursuits and intellectualism. They're especially obsessed with language, both spoken and written. Since words form ideas, and ideas are transmitted between people, the Magdalen recognize language as a very real and powerful force in the world. Quite literally, the Magdalen understand that words shape reality. It is this mastery of reality they wish to control.

Magdalen influence always moves in intellectual circles including academia, publishing, research, religion, and universities. Strong willed and extremely perceptive, the Magdalen tend to travel alone, letting a hint of their himsati show through to enhance their reputation as enigmatic and mystical individuals amongst the mortal population.

Names are of core interest to the Magdalen. They have learned that a person's name speaks volumes about



Tribe Magdalen

her. They believe a being's true name is the source of her strength. Accumulating the true name of other beings is one of the primary pursuits of the Magdalen. They wish to know all that can be known. In this, they seek to find the true name of evil and expunge it from the world. All that they collect is stored within the stronghold of Athenaeum: an immense library accessible from the Himalayan Mountains.

Athena, their paragon leads the Magi council, who are said to know everything contained in the Athenaeum. Magi are solitary and choose only a single disciple to mentor at any one time. They come together in the Athenaeum as a group only during times of crisis, at other times using arcane methods to communicate and lead the tribe.

The Magdalen are constantly set against the Alexandrites, a group of mortal sorcerers led by former members of the tribe. They seek the homogenization of the world's knowledge (and therefore imagination and faith), and the ingraining of conformity into all current

and future generations. The Alexandrites make their influence felt through all of academia, from kindergarten all the way up through the most respected universities. Besides academia, this subtle and highly successful group also owns controlling interest in several book publishers, maintain a staff of top archeologists, and pays top dollar to book collectors for certain ancient tomes.

Their intellectual pursuits have given the Magdalen a great understanding of the patterns present in the Aria; they are considered master teachers of Serenades. Tribe members are able to turn back an attacker with a variety of their own serenades, even serenades not normally able to do so. Magdalen possess such extraordinary amounts of knowledge it can become overwhelming, and the Magdalen loses part of that knowledge in a form of amnesia. For a Magdalen to lose their grip on any concept or idea known to them is horrid.

Another tribe not to take lightly simply because of their academic focus. They have produced some of the most skilled and wisest warrior-leaders of history. If you have difficulty learning a serenade, seek them out; at least one amongst the tribe will know it and can teach you.

- L





Tribe Morrigan (The Paladins)

<more-again>

The Morrigan are warriors dedicated to valor, honor and duty. They believe a warrior with a strong code of principles can overcome any obstacle. Once rulers over all Immortal kind, they now exist as an elite force of warriors coming to the aid of other Immortals. Morrigan have temporal power in the human world through heroes they find and train to defend the human race against the tribe's enemies. They often insinuate themselves among powerful athletes, heroic professions such as police and firefighters, and other fertile recruiting grounds.



From their floating city of Asgard, they launch attacks against the forces of darkness. Here they bring mortal heroes to train and collect the trophies of their fallen foes for use by valiant heroes in future battles. They cultivate martial excellence in humans, sensing unlimited potential through the human ability to believe in oneself. They enter into direct relationships with mortals very carefully, but when they do their commitment is unquestioned. The tribe understands those mortals they train will most likely die fighting; it is their destiny.

The three paragon sisters known as the Raven Queens lead the tribe with their council,

the Harbingers. The Morrigan are a reclusive, often arrogant group who nonetheless put all differences aside when battle comes. Fighting until they fall, they are safe in the knowledge that this serves a greater cause and maintains honor. They lend aid to all in need of their help, but take a dim view of those unwilling to first help themselves.



The tribe spends a great deal of time hunting for the Silhouette, a powerful creature birthed during the second World War. It is a horrific Immortal creature with the ability to control weather and cloak its form amidst storms and natural disasters.

Morrigan are able to bring out cowardice in their foes, forcing them to flee battle or taste defeat at the hands of those the Morrigan aid. At times a Morrigan allows his allies to claim glory; he simply stands back letting his mighty presence cause doubt in his foes. Morrigan are an honor-bound group; their strong sense of courage and duty makes them seem arrogant at times, and thus they are unable to turn their back on a true challenge. All Morrigan go into combat knowing that it might be their last, so they make all their fights glorious.

All members of the Morrigan can fly, enacting mystic rites to alter the himsati of those who cannot; the strong wings of the Morrigan beat fiercely, enhancing their renowned strength and forceful personalities.



Tribe Morrigan



Every Morrigan maintains a personal code of honor that he is beholden to. Those who quickly change their attitude to suit various situations often find themselves visited by the Harbingers.

- L

Tribe Osiri (The Necromancers)

<oh-seer-ee>

The Osiri prize freedom above all other things. Seeing people trapped in unhappy circumstances saddens them, while tyranny of any kind incites the Osiri to anger. In the latter case, their retribution is inevitable. Through dying, humans are able to obtain the ultimate freedom from their mortal coil, while Immortals seem bound to corporeal existence.



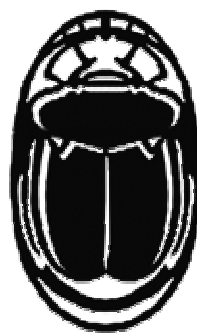
The Osiri search for a way to penetrate the mysteries of dying and of the existences beyond. The world of the Blue Air, where spirits dwell, is of the utmost fascination to the Osiri. They keep strong ties in archeology and those places and industries that center around death.

The tribal stronghold is Karnak, the Silent City, accessible from Thebes in Egypt. Thebes is here in all its glory as is the Sphinx, the Great Pyramids and the fertile Nile. It is in this place that the Osiri gather to study as the disciples of Death.

Led by the Paragon Osiris and the

Council of Ennead, the Osiri are the servants of Death, an enigmatic being so ancient and powerful, they are uncertain of its origins. During their imprisonment in Sheol, it appeared to them and granted them the power to break free in return for service. It also revealed to them the One Soul: a collective pool of spiritual energy humans enter upon death. It is a realm Death has guarded for all time and a barrier that Immortals cannot pass; not even the Transcendents seem able to pass it. Their enigmatic personas and persistence in the face death's power give them influence in the myths of the dead in nearly all cultures of Earth.

The Osiri constantly wage battle against Drove Mut, known to be followers of the Abzuli once known as Apep, or Apophis. This Drove quickly corrupts mortal souls into the service of their Abzuli master, and use the shards of their foes to reanimate the dead into dark mummies. When not hunting down those who have cheated death, or escorting spirits who resist crossing over, the Osiri search for Al-sirat, the bridge beyond the Blue Air, into the next world. They constantly search for the



Tribe Osiri



doorway through which our kind can pass as mortal man can upon death.

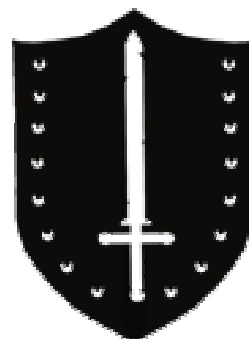
The Osiri themselves can return the soul of a mortal human to its body. It is an action they take when Death has made it clear a soul was not meant to rejoin the One Soul yet. Because they spend so much time touching upon the Blue Air, various ectoplasmic manifestations often attend members of the Osiri. Areas they frequent are often haunted and they are drawn to such places as well.

Among the Osiri exist the Saturna, Immortals who can physically enter and leave the Blue Air. A mysterious group, it is rumored they gained their ability from one of the original Eidolons, a sister-creature to sanguinary known as Rukshasa.
- L

Tribe Peri (Bearers of Justice)

<pair-ee>

The Peri embody justice, virtue and purity. They place themselves in alliance with protectors of the good and innocent. These partially elemental Immortals often appear as children in their human guise, and use their tribe's mystical gift to change into weapons or shields at will. They exist to right the wrongs of the world and visit their wrath on any they consider to be maleficent. They abhor modern weapons of mass destruction, disarming those who use



Tribe Peri

them wrongly. They maintain what little temporal power they have in competitive venues such as sports and mechanically based technology industries.

The Peri claim the collective Dominion called Underground as their territory. Within lies the Foundry, where the first generation of Peri were born. It is an ancient Abzulim fortress, much of which remains locked and inaccessible to the tribe. Because Peri are mechanically and technologically inclined they forge amazing creations inside the Foundry's furnaces. Their magical machines are famed throughout the Immortal realms.

The Kai Ra council is led by the Paragon Caliburn (also known as Excalibur). Their namesake — the original Kai Ra — represented some of the most powerful artifacts of battle in history. They were ten special elemental beings that fostered the creation of the Peri and represent the templates of the weapons that followed them: Sword (Caliburn, who leads the Peri today), Spear (Solitaire), Axe (Mimir), Hammer



(Mjolnir), Staff (Nevern), Polearm (Oniduomo), Mace (Mouginstah), Arrow (Golden Arrow of Abaris), Dagger (Scramasax) and Shield (Shield of Heracles). The Peri have a close relationship with the Morrigan, although they reject many of the heroes their fighter cousins choose.



The Peri are constantly under attack from Drove Azhoth, once members of the tribe. The himsati of the Immortal members of this drove appear as obsidian weapons, razor sharp, with the ability to drain the life essence from their wielders. These vampire blades are responsible for the tribal bane as well as the many tales of cursed weapons throughout history.

All Peri have the ability, gained from the first Kai Ra, to transform into a weapon or shield made of a magical material known as Adamantine. It makes the Peri virtually indestructible by any means and allows the Peri to lend his physical power and spirit to the wielder. Peri who succumb to the darkness tend to pass on their supernatural curses to their wielders however. The Peri are known as some of the toughest and strongest Immortals among the tribes.

Peri often appear to pure children as "imaginary friends" to groom them for great deeds later in life. Purity is an essential quality that attracts a Peri, they will not willingly allow themselves to serve lesser ideals.

- L

Tribe Phoenix (The Shining Ones)

<fee-nix>

The Phoenix are the quintessential symbols of immortality, beings of radiant light, wisdom and the power to grant wishes. Their power is used to test the heart, revealing mysteries languishing in the dark and spreading enlightenment. Their goal is to turn the eye inward, shooting arrows of insight deep into the mind, their light illuminating the way.

It was the Phoenix who inspired the phrase "Know Thyself". Phoenix influence is primarily felt in the New Age movement. They are the patrons of witches and appear in many different forms to communicate with the mortal world.



Their mantle stronghold, accessible near the city of Jordan in the Middle East, contains the great temple of Petra. Here they gather to share their experiences from the mortal world. The tribe keeps the One Flame here, the largest single piece of Palladium known to the Immortal race. Its flaming nimbus has never extinguished since the Horned Lord first claimed it in ancient Troy. Each member of the tribe must journey to Petra yearly, to be embraced by the One Flame as a test of his purity.

The Horned Lord, an ancient fire elemental with power of the Sunedrion in his veins, leads the Phoenix and the Djinn council. The Phoenix embody renewal; their touch heals the pure and destroys the corrupted. Their presence reveals inner beauty and turns back the



Tribe Phoenix

ravages of time on flesh and inanimate object alike. Many of the tribe's members are beings splintered from the Horned Lord himself and then implanted with a shard to give them immortality. They have been worshipped through time as gods of light, the sun and fire.

The Morrigan refer to them as “hunters supreme” for the tribe's efforts to track down and destroy their bitter enemies, the Shadowen. The Shadowen and the Phoenix were once united long ago, before the Horned Lord's queen Semiramis forsook her people on a quest for dark power.

The ability to grant wishes is a sacred power to the Phoenix — one they never use lightly. Their primary use of this gift is to teach people about themselves: a wish granted always has unforeseen consequences. Empowered by the wish maker's own spirit, their mythical voices alter reality around them. Their singing is legendary, rivaled only by the Hemari.

Phoenix who stray into darkness and corruption find themselves subservient to the mortals they seek to teach. Such servitude often leads to disastrous



consequences for both the Immortal and his newfound mortal master. For this reason the Phoenix are known to be strong and willful in order to deal with a rash master they've fallen under.

All the Phoenix wield the elemental power of fire, even those elementals of water, earth and air that join the Tribe. They become an interesting mix of the two elements such as steam, smoke, or even lava.

- L

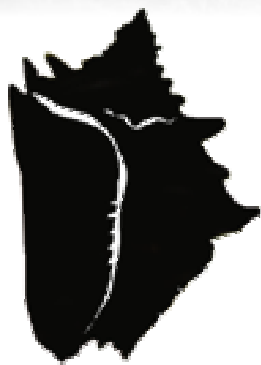
Tribe Protean (The Changers)

<pro-tee-an>

Long worshipped as the capricious, unknowable gods of the sea, the Proteans derive their power from this great force of nature. They have assisted the evolution of mankind, helping him adapt to the changing climates of the world; their main obsession is adaptability. They are keenly aware they live in the most dangerous environment on the planet – the oceans and seas.

Proteans maintain strong influence over areas that have deep connections with the sea, from ports to secluded islands. Their land-bound holdings are in medical and biology-related fields as well as minor endeavors into fitness and sports.

Within the Dominion of Ys — an underground maze of water-filled tubes that connect all oceans and seas on Earth



Tribe Protean

— the Proteans sail its corridors in the body of a poisoned sea monster, the Leviathan. The Leviathan serves as both craft and temple for these ancient sea-dwelling Immortals. Most of our race believes the Leviathan was once a creature like the legendary Sanguinary.

The Formless Council follows in the wake of the Paragon Proteus: the constantly shifting entity who becomes all forms from animals to rare elements. Their goal is to achieve formlessness: a state of being without entrenched identity, capable of being anything, both in form and thought, as the situation demands. This supreme adaptability makes the Proteans dangerous opponents.

Long ago the Proteans led the Immortal race until their former leader was corrupted and they were cast out to join the poisoned and corrupted Leviathan. Even though they have retaken their rightful place as a tribe and captured the Leviathan, many of their former brothers and sisters still roam Ys and the Earth's oceans. Their shapeshifting has no control, and their minds morph from one moment to the next, schizophrenic. The Proteans hunt down these Roane droves

whenever possible.

Proteans possess a gift that allows them to bestow their living traits, be they animal, plant or mineral, on whoever they wish. Legends of humans possessed of supernatural shapechanging abilities derive from those favored by the Proteans. While many other Tribes are concerned with spiritual development, the Proteans are dedicated to improving the species physically, adapting it to a changing world. Their power to transform flesh is legendary. All Proteans are at least partially capable of underwater living, even land and sky himsati that join the tribe.

Proteans natures often slip out when least expected. They have difficulty maintaining a long-term physical identity since they are constantly adapting to changes around them. However, this gives the Protean a graceful and enduring quality that all their members share.

- L

Tribe of Sharakai (The Dragons)

<shara-kye>

Once dedicated to the ideals of balance and self-enlightenment, the tribe was transformed when nearly destroyed during the Great Betrayal and the spirit of the god Sharakai entered its members. Sharakai is said to be another of the legendary creatures like Sanguinary and Leviathan. The Sharakai feel that forces of darkness have truly unbalanced this



world. They realize that balance is best restored in this new world by eliminating those threats capable of upsetting the balance.

The Sharakai hold temporal power in communist China and in the more idyllic settings of Japan, as well as scattered castles across Western Europe. They maintain light power in martial arts circles and in many scholarly, philosophical and religious pursuits.

In the museum complex in Tiananmen Square in Beijing, the tribe members enter their stronghold, the Forbidden City. Here the splendor of the original fabulous palace of the 15th century and surrounding buildings is maintained; an elaborate dragon throne is kept awaiting the physical return of their god. Only the most respected members of the tribe are allowed into the heart of the city.

The Paragon Yu-Huang and the Ki-Rin council instruct the tribe's members in mental and physical discipline and maintain strict and rigorous training. The Sharakai are a meticulously organized group, with each member having strictly defined authorities and responsibilities. Most tribe members

balance this with old fashioned — even archaic — traditions from the culture they spent their “mortal” time in. They rarely speak and are known for their supernatural agility and perceptions.



The Sharakai are warriors and assassins consumed with seeking out and destroying the minions of the dread Abzulim, their dark counterparts. Of particular interest to them is the Drove Tengu, their enemy for most of their long history. It is hoped that through the defeat of the Tengu, they may learn the secrets with which to destroy the Abzulim. It was this tribe that learned the secrets leading to victory after the Great Betrayal.

The spirit of Sharakai entered into the tribe's members during the Great Betrayal and all of these Immortals carry a portion of their god's power. As the Immortal grows in power, his connection to the god becomes more evident. They are dragons, able to take on the aspects of that noble heritage. The most powerful of members literally become hybrid dragon-beings, taking on one of the “nine semblances of Sharakai”.



Tribe of Sharakai

Sometimes a member of the Tribe will work so furiously towards the elimination of threats to the world's balance, that he himself becomes unbalanced. When this happens, the spirit of his dragon-god leaves him bereft of its gift.

- L



Tribe Terat (Dreamwalkers)

<tear-at>

Terat populate the collective dreams of humanity, shaping them and interacting with human dream forms — often nothing like their waking-world personas. The tribe guides mortal man away from the dark influences of the minions of the Abzulim. Monstrous in form, the Terat nonetheless have a piercing understanding of the human psyche that even the Hemari envy at times. They hold little temporal power in any one area, but they have great influence over specific individuals when needed through their dream-work.

Accessible from Ayers Rock deep within the Australian Outback, is the entrance to the Dreamtime mantle. Here the power of the human dream-realm — the Morpheum — bleeds into the reality of the mantle. They fastidiously recruit telepaths into their service, appearing to them in dreams. Humans with telepathic ability are of great interest to the Terat, since such individuals can “transmit” a Terat from one person’s dream to another without having to cross the constantly shifting terrain of the Morpheum.

The Paragon Hypnos, and his council of Phantasms, lead the tribe through their dream wanderings. They place deep-seated ideals in the human subconscious to sway a mortal from actions that would lead him on a path to darkness. Their shapes are fluid, ever-changing and bestial. To those who encounter them, they seem to exist somewhere between the waking world and



Tribe Terat

imagination, but the Terat are very real.

The Terat were once drove themselves eons ago; the tribe was almost destroyed during the Great Betrayal as an act of retribution by their former dark brothers and sisters. They constantly wage war across the Morpheum against the Sandmen, the most powerful of the nightmare drove. Battles between these two groups for the soul of a single human have at times caused widespread linked dreams amongst the mortals of various cities.

The Terat are able to infuse their spirit into the physical location where they rest and create special places in the Morpheum; miniature versions of the Dreamtime mantle. Here they can safely draw dreaming humans and sometimes other Immortals, into a collective dream where the Terat controls the environment. Of all Immortals, it is the Terat who are most susceptible to the fears and fancies of the human race. They are attracted to the realm of dreams as moths are attracted to flames. Those humans with the power of true faith are especially dangerous to a Terat if not handled with extreme care. Humans



always seem to sense the difference in a Terat than the rest of us, perhaps it is because of their strong wills and otherworldly presence they give off.

The members of the Terat comprise the majority of the more monstrous and mythical himsati to be found. Many of these Immortals find the only place they feel comfortable is within the Morpheum, so they learn from the Terat and eventually join them in their endeavors as a member of the tribe.

- L

Tribe Tuatha (The Fae)

<too-ah-tha>

The Tuatha are Immortals in harmony with nature and protectors of the natural world. Their elfish beauty is derived from nature itself, and they have been given many names throughout the ages — most commonly the Fae. They work to stop humanity's pollution and destruction of the environment. Though some Tuatha can become bitter towards humanity, they understand that humanity is vital to the survival of the world. This knowledge keeps those Tuatha from unleashing their powers against mortal man. They hold temporal power in those places where mankind lives in harmony with the natural world around him, and maintain interests in a variety of agricultural, scientific and other outdoor industries.



The Paragon Danu and the Sidhe Council lead the tribe. The Tuatha serve the Wonders known as the Sunedrion, a group of ancient tree-like beings whose spiritual branches reach out to distant worlds and whose roots drink the raw power of the earth. The Tuatha seek other Wonders for the Sunedrion. These will be used to engender a rebirth of the world, a return of magic and a new age of myth. They understand that an ignorant humanity might be destroyed during the rebirth, so they attempt to slowly and carefully lift the veil of blindness that humanity has to the true magic of the world.

The Tuatha keep two main strongholds, each of equal importance to them. The first is Fae Eire, a mystical garden of sylvan beauty where they keep those Wonders they have obtained. The second is Tir Nan Og — the Isle of the Young — where the Tuatha take those mortals who they wish to give a special place amongst the tribe. No mortal ages while he is on Tir Nan Og, and thus they can spend lifetimes learning all that the tribe can teach.

The Tuatha loathe the Wormine: an ancient sect of corrupt mortal druids



Tribe Tuatha



allied with various droves and helping them battle the tribes. Originally roaming the realms of the Underworld, the Wormine have come to the surface in recent years and their dark faith wrecks havoc upon the natural magical balance in the world. As much as the Wormine pose a great threat to the natural world, they pose a greater threat to the ability of the Tuatha to return mankind to a belief in magic.

The Tuatha can reach into a person's mind and pull out his thoughts of youth and imagination, making them real for a temporary time. Imaginary childhood friends, heroes and monsters are all there to be believed in once more. Even the youthful dreams of the adult are available to be made real for a brief time. When it ends, the mortal is vaguely aware of what transpired, serving as an inspirational daydream that carries with him.

Tuatha are deeply vested in their magical nature as defined by the beliefs of mankind. They can quickly and easily become victims of their own glamour; lost in an illusory world of magic and make-believe. Even to other Immortals the Tuatha seems a victim of temporary insanity.



Interestingly, the Tuatha's weakness allows them to see things in a way others of our kind do not. Their oft times ethereal nature makes them seem supernaturally graceful. They represent what is left of the classic power of fairy-tale magic in the modern world.

- L

Quiet Cultures

Some of us have groups of mortals that aid us. They have gone by many names over time: cults, sects, clans, etc. The largest of these — the ones that serve entire tribes — are known as Quiet Cultures. Members provide sanctuary for us, including food, companionship, or life force used to heal us of injuries and power our artifacts. In return we go to great lengths to see to the prosperity of our Quiet Cultures and their members.

Yes, some of our Quiet Cultures do still worship us as gods, as they once did during the Age of Myth. This is a fact that is still occasionally debated amongst the tribes in terms of its morality.

- L

THE CALLINGS

Many of us created during the reign of the dread Abzulim were created with special purpose — not just the grand ideas forming the original basis of the ancestors of our tribes — but on a more individual basis. Some served as guards,



others as spies, soldiers, explorers, artisans, performers, and a variety of other functions.

Even those not created by the Abzulim and those that came into being since, seem to excel at some fundamental tasks incarnation after incarnation. These fundamental areas have developed into sets of skills known as callings. Your calling rarely changes from incarnation to incarnation, and those rare instances where it does, it always seems to go to another similar one where your old calling's strengths greatly benefit you.

The Brotherhoods

However, callings are more than just skill-sets. As the ancient ancestors of the tribes grew in power, various individuals found themselves coming together into brotherhoods based on these skill-sets. So the callings really refer to both a particular area where an Immortal excels, as well as the overall brotherhood of Immortals who share these skill-sets. Within each tribe there exists the paradigms: the leaders of each calling within the tribe. The paradigms are usually chosen from among the eldest of the tribe's members. They are true masters of their calling and the many skills and abilities that compliment it as well.

Paradigms do not serve as members of the paragons' councils, so as not to conflict with their work with members of the same calling from all tribes; but they are held in the same esteem by members of the tribe as the council.
- L

The style in which each tribe maintains its callings is one of the cornerstones of a tribe's culture. The callings also serve as one of the primary ways in which the tribes interact with each other outside the boundaries of official meetings. While each tribe has a paradigm for each calling, the brotherhood of a calling extends to members from all tribes, not just within a single tribe. Though this in no way takes precedence over the laws of a particular tribe or rule of its paragon, there is a certain respect afforded between members of the same calling, regardless of tribe. The power of this brotherhood is great; the callings also have gifts of their own, just as the tribes have theirs.

The callings of the himsati race are:

Emissary

The Emissary functions as the main political arm of a tribe. As ambassadors, they perform negotiations, grant concessions, and gain power, prestige and resources for their allies through treaties. An Emissary is a walking storehouse of treaties and alliances, the cupbearer of peace and the herald of the decrees of war. A gathering of Immortals will stand silent when an Emissary enters the room, for he carries the words of powerful allies and rivals alike. Emissaries also serve as the main lines of communication between the scattered members of a tribe.

Explorer

The Explorer functions as both an archeologist recovering what is lost, and a traveler to bold new lands to be discovered or conquered. An Explorer wanders the unknown fringes of the



mortal and immortal worlds, pioneering new trails and recovering lost artifacts and knowledge that can be useful to his tribe. Explorers tend to exist outside of most tribal laws; where they often go is a place no tribe holds sway. Each has their own code, which works for them in the wilds of the unknown they wander.

Harlequin

The Harlequin is the wearer of masks, capable of getting close to any target without arousing suspicion. A master spy and thief he obtains items and information that cannot be gained through other means, usually from enemies of his tribe. Harlequins exist because the tribes understand that not everything can be won by brute force or negotiation. He is renowned for his reputation for infiltration; he can walk in and out of the most heavily guarded places, remembered for a face not his own.

Juggler

The Juggler is a master controller, translating a comprehensive knowledge of people, their motivations, and environment into programs of control and manipulation. One of the more secretive of the callings, one rarely knows what forces the Juggler may be secretly wielding to alter and direct a foe's behavior. They use their abilities to confound mortal enemies and authorities, conceal the existence of the Himsati race, and at times orchestrate the downfall of an Immortal that has greatly offended their tribe.

Keeper

The Keeper is the tribal protector of objects of value, whether places, things

or even living beings. Sleepless and alert at all times, they are superb bodyguards and close quarters warriors. These guardians are often dispatched into the mortal world to safeguard a mortal who has been foreseen to be of great value to the tribe. Just as often an object may be placed into the hands of a Keeper for long-term safeguarding, or they may be called upon to escort other Immortals, such as Emissaries, on a particularly hazardous mission.

Mentor

The Mentor can be found at the side or just behind many Immortals both young and old. For the young, the Mentor seeks out newfound Immortals and tutors them in the ways of their tribe and calling. For the elders, he acts as an advisor, a vast repository of tribal information on customs, culture, law and history. The Mentor is quick to discover the needs and goals of his charges, and advise in reaching them. Mentors are one of the most "human" of the callings, known for having the most patience.

Merchant

The Merchant is gifted with an ability to create that goes unrivaled — they are master craftsmen and artisans. It doesn't matter if the items are of mundane or magical quality, works of art or performance pieces. Their abilities to make deals to obtain the hard to find, unique and only imagined are uncanny. There is a price for these goods and services, usually in the form of barter and trade that enables the Merchant to complete some other project he's working on. Many serve as grand performers and artists for their tribe and others.



Mystic

The Mystic treads where most Immortals do not, those places that are arcane and intangible even to the Himsati race. The Mystic doesn't just think outside of the box, he thinks in a whole new set of boxes never dreamed of by mortal or Immortal alike. The most surreal of callings, Mystics tend to speak in riddles and metaphors — at times speaking to things not apparently there. They delve into the mysteries of places like the Blue Air and the telepathic dream-grid of humanity known as the Morpheum.

Probe

The Probe is responsible for cutting through the veils and discovering what happened, how it happened, why it works, what it does, and solving those mysteries that confront his tribe. He is brought all manner of puzzles, newly discovered objects, mysteries and factoids. The Probe must sort through all of this, determining through facts and deduction what is important and what is not to each mystery that he works on. Often his enhanced abilities will allow him to spot clues or facts that rigorous searches have not discovered.

Scourge

The Scourge investigates crimes committed within or against their tribe. It is their duty to find the truth, and determine the guilt or innocence of an Immortal (and sometimes mortal) that may have broken the tribe's laws. They regularly interact with Scourges from other tribes. To the most trusted members of this brotherhood, goes the authority to call in members of other callings as needed, to bring a potential lawbreaker to justice. Scourges are, in

essence, the police and court system of the tribes, responsible for rooting out the darkness within.

Slayer

The Slayer hunts (and sometimes kills) not because he wants to, but because it needs to be done. Though usually one of the most celebrated of callings, few





actually envy their job. His role is to stand upon the front lines against the enemy and to hunt the betrayers who can no longer be redeemed. When called to hunt a rogue Immortal, the Slayer is clearly the last resort. It is always hoped that the Slayer can capture his quarry and return him intact, but sometimes that is not an option and his orders are clear.

Tactician

The Tactician betters others through trials and tests, and assists in keeping the machine of tribal society working smoothly. It is their responsibility to seek out the weaker and apathetic members of the tribe. They arrange tests for these unknowing Immortals, challenging and hopefully strengthening them through adversity. They determine what actions need to be taken by the tribe when a mission is required, and are often the ones who assign Immortals of other callings to those missions. When possible they assign Immortals not only for their ability to succeed, but also for the capacity to learn from the work on the task.

CADRES

Cadres, represent exactly what you have with your friends. It is a special bond that goes beyond tribe or calling. Many of the Reborn discover their immortality alongside a group of friends, only to discover these same friends have been with them mortal lifetime after lifetime.

In ancient days, cadres were a political function as various Immortals came together to complete a task, and inevitably spent a great deal of time maneuvering against one another. Those

of us who have spent the last several hundred years living as humans — the Reborn — seem to have stronger bonds with our cadre members. Indeed, many of us will easily place our cadre before tribe or calling. Fortunately the paragons seem to understand this bond, and seem to bend the rules on occasion when the bond causes infractions against a tribe that are not too great.

In a few places you may find a cadre, especially one whose members awakened nearly a decade ago during the first release of Reborn, are able to hold sway over a small area and they become its protectors and overseers.

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The Great Fire of London

In the year 1666 AD, the prides (predecessors of the tribes), waged a bloody conflict against an Immortal creature with plague-like powers called the Dust. During the battle it was believed that a great many of the most promising and mightiest of the Himsati race were captured by the enemy; or perhaps their physical forms were destroyed and their souls lost to the spirit realm known as the Blue Air. Starting just over a decade ago, for about a year or so, a great number of these Immortals returned. In fact, I was one of them.

Not that he was necessarily the mightiest or most promising. Sorry, but I just found this statement a bit humorous.

- L



Like all the others, I cannot remember what happened that fateful night. Like you, I have only vague hazy memories of human lifetimes that I have lived since then. We are Reborn, and for whatever grand purpose, we were taken out of the loop of Immortal history for several hundred years. Now we are coming back, many groups of us a decade ago, and now others like you and your friends. I cannot say why, it is a past we have yet to discover the truth of, and a purpose and destiny that will hopefully be revealed in time.

ATLANTIS AND THE THIRTEENTH TRIBE

Thousands of years ago, there existed the first Atlantis, built by an elemental being called Solitaire. We lived there in relative peace for some time, until it was unfortunately destroyed. Some blamed our very society for its destruction and the disappearance of Solitaire herself. They became known as the Solitaires for they refused to have anything to do with our society. They continued to practice the ways taught them by Solitaire and left us alone. Among the Solitaires are the Outlanders, Immortals who take a different and secretive path to their own form of transcendence.

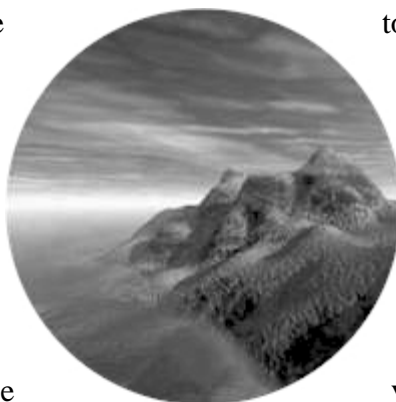
Over time we began to use the term Solitaire to label any Immortal who refused to take sides in the battle between the us and the droves; we persecuted and hounded them all,

including the true Solitaires. When Atlantis was rebuilt the true Solitaires became the emissaries, guardians, and escorts to this new golden land. As part of the Atlantean Pact, the Solitaires are untouchable so long as they do not interfere with the tribes' war against the enemy. In a way they are an unofficial tribe, not actually part of our alliance, but at peace with our people at last. We honor Atlantis and its ways, our paragons use this place to hold their most important meetings. It is a neutral place, where even those amongst our tribes who cannot stand the sight of one another are bound by its laws to cohabitate.

Once hermits who refused to become involved in the Invisible War, the Solitaires have come to realize they cannot simply remain neutral. Although they find it difficult to work with others in a synchronized effort, the Solitaires are known for their bravery and ability to withstand great hardships. Their objectivity makes them a true boon to our race. They see things more realistically, and are thus very wise. It is said that a Solitaire can sense the presence of the enemy; he can look into your soul as well. Give your respect to the Solitaires, they are the reason why the tribes were able to craft their alliance. Learn all you can from them.

The New Atlantis

Among the Wonders of the Immortal race — the ancient site of their golden age known as Atlantis — fell into the





sea thousands of years ago, abandoned by a disillusioned race. How and why this happened has been debated for thousands of years. Atlantis became a symbol of regret, of childhood yearning; the Immortals felt carefree and safe there. Few Immortals realized that the Wonder of Atlantis they thought lost was never truly destroyed — true Wonders do not die. The Blue Emerald preserved its dazzling matrix inside herself, biding her time until the Immortals would reconcile and prove themselves worthy of its restoration. Today Atlantis has been raised from the depths of the Atlantic, restored to its former glory by the Blue Emerald. She sacrificed much of her power to awaken the Wonder from its sleep.

Atlantis is not only the name of the island, but of its principle city, which features a massive palace where the Blue Emerald resides. Once per year she is carried to the magnificent Atlantean Temple (built by Poseidon) where she arbitrates the annual Paragon Council. The paragons are required to meet and follow a precise ritual. Features of the temple include pillars made of solid orichalchum — a magical metal — inscribed with ancient Immortal laws and wisdom. Amidst the pillars are walls and archways encrusted with precious metal and dazzling jewels.

Next to the great city lies a forest of eternal trees called Sunedrion, these are tended by ancient elementally-cloaked spirit beings known as the Primals. Solitaire, who built Atlantis thousands of years ago, was a Primal herself. Atlantis has topography similar to New Zealand, soaring snowcapped

mountains, fertile plains, plummeting waterfalls, mysterious forests and warm beaches. It resides midway between the southern tip of Africa and the coast of the Antarctic subcontinent. Undetectable through any means, it can only be sensed by individuals specifically gifted by the Blue Emerald's song, usually Solitaires. Atlantis is also full of mystical and techno-organic wonders. It is a wonderful blend of nature and all that technology could hope to be in a perfect world.

Atlantis is elusively mentioned in the ancient Abzuli-King Samiel's prophecy as the last stronghold of the Immortals after the rising of the Abzulim. Atlantis is a primary target of Abzulim conquest — they will stop at little to nothing to divine its location.

The Blue Emerald

The Blue Emerald is an amazing gem larger than your fist. It is rumored to be the largest shard fragment of the mystical being known as Sanguinary. Speculation also says the Emerald is the one truly conscious self-aware shard in existence, and its power is so immense that it has never bonded with a host creature; instead it bonded to the realm of Atlantis itself. The Blue Emerald is served and advised by the Outlanders.

The Blue Emerald is one of the Hebdameron (more commonly known as the Ch'i Pao or "seven jewels"). These seven very powerful shards once formed the heart of a creature made from a corrupted Sunedrion tree, known as Incubus the Barbed Man. The other stones are the Golden Moon, Blood Star, Baphomet the Luststone, the Sangreal,



the Hope Diamond and the Ring of Solomon. These six stones went missing during the Great Betrayal and are believed to have been captured by the Abzulim. Only the Blue Emerald remains.

Primals

The Primals are beings of legend, and it is rare that any of our kind have seen one outside of its elemental cloak. They resemble an elemental himsati, but radiate a light and power as great as any Transcendent. It is said they brought the first of the immortal trees known as Sunedrion to Earth, and tend them as a means to feed and maintain the very life-force of the universe.

Some say mighty creatures such as Sharakai created them before the dawn of time; that they are direct servants of greater powers than we understand. No one tends to the Primals for they are left alone to their own devices. Only when an Immortal is deemed ready to make the final step of transcendence does one visit the forest of immortal trees and see these great beings. Those who wander into the forest without being asked find themselves quickly turned around and stepping back out again.





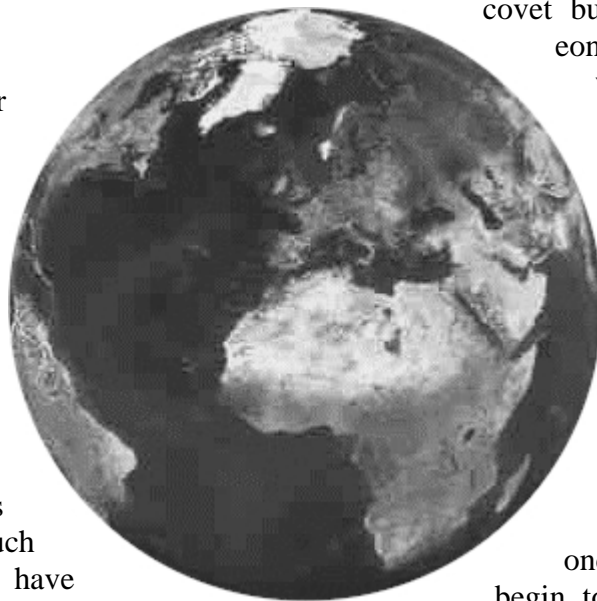
CHAPTER 3

BATTLEGROUND EARTH

PREFACE

With their civilization covering most of the planet, humans rule the world, at least to their own perceptions. Humanity as a whole cannot conceive the fact that since its inception, forces much older than itself have manipulated it. We predate humans by millions of years and have watched the mortal species through its entire history. However, we Immortals do not possess a deep understanding of humanity; their origins alone are still an enigma to our kind. Though the firstborn Abzulim took a hand in creating most of the animal species that survive today, as well as the Immortal race, they had nothing to do with the creation of humanity. Darwinism aside, the mystery of the human race's origins perplexes us still.

Also, there is the simple fact that humans are able to connect with something that we Immortals are unable to truly touch: the Crucible — a.k.a. the One Soul. Humanity has the ability to experience true death, something we



covet but cannot have. For eons, the human psyche was inhabited by the Sanguinary: a malevolent entity older than time itself and alien to us. Its grip on the human subconscious made the human mind a deadly landscape for us to explore. With the Sanguinary quiet once more, we only now begin to delve into the true complexity that is mortal humanity.

THE RISE OF THE 21ST CENTURY

Over the last few decades, much of the world's population has become even more divided against itself. The recent advances in technology have made communication so instant that most mortals do not take the time to pick their words carefully. Quick-fix seminars for the personality and all other ailments have replaced many of the deeply rooted principles that the mortal race gained under our stewardship during the Age of Myth. Most of humanity is dull-eyed and comatose to the life and beauty around them. Organized religions easily fall under the sway of the forces they claim are the enemy. The essence of



humanity feels the constant pull towards its own self-destruction.

For the most part, the modern world is as it has always been. People have jobs, live in houses and apartments, go to church, fall in love, get sick and die, pay bills, watch television, surf the Net, and so on. But when you pull away that veil of normalcy, humanity's current path shows the signs of corruption, decay and certain destruction. Crime has continually skyrocketed over the last few decades, but remains downplayed by the authorities. Even with the recent terrorist threats as we began this new millennium, people were quickly distracted by some new fad or television's craze, quick to forget the recent horrors they have seen. Government officials are continuously exposed as corrupt and breaking their own laws, yet they continue on in their positions. Technology has invaded nearly all privacy, and talk of any deity has been nearly outlawed.

You can learn everything you need to about the world by watching the media. It betrays much of what is really going on. As with all things, keep your mind open, resist forming opinions; for once you do, you have been snared in the lie of what reality is.

But the Earth truly is a wonderful place, highly underrated. This is mainly because most mortals are preoccupied with appearances and expectations only. If you think you have seen beauty and terror in the world, remember that it is superficial — only skin-deep compared to what lies beneath. That you are trapped in this superficial layer is an

illusion — after all, our kind crafted it as a hiding place. What you see as an ancient concert hall could very well be the temple of a Hemari, drinking in your pleasure as you scream with wild joy. That light that crossed the sky last night, the one that you thought “really doesn't look like a plane?” You were right, it didn't. That strange moving shape you saw out of the corner of your eye earlier, it was really there and it knows you saw it.

Political Science

Over the last several decades, the landscape of world politics has grown ever strained. Democracy, dictatorship, kingship, oligarchy, parliament and communism are only a few of the myriad of governments in the world now. And even within these kinds there are a myriad of different styles now.

The world's relations became ever-increasingly strained during the events of the last few years. Borders are tense, airports are nearly like prisons in some countries, and those places that do not have the technology to keep up with such security advances are now known as hotbeds of activity for less savory characters worldwide. And yet through it all, the human race remains dulled in those places where the comfort level reaches the highest; they couldn't care less, or care for a minute at most, about the problems happening in the world around them. The few voices that cry out about the injustices around them, are drowned out by gossip and cheers over the latest “reality” television series.

Law enforcement has also changed, mostly due to the rising state of



technology and its recently decreased costs. Several companies nearly give away their technology to various agencies in the hopes of establishing lucrative long-term relationships. While this has made some aspects of law enforcement easier, it has actually made for a harsher environment. Woe be to those wrongfully accused, for the system of justice is much swifter than it has been in years past — sometimes too swift for someone to be proven innocent before it is too late. In truth, we have a difficult time in directly interfering in the governments of the world. During the Age of Myth so many rulers crafted their laws based on worship of our word and deed, that it seemed nearly impossible that the world would ever be ruled differently. But this was before the rise of the Apocrypha.

These mortal sorcerers and scientists are one of our greatest stains upon humanity. Unbridled hatred of our kind has led them to shred the belief that humanity once had in us. Relentless watchdogs, they are ever vigilant in their quest to wipe us from the face of the Earth and keep humanity ignorant of the truth of our intertwined past. To this end the Apocrypha has gained its greatest foothold in the arena of politics, with smaller footholds in military, education and religion. They are a constant bane to our kind, and we must always tread carefully. Those who casually attempt to direct the course of human politics often find themselves besieged by our great mortal enemy. Do not bring their scrutiny upon you, for it can be far worse than any mortal curse we may endure.

The Third World

While wealth continues to gather in the great cities of the Western world, the impoverished nations of the Third World continue to fall behind. Disease is rampant; poverty is the only way of life, and the strong prey on the weak. Many nations have already resorted to terrorism to escape the predations of more powerful neighbors.

Many small third-world countries are entirely in the grip of a Drove and their Progeny leaders. Amid this environment, the war between us and our enemies is the most exposed, but no one watches unless their national interests are at risk. Even then, observers who stumble on the conflicts between Immortals rarely survive to spread the news.

And then there is Mexico City...

Of course, I know you've never heard of the place. But it existed once, before it was wiped from history; it has simply vanished and no one even noticed. No records or connections of any kind to this world exist. Relatives of its vanished denizens do not even remember their loved ones. No literature, records, camcorder videos... retroactively, through history, it has ceased to exist, and the fabric of reality so changed that no one misses it. But enough of that, why talk about a place you don't believe ever existed?

GEOGRAPHY

Little has changed since the times when the world shifted and rocked on its continental plates from our Shouting



Wars. But even now threats still loom large. Natural disasters come more often and are almost always more violent. The threats of hurricanes, floods, earthquakes and even volcanoes still linger year after year. The real changes are the man-made variety however.

Cities

In the wake of a strong technology-driven economy, cities continue to develop into the new millennium. The suburbs constantly expand the city's boundaries as the population grows by leaps, prosperous citizens breeding a new baby boom faster than ever. Improved networking technology allows businesses to operate anywhere, so why not at home, or at least somewhere nicer than downtown?

Meanwhile, the urban core of many cities has aged and except for those few places where renewal projects have been underway, the core has become a dangerous place. Gangs have become huge and extremely well financed. Businesses and denizens flock out of the core toward the prosperous suburbs, leaving behind under-valued, run-down properties. Very few people realize that so much of the violence they see revolves around a war that has been fought since before the first human city was ever built; a war between Immortals that has so far been invisible. In the years to come I fear that will change.

Wilderness

Untamed wilderness is becoming an increasingly scarce resource. In North America, there are few spots of wilderness that are more than 20 miles away from a road. Most of the rain

forests of South America and Asia have already been plowed over for industrial development. Even the deep wildernesses of Russia and Africa are being explored, planned, and subdivided. Industry, is consuming the wild with a voracious appetite, even as humanity consumes its products with the same hunger. Humanity remains absorbed in objects of gratification while the last mysterious places of power and beauty are silenced. The Earth's own aura lay weakened by the forces that seek to enslave and remake us all.

Here in the wilds, Immortals of tribes like the Tuatha and Terat fight back against industries dominated by our enemies. The Tuatha claim that if the wilds are gone, the immortal trees known as the Sunedrion will have no home, and we will surely die. So while there is room to fight, at what cost do we strike our blows? At least when the wilderness is all gone, there will still be nature documentaries.

ENTERTAINMENT AND MEDIA

The various agencies that attempted to enforce a larger degree of censorship in the last few years have failed. "In your face" and "raw reality" media has taken a strong grip on the world and desensitized much of the human race. Media forms a wonderful distraction, and people have become accustomed to much of what they see on television and hear on the radio. Simply put, the world as a whole, no longer cares how it comes across to them, so long as it keeps coming. Journalism crosses many lines, leaving one to wonder just what is the



difference between the tabloids and the so-called “respected” news agencies? It is clear that bias is present in many newscasts and reports, stations and publishing companies are swayed by industry and politics more than they wish to admit. But again, no one seems to care, it is easier to have someone tell you what you should think, than decide for yourself.

The world of entertainment plods along at about the same pace it has for the last few years, becoming just a little more jaded and decadent with each passing season. The stars are churned out, burned up and cast aside quicker than they were a decade ago. Entertainment stars have become more like fads than lasting icons to be admired for generations. Rationalist emphasis is king in the media, making leaks of supernatural events even more unlikely. But the day is coming, before the cameras all shut off, that some things will simply be impossible to ignore.

TECHNOLOGY

The argument goes on between those of our kind; how much technology is the mortal race copying us and how much is us copying them. Regardless, humanity has made it clear that it has the capacity to create both wonderful and horrible things. And under the stewardship of beings such as the Progeny, it has created a number of things it would probably be better off without.

The “on-demand” mentality that has been bred into the mortal world has led to many unnecessary technological advances, all designed solely to

encourage even more consumption by consumers. Human civilization is quickly reaching a zenith of technological haughtiness. Sanguine technology is named after the spirit of the legendary Beast that inhabited the subconscious of the mortal race for so long. Such technology has been guided and financed by our enemies; it can be characterized by its seductive hold over the user. Bits and pieces of this have infiltrated nearly all consumer and corporate technology in the world. Wars are nearly to the point of being fought at the console of video games, as casualties will be racked up as points in contests of hand/eye coordination. No one will realize until it is too late that each point was once a living breathing person.

Fortunately, mortal innovators have been busy too with their own alternate technologies. Though the push to incorporate these technologies into everyday life has been a hard-fought battle. For example, the fuel-electric hybrid car has only recently begun gaining mainstream acceptance, even though the premise of it has been around for more than a generation or two. In a few short years mankind will make a quantum leap in technology as previously imagined only in science fiction, but at what price? Some of the more interesting innovations, perhaps purely mortal, perhaps a byproduct of guidance from our enemies or ourselves, are listed here for your perusal.

Geneti-Card

Geneti-Card is the obvious culmination of the magnetic-striped driver license, the bankcard that acts as a credit card, and the computerization of nearly every



membership card that a human can carry. The Geneti-Card is already gaining use with several financial institutions and membership clubs. It is also gaining acceptance within a few countries around the world and a few states in the United States.

The basic premise is simple: a single card to carry everything from your driver's license to your video store membership. A business or government agency simply signs up with the Geneti-Card company and hands over the roster of its members, employees, etc. A Geneti-Card service company then installs the necessary computerized readers at their facilities, and a single swipe of the card allows access to the necessary data from their central databanks.

The most interesting thing about the Geneti-Card is that it also can carry an electronically stored copy of a retinal scan and thumbprint. Some of the more paranoid say it can carry more.

Hybrid Vehicles

Coming into the first few years of this millennium, only rich and famous people trying to look conscientious for their fans drove these kinds of cars. But as the rising threat of terror sent gas prices skyrocketing, car manufacturers the world over had to rethink their strategies if they were going to turn a profit.

So now the electric hybrid has finally come into its own, as it slowly encroaches on the world of the fuel-only vehicles. Still, those who crave the feel of a muscle car or powerful truck keep the standard auto manufacturers in business. But the hybrid has become the standard economy and family car of choice in the last year or so, and it promises to turn out more powerful and sportier models within the next year or two.

Communications

The latest development in communication technology is the Eyz unit. The unit was first developed in 2001, but was bulky and required a large piece of headgear. The designers have

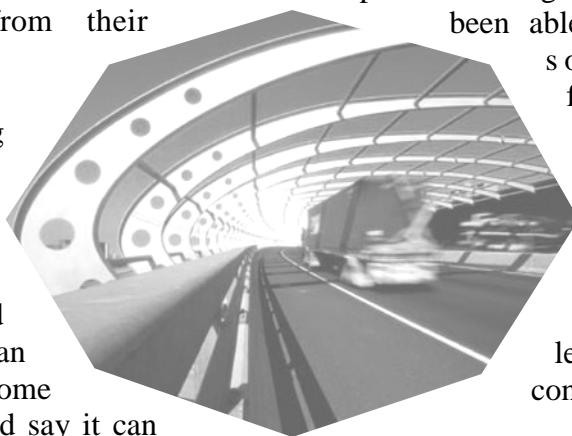
been able to streamline it into

something of a fashionable pair of wraparound glasses thanks to the development of the Telepath Chip.

They can even support prescription lenses that adjust to light conditions.

Each unit combines the properties of a fully functional cell phone and PDA device. An Eyz unit is capable of generating a very small submersible "VR" space (a "room") for meetings and interactions with other users. Eye movements, augmented with the latest in voice command technology, make the unit very user friendly.

The steadily decreasing cost of touch-screens and voice-activated technology has made videophones very popular





now. Holographic technology should take videophones to the next step within a decade. Fully functional digital video camcorders are the size of a cell phone now, and can be installed for very little cost using wireless technology. This has created a new market by combining this with the Eyz units. People record experiences through cameras and Eyz units and sell them off; allowing people to have something close to a first-hand experience. Less savory characters record their crimes in detail, selling the data to networks for primetime broadcast. Victims' rights are threatened in the name of the public good and entertainment.

Many countries are providing carte-blanche access to Law Enforcement to anything that travels across wireless boundaries; every public space is suffused with micro-cameras potentially accessible to law enforcement. Companies are continually finding new ways to secure these boundaries against that same access so they may continue to operate as they please. Wireless technology has created a new frontier that must be dealt with as it now brings together what were once separate pieces of the technology pie.

Medicine

Several countries are in the process (if they have not already) of approving new breeds of micro-medical technology. Hearing aids with power cells the size of watch batteries, but lasting decades, are able to now

be implanted into the human body, giving nearly perfect hearing for years. A myriad of forms of near nanotech-level medical technology is just now available to the public, but the cost is still high yet. Insurance companies balk at paying for such procedures so long as the older less expensive methods still exist.

The barriers between countries over things like prescription drugs have all but been demolished. People can experience a wide variety of drugs that can be considered illegal within ones own country, simply by packaging it together with other drugs that are considered legal. Pharmaceutical companies are taking in millions simply by producing the drugs where they have to do the least testing, and the costs for production are low. Here lies dangerous territory for us to pursue, as our enemies continually use the field of medicine and pharmacology to experiment with the mortal body and mind. The depths of depravity they sink to disgusts even those few considered perverse amongst the Tribes.

Computers and the Net

Over the last year, notebook and tablet computers have started replacing desktop and tower computers as the family computer, especially now that they have come down in price to be competitive. What is left of the desktop machines have also changed, looking like a monitor only. Mini-discs that can hold 5 Gigabytes of data have replaced





standard CD and DVD discs. The discs contain the entire operating system customized for the user. Programs and data are stored on memory sticks that can hold Gigabytes themselves. Now the user no longer needs to buy a copy of the program for every computer they own, they simply put the disc into any computer to run it and the memory stick carries all their programs and data. Soon, as the transfer rate for these minidisks speeds up, even the memory sticks will be faded out.

The Net has truly become a public utility provided at a flat monthly fee; one can "jack into" monitors, virtual rooms, city kiosks and Eyz units. VR (Virtual Reality) spaces are beginning to form, and in a short time it is predicted that programmers will reshape the world in VR space. Even in those countries with strict anti-monopoly laws against the few powerful world-leaders in computers, wireless technology and internet access are beginning to gain acceptance as the only choice; simply because they can provide access from nearly anywhere at an affordable cost.

We fear that more and more people may flee there and live within the grand, yet hollow, cyber architecture. Outside, the real world will crumble with neglect. The Net might be a real battleground if not for the fact that it lacks substance. It is most valuable as a control measure rather than an information highway. By seeming to connect each person to the world of people, it only connects to invented "faces".

Anyone accessing the net needs a *face*: a representation of himself in virtual net

space. Because faces can be so easily customized, few people choose to present their own face in virtual world. Custom faces are available for a nominal monthly fee. Few people with net access and a VR suite choose to physically meet any more. Even the sex is better. But as one can imagine, the immanent withdrawal from the Net will be painful for humanity as it evaporates into electron haze during the last war. An alien stranger will confront man -- himself.

Still, some of our kind can travel within a realm that mimics and connects to the very topology of Earth's technology. Affectionately referred to as the Gremlin Grid, it is quickly becoming a new battlefield on which we must fight to save both the mortal and Immortal race.

The Telepath Chip

Microprocessors are as cheap as plastic and integrated into nearly every consumer product. This is mainly due to the Telepath Chip, the newest craze. Its computing power is beyond the standards of just a year ago, and it now incorporates video processing, system memory and communications processing in one chip. In short, it allows a notebook or tablet computer all the computing power of a desktop or tower at a competitive cost. This single computer chip is capable of taking care of a number of functions that used to require an entire circuit board full of different chips.

The stated reason for the ubiquity of cheap processors is convenience, but the real reason, of course, is data collection. The science of demographics has



become more exact as a result of this constant data collection and new analysis techniques. One can now guess with very close accuracy how the masses will react to ideas and products, and direct the very likes and dislikes of the mortal world.

FACES OF HUMANITY

Humans are something of a paradox to us. On one hand, any human can potentially wield power sufficient enough to cripple us, or perhaps be a servant of our enemies. On the other hand, most humans are harmless, innocent pawns in the machinations of our great war.

Belief and Regret

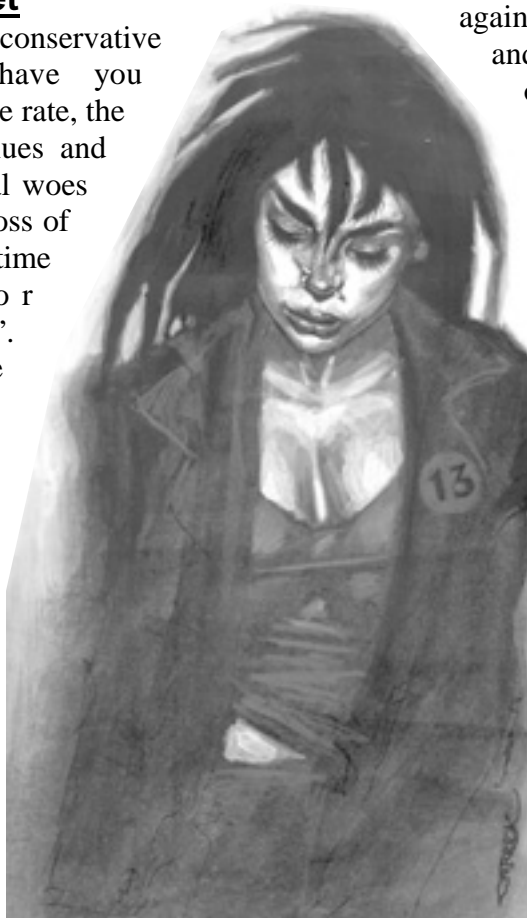
Fundamentalists and conservative politicians would have you believe the rising crime rate, the decline of family values and so many other societal woes come simply from a loss of touch with “old time religion” or “conservative values”.

No messiahs have come in the last two millennia, so the human race must have something to fall back on. Now man has assumed the likeness of his new gods (rock stars, sports idols, actors, etc.), perhaps the societal madness that seems to worry futurists is

simply today’s search for a coming messiah.

The fond reverent pleas heard among the new Believers may be enough to awaken some of our greatest heroes out of ennui. We may see a great awakening of the last of the larger than life Immortals, as the old shall awaken from the graves of their own memories and the first birth pangs of the final battles for our salvation begin.

Human restlessness and violence will cause many an ancient power to awaken; those who awake may meet these new days with trepidation as they are robbed of their eternal faces to become mankind’s greatest hopes and fears once again. The weak will succumb and become little gray men or monsters to make even Lovecraft’s creations pale.



In the coming days the tide of human emotion may very well wash through all Immortals and bring about a change as great as during our first meetings with humanity so long ago. But will we pay an even greater price? Are there still things sleeping in the dreaming minds of humanity far worse than our enemies? What will happen when the last



shreds of invisibility fade from our war, will hysteria grip the world, causing people to question everything they thought their “real” world was founded on? And will that hysteria sweep over us like a tidal wave, drowning us in humanity’s last desperate cry for help?

Perhaps a different ending will come as time passes, and our ancient mythical world seeps out. Will the Apocrypha finally fail in their cover-ups as humanity watches ancient gods fight dark demons in their city streets? Maybe the new world will become a dangerous paradise, reclaimed by magic and the struggles of the mythic. One can only hope for the best.

The Masses

The great portion of humanity has no power, is not a direct threat to our existence, and lives and dies never having any clue as to the truth that lies beyond their limited perceptions. However nearly all humans have the potential to become an instrumental part in our victory over the dread minions of the Abzulim, or our defeat at their hands. Those who show signs of such promise are precisely the humans that we would like to bring into the fold. The tricky part is enlightening mankind to the horrors that lurk unseen, without him coming to believe that we are also such horrors. Such was easier during the Age of Myth, when humanity was not so jaded from enduring our eons of battle against the Beast that once lived in their subconscious. In the Age of Myth, worshippers obeyed their eternal gods without question.

After the Shouting War ended the Age

of Myth, the mortal world was bereft of our stewardship. The Drove as well as our mortal enemy the Apocrypha did a wonderful job of convincing humanity that such a time never existed; that we never existed. When we returned to this world from eons of hiding and healing, we found a world of reason had replaced the world we left behind. Humanity no longer cared about — or believed in — us.

It was difficult to adjust to all the changes. Many of our old secret places had become lost behind the mundane veil of human reason and science. We were not fully prepared for what lie in wait. Many of our kind simply returned to those few mantles that we could find and never returned to the mundane world. And the world has changed so rapidly in the last thousand years that it can make even the most powerful Immortal a bit lost in the transitions.

Humanity is not ready to endure the shock of the truth, it would be too much for their fragile psyche. So slowly we seek those who might be able to handle the truth. It is those who we cultivate and turn into the Believers.

Believers

In this world of shadows, reflections and superficial veneers, there still burns a real light in the hearts and veins of the Believers. Able to sense the darkness, just as the darkness can sense them, the Believers battle it each day; encouraging and empowering their offspring to do the same. You will find them anywhere: in every stratum of society, age group, culture and race. Looked at with awe, ridicule and often misunderstanding by



their mortal peers, they walk through the sea of humanity alone much of the time. Many stand out in a crowd and make those around them nervous. They are often outsiders, persecuted for being different from “everyone else”. Though their numbers grow each passing year, the masses still rule, Believers are still very much a minority among humanity.

Many Believers are part of this war and assist our Tribes, viewing us as leaders, friends, family, and for some objects of worship. There are entire networks of Believers that may work with a particular tribe: these are known as the Quiet Cultures. Believers have a life-force stronger than the masses. That power, when freely given, can heal an Immortal, empower his mighty gifts, and aid our kind in ways unimagined by most mortals. Many Believers have not truly experienced the supernatural war, and are very misguided in their beliefs. But the important part is that they believe, in something more than the cold harsh world the enemy has helped to develop — something that gives them hope, inspiration, and the capability to understand the truth should they find it.

Our enemies seek to cultivate groups of their own Believers, “Thralls”. Those they cannot seduce away from us — carrying the intimate knowledge of those they once helped — they target for destruction. Rare are Believers who already thrive on the darkness within them. It’s hard to tell whether a Believer carries a dark heart or not, so we are careful when choosing to reveal ourselves, and afterwards still spend time seeing how safe it is to reveal more. A few Believers can harness their faith,

and will, to wield some form of power that can harm us. Though rare, these Believers can make unpredictable foes. Many of them are already members of the Apocrypha; these mortal sorcerers and priests can wield the very same energies we use to craft our serenades. Though they cannot wield the same levels of power we do, to be caught unawares by one of them is a fate you do not wish for.

The Brightened Souls

All Believers are driven by their ideals, but most can only countermeasure the mundane, mortal forces of our enemies. There are others however, who have a power in them, the same light that beckons our race towards transcendence. Amongst the Believers you will find the Bright Bloods, whose special powers place them apart from the majority of the Believers. These humans carry within them a spark of the power of a transcendent Immortal spirit. Though they have no memories or abilities of that Immortal, this spark serves to empower their own faith in a way similar to those mortals who can tap the same powers as we do.

Bright Bloods are spiritual people, whether they realize it or not. Their faith is powerful, investing them with supernatural powers beyond those of simple Believer sorcerers. Their faith is a fire that scorches the minions of the Abzulim, their blood can melt a shard into nothingness, the spark in their eyes causes pain to dark creatures and can remold the bodies of Immortals who venture, as moths to a flame, too close.

Long ago near the dawn of humanity, a



race of humans known as the Milesians, were touched by the mighty Sunedrion. It is this bloodline that is capable of carrying the very spark of a transcendent Immortal's soul. When a Transcendent finally goes beyond the fabric of reality, as we know it, a spark is bequeathed to the Milesian bloodline and a Bright Blood is born. Beyond this fragment of knowledge, the Bright Bloods are a mystery just like their normal human brethren; their origin and future uncertain. They are wild cards that will inevitably be played out in the final wars of our kind.

Brightening a Soul

There are those amongst us that attempt to increase the number of Bright Bloods on Earth. It is said by some of our wisest that there are more Bright Bloods than we realize, they simply have not achieved their power in this lifetime yet. For each time a Bright Blood dies, the spark carries these mortal memories and is bequeathed again; the Bright Blood literally reincarnates. It is believed that we can assist these special mortals in realizing the true power within them, and many of the Tribes have tried to seek out potential Bright Bloods and coax such powers into existence. These attempts have met with limited success.

The Soulless

Much of humanity was drained of its life essence during the battles that brought us into the early 21st century. With the destruction of their faith, not only in a higher power but also within themselves, the forces we oppose have been able to milk nearly every drop of their spirit. There are those humans who now exist in this world with only a glimmer of

spirit: the Soulless. These humans no longer live within the light of their own spirit, for it is too dim to sustain their will, drive, ideals, and zest for life. Instead they live in their own minds alone, or in the distractions of the material world, unable to be satisfied with any shred of their own self-worth.

A soulless is quite easy to take control of, but it is something the members of the Tribe do not practice. Many exist under the thrall of the Progeny and their Drove followers. The greatest threat lies in the fact that the eternal taint that can infest our souls can harbor itself within the gaping hole left behind by the diminishment of the human's spirit. Once this taint enters the soulless, it changes them, for the worse. The soulless do not make good soldiers, but left unchallenged and hidden, can do a lot of damage as simple robots of destruction.

Others

There are two other kinds of humans in this world, wholly made through the power of our kind.

Scions

These poor pathetic creations represent everything about our relationship with humanity that is not right. When we gather curses from our careless interactions with humanity that we cannot bear, there are ancient rites — nearly forbidden — that allow us to divest ourselves of these curses. The process creates a “clone” of the Immortal, usually childlike in appearance and obviously frail in body and mind.



These wretched creatures have no true souls; merely subsisting on the taint that the curse they carry draws to them. They are wild, unpredictable, and can cause great havoc during the times they unleash the power of the curse they now carry. We disdain the creation of these poor creatures; the Progeny delight in creating and releasing such creatures where they will do the most damage. If their already short lifespan is accidentally ended too soon, the curse comes back upon the original owner with even more malicious intent.

Trysts and Makers

It is possible, though so very rare, for an Immortal to be part of the birth of a true human child. This can only be accomplished by mating with a member of the Milesian bloodline whose soul has not been Brightened. And since it is virtually impossible to tell if a human is part of the bloodline it makes things even more difficult. The decision to attempt to have a true child is not taken lightly. And the odds of succeeding even if one finds a Milesian are astronomical. It is something that also cannot happen casually, the Immortal must prepare himself (or herself) for the attempt to truly mate and produce and offspring. The rare resulting child is known as a tryst, and is most assuredly a Bright Blood by birth.

Trysts have a special power in that unlike other Bright Bloods, they may not only come into contact with shards, they

may bond with them in a very special way. This bonding turns the tryst into a maker of mantles. If the tryst is trained and his mind readied, he is capable of creating entire worlds that our kind can use as a refuge against the war. But the price is that he will spend all of his rather long life in a constant daydream of a world that does not truly exist.

SANCTUARY

Underneath the tarnish of the world lie the shining realities we call mantles. Think of them as pocket dimensions if you like, the few secret places where you can cast off mortal appearances and just be. Some of these secret realms occupy the same space as ancient sites such as Babylon, Karnak, Parthenon, Stonehenge and the Forbidden City. Some are occupied by the enemy, while a few others are now abandoned and fading. The remaining mantles that serve as our refuge are collectively called Sanctuary.

Each of the Tribes owns a small piece of Sanctuary, but its borders shrink all the time as the War progresses. You will stumble upon mantles from time to time, but reaching Sanctuary requires outside help. Often the Tribes have people out looking for brothers and sisters, ready to bring them back home. Be patient and be careful. Clever traps, lairs, prisons, hidden wonders and treasure troves --- all these (and more) are found in mantles. When you enter one, you have entered another world, sometimes with





it's own physical laws, so keep alert.

Within these mystical worlds survive the last remnants of our race, islands of magic and wonder hidden from the harsh glare of neon-lit human civilization. Mantles can be built on any reality the maker can imagine. Usually the rules are more or less the same: Gravity pulls down, the sun travels over the sky, the air is breathable, etc. However, particularly brilliant or mad makers may alter the rules of reality to suit their whim. Some, like those who made the first Atlantis, were so focused that even after their deaths, parts of the mantle continued to exist with a life of its own.

Long ago, when the first maker was created, it was gifted the most powerful shard known, the Ark of Conundrum. With this the maker created Ife, an eternal realm. It sits opposite Sheol in the great black void created by Sanguinary when it violently crashed into this world and gave birth to the Abzulim. Around Ife sit all the other mantles of Sanctuary, some connected directly to one another, some connected to special places on Earth alone. Ife itself remains closed to all outsiders, including the Twelve Tribes. It is believed the only living thing in Ife is the maker himself, granted a strange eternal existence by his special shard.

The enemy uses dark corrupted Sunedrion trees known as Zuzog, to rend holes in the outermost mantles and gain access. Once inside, if they can overwhelm the maker, the mantle will fall and rend itself apart. That which can be used as resources is taken back along the stretched roots of the Zuzog to add to

the size of Sheol. What is left fades away into the void. Any Immortal lost to the void has never been found. It is the eventual goal of the enemy to gain access to Ife and force all Immortals out of Sanctuary, or at least into the void. However, access to Ife has only been gained one or two times in the last several thousand years, no one knows what it looks like anymore, or would even necessarily know if they were actually within its confines.

Nothing created in a mantle can be removed from that mantle, even if moved through a gateway directly into another mantle. These objects or beings are, after all, only thoughts given form by the maker. Sometimes two or more makers whose mantles are connected, open them wide and the mantles become one larger mantle. The laws of reality there can change as one crosses through that single mantle, or become a strange hybrid of the thoughts of the multiple makers.

Many Immortals when they become too powerful to stay on Earth all the time take up residence in a mantle that is held by their Tribe; only straying out of the mantle for short periods. The wars that occur within the mantles can be breathtaking as lightning bolts are hurled between mountaintops and behemoth gods trample armies of undead-looking monsters.

Forgotten Mantles

Sometimes mantles get forgotten, especially if the Immortal owner slips into lethe. The maker population within either dies, escapes, or if large enough continues to breed and grow within the



mantle. Without training, these later generation makers sustain reality of the mantle through instinct, making it dangerous and unpredictable.

Immortals sometimes go looking for forgotten mantles. Each mantle is a valuable asset, especially if the maker

population within can be convinced to extend their allegiance to the Immortal who finds it. Makers cannot, while in their own mantles, be mystically or mentally controlled. They can be coerced, assuming they have a dependency or are unsure of the boundaries of their own power.



CHAPTER 4 HISTORY AND HERESY

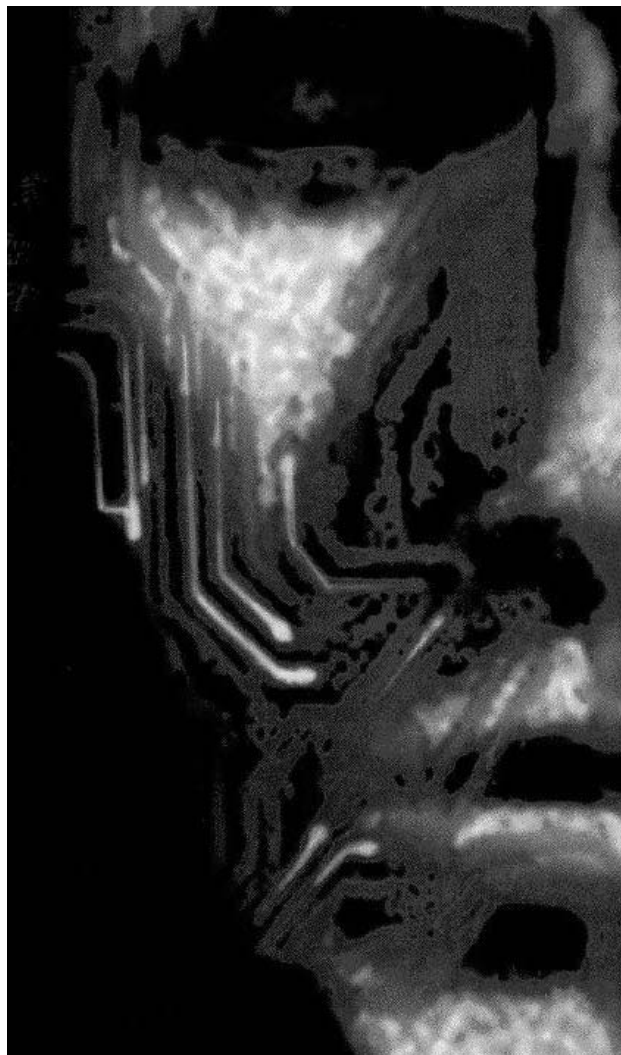
OUR LEGENDS

As the saying goes, those who do not learn from history are doomed to repeat it; we have faced this maxim more than once. Tales of us are littered through human history, but they are mortal man's versions of our exploits. Never forget that we have our own historical tales and legends. You will hear differences depending on who tells the tales, and each of our tribes has their own special parts to add. I have put together the most widely accepted and popular tales of our history.

The Creation Myth

In the beginning, there was only the Labyrinth: a great seed-like object full of passageways of light. At its center was the great wellspring of all life called Talos. From this sprang the Eidolons known as Sanguinary, Sharakai, Rukshasa and Leviathan. They used the power of the wellspring to create the Wonders. When the seed became so full, they created servants to carry the Wonders forth, the spirit-beings called the Primals. The casting out of the Wonders created the universe as we know it, its many stars, worlds and dimensions — thus time and space were born.

Eventually the great seed attempted to bloom but could not. The Eidolons realized they used so much of the



wellspring's power there was not enough left for the seed to grow. Sanguinary wished its creations to stay as they were, but the other three who we now call the Trine wanted to call the Wonders back. Debate turned to battle and the Labyrinth finally knew darkness. The Trine and their Primals beat back the



Sanguinary and locked it in the dark corrupted part of the Labyrinth, along with its Primals who would forever be called the Darkle. The Trine took the last pure remnants of the wellspring and fashioned a seed, which they gave to their Primals. They bid them to find a new home and the Primals left the Labyrinth forever.

They found Earth, and in a valley called Gynnah between our world and a place called the Maelstrom, they planted the seed. From it sprang a tree called Sunedrion. Its roots reached throughout the universe, leaving seedlings and connecting the universe in what we now call the Nadir. It fed a new wellspring which we now call the Crucible, or One Soul.

Our Birth

Sanguinary could feel the growing power of the One Soul as the darkness in the Labyrinth drove it insane. It eventually broke free and tried to destroy this world by crashing into it. But its time in the dark places of the Labyrinth had changed its powerful form into a crystal body which shattered when it finally fell to Earth. In a glorious shattering the slivers and fragments were flung to the corners of this world and beyond. A new realm of darkness was created — Sheol — that now exists alongside our world of bright hope.

The shards still contained the will of the fallen Beast, and bonded to the mightiest creatures that existed at the time: dinosaurs. They were remade into the first Immortals, a race of beings called the Abzulim. It would be mortal man who gave our masters their common

name millions of years later ... dragons. They discovered other species of creatures capable of bonding with the shards on a smaller scale. So they gathered up shards and enslaved those that survived the bonding; thus were we born into eternal servitude at their hands. For millions of years we toiled for them, building their empires.

The Abzulim eventually found and destroyed the mighty Sunedrion tree in Gynnah and sparked a mighty war with the Primals. Our fierce lords used us to fight a war against an enemy we could not possibly beat. In the end, we staged a revolution; the combined power of our revolt and the Primals' war drove the Abzulim from this world. Using their secrets, we called upon and begged for





aid from the Trine, who bade their Primal servants to leave us in peace. Finally we were free.

The Coming of Man and Myth

For millions of years after, our most ancient of avatars roamed the universe seeking knowledge, power and peace. They remained mostly in the same groupings that our former masters kept us in. The universe was a big place to us and there was plenty of room to grow.

During this time, the ancestors of the Hemari found a new species of primate developing, and took these fascinating creatures with them as they wandered the universe. Could they have fathomed that man was going to play such a pivotal role in our race's destiny? Here on Earth, an ancient child of the Sanguinary known as Rime, had taken hold of the hearts and minds of many of the Immortals here. The Morrigan and Tuatha toiled lovingly in her service, finding and destroying Sunedrion trees across this world and others. Deep in the dark realm of Sheol lay the beating heart and mind of Sanguinary, and Rime intended to create a new body for the fallen Eidolon.

Just over 300,000 years ago, the others of our kind heard of this horror and raced back, destroying the great shards that held the spirit of Sanguinary. With those who returned were mortal man and each of our ancestor groups claimed some of these mortals as their own. Mortals have a power that our race covets, an ability to grant us great boons, but also great curses. This power was able to change our race and divest us of the terrible slave-forms our Abzulim

masters gave us. With our new forms, we rose up and became the gods of humanity; it was the true start of the Age of Myth, long before human history records anything like it. But unbeknownst to us, the mighty spirit of the Sanguinary escaped into the very realm that connects the minds of all humanity, the Morpheum.

The Drovers and the Shouting War

Though the Rime was defeated, many of our people still followed her. Chief among them was an ancient Morrigan known as Loki. With the Rime he sired three monstrous children, not trysts, but monsters thru and thru. They were Hela, Fenris and Jormungard. The three creatures were loosed upon the realm known as Underground. Here they discovered many hibernating Immortals — members of our race that could not fathom life without our Abzulim overlords. Hoping for the return of our old masters they retreated into deep, hidden places and hibernated for millions of years. The great monsters poisoned their minds over time and then awakened them to become their new servants. These dark Immortals soon learned to create monstrous servants of their own, and the various groups they divided into became forever known as the droves.

Meanwhile, our race had filtered back out into the universe, unaware that the wellspring of the Labyrinth was finally dying out. When this happened, our world became the only source of light and life. Those who ventured too far from it eventually found their mortal worshippers could not sustain them any



longer. Some created more Immortals to use as slaves. Revolts and wars soon spread through the other worlds and dimensions. A telepathic plague called the Lash was unleashed. Finally, over 10,000 years ago, the war reached Earth.

Just before things became unstoppable, the ancestors of our enemy the Shadowen — known then as our ally the Nimrod — stopped all the fighting and imprisoned our people in Sheol. There the Rime and her droves attacked us constantly. After thousands of years, the ancestors of the Osiri and Peri freed us from our prison, but the Age of Myth was over. Mankind had forgotten us; many of our former mortal servants now hated us and convinced the world that the Age of Myth never was.

Solitaire and Atlantis

With no place to go, no one to believe in us, and weakened from our time in the dark realm, our kind was hunted by those who knew the truth of our existence. These mortal sorcerers were called the Apocrypha, and they knew many of our secrets for once they were the greatest of our followers. It was at this darkest time the Primal known as Solitaire bade us to come to her realm of Atlantis, where we lived in peace for some time.

There we learned of the damage done to mortal man by the spirit of the Beast within them. We learned of the ancient prophecies of the mad Abzuli King Samiel who traveled to the Labyrinth when the Abzulim ruled the universe. We formed a new society and pact: the Stratagem. It was with this tool that we intended to crush our enemies. But

before all could be settled, our beloved Atlantis was destroyed. The greatest of our kind formed the Jury to watch over us, and thus we filtered back out into the mortal world in secret.

The Great Fire and Exodus

For thousands of years we fought the droves, and each other. Our pact continually weakened as we turned against each other, our thirst for power within the Stratagem corrupting us. Our pact lost the ancestors of Sharakai, Hemari and Protean, each with a tie to one of the Trine. We hunted those that continued to worship the missing Solitaire, and eventually our pact broke.

In these times a being arose called the Dark Lady, and with her a new servant to replace the Rime, called the Dust: a plague-like being that infected mortal and Immortal alike. Eventually, all of our warring ancestors pulled together against a common enemy and one fateful night in 1666 AD in the city of London we fought against the darkness united. During this night, the best and brightest of our people vanished; we presumed them taken by the enemy and cast into the Blue Air. Just after this, great beings arrived that we assumed must be the true form of Transcendents. They dispatched the Dark Lady and gave us the inspiration to defeat the Dust. In our victory we assumed the Transcendents had blessed us and our pact was renewed. We were wrong.

The Great Betrayal

We did not understand then that the true forms of the Primals had come to us in 1666. We did not know that some agency, some force, had taken us from



the battlefield in 1666. You, I, and others were remade as humans and lived and died as such for over 300 years, our voxes gone. To this day we do not know why or how.

Bereft of the brightest and best, the rest of our society once again quickly slid into the muck and mire of a thirst for power. The enemy used this to their advantage, slowly seducing our leaders into darkness and corruption — many not realizing what was happening to them. For all our power and eons of living, we could not grasp that humanity had gifted us with its follies along with all else it gave us. Finally, the greatest and most dangerous of artifacts — the Femme Darkle — was stolen from our people. Everyone quickly began to look for traitors in our midst; mistrust and hatred began to grow. The enemy had planted the seeds of betrayal.

A decade ago the first of us regained our voxes as if they had never been gone. For each of us that they call Reborn it was like awakening from lethe. We awoke into an immortal world that was different and darker than we had ever known. Though we could see the corruption and knew it was wrong, there was little we could do. We were mistrusted in a society that was already on the grandest of witch-hunts.

Then the foul blows began. First it was a small group known as the Solas, all but destroyed. The ancestors of the Sharakai were ambushed within their own stronghold and all but destroyed. The leaders of the ancestors of the Hemari left the Stratagem and took nearly all their members to the enemy. The

Morrigan were also mysteriously attacked, from within their own stronghold, not from without.

The New Millennium

Chaos began to reign as the new millennium approached. Humanity's beliefs, coupled with the great knowledge that the traitors took with them, made it harder and harder for us to keep a solid foothold in this world. We retreated into the mantle worlds of Sanctuary. Here we learned many new things about the Transcendents and our own path. The courts were formed to do battle against the droves in a way never before thought of.

The battles were quick and decisive, but we still lost many. Finally, just a few years ago in a ruined city called Nivalea — deep within Antarctica — a great battle took place between the droves and us. It was manipulated and orchestrated by that which we feared most, an Abzuli. Shiakata the Raker was an Abzulim Deepwalker, the mightiest of his kind. He strode onto the field and began to consume drove and court member alike. It was now that Sharakai's followers — recently returned — arose and gave their spirits so that the mighty Eidolon could come into being one last time. In a single blow he felled the powerful monster. Rallied by the Abzuli's defeat we attacked the droves mercilessly. Finally, the whispering voice of Sanguinary, that we have heard all our existence in our ties to humanity, fell silent. The drove forces broke and we claimed our victory as they scattered to the corners of the world to regroup.



The Tribes

But we found we could not go home again; so many had been lost to the Blue Air or the enemy, and the world had changed so rapidly in the last decade or so. The droves were quickly regrouping, but to fight each other instead of us. The Transcendents that remained came to us. They warned us that the Deepwalker Abzulim had returned and were fighting their own battles for this world. If ever we were to stand up to them and stop the ensuing madness, we too needed to rise up above all that we had ever been.

Soon after, the Solitaires came to us, and bade us come to a new Atlantis. This time it was not to live away from humanity, but to regroup and find a new way to stop the droves and their Abzulim masters once and for all. Here, amidst the last remaining great Sunedrion forest and its Primal tenders, we formed the tribes. And now we have filtered back out into the world once more, but this time to set things right.

THE ENEMY

There are those forces that oppose us, and here they find their home in my guide to you. Mark my words well, the enemy is not to be toyed with or underestimated; they are just as powerful as you, and willing to stoop to great depths to enslave or destroy you.

The Droves

Just as we have the tribes, the enemy has the droves. The droves comprise a much larger set of beings than we, but all are not Immortal. A drove is a grouping of Immortals and their human and non-human servants. The Immortal leaders

of a drove are known as Progeny. Their human servants are Thralls. Their non-human creations and those humans unfortunate enough to have been changed, are Predators.



Progeny

Progeny are Immortals like you and I. However, they have lost their way and fallen to the darkness. Pity them, but show them no mercy. Some may have once been your friend, as many of the Progeny were once members of our tribes' ancestors. Like us they have callings, play serenades and can shapeshift. They are Immortal like we in every aspect save one: they seek to either enslave or destroy the rest of us



along with humanity and this world. Can they be turned back to the side of the tribes and fight for our survival and freedom? Once, long ago, the Terat were a drove and they came back into the light. But it took the teachings and power of Solitaire to do so. So it is possible, but it is not easy by any means.

The Progeny do most of their recruiting via the seduction other Immortals to the causes of the drove they lead. But they also bond humans with shards. In this day and age the bonding of a shard to a mortal results in the mortal's death, or some freakish monstrosity that is not even Immortal. But the Progeny understand how to drain the soul of a human during the process, something we abhor; during these lengthy and taxing arcane rituals they successfully bond the shard. This usually drives the new immortalesque creature quite insane, but they are still a powerful new tool and ally to their Progeny elders. Progeny are very selective in who they attempt to bond a shard to.

Thralls

Dangerous humans, many are believers and some wield the power of Religarum. Anyone can be a Thrall, there is no sure way to tell. This is yet another reason why we do not so readily reveal ourselves to mortals we meet; you may be revealing yourself to the enemy.

Many Thralls are more than willing servants, easily selling their own soul for power. Some have been indoctrinated into service and with the right care and work, could be brought back. Some do not even realize they are such, having no idea of the dark forces they work for; or

worse yet, believing they are serving a being of light. Some Thralls are nothing more than simple mortals living out their life, not knowing that the company they work for is a shell to hide the activities of a Progeny. Some Thralls are powerful sorcerers; leading packs of predator monsters in service to their dark masters. Thralls come in as many varieties as we do.

Predators

The myriad of monstrous creations of the Progeny, the predators represent a great bulk of the membership in a drove family. There is one main type of monster created, and thus the drove is named after that creature. Drove Tengu and Drove Gaki both plague the Eastern Hemisphere and are named for their monstrous creations. There is no telling exactly what a predator is capable of, how intelligent it might be, or what it was before being changed. Some were once humans, others animals, and some are just wholly artificial creations.

ABZULIM

Few of our kind, save the original slaves, have ever met an Abzuli. Those who once fought with or served the Abzulim have entered eternal madness, fallen to the Progeny, or transcended. If you care to dig deep enough you can find physical proof of the Abzulim, their twisted forms and the ruins of their empires. Those rare few who can recall a glimpse from their most ancient avatars only remember the cruelty, the eyes utterly devoid of emotion and empathy, and incredible alien power. These cruel masters have returned to Earth to regain their birthplace and the seat of their



ancient empire.

The Abzulim are legends amongst our people still regarded by some as fantastical bogeymen, designed by the eldest Immortals to scare young ones into submission. Even the mightiest of our kind feels a shiver at their mention. The Abzulim are known to have been able to strip a vox clean of all traces of an Immortal's existence, devour his soul, and then just find another creature to implant the shard with and make a new Immortal.

The Deepwalkers

By accounts, only nine Abzulim survived the slave revolts millions of years ago and the resulting collapse of their empire at the hands of the Primals. The nine survivors, called the Deepwalkers, were the mightiest of the Abzulim, second only to the Abzuli King Samiel. Fortunately, Samiel's trip into the Labyrinth and Talos drove him insane and he bit himself to death. His head still lives on as an artifact we call the Femme Darkle. When they fled this world, they took their servants, mostly races from other Dominions and mystech constructs, fleeing to the far reaches of the Dominions.

Most likely there are others that survived. The universe is a vast place and there are Abzulim who, despite their air of superiority, did prepare for nearly every contingency. But the Deepwalkers are the ones that inspire the most dread and fear in our race. For the past several thousand years the Deepwalkers have lurked at the edge of Earth. Those few times they have set foot on Earth they inspired the human

tales of dragons. Mostly they prefer to work through mortal and Immortal agents, whom they reward very well indeed.

During the last decade, the destruction of at least the physical forms of two Deepwalkers has been witnessed. One at through the work of a group of Transcendents known as the Jury and one at the hands of the Eidolon spirit known as Sharakai. No normal Immortal has ever gone to face an Abulim and returned. Of course, neither has any Transcendent, but at least they stopped whatever fate that Dragonlord was plotting. Therefore the best I can do is tell you the legends of these creatures, and what they were in days long gone. What they are now after tens of millions of years is anyone's guess.

The Soul of an Abzuli

As a race, the Abzulim overcame the limits of their own flesh long ago. They were — and still are — masters of genetics and of their own faith. Unlike the Himsati race, victims of faith, the Abzulim use their own belief to warp themselves into useful and deadly forms. They are the epitome of arrogance and conceit. Few traces of the Abzulim's dinosaur origins remain. It is said they have appeared at times reptilian, crystalline, elemental, mammalian, insectoid, perhaps even human. Usually they make themselves look like all these forms at once. Most are so dark that light itself dies as tiny scintillating sparks on their skin.

Abzulim have three strong characteristics: utter contempt for cooperation with others, and an



unshakeable need to enslave weaker races are two. These are believed to be the cause of the war among the droves as various Deepwalkers lay claim to the different drove families and set them upon each other.

The third characteristic is patience. They have waited millions of years to return to their birthplace. They are willing to devote millennia, if necessary, to re-conquer earth.

The Nine

We believe the Abzulim warlords who survived the slave revolt that brought an end to their empire now lurk in the Dominions nearest Earth. True to Abzulim philosophy, each is completely independent from the others. Each rules its own fortresses, commands its own forces, and each has its own plan to recapture Earth from the upstart Immortals.

Alu the Swallower

Known as Apep by the ancient Egyptians, Alu (a huge snakelike being) lived deep in the Nile River where he birthed hoards of snakes to the world. They continuously crawled from Alu's flesh to move on a long dark journey throughout the world. Only the cobra

was free of this creature's control, attacking him upon sight. He lived under the Nile in a dark dry land whose sky was the flowing river itself; within that place was his fortress known as Tuat.



The ancient Hemari Bast continuously fought him when he set to bring idleness upon the industrious Egyptian people. Alu would immobilize his enemies through laziness and a complete lack of interest in anything; thus was the core of Alu and his servants' power.

This ability to steal the creativity and activity from beings allowed the great dragon to move in and swallow them whole, feeding his enormous appetite.

Benatu of the Barbed Lips

Benatu long roamed the dreamy realms of the outback of Australia, making war against the Rainbow Serpent known as Jujungull and its servants. Benatu sent her servants into the dreams of man, seducing them to darkness so that their faith might weaken her enemies. Her thorned lips would then poison her enemies causing them to fall into a deep slumber where she might then seduce them to her cause of conquest.



Benatu's mortal servants dreamed of the Earth as it was during the Abzulim reign. These dreams became anchors that joined to others like them. Her dream realm stretched across thousands of dreamers, beckoning others to join her efforts. She is one of the few Abzulim that did not fear human faith, but instead added it to her own.

Doradoth the Eye-taker

Known as Hubur in many mortal mythologies, Doradoth roamed the realms of the universe. He would find worthy specimens and take their eyes, combining together the secrets within to create worthy warrior races. With an apparently limitless supply of shards, he then granted immortality to his monstrous creations. It is said these creatures were mimics, capable of imitating his enemies so that they might be used as spies and assassins.

Even today some of our elders fear there may live a few agents of Doradoth — unaware of their true nature — awaiting a signal that will awaken their allegiance to their creator and master.

Etrosk the Fanged

Known as Fafnir, this dragon was the hoarder of the Abzulim, responsible for the legends of dragon-treasure that claimed many a mortal's life. He would send servants and constructs into the world to find and gather lost Abzulim weapons. It is said his secret lair is a cache of the most spectacular treasures gathered in the universe: an entire world made up of gold-sand deserts, crystal towers and gems scattered about as commonly as stones.

Etrosk's very touch would leave a mark on any object, giving it the appearance and feel of intense value, enough to cause nations to go to war against one another. His form brought to mind a sinuous, serpentine T-Rex glittering with gems imbedded in every scale. Always a loner, Etrosk merely manipulated others when he needed a pawn.

Ingadia the Vile

A hermaphrodite known as Tempter to our people, "it" contained the known male/female gender and a number of alien genders unfathomable to mortals as well. A corrupter, it was the most "civilized" and approachable of the Abzulim. Mortal cultists through the ages freely offered themselves to its service in return for the satiation of their sexual desires or perversions. Any who bore witness to its scintillating, sensual, black leathery skin would be drawn into a sexual liaison with it.

Ingadia has created a great many servants over the long eons. Many were commonly referred to as demons; some were confused with the elemental djinn, a mistake the Phoenix took great issue with. Mostly it was in constant war with the ancestors of the Hemari — the Anopheles — who are now possibly in its service as a drove.

Tormad the Relentless

Tormad was the most vicious and insane of the Deepwalkers, striking fear among the lesser Abzulim during their reign. With a voracious appetite and a sheer joy of stalking prey, Tormad sometimes hunted lesser Abzulim for sport. Tormad loved to stalk overconfident



beings, feeding on their terror at the moment they realized they were helpless to save themselves from her claws. She always sought proud, confident prey, ignoring weak or incompetent ones as poor sport.

Tormad was capable of seeming wounded or especially vulnerable as she led her pursuer deeper into his own doom. She was said to assume various shapes when appearing to her prey to facilitate them stalking her before she turned the tables upon them. Looking much like a dark powerful Velociraptor, she was a complete loner that vowed to one day rule the world by hunting down the other Deepwalkers and every other creature that could possibly threaten her supremacy.

Unamal the Flayer

Also called Huehuateotl, the “old deity”, he was worshiped as a fire-god by ancient mortals. He appeared before mortals as pillars of fire, water and storm gods, and even a dragon the size of a mountain. It is said he created the Kai Ra, founders of the Peri. He used elemental Immortals as building blocks in Abzulim technology and architecture, and he had his own elemental natures, almost becoming an elemental himself.

Unamal searched for eons for the ancient Wonder known as the Philosopher’s Stone, said to be able to completely transform him into an elemental dragon. Unamal had many servants among elemental Immortals of the world. Fortunately his original slaves knew his interest in them for what it truly was: scholarly and abstract, not empathetic.

Melheyon the All-Eater

Also known as Tiamat, she was a princess during the Abzulim reign: an adopted daughter of Samiel, monarch of all Abzulim. Known as a sorceress of unparalleled cleverness, she served her king and trained two Shadowen apprentices in the art of spying. While one apprentice was slain, the second one is believed to still exist. No one knows this apprentice’s identity. The presence of her or her most fanatical servants engendered horrific hunger in those who bore witness.

Melheyon hated her own race, whom she considered stupid and beneath the mysteries her exploration of the universe revealed. Other Deepwalkers sought to remove her from their number for many millennia. Their plots succeeded shortly before the Great Betrayal when they manipulated a group of young Immortals into disrupting her physical form with an artifact of true light known as a Sunedrion Arrow. In spirit form, she may have returned to this world to bring forth her vengeance against the other Deepwalkers.

A few old legends state Samiel fathered an actual child with her, much to the disdain of his then-queen Lilith. The son supposedly conquered Lilith after his father’s “death” and was the actual one who destroyed the great Sunedrion, starting the Primal War. What happened to him afterwards, if he even existed, is unclear.

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Shiakata the Raker

Appearing as hundreds of beasts of all kind, Shiakata was also called Abraxas in many legends. Shiakata had not rejoined itself since first splitting into more than one of itself millions of years ago. Each of its copies, collectively known as Nagas, were terrifying warriors. Shiakata was able to cause insane levels of rage in his enemies, forcing them to attack the first thing (other than Shiakata) they saw.

The warlord had no dominion of its own, spreading its copies among the other Deepwalkers' territories and offering its services to them. The Raker was intent on being on the same side as whichever Deepwalker attained dominion over the Earth. This led to his downfall at the end of the Great Betrayal, when the Eidolon Sharakai destroyed him and his spirit. It is hoped that all of his Nagas had reformed into the complete Abzuli so that there is no possibility of his return someday.

OTHERS

There are other enemies of course. Some threaten us more and others we must begrudgingly deal with rather than find a way to stop them. Some are Immortal like us, yet they are not part of the droves; others are mortal. This list is by no means exhaustive, but is some of the more famous adversaries outside of the droves that you will hear of or encounter in your long years.

The Apocrypha

Long ago, at the beginning of the Age of Myth, an Immortal by the name of Prometheus and his cadre — the Titans

— took a group of early mortals and began to teach them of our race. These mortals were exposed to the truth: our strengths and our flaws. Eventually they fled their immortal teachers, deciding that we were “demonic” monsters, and dedicated themselves to the eradication of our kind. A quasi-religious monastic group, the Apocrypha whips the faith of its members into powerful weapons against us. Their most powerful members are recruited from among Bright Bloods, who become potent sorcerers and priests in their war against our kind. Each member of this well-financed terrorist organization must take the Vow of Humanity, a promise never to succumb to the temptations of trying to become Immortal. The Apocrypha is ruled by the Illuminati, a powerful council with political, social and religious ties to some of the most powerful mortal organizations on Earth. The Apocrypha has its fingers in all aspects of human life, and has done so since the end of the Age of Myth. They are the ones that convinced humanity the Age of Myth never happened, and that we were merely stories told to frighten and impress other mortals.

Pax Novum

Pax Novum (“New Peace”) is an organization dedicated to bridging the wide gap existing between mortal man and us. By reconciling our two races, they hope to bring the Earth into a new age of prosperity and enlightenment. They are dangerous because the members of this order tolerate even the droves. The order is made up of rationalists who do not believe in the concept of incarnate good or evil. They use our mystical technology extensively,



and have been mistaken throughout history as wizards.

Their contact with the drove families means that we cannot make too close contact with them, lest our own secrets fall into the hands of the enemy. It would seem the droves agree since they also maintain a “safe distance” from Pax Novum’s members. The members of Pax Novum would reveal our existence to humanity as a whole, creating widespread fear and panic among mortal man, if they had enough proof of our existence. So while we tolerate them, and have occasional dealings with them, beware them nonetheless.

The Dark Arcade Dynasty (D'Arcade)

Long ago this group of Immortals started as an alliance that worked well with our people, before the Great Betrayal. Though they always had their own agendas, they generally served the interest of the various Tribes’ in the defeat of the droves. Since the Great Betrayal, the services they provide us are a bit different, and the prices have increased greatly. D’Arcade is literally the black market of our society, dabbling in the darkest sides of both mortal and Immortal cultures. They provide information, items, mercenaries, serenade instruction and illegal substances, for a price. They will work for whomever pays the most, including the Drovers.

Though their former stronghold of Nivalea — in Antartica — is now lying in ruins, they have scattered across the globe, forming an organization with as much influence and power as any of our

Tribes. Only within the strongholds of D’Arcade can one find the drove and their ilk freely roaming alongside Tribe members. D’Arcade permits no violence between their “guests” and has the power to back it up. This makes it very frustrating to us, seeing minions of the Abzulim, but being unable to stop them.

Corsair Dynasty

Up until the Great Betrayal this Dynasty was part of the D’Arcade alliance, but broke off when D’Arcade began to work for the highest bidder. This Dynasty actually has a large hold on much of the mortal trade along the high seas on Earth. Their most prominent member was once known as Robin of Locksley. A master of the Calling of the Merchant and an incomparable thief, Robin spends much of his time directing the majority of the Dynasty against both D’Arcade and the droves.

Though the Corsairs have no true love for the Tribes, they do not seek to actively oppose us. However, Robin watches for signs that a particular Tribe is amassing too much power in a given area, and sends in the Corsairs to remove a portion of that power however possible. The Corsairs are also on very friendly terms with the Solitaires and a contingent of Robin’s people and lighters are always dispatched to assist in watching over the roaming entryway to Atlantis.

The Oni Dynasty

Originally a group of Solitaires who remained neutral, the Oni were the patrons of the Ninja that later developed in mortal society. Among them was the

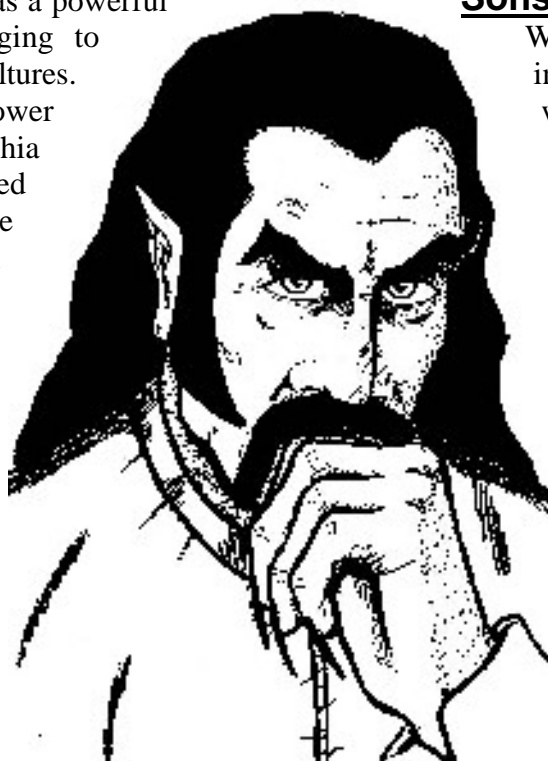


famous mortal Sun Tzu, the general who wrote "The Art of War". Unfortunately he died before he could be made Immortal. The Oni often interfere with tribal affairs, through thievery and assassination, when it is possible that doing so will increase their own power. However, they follow a strict code of honor, continuing to fight the droves and lend their aid to mortals even today.

Though many of them are often viewed as modern day ninja hiring themselves out to the highest bidder, this does not hold true for the Dynasty as a whole. Though a force for good, they stand outside of our alliance, and have at times allowed the enemy to hurt our causes; therefore our trust of them is limited. Their agendas clash harshly with our own war against the droves.

Dracula and his Scions

Long ago Dracula was a powerful Bright Blood belonging to one of our Quiet Cultures. Dracula came to power and ruled Wallachia until he was considered a threat to the Perpetual Society. A Slayer was sent to kill him, but with his powerful faith, he instead killed the Slayer. He ripped out her vox with his own teeth, and somehow made himself Immortal at the age of 29. His faith did not desert him, and



armed with both it and immortality, he had become a very dangerous foe. His faith has warped him so that he maintains multiple himsati and can change to any of them at will. It is said that this came from drinking the blood of several Immortals over the years.

He became heavily cursed and began to use the forbidden process of creating Scions. However, instead of transferring the curse to the shameful creatures, it merely copied them along with the same hunger for blood that Dracula developed from his own faith. Oddly enough, these scions did not become mere copies of Dracula, some even being female. His Scions maintain an immortal-like life by drinking blood, and can be found allied to many of Anopheles Progeny. They have oddly developed talents based on the various curses they carry.

Sons of Loki

When our race was locked in the dark realm of Sheol, we found that the Morrigan named Loki still served the Rime and plotted against us. When she was destroyed, he was tied to a dark tree known as a Zuzog, the antithesis of the S u n e d r i o n . Eventually he was consumed by it and never seen again. Some centuries ago, a cult of Immortals, led by a mysterious ice elemental, arose to plague to us.



The Sons of Loki are considered one of the most dangerous elements in our world; even D'Arcade is circumspect in their dealings with them. The cult spends much of its time trying to find out if Loki is somehow alive, and exactly what happened to him. Whether they serve the Abzulim, or some other agency is unknown to us. The Sons have a particular disdain and hatred for the Morrigan.

We believed the Zuzog were all destroyed some time ago. The Great Betrayal proved us wrong; what of Loki then?
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PLACES NEAR & FAR

You live in a world of mortals, but you once lived in many, able to walk from reality to reality and sculpt it with the power of your voice. The Earth is a lady with many masks, and you will have to penetrate these to see her true face. It is in this supernatural realm that Immortals walk openly. The Earth has many brothers and sisters, linked to her by doors, gates, and corridors. In these other worlds, wonders beyond imagination shine like the light in your eyes.

The world is a dangerous and wondrous place because of what is concealed in it. So walk carefully, and above all else, pay attention. Humans commonly are self-absorbed, staring inward at their own spirits, hoping that it will light their

way through eternity. To survive in our world, you must focus outward. You must open your mind to the possibilities. Many things will deceive you. Accept that now. As you learn to stare into the invisible without blinking, you eventually perceive the truth. Though I have already talked about the Earth itself and the mantle realms of Sanctuary, there is so much more.

Ley Membrane

Long ago, the Sunedrion's roots of energy reached out across all reality, forming wormholes, paths, roads, doors, gates and bridges from one reality or world to the next. We call this realm-spanning network the Nadir. Hundreds of thousands of years ago we tangled many of those roads, and our Shouting War further tangled them to a point that many are hopeless to even attempt to navigate. We have people re-mapping them all the time, but it is vast; nothing is where it's supposed to be. A gateway to a distant world that was once in the Temple of Marduk of Babylon may be inside your refrigerator.

Here on Earth, many of these lines of power snapped and coated our world with a layer of this power we call the Ley Membrane. Crisscrossing this membrane is what you commonly call Ley Lines. Any being who can perceive a Ley Line, can walk upon it. To travel the Ley is dizzying to say the least, as one seemingly zips through solid structures a half step away from the physical reality of our world, and yet still able to perceive it. One hears music that fills the mind: a music so beautiful and precisely ordered that perhaps it is the very thoughts of the Transcendents



themselves, having ascended beyond us.

Many of our kind learn serenades to cause gateways to open in the Membrane and deposit us upon the nearest line, then take us back off to reach destinations across the world in mere minutes. Where the lines cross we can sometimes find a Na Gate, a remaining tether to the Nadir itself.

The Blue Air

Like a vast endless ocean of energy and wind, the Blue Air is a realm composed entirely of thought and spiritual energies, with occasional chunks of physical matter floating within. The Blue Air is viewed in many ways by our kind. Some see it as a sort of dimensional void, connecting all realms. Others see it as a spiritual counterpart to normal space — a hyperspace if you will. Somewhere within the Blue Air is the home of the mysterious Crucible — the One Soul. Here gossamers roam, and those Transcendents who have ascended to the beyond are rumored to make their home somewhere. The Blue Air connects the entire universe and all realms. The most common form of connection known to our race is called shallows, where the Blue Air borders on Earth. Here gossamers and mortal spirits can pass in and out of the Blue Air at will. The Blue Air also connects to all other realities and worlds with the Nadir winding through it.

Entry into the Blue Air can be very dangerous to those with corporeal forms. Although it is a place of profound beauty, it is also a tenuous one without real substance. Like a place of illusions, the Blue Air is the loom that spins out

the gossamers that haunt the world in their desire for tactile fulfillment. Any wanderer in the Blue Air finds himself in an ultimately empty, if lovely place. The Blue Air is charged with emotion, and reacts to it as well. Some say that it is the pure essence of all thought and emotion itself, the dream of the One Soul. The shallows that border Earth and the Blue Air certainly seem to manifest in places that have experienced an unusual intensity in emotional states, trauma or violence. Immaculum also flows freely through the Blue Air, in a raw and unfettered form that most of us find too unwieldy to control or to place within our auras.

Corporeal beings cannot exist in the Blue Air unaided. No being has ever returned from the Blue Air whole, save for the mysterious Saturna of the Osiri. Those that attempt to enter the Blue Air physically are torn apart by the energies present there. Immortal technology allows us to create fantastical ships, capable of travel in the many strange realities we encounter. But only the Abzulim were ever able to create the living Lighters. These ships enter the Blue Air unmolested by the chaotic forces present within and travel at the very speed of thought to distant realms, emerging from the Blue Air galaxies away from our own. Our own lighters must rely on the Nadir and its twisted paths to travel to the other realms away from Earth.

The only true physical reality in the Blue Air is that made by thoughts. Here thoughts create landscapes, scenes and entities that only exist so long as they are thought of. When groups of beings



gather within the Blue Air, it can become a chaotic storm as thought becomes matter; each thing thought and seen merely fueling another. There is one exception to this, and these are the few Dominion Worlds that actually exist within the Blue Air itself. Wrapped in cloaks of Ley Membranes, these worlds are only accessible by travel through the Blue Air. Older tales claim the Abzulim placed these worlds into the Blue Air on purpose; others claim they were pushed there during the Shouting War.

Storms of energy and immaculum roil through the Blue Air, like ethereal hurricanes or monsoons. These Tempests are one of the most unpredictable forces known. If one of these storms builds up enough strength, it can shred spirits and partially manifest in a realm if it comes close enough. This causes all sorts of strange and odd occurrences as things are literally pulled into the storm or deposited out into a realm. A Tempest can also alter parts of a realm it manifests in, or any inhabitant within the area, including ourselves.

Shallows

Shallows are created when a mortal being with Faith dies, or when highly emotional events takes place in an area that have a lasting impact. This is usually the result of extreme trauma, violence etc. On rare occasion they can be created in areas that have repeated heightened levels of emotional stimuli. New Orleans in the United States of America has shallows created from the intense celebrations of repeated Mardi Gras events for example. In the surrounding areas near the shallow the presence of spirits can be felt. Except

for the soulless, most mortals can sense the presence of something otherworldly nearby, depending on the strength of the spirits present.

Hauntings (as shallows are called in Immortal slang) thin the barrier between the Blue Air and the Earth (and occasionally mantles and other realms), allowing spirits both mortal and Immortal to cross the threshold between the two realms. Even if the mortal spirit comes to some form of conclusion with whatever holds it here on Earth, the shallows can remain for years afterward. Immortals do not create shallows when they become gossamers. This means that the gossamer has no immediate entry point back to Earth. The gossamer could be thrust into the Blue Air in Africa and several months later find himself appearing in a shallows located in South America, or find himself appearing a few days or centuries later in Japan.

Mortal spirits that create shallows emerge back from the Blue Air at the same shallows within anywhere from a week to years later. The faith of the spirit ties it to the shallows, so most mortal spirits stay near their shallows unless somehow forcibly moved away.

The Crucible

Also called the One Soul or Well of Souls, it is the place mortal spirits normally go after the death of the body. Where the Maelstrom is the purest form of matter, the Crucible is purist energy — thought. Most Immortals believe the Crucible is the collective conscious state of humanity, its divine nature. Some call it God with a capital "G". None of the



Tribes knows for sure what lies beyond the barriers of the Crucible. It's a place forbidden to us.

The wellspring of the energies of life, creation, entropy and time, the Crucible is the source from which all these flow. The tribes believe the Crucible is the source of all life force, located somewhere within the vast endless expanses of the Blue Air. Physical reality as known to the Immortals is potentially a lesser state of existence. This further supports the work that most Immortals undertake in their quest for transcendence.

Nearly all of us dread the existence of the Crucible. Though for eons we impersonated divinity to control the unknowing sea of humanity, the Crucible represents a power far higher than our own. It is believed that only the Transcendents truly understand the Crucible and what it is. Rumors abound that somehow the place known as the Labyrinth connects to the Crucible in some way and that there Samiel the Abzuli first spoke of a mysterious Prophecy the Arachne now keep under lock and key.

It's rumored that powerful members of the Osiri can make contact with an entity simply known as Death: a powerful spiritual guardian of the Crucible. Some of us believe that this entity is as powerful as the Trine or the legendary Sanguinary. Some also believe that this is not the first Crucible; that the original was somehow within the Labyrinth itself before our universe was born. They say the one the Osiri bear witness to now was created from the Suneidion themselves.



The Morpheum

If the Blue Air could be said to have a physical landmass, it is the Morpheum, a telepathic terrain of dreamers. The Morpheum contains all the properties of the Blue Air, but its illusions are manifested by living minds, and thus are more real while you are there. You can die here, so don't imagine the Morpheum is a safe haven. The darkest things in the human mind run wild here, howling in frustration that they cannot be loose in the waking world.

The Morpheum has no real terrain, extending throughout reality to any world that has a significant number of



descendants of the proto-humans our people took to the stars and beyond hundreds of thousands of years ago. It is therefore strongest when connected to from Earth. One does not actually “enter” the Morpheum, but your mind connects to it just as a human’s mind does. Mostly when we dream, unconnected to the Morpheum, we view the images of our past. It is one of the many reasons we appear so anachronistic and why so many of us seem to be missing the creativity and mental renewal that comes with true dreaming. It is also yet another of the reasons why mortals are so wondrous in the eyes of most of us, whether we wish to admit it or not.

When mortals sleep, their dreaming minds contribute to the formation of this infinitely vast shared dream realm. It is not a quasi-reality like a mantle; it is a telepathic web confined to, and joining most human minds throughout reality. Our race sleeps within its own mind and does not join to the Morpheum unless we consciously desire such as we fall asleep. In the days before the Great Betrayal, dreaming was extremely dangerous for our kind; it still is to a great extent. But with the presence of the legendary spirit of the Sanguinary no longer palpable this psychic landscape, our kind is more daring in its ventures into this telepathic realm. However, only those trained in the ways of skilled immortal dreaming should enter this place.

The Morpheum itself resembles a huge intricate web of tattered translucency: beautiful cobwebs dancing and blowing in the omnipresent breeze of human

emotion. Writhing cocoons, holding dreamers in their own dream spaces, sway from stronger, permanent web-like cables known as anchors. Anchors are formed by those dreams with true and strong faith. “Standing” outside of a dream, the viewer is both dazzled by the dark beauty of this seemingly infinite construct and chilled to the bone; knowing the visage of the Sanguinary — more horrible than any mere spider — is responsible for its current guise. For those skilled at doing so, it is possible to enter one of these “cocoons” and interact with the dreaming mortal. However, there is an inherent danger in this, for the subconscious mind of a mortal can reveal faith that is never present in his waking state. As an Immortal, you can find your waking body — or worse your mind — transformed by the dreams of the mortal.

Somewhere in the telepathic layers of the Morpheum is the center of this “web”. Here lies the Hush-Hush, believed to have once been the lair and prison of the Sanguinary’s spirit. Once a roiling shell of living darkened soul-energy, it is now a solid black shell of nothingness; impenetrable by all means known to our race. It is here we believe the dormant spirit of the Beast lies.

The Dominions

Aside from those places I have already mentioned, a Dominion is a collective name for all the other realms of our universe. Dotting the near-infinite expanse of the universe are these worlds capable of sustaining life of many kinds and once the crown jewels of immense empires built by the Abzulim. Once connected to the Earth via the Nadir, the



Dominions are now cut off. To travel into the Dominions is to travel into the ancient past, when we knew no boundaries and mankind was not even in existence. Only through special serenades, unknown to the majority of our race, and through special powerful mystech devices can one even hope to reach further off Dominions. But there are a number of lesser Dominions near to Earth that I can tell you of, many of which still directly join to our world in the old and ancient places.

Our Solar System

Before the Shouting War, the last remnants of the Abzulim Empire were still evident to the naked mortal eye, or at least one aided by a simple telescope. The Shouting War changed all that. Venus became covered in a poisonous cloud that ate away at all the structures. The atmosphere of Mars was ripped into the Blue Air, carrying with it almost all things on its surface. A giant storm was created on Jupiter that wiped out all traces of the empire on its surface. Most of us cannot remember the name of the planet once existing between Mars and Jupiter; so terrible was the force of our warring voices that it was ripped apart.

Ys

Ys is an old word for corridors that join the oceans together. A dangerous place as well, with an environment that forces adaptation. Sometimes the sea is a place of solace, but more often there are things living in the depths that are territorial and merciless. Islands that appear on no map are hidden there, and cities gleam on the ocean floor. Here the Protean roam in their giant ship Leviathan, prowling for dark underwater droves in

the tunnels made of pure water.

Underworld

There are whole countries carved out of the rock of Underworld, a silent place of darkness where the enemy has many of its bases of power. The Peri created a long spiraling city-bridge that traverses much of it. Undiscovered and hoarded wealth, rivers of supernatural power, vast unlit seas - all this and more are hidden in the stone muscles of the Earth. Underworld is made up of many strata and layers, too numerous to mention here; it also connects to many other Dominions such as Ys and the Maelstrom.

Maelstrom

All things are made up of basic elements. But in the Maelstrom they cannot coexist and are separated into pure states. Fire, Water, Stone and Air are reduced to their quintessence. This makes the Maelstrom a perilous place to venture, since without adequate protection, your body is broken down to its constituent elements and separated. It hurts, and you can be trapped there for indefinite periods of time.

Only Primals — and perhaps Transcendents — can walk the Maelstrom in safety, their bodies attuning themselves to each realm. I suggest you don't cross this boundary without a lot of knowledge and preparation. Think of the Maelstrom as the raw material creation uses to make things. If you are trapped there, only someone else can bring you out of it.

Gremlin Grid

As the world of mortal man became



more technologically advanced, one realm began to mimic the technological topology of our world; the Gremlin Grid as we affectionately call it. Literally connected to the world's technology structure — most notably the Internet — the Gremlin Grid is akin to what you call the matrix or cyberspace in many popular forms of entertainment. It is like the Morpheum of mankind's technology instead of his mind.

Unlike the Morpheum, which is part of the Blue Air, the Gremlin Grid is a true Dominion of its own; one can physically enter and exit it if you know how. The Arachne are said to be the masters of the Grid, keeping their most powerful stronghold within it. Their Mystics plumb its depths, using it as a strategic place to gather information about our enemies. The younger members enjoy “surfing” the web, and even use it as a mode of transportation. Few things equal the sight of one of our kind stepping into or out of an Internet kiosk.

Sheol

Our legends say the dark realm was created when the Sanguinary crashed into our world. It is a world forever in dark night, lit only by the strange glow from the reddish-purple crystalline sand that lines its shores. Beyond the borders of this landmass exists the void, a nothingness from which no one or thing returns. Our people were trapped here for thousands of years, besieged by the enemy until we broke free. It is a land full of Zuzog trees, whose dark twisted roots serve as bridges across the void; allowing our enemy to attack Sanctuary and rip our people into the void or back to Sheol itself. It is unclear whether

Sheol is truly a Dominion or some other form of realm like the Ley or the Morpheum. It is a place we rarely go except when waging war against the enemy.

Labyrinth

Lore says this is the original home of the Crucible, the first source of all life and our universe, birthplace of the four Eidolons. Our most ancient of tales tell us the Abzuli King Samiel went there and was driven insane by what he found therein. Rumors say a small sect of the Phoenix were trapped there once until the Horned Lord freed them; it is something of which they refuse to speak. The Labyrinth was once a place of light and life, but now a place of darkness and hunger; it sucks our souls and sanity from the moment one arrives. And this is assuming one can find his or her way there to begin with; very few know the paths through the Nadir to the greater Dominions and then to this, the dead heart of our universe. You don't want to go there — put it out of your mind. Next.

In reality, we have not traveled very far from home, even in the millions of years since we gained our freedom. Who knows what wars and grand visions lie beyond the boundaries our race has traversed?
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MYSTECH

Mystech is our own breed of technology, and it comes in many flavors. Its



primary uses are to empower our serenades even further, allows those of us without a particular skill in manipulating the Aria the chance to do so, and to create those things of lasting value and power that we can wield against our enemies.

Attunement

Attunement is the process of endearing your own spirit to an object or place. It is with this power that we create our personal sanctuaries, havens against the outside world and our enemies. However, attunements can last for a long time and allows others to use these things and places against you. Be careful what you bond your soul to, it may be used against you if you do not guard it well. Attunement is the most basic form of mystech, all our kind has a basic instinct for using it, and can do so with little practice.

Sanctuaries and Arks

Our kind can attune to a spot, creating something that most aware mortals feel and consider to be sacred. It is the place where our followers gather, to aid us, to worship us and tithe to us. Within a sanctuary we can attune further still to an object within which we can place the power of living auras. An “ark”, once it contains enough living aura energy, can pull our vox and spirit back to it and reconstitute us if our physical form is destroyed. However, this use destroys the ark, and forces us to start over again.

Carnals

By far the most popular and widely used form of mystech, carnals allow us to mix the power of our voices and infuse serenades into those things we apply our

eternal skills to. An artisan could trap a serenade within a painting to work its magic when a particular individual views it. A demolitions expert could create a serenade “bomb”. A skilled jewelry maker could craft a necklace with his serenade of summoning, to send a summons to a follower a world away with nothing more than a thought. Such uses are quick and easy, but the power fades away once used. The ease at which carnals can be done is dependent on your level of skill with the task and the serenade you choose to imbue the task with.

Enchanting

A word made popular by mortals, we can work our serenades into objects on a more permanent basis, but at the cost of much Immaculum. This now allows the item to be used by another, even a mortal, many times over. Permanent enchantments can be made by sacrificing part of one's own spirit to the object to make a truly magical item, but this causes the item to develop a bit of your own personality and mind. This level of enchantment is made possible by combining the instinctual ability of attunement into the enchantment. It can be dangerous; any awakened being — even your enemies — can figure out how to wield the enchanted object and turn your powers against you.

Sharding

The true masters of sharding are the Solitaires for they know the secrets to cutting shards — though it is rumored the Tribe of Sharakai may possess *some* of those secrets as well. Solitaires can take a shard and shape it to their needs. The secret of shard-shaping is passed on



very carefully, few outside of the Solitaires know how, and they are bound by oaths and powers that make sure they do not tell the secrets to others without permission from their shard-shaping brethren.

Most of our kind take the shards they find — not voxes, but clean unimprinted shards — and have them shaped for basic creations such as armor and shields, like the infamous Bloodshields. A few have more complex creations made, such as shard-run computers, lighters, etc. Sharding is a powerful skill indeed; it can create, with great difficulty, truly lasting items of power.

Lighters



Lighters are ships, usually made from materials of other Dominions, given life through the powers of sharding, enchantment and attunement. These

ships can usually survive almost any environment save that of the Blue Air itself. Some can even survive harsh realms like the Maelstrom. Lighters can withstand the changes to the laws of physics and other reality within each realm they enter. It takes years to craft a lighter actually capable of withstanding such dimensional travel along the Nadir. These are nothing compared to the living lighters created by the Abzulim, which are actual living beings bonded to shards in a way we do not understand.

Biotech

Only the Abzulim have ever succeeded at true biotech. The most common example is the Abzulim living lighters. It is said the Abzulim could actually use voxes in their work, not just unimprinted shards. None of us have been able to duplicate this. The Abzulim were so powerful it is said that in the times





before lethe when an Immortal went insane, the Abzuli consumed his soul and then “licked” the etchings off his vox so it could be implanted in the creation of another fresh slave.

IN CLOSING

Well my young friend, my fingers begin to cramp, there is little else I can tell you at this point, the rest you must discover yourself. I wish you well on the path of destiny you carve yourself and hope the darkness always remains two steps behind you in your travels.

I have added a large section of fuller notes for your use after this, so turn the pages and read on my friend.
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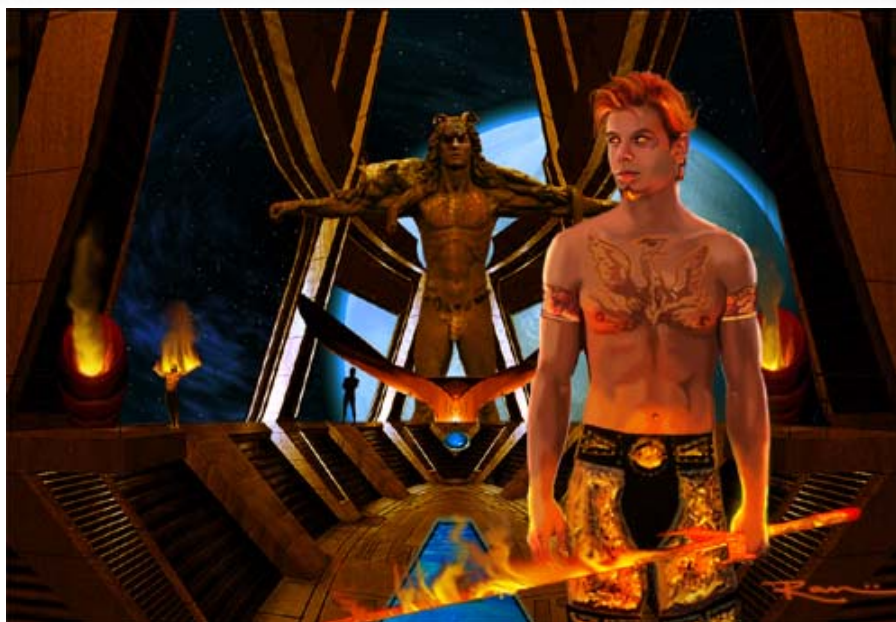
An Arachne
Mystic peers
through the loom
of time.



Solitaires commune with the Blue Emerald in Atlantis.



A statue
erected in
honor of the
Horned Lord
aboard a
Phoenix
Lighter.



The Immortal
Pan attends to a
new-found
Sunedrion
weald.



The Shadowen



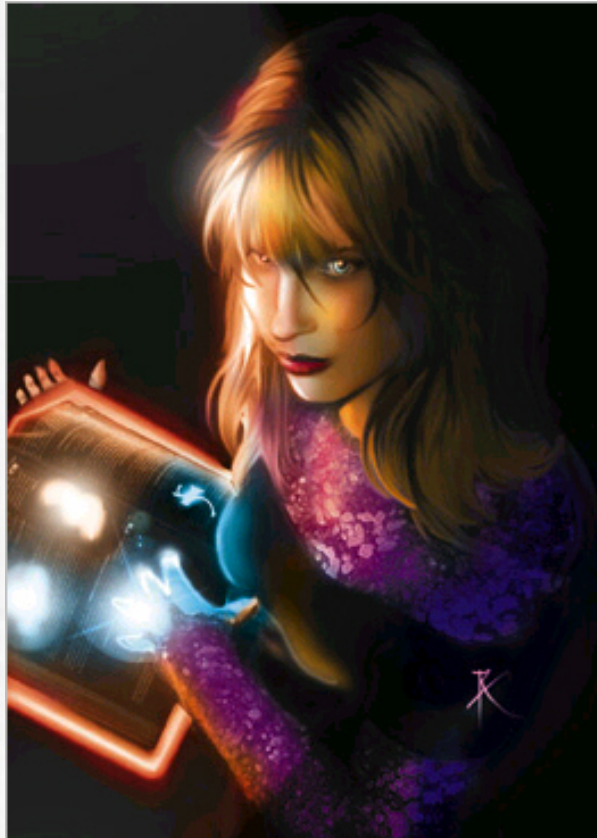
Phoenix Maxim—Be careful what you wish for.



Summoning the power of
the storm...

A Tuatha Keeper tends to
her forest





A Magdalen Probe
begins her research



A Solitaire bard performs in Atlantis



BOOK II LOREKEEPER'S NOTES

"A bullet shot from a gun may kill its intended target, it may not. It may be considered deadly just in its reputation; but its flaws are also known, and its limitations. Welcome the bullet rather than the stratagems of a wise enemy, for these can kill even babes in the womb."

The preceding section was written to give you a good foundation about the world of Immortal. In the next section of the book you will learn how to create your character and actually play the game. Your Narrator (the person who will be running the game for you) may provide optional creation and play rules from the Narrator's Guide, but the Player's Guide has everything you need to be able to play the game. In order to understand the concepts of the game better, let's go over a few starter points to help you on your way.

WHAT IS IMMORTAL THE INVISIBLE WAR?

"The world of Immortal is one of power, majesty, miracles and myths. It is a realm where dreams and reality mix in vibrant colors, then paint masks on the face of the world. It is a place of hidden kingdoms, walking gods, living shadows and supernatural events. In short, it is the world we already live in, but do not often see.

Exiled from their place of power and domination in the world, the Immortals now live among us. One might be your next-door neighbor, going through an

endless mortal routine, his spirit shattered by all he has seen or heard or done. More likely the immortal is a stranger living in a grand temple that only looks like a public library to those locked in the banality of the world. Most likely the immortal is not only a stranger, she is you.

You needed to forget. You needed to blend in. The wars you've seen, the blood flowing through ancient streets, the crawling terrors and the beautiful wonders that set your heart on fire — these are forgotten. You sleep inside a mortal life, cocooned from your past. Living forever is a curse when you don't know how to do it. Ignorance is bliss. Or is it?

All of your life, you've been special. You see what others miss and understand what others overlook. You've felt things about to happen, as if time were whispering a hint in your ear. Most importantly, you've been drawn to the unexplained, the mysteries that even the staring eye of technology has been unable to penetrate. You feel the magic in the world. Somewhere deep inside, your true nature is patiently waiting to be reborn. It is merely a matter of time



before you shed that mortal coil and return to your life, and with it the Invisible War.

In this age of aggression between religious ideologies, there is a deeper, more dangerous current of events flowing into the future, carrying mankind with it like flotsam on a tidal wave. Only the Immortals and their human allies stand against the eventual destruction of our civilization by the hands of creatures that have never loved us and never will.

This is your world. As you struggle with your rebirth, all that you know will fall to pieces, then fall into place. A lonely exile from an age of miracles, you will recover your powers and choose sides. The enemy lives in shadows and watches, and is in turned watched by its masters. Do not be a pawn, or a toy. Do not commit yourself quickly to any cause. Find your way back home and do what you can to survive this last terrible war. Make peace with your life. It's going to last a long time."

— Ran Ackels, creator of Immortal

Immortal is a role-playing game in which you assume the role of a character you have created. You discover that you are part of an ancient race of shapeshifters with the power to alter reality itself. Immortals have the ability to literally reinvent themselves through a special form of reincarnation; you may have been an ancient god, mythical creature or legendary hero in ages past. Reborn into the modern world, you and other Immortals wage war against dark

forces to save your last bastion in the universe, Earth.

The forces you stand against are comprised of many foes; Immortals like yourself that have given in to their darkest natures and mortal agents both normal and twisted by dark powers. Chief among these enemies are the mighty Abzulim, an ancient draconian race known to be the first Immortals, and former masters of all the other Immortals who they enslaved for millions of years. The crux of this war centers on humanity and the vital role it plays in the grand scheme of the universe.

While humanity is not yet ready to understand the truth about the Himsati race of Immortals, it is slowly coming to a turning point that could lead it down a path of ultimate destruction, or into a new beginning. Your race feels that if humanity takes the darker of the two paths, it will also lead to your destruction as well.

When the game begins, you may or may not be aware of what you really are. Part of the fun of getting started with the game is the discovery of your true identity and abilities. Those with more experience may wish to use some of the optional rules in the Narrator's Guide that allow you to play experienced characters, already fully aware of the basics of who and what they are. The Player's Guide will teach all you need to fully enjoy Immortal. The Narrator's Guide is not necessary; it just adds more depth to the game for those that wish it.



WHAT IS A ROLE-PLAYING GAME?

You are already familiar with role-playing. Every time you see a movie, television show, or a play you are watching role-playing. Role-playing is nothing more than acting. However, unlike a movie or a play there is no set script and it is not done for an audience, but is done for personal enjoyment. In a role-playing game you and your friends are the star actors. One of you is chosen to be the director (which we call the Narrator) who plays the roles of all the secondary characters, master villains, henchmen, and everyone else you'll encounter in the game. The group of you write the script as you go, creating a story based on the words and deeds of the characters you portray.

Since there is no set script, a role-playing game has rules to help decide any type of conflict that needs to be acted out. In order to resolve them, many role-playing games (including this one) use dice and a set of statistics to make comparisons between your character and other characters you may interact with. Normally these statistics are written on paper for easy reference during a game.

BASIC MECHANICS

We judge the world around us through our human perceptions; but no two people perceive things alike. What is good to one may be bad to another; what is strong to one may be weak to another. In order to provide a common frame of reference for all of you to work with, we have a set of game mechanics — rules to



play the game with.

Dice and Random Chance

There are times in real life when you are not sure if you can do something, or perhaps something stands in your way — some person or obstacle. Whenever this happens there is always a chance, no matter how small, that you will not succeed at the task. To represent this in the game, we use a set of dice. 1 four-sided, 1 six-sided, 1 eight-sided, 1 ten-sided and 1 twelve-sided die are used to play Immortal.

Characters have a die they roll based on the rating of their Spirit attribute. The strongest of characters (Spirit of 9) roll a 12-sided die when they attempt actions in the game. The weakest of characters (Spirit of 1 or 2) roll only a 4-sided die.

The number rolled is added to the value of the attribute being used for the task; if a skill is being used it is also added to the total. This final total is compared to a target number set by the Narrator — or to an opposing roll — whichever is appropriate at the moment. If the character's total is higher than the target number, he has achieved some level of success.

Simple mundane tasks (opening a door, getting dressed, and other things you do every day) do not require a roll; nor do you need to roll if your skill is more than adequate for the task. Only when you are under pressure, duress, or some force



opposes you, do you need to roll for these kinds of tasks.

Success Levels

Immortal uses a two-point system of success levels. Hitting a target number exactly is not a failure but not a success either; it's the "it's just a scratch" kind of success that has no real impact on the continuing game.

There are five main levels of success in the game, discussed in detail in Chapter 9: Conflict. A number of charts are given to help break down the success levels for varying types of conflicts and tasks. A level one success will only change the most trivial of details, provide the most subtle of influence, barely scratch the surface. A level five success can wipe a person's memory of his entire life, cause massive illusions and perform godlike tasks. Below is quick summary of the success levels:

- Level 1 — Trivial
- Level 2 — Minor
- Level 3 — Significant
- Level 4 — Major
- Level 5 — Mythic

Time and Distance

In Immortal, time functions in one of two ways. When not in time-sensitive or combat situations it functions much like it does in a movie. In real life one must take the time to paint the house; in a movie we can simply go over the first few brush strokes and then forward quickly to the last few brush strokes. In the game, the players do not have to spend time acting through every mundane action and conversation they may have during a game session.

Any period of time played out by the characters not being specifically measured is referred to as a scene. A scene could be one minute long or one hour long; it depends on how long the Narrator and players take to play through the relevant portions of that situation or discussion.

When a situation becomes time-sensitive — such as combat — we must measure time more precisely to make sure all the characters interact as they are supposed to based on their attributes, skills and powers. At this point we break time down into units. The smallest unit of time is called a round. It is the equivalent of 3 seconds of time; though the actual time it takes to play out a round using the game mechanics is much longer (usually several minutes). 10 of these rounds equal what is known as a turn: the equivalent of 30 seconds within the fictional game setting.

During a round, characters get a number of actions based on their attributes and special powers they may be using. These actions are divided up and timed by what is known as initiative. We will discuss rounds, turns and initiative in the Chapter 9.

Distance in the game is measured in the Imperial system of inches, feet, yards and miles. However, the Metric system can also be used, by making exact conversions or approximations (such as substituting 1 meter for 1 yard).

Actions

There are two types of actions that a character can take: Normal and Passive.



Normal actions are the kind that will be measured in the game, like the act of using a combat skill to attack an opponent or the use of some shapeshifting abilities. Whenever something in the game “requires an action” it requires a normal action.

Passive actions can be done in the midst of something else more complex. The character can shout one or two words of warning to another character, he may take a quick glance around as he walks to see if anything stands out in his perception or he may quickly deflect an incoming attack. In the game, passive actions are things the Narrator allows a character to do without using a normal action and are often performed alongside normal actions.

BASIC TERMS RECAP

Immortal

A shapeshifting creature capable of manipulating the very fabric of reality and whose spirits are said to be indestructible. They have taken up roles as gods, myths, heroes and monsters throughout Earth’s history.

Shards

Symbiotic crystalline entities that bond with a normal creature turning it into an Immortal. Legends say the shards once comprised the body of an ancient entity known as Sanguinary, a creature said to exist before the beginning of time. Once bonded to an Immortal, the shard transforms into a Vox.

Himsati

The true form of the Immortal that can be taken by casting off the human guise

he wears. While in himsati the Immortal tends to appear as a near-perfect version of his mortal animal counterpart. The term is also used to classify all Immortals as a single race: the Himsati race. The human form of the Immortal is often referred to as the Terrene form to distinguish it from the true form.

Lethe

The process an Immortal undergoes to cast off his current identity and be reborn with a new one. Immortals do this as the weight of ages and longing for stability build up within their minds. When an Immortal enters Lethe, his current persona becomes a separate entity within known as an avatar. Most avatars stay submerged inside the Immortal, but some can be contacted and even emerge, taking over and completely transforming the Immortal for brief periods.

Serenades

The powers used by an Immortal to manipulate the fabric of reality. A serenade is a specific skill that allows one type of manipulation, such as telekinesis, flight, mind reading, creating fireballs, etc. Immortals perceive the patterns of the fabric of reality — the Aria — in a musical fashion; they literally “sing” serenades with their Vox.

Tribes

Immortals come together into groups with like-minded philosophies and beliefs about Earth, humanity, and how they can best stand against the darkness. The greatest of these, the twelve tribes, contain thousands of members each.



Callings

All Immortals have a certain aptitude with specific types of skills, the twelve main groupings of these and the brotherhoods that have arisen around them over the eons have become known as the callings.

Droves

Each Drove represents a faction of the forces of darkness. It is comprised of Immortal leaders (known as Progeny) and their human and inhuman followers.

Abzulim

The first Immortals, created from dinosaurs tens of millions of years ago. They created or enslaved nearly all other Immortals during their reign on Earth, even wiping out all other remaining dinosaurs. The most powerful of them — the Deepwalkers — have recently returned to Earth. They act as gods to the Drove factions, as these last remaining dragon lords attempt to take back what was once theirs.





CHAPTER 5

CHARACTER CREATION

“There is nothing like a dream to create the future” – Victor Hugo

QUICK RUNDOWN

Your character is made using “build points” which are broken down into various categories. First go through the following steps and make some choices so you know where and how you can spend them. Below is a quick rundown of those steps, they’re detailed afterwards. It is a good idea to go through these steps in order since each step builds on the ones that come before it.

1 – Determine Concept

Are you a hard-edged police officer, a determined student of archeology, a bored housewife with a secret wild side or the driven head of a giant corporation? Your concept is the basis for all the rest of your choices.
(Page 99)

2 – Pick a Predilection

Are you the martyr, a knight, a survivor, a yuppie or maybe an analyst? Your predilection should reflect your concept and is a quick summary of the way you tend to think and act in a given situation.
(Page 100)

3 – Pick your Himsati

Are you a tiger, a horse, a dolphin, an eagle or perhaps a spider? Your himsati should reflect your concept and predilection so that you can easily play

it; some people have difficulty playing a hard-edged police officer with the himsati of a dove. Your character starts with five natures (mythical versions of your mortal counterparts’ abilities such as a bird’s flight, a lion’s sharp claws, or a spider’s ability to cling to things) based on the type of creature your himsati represents — you choose what five to start with. If a nature you chose has levels, you may forego one of your other five choices in order to increase it an additional level.

(Chapter 6 Himsati, Page 123)

4 – Pick your Calling

Are you a soldier, a spy, a teacher or maybe an investigator? Callings represent skill-sets that an immortal tends to carry with him from lifetime to lifetime; the calling of an immortal rarely changes. Even if your character has not already awakened to his immortality at the start of the game, he or she has a calling. Callings should reflect the first three steps that you have taken: concept, predilection and himsati. If you wish to play that determined chemistry student — an analyst with the himsati of an owl — the Slayer calling may not be a good choice.

Once you have chosen your calling you receive one special gift for being a member of that calling. In addition you



may pick three out of the four listed skills for that calling and assign one of them a rank of 3 and the remaining two a rank of 2. These points are in addition to the build points you receive to flesh out your character's other skills. The twelve callings represent the greater areas of immortal knowledge and skill. (See Callings, Page 103)

5 – Choose your Motif

You start the game with one motif, the basis for the special effects of all your serenades. All immortals have a metaphysical connection to reality represented by their motif. Though you start out small you will grow and expand your motif. For example you can start out with lightning and later add rain, wind and thunder, turning yourself into a lord of the storm itself. Your motif should work well with your previous choices above. Some motifs work well with some tribes and serenades; others do not. So keep that in mind as you continue on. Motifs are covered fully in the section on serenades and you can find several ideas by looking through the sample serenades.

(Chapter 8 Serenades, Page 155)

6 – Choose your Tribe (if applicable)

You do not necessarily begin the game as a member of a tribe; especially if you have yet to even discover your immortality when the game begins. However, you should still review the tribes to see which appeal to you and fit the kind of character you've created in steps 1 through 5 so far. You may also have been a member of one of the tribes in your last incarnation as an Immortal. If so that is the tribe that you would

currently be considered a member of when the game begins. If you do begin the game as a member of a particular tribe, write it down and note the special gift you receive for being a member. (See Tribes, Page 107)

7 – Spend Build Points

You begin the game with a number of "build points" to spend on attributes, skills and serenades. You also get "bonus points" which help round your character out. Before you spend the points, assign the five free natures and three skills you receive from your choice of himsati and calling.

Attributes – 16 points

Your character starts with 1 point in each of the seven attributes (Strength [STR], Agility [AGL], Endurance [END], Perception [PER], Willpower [WIL], Presence [PRS] and Spirit [SPT]). You have 16 points to allot as you see fit. Example: if you want a total of a 4 in your Strength attribute, you will need to allot 3 of your 16 points, raising Strength from a 1 to a 4. You cannot start the game with any attribute higher than 5. The average attribute for a human is 3.

(Chapter 7 Attributes Page 139)

Skills and Foci – 55 points

Aside from the three free skills you receive from your choice of calling, you have 55 points to allot as you see fit. Multiple the skill's base cost by the rank you want to determine how many points you need to spend. Example: if you want a rank 3 in a skill with a base cost of 4, you need to spend 12 build points. If you wish to increase any of the free skills from your calling choice, simply



spend a number of points equal to the skill's base cost for each increase in rank. You get one focus for each skill you purchase and the three free skills from your calling. Skills in the game are broad, the foci represents the area within the skill that you have your core training and knowledge.

No skills can be at rank 5 (the highest skill rank in the game) and a maximum of one skill can be at rank 4 when character creation is finished. Remember that a rank of 1 is considered fully trained in all the basics of a skill already.

You also use your 55 skill built points to purchase your serenades — mystical skill-based powers such as making fireballs, telekinesis, mind-reading, creating illusions, and so forth. You can purchase a maximum of two serenades to start the game and neither can be higher than rank 2. Each serenade also grants you a focus.

(Chapter 7 Skills, Page 144. Chapter 8 Serenades, Page 153)

Bonus Points – 20 points

These points allow you to customize your character further before the start of the game. Even if you have not discovered your immortality, you can purchase anything below with the Narrator's approval (discovering it early on in the game):

8 Bonus Points — purchase a himsati nature, increase a himsati nature by one level, or purchase an additional attribute build point.

4 Bonus Points — purchase an additional foci for a regular starting skill. You may not purchase additional foci for serenades.

1 Bonus Point — purchase an additional skill build point.

Boons and Banes, as discussed in Chapter 1, are an advanced part of the character system, detailed in the Narrator's Guide. If your Narrator is using the Boon and Bane system, taking banes grants you additional bonus points and each boon costs a certain number of bonus points. Boons and banes are only bought during character creation.

If you begin the game unaware of your immortality, it will be up to the Narrator to reveal your himsati natures, serenades and tribe/calling gifts that you have chosen. Until then, you should not attempt to use them since your character does not know he has them.

The expanded character creation section details all these areas and provides listings of the various attributes, skills and powers. You have already read about the Callings and Tribes in the first part of the book, but some additional information is also available about them in this section too.



EXPANDED CHARACTER CREATION

“Work is either fun or drudgery. It depends on your attitude. I like fun.” – Colleen C Barrett

Concept: Step One

A strong starting concept for your character means a more enjoyable role-playing experience. It will help guide your choices during character creation and throughout the game, as well as provide motivations for the things your character will say and do. Start off by asking yourself, what kind of being is shaped by millennia of experience? What if you woke up one day and began

to realize that within you lay memories of thousands of years and dozens of lifetimes? How do you assume the responsibility for saving mankind; or do you shirk the duty and pursue your own bliss and power? Whether you decide to create a reluctant hero, duty-bound warrior or an investigator with keen insight, all characters start with a concept.

Characters created using the rules in the Player’s Guide are known as Reborn; a new player on the stage of Immortal politics and life. You have only recently discovered your immortality, or perhaps that knowledge will be the first revelation you experience in the game. Regardless of what reawakens your immortal heritage — a normally deadly incident or other older immortals approaching your character — you are only now being thrust into this new world. You have had little or no time to consider the implications of your new life. You’ll begin to have fragmented dreams and memories of strange people and places that haunt you. You’ll notice things that other people do not, and your inhuman abilities begin to manifest.

A part of your concept is the everyday identity that you have established prior to the discovery of your immortality. This identity can be literally anything. Mundane roles can be fun, if a little predictable. What does a housewife or student do when they suddenly awaken with godlike powers? How about a street cop, suddenly empowered to do some good on the streets? What about playing yourself for an added twist? Normally, the everyday identity of a Reborn only partially hides his



underlying super-competence. Reborn stand out at least somewhat in their mortal circles, even while deeply forgetful about their Immortal identity. Though wrapped in the guise of mortality, they are rarely considered average amongst their mortal peers.

Predilections: Step Two

You start off the game by choosing a predilection for your character based on your concept. Predilections are tied to your personality, specifically (in game mechanics) to the Presence attribute. A predilection is a means of summarizing your general way of thinking and acting; it provides a means for the Narrator to craft enjoyable and entertaining game sessions by having a general idea of how you typically react to given situations. The Narrator's Guide has optional rules for providing bonuses when acting in accordance with your predilection, and hindrances you when you do not.

Your initial choice of predilection should reflect your mortal life as it has been lived up to now. It can change during the course of the game. An example would be the brutish villain who finally decides to change his ways. His initial attempts at kindness make him seem more terrifying to those around him; but over time he becomes accustomed and comfortable with his new way of thinking and acting and the predilection changes.

The following lists the standard predilections used in Immortal. Each one is listed with a brief description to provide a common point from which you and the Narrator can determine the best fit for your character. Narrators should

carefully review any character choosing a predilection marked with a 🖐️. They can be very unbalancing in terms of character interaction, especially in the hands of inexperienced role-players.

MASTER PREDILECTIONS

Analyst – The Analyst is most concerned with choosing a course of action only after all variables are taken into account. How it works and why are very important to him.

Arbiter – The Arbiter is most concerned with resolving problems between others and achieving harmony. There should be no grudges when everyone walks away.

Authoritarian – The Authoritarian is most concerned with order. Without guidelines there is chaos. He follows the rules and does what needs to be done to enforce them.

Avenger – The Avenger is most concerned with justice. Those who do wrong to the Avenger or his people are dealt with swiftly. He seeks out and punishes the unjust.

Beast 🖐️ – The Beast is most concerned with being in control. He will hunt down those who defy him and beat them into submission if necessary. Might makes right.

Bohemian – The Bohemian is most concerned with staying on the cutting edge. He wishes to not become an antiquity himself. He knows all the latest trends and news.



Boor – The Boor is most concerned with teaching the highbrow the art of humility. He is crass and sometimes crude; he seeks to ruffle the feathers of the high and mighty.

Builder – The Builder is most concerned with leaving his mark on the world. His work is his legacy for others to follow. Tangible accomplishments are what he lives for.

Cabalist – The Cabalist is most concerned with coming out on top. All things are pawns and players to him, part of his plots. He has many allies, but few he calls friends.

Confidant – The Confidant is most concerned with being on the winning side. He always has an ear to listen, compliments to give, and stays in everyone's good graces.

Custodian – The Custodian is most concerned with caring for people, places, objects or even ideas. He is a timeless guardian who feels a need to preserve and protect.

Detractor – The Detractor is most concerned with achieving perfection. He has enigmatic standards and is capable of finding faults in nearly anything.

Epicurean – The Epicurean is most concerned with satisfaction and feeling good. He finds whatever brings him joy and partakes of it again and again.

Hermit 🖐️ – The Hermit is most concerned with being left alone. He lives a life less ordinary and is a solitary

creature. He only works with others when he has to.

Innocent – The Innocent is most concerned with embracing his youth. The world of the adult is inherently destructive to his spirit. He doesn't grow up nor does he become jaded.

Knight – The Knight is most concerned with defending the weak. He rights the wrongs of the world, because right makes might. Natural selection be damned.

Martyr – The Martyr is most concerned with a cause. He will make the ultimate sacrifices for his cause; some things are worth dying for, some things are worth even more.

Misfit – The Misfit is most concerned with shirking societal standards. He is the alternative, bizarre and sometimes shocking outsider unwilling to conform.

Mourner – The Mourner is most concerned with the mystique of beyond. True gothic lore, the realms of spirit, death and darkness are his obsessions.

Outlaw – The Outlaw is most concerned with breaking the rules. He believes authority is inherently corrupt and thumbs his nose at it to show as much.

Peacock – The Peacock is most concerned with getting attention. It justifies his existence and provides the spotlight that he craves so much.

Romantic – The Romantic is most concerned with love. It makes the world go around, as winter must always give



way to spring. Happy endings are necessary for him.

Surrealist – The Surrealist is most concerned with deeper truths and spiritual meanings. He always peeks behind the velvet curtain to see what lies beyond.

Survivor – The Survivor is most concerned with his ability to continue on. In the end if there is only one left standing, he will be that one; no matter the cost.

Teacher – The Teacher is most concerned with seeking and passing on knowledge. Nothing can be lost in translation; his precious cargo of knowledge must pass on.

Thrill-Seeker – The Thrill-Seeker is most concerned with feeling the rush. Live hard, love fast and live harder and love faster. It's only worth it if his heart never slows down.

Traditionalist – The Traditionalist is most concerned with maintaining established convention and custom. He tends to be right wing in thought and deed; subversive thinking destroys society.

Trickster – The Trickster is most concerned with getting one over. He is a mischief-maker, preferring those with no humor as his favorite targets to teach a lesson to.

Wanderer – The Wanderer is most concerned with moving on. He is unable to stay in one place too long. His true freedom lies down the road with every

turn he takes.

Yuppie – The Yuppie is most concerned with fitting in. He will never get ahead of society and he'll never fall behind. He'll work to stay in the status quo.

Himsati: Step Three

Now it is time to choose your himsati; we are going to wait to pick natures until later because your choice of tribe may make is necessary for you to take a specific nature for that tribe. A full covering of how himsati and natures work is in Chapter 6 where you can look at each Nature and decide what fits.

Take into account information the Narrator has given you about the campaign setting. Playing a whale in a land-locked city campaign will be problematic. The key focus in this step is on picking the actual true form of your immortal persona.

The most common himsati are from the animal kingdom: mammals, insects, fish, birds, reptiles, amphibians and marine creatures. Other esoteric himsati come from plants, hybrids of multiple animals, and creatures with elemental qualities of earth, air, fire and water. The rarest are the shadow himsati, scorned and distrusted by most of the Tribes due to their betrayal at the hands of the Shadowen. Narrators and players should take great care when choosing to play an esoteric; the Immortal world and society is not geared towards the esoteric. The most common of the esoteric are the hybrid himsati; fusions of two or more animals or a creature fused with elemental natures.



Note that while a bit more common than plants and pure elementals, hybrids are more expensive in terms of character progression. They tend to take a little longer to develop their natures. You'll have to choose one of the creatures that make up your himsati as your base creature, and natures that do not fit with that creature are more expensive to purchase later in the game. You won't start off as the griffon, hydra or manticore; you'll start off as something more normal and slowly develop into such over the course of the game.

Depending on your choice of tribe you may automatically start with a nature not fitting with your himsati form. Any horse himsatis that join the Morrigan are given wings and become a Pegasus. However, you are not considered a hybrid due to this.

Plant and pure elemental himsatis are very rare; and as such are treated a bit differently by many other Immortals, they're just not an everyday occurrence. Playing plant and pure elemental himsatis can be a bit of a challenge but very rewarding, especially for more experienced players looking for something new and different to try.

When picking your himsati, look at how it has been perceived through the ages in myth and legend. That perception should work well with your concept and predilection. Doves have always been harbingers of peace;. Playing a violent street thug with a dove himsati may present quite the challenge.



After you have finished choosing your Tribe, you'll go into Chapter 6 where you can look closely at the Natures and make your choices (Page 128). Several Natures work with specific Attributes, so you'll have an idea in mind of how you want to spend your Attribute build points by the time you reach Chapter 7.

Callings: Step Four

A character's Calling is greatly influenced by his concept, predilection and himsati; certain combinations lend themselves well to certain callings and not so well to others.

When you choose your Calling, you will notice it has four core skills. You will pick two of these skills and automatically have them at Rank 2 and one of these skills at Rank 3. You may not pick all four or assign the skill ranks for these differently than stated. These skills are free at these levels and do not use any of your build points. You may

use build points to increase them and purchase the fourth core skill if you desire. In addition you receive a Calling Gift that is yours to use so long as you are a member of that Calling. Unless stated otherwise, a calling's gift can only be used once per episode (game session) and requires the expenditure of a single mote of Immaculum (see Chapter 7) to activate.

The Callings have developed into twelve distinct classifications, though in certain cultures they may have different names (the Babylonian Zodiac signs are one



example), the basic function and abilities of these Callings does not change from Tribe to Tribe, or from region to region. Every Tribe has members of all Callings though a particular calling may exist in larger numbers within a particular tribe due to that tribe's normal activities.

You have already read about the Callings in the first half of this book; below are simple one-line descriptions of each Calling, the special gift that members of that Calling receive, and the four core skills to choose from. Complete descriptions of the skills appear in Chapter 7.

NOTE: Calling Gift Rolls

Many gifts cause your character to roll against a target number equal to a target's attribute; unless specified these are not considered opposed rolls so the target number does not have to be beaten to achieve success.

EMISSARY

Negotiators and Ambassadors

Immerse

Emissaries carry lots of confidential information and knowledge. He can choose a single thought, memory, or fact and bury it so deeply in his mind that no mundane methods (interrogation, hypnosis, and so forth) can detect or find it — even the Emissary has no access to it. The Emissary chooses a time or circumstance that it will reappear when he buries it. Against magical methods of sensing (such as serenades that read minds) the Emissary's MIND is

considered double its normal value; the magical method must achieve a Mythic or better effect level to detect it.

Core Skills:

Business, Culture, Persuasion, Social Science

EXPLORER

Archeologists and Travelers

Terrain

Explorers always have an innate sense of their surroundings. If he spends at least one full day in a general previously unknown area (roughly equal to his PER in square miles) he may choose to gain a bonus equal to half his SPT. This bonus is usable against Surprise and Tactical penalties. If the character leaves the area for more than one full day, the bonus is lost. On future forays into the area he now knows where to look for such trouble spots.

Core Skills:

Crafts, Survival, Earth Science, any one Combat Skill

HARLEQUIN

Spies and Thieves

The Mask

Harlequins can use a single action to assume traits necessary to infiltrate or escape a situation — changes to eye color, hair color/length, a few inches gain/loss in height, even minor changes to basic bone structure of face and body can occur. This also works on their himsati as well. It cannot make major changes such as apparent sex or himsati species. The change is physical — it is not an illusion — and lasts for one scene; the character can change back earlier if desired.

Core Skills:

Culture, Evasion, Larceny, Performance



JUGGLER

Controllers and Deceivers

Empathy

Jugglers can obtain a piece of information from a target (that the target truly considers vital) by rolling their PER against a target number equal to the target's WIL. If successful, he gains information in the form of a stray thought, a mental picture, and so forth; the clarity is based on how much he beat the target number by. Whether he succeeds or fails, the target is unaware of the Juggler's attempt.

Core Skills:

Indoctrination, Persuasion, Social Science, Performance

KEEPER

Sentinels and Guardians

Sleepless

A Keeper can remain awake and completely alert for a number of weeks equal to twice his END. During this time he will need only the most minimal of nourishment as well. At the end of this time he requires 24 hours of sustained sleep, rest and nourishment. He may choose to begin the rest period early, ending the gift's use at that time.

Core Skills:

Evasion, Medicine, Survival, any one Combat Skill

NOTE: Mental Clarity

A character undergoing low to moderate activity can remain awake and alert for long periods based on his END. A 3 END allows up to 24 hours without fatigue penalty. Each increase to END doubles the time, each decrease halves it. Outside assistance or hindrances can alter that time.

MENTOR

Teachers and Advisors

Lore

A Mentor can make a WIL roll against a target number equal to his own SPT to recall any fact, legend, memory and so forth, possessed by himself or any of his Avatars. It takes approximately one minute to focus and recall the information in this manner. Things recalled into memory are subject to bias based on the character's mental state and if drawn from one, the perception and personality of the Avatar. Drawing knowledge from an Avatar does not require the Avatar to be cooperative or even "awake" within the character's mind — only that the character is aware of the existence of the Avatar within him.

Core Skills:

Culture, Linguistics, Occult, Trades

MERCHANT

Crafters and Provisioners

Soulprice

A Merchant can determine what a target is willing to give or do in order to obtain his goods or services. Alternatively he can gauge what he might offer to obtain a good or service from the target. The Merchant makes a PER roll against a target number equal to the target's WIL. If successful, he gains that information in the form of a stray thought, a mental picture, and so forth; the clarity is based on how much he beat the target number by. Whether he succeeds or fails, the target is unaware of the Merchant's attempt.

Core Skills:

Business, Larceny, Performance, Persuasion



MYSTIC

Metaphorists and Surrealists

Notice Not

Mystics can blend into a situation so completely that they go completely unnoticed by anyone they do not directly interact with, even afterwards people will have a difficult time remembering their interaction with the Mystic. When using this ability, anyone who may be aware of the Mystic's presence must make a PER roll against a target number equal to twice the Mystic's own PRS to notice him. The gift remains active for one scene. This gift works well within places like the Morpheum, where the Mystic may not wish to interfere in a mortal's dreams.

Case Skills:

Artistry, Culture, Evasion, Occult

PROBE

Researchers and Investigators

Discernment

A Probe has the knack for picking up on subtle clues and uncovering facts even after others have performed exhaustive searches and investigations. In game terms the Probe can take a "second chance" to uncover clues and facts that others (including himself) have missed earlier. At any point, the Probe may make a PER roll and add 2 to the roll; the Narrator compares that to any target numbers for clues or other facts that were missed during the scene. The Narrator then reveals one of the missed clues or facts to the Probe in a manner of his choosing: a piece of evidence may be accidentally uncovered that was previously missed, an NPC could phrase a statement in such a way that it stands out to the Probe as a clue, or alternatively a previously disregarded

clue could be brought to the fore again, underscoring its importance.

Core Skills:

Dodge, Investigation, Linguistics, Theoretical Science

SCOURGE

Law Enforcers and Magistrates

Judge's Ear

A Scourge can detect when a target makes purposeful and knowing misrepresentations during a conversation. The character makes a PER roll against a target number equal to the target's WIL. At lower success levels only bold lies and changes to facts are detected; at higher levels the character receives mental pictures and stray thoughts revealing glimpses of the truth behind them. The Scourge must be in the physical presence of the target but not need participate directly in the conversation itself, the target must be aware of the Scourge's presence. The gift ends when the conversation ends or is interrupted for more than a minute or so.

Core Skills:

Indoctrination, Social Science, Survival, Investigation

SLAYER

Hunters and Soldiers

Darkstop

A Slayer can resist the spill taint; while other immortals buckle and fall at the wave of dark energies, the Slayer negates the effects up to half his WIL. When a mortal being — such as a Predator — is imbued with taint, it spills forth upon its death. Similarly, if a Progeny's spirit should spill to the Blue Air, any taint in his spirit spills forth as well. This normally causes a feeling of



nausea and weakness in other nearby Immortals who are not attuned to these dark energies.

Core Skills:

Gymnastics, Survival, any two Combat Skills

TACTICIAN

Strategists and Planners

Assess

A Tactician is able to assess a single individual or summarize a single situation. The Tactician rolls his PER against a target number set by the Narrator (or the SPT of an individual). The more he beats that target number by, the more information that he can gain, such as the strengths and weaknesses of the individual or how the situation currently stands.

Core Skills:

Investigation, Social Science, Occult, any one Combat Skill

Motif: Step Five

Now it is time to think about just what kind of supernatural powers you see the character wielding, now and in the future as well. Are you going to throw spears of lightning, summon packs of animals to your bidding, cause the furniture to come to life, or perhaps turn the tide of war by making the heads of each faction fall in love? From this you can develop the “special effects” of how these powers will manifest and find a central theme to link them together. From that central theme you can pick your motif: the basis of the special effects for your starting serenades.

It is strongly suggested you pick your motif before trying to pick specific starting serenades or even pick your

Tribe; your motif may not work well with some Tribes and serenades. You’ll pick your starting serenades in Chapter 8 on Page 161. When picking your first motif (you can gain more later to build serenades with different effects), remind yourself that you are only starting out on the path to Immortal power. You don’t yet have all the powers of a full goddess of storms or god of the war.

Motifs that are specific give you room to grow into a broader range as you become more powerful. Narrators should not allow generic motifs such as “animals”, “people”, “colors”, “music”, “elements”, “plants”, or “weather”. More specific alternatives would be “wolves”, “elderly gentlemen”, “blue”, “jazz music”, “fire”, “roses”, or “rain”. Then later the player can add other motifs using the guidelines presented in the Narrator’s Guide.

Once you’ve chosen your motif you are ready for the final step before spending your build points...

Tribes: Step Six

Even if you start the game unaware of your status as an Immortal, you need to pick a tribe. The tribe will be the one you belonged to in your last incarnation, and any changes to your himsati will still be in effect. You will not have access to the tribal gifts — nor be affected by its curse — unless you formally rejoin the tribe once the game begins. The tribes refer to the act of joining them as being uplifted into the tribe. Pick the tribe that you believe you would most likely join; Immortals rarely change tribes from one incarnation to the next. If you join a different Tribe, any changes it makes to



Inspirations — Tribe Arachne

A techno-freak Explorer prepares to enter the Gremlin Grid
A Hindu Mystic communes with the Oneness in the Web of Girnar
A Slayer shifts to her himsati form to prepare to hunt

your himsati replace changes made by your former tribe first, if no changes were made by your former tribe, another of your himsati natures will have to change instead.

We now list each of the Tribes that you read about earlier. Each listing contains a quick summary of the key concepts for the Tribe as well as the attributes that are generally important for its members. Also listed are the current leader (Paragon), the primary stronghold, the Tribal gift, weakness and any other notes about the Tribe. The use of the Tribe's Gift does not require the expenditure of any Immaculum notes; the gift's description will state how often it may be used.

ARACHNE

<ah-rack-knee>
(The Fates)

Key Concepts

Manipulators of probability, gods of fate and destiny, explorers of the power of luck and believers in logic over emotion.

Important Attributes

Willpower and Perception

Current Paragon

Kali

Primary Stronghold

Web of Girnar, Mount Girnar, India

Tribal Gift (The Oneness)

Once per scene, the character may ask a question that seeks factual information and have it answered by the Narrator if



any member of the Arachne knows the answer. The character may only ask for factual information; asking for supposition, opinions, true/false, or yes/no questions denies the character access to the Oneness for the remainder of the episode. This does not allow access to the special collective of the Swarm.

Tribal Weakness (Himsati Frenzy)

While tainted, the Arachne can go berserk while any himsati natures are active. If he is present in a situation where he believes he is in actual danger, he must make a WIL roll at the end of any combat turn during which he has a nature active. The target number is twice his own SPT. Failure forces him to shift to full himsati on his next action and attack those around him without mercy; he may not play serenades while frenzied. The effect lasts for a number of turns equal to the amount he failed the roll by. At the beginning of each turn he makes another WIL roll with a target number equal to the number of allies, foes, and bystanders in his immediate viewable vicinity. If he succeeds he can choose his target, if he fails he attacks the nearest potential target in his line of sight.

Tribe Notes

The Tribe welcomes all who follow their ideals, though a significant portion has arachnid himsatis. The dictates of logic over emotion do not leave its members emotionless; it is more a matter of gaining a greater degree of control over your emotions as you grow in power.

EREMITES

<air-ah-mite>

The Seekers

Key Concepts

Servants and protectors of humanity, angels and missionaries with a belief in the power of "god".

Important Attributes

Endurance and Presence

Current Paragon

Sandalphon

Primary Stronghold

The Sea of Glass

Tribal Gift (Spark of Reason)

Unless he is attempting to achieve full himsati, an Eremite character can choose whether or not his form shapeshifts from human as he activates various natures. In this way a wolf-himsati could use natural weaponry but his hands will not become paw-like. This allows the character to interact with humanity while his natures are active, and also use human tools and other implements with no penalties. This can be done once per scene.

Tribal Weakness (Missionary)

If a tainted Eremite refuses a request for aid from a human who truly believes in and invokes one of the many human names for God, the Eremite immediately loses one spirit die level per 2 points of taint for the remainder of the episode (to a minimum of a d4 spirit die). He also loses his Spark of Reason until he can cleanse all the taint away from his being. The request for aid needs to have some value or importance to the human; refusing frivolous requests will not



affect the Eremite.

Tribe Notes

Eremites spend most of their time in human form; significant portions of the tribe are primate himsatis. However, all creatures are welcome so long as they respect and follow the tribal beliefs and goals.

HEMARI

<he-mar-ee>
(The Muses)

Key Concepts

Inspirers and seducers of humanity, manipulators of emotion and desire, passionate artists who understand the human psyche.

Important Attributes

Presence and Willpower

Current Paragon

Eros

Primary Stronghold

Xanadu

Tribal Gift (Estrus)

Once per scene, the Hemari can make a contested PRS roll against the WIL of a single target. The amount the Hemari beats the target by is the strength of a desire the Hemari creates in the target. It can be for anything: a pencil, women with a certain eye color, a belief, an idea, and so forth. If the desire leads to obvious harm to the target, he gains a +2 to his WIL roll. The desire fades at the end of the scene.

Tribal Weakness (Blood Mar)

Hemari regularly swear oaths upon a

small amount of their own spilled blood. If a blood-oath is broken while tainted, the Hemari becomes distrusted, disliked, banal, ordinary, even ignored (the degree and duration is based on the strength of the total taint, or until the Hemari can divest herself of at least some of the taint she now carries). She becomes the kind of person that people (even other Immortals) just do not wish to be around. This forces many Hemari to lay low, in solitude, to avoid breaking the spell they have over people. Since Hemari are by nature very sociable creatures, this "solitary confinement" is arduous to their psyche.

Tribe Notes

Hemari come from all backgrounds and himsati, but all members are given the Himsati Nature of Beauty when they join the Tribe, replacing another existing nature if they do not already possess it.

MAGDALEN

<mag-da-lyn>
(The Whisperers)

Key Concepts

Sorcerers and scholars who are ultimate masters of language, and the true mythical power of the written and spoken word.

Important Attributes

Perception and Willpower

Current Paragon

Athena

Primary Stronghold

Athenaeum, Himalayan Mountains



Tribal Gift (Counterspell)

A Magdalen can attempt to defend against an incoming serenade with any serenade he possesses once per scene. Normally a serenade must have some kind of similarity (same effect or motif) or be a complete opposite (light/dark, fire/water) to act as a defense. Many surprised Immortals find their fireball deflected by a wall of insects. The player should only be given a moment or two to come up with his defense to reflect the fact that he has to quickly figure out how to defend in a split second. The Narrator decides if it will work or not, but does not tell the player. The player makes his counter roll as normal and the Narrator decides if the Magdalen defends with the total, half the total, or none. If the Magdalen's idea works well or is just a "cool" idea, it should get full benefit. If it is a little weak but workable he will get half. If the Narrator feels that it is just too weak or unable to work, then the Magdalen will get nothing from it.

Tribal Weakness (Limbo)

Any time the Magdalen gains a point of taint, the Narrator chooses the skill (this could be a Serenade skill) that has been used the most by the Magdalen during the last few acts. The Magdalen develops complete amnesia regarding this skill and may not use it, even unskilled. Any attempts automatically fail (and are considered botches if the optional rule is in use). The character regains the knowledge as soon as she can divest herself of some of the taint she carries, or a duration based on the amount of taint she carries passes, whichever comes first.

Tribe Notes

Like the Eremites, the Magdalen spend a great deal of time in their human form. However, they enjoy letting a hint of their himsati (hawkish face, snakelike skin) show through to enhance their mystical reputations as sorcerers.

MORRIGAN

<more-again>
(The Paladins)

Key Concepts

Valorous, duty-bound warriors with a strong code of honor, protectors and defenders of the Immortal race.

Important Attributes

Strength and Presence

Current Paragon

Raven Queens

Primary Stronghold

Asgard

Tribal Gift (Doom)

When not directly engaging an enemy, a Morrigan stands back and pushes the force of his SPT against his foes, causing them penalties during battle. The Morrigan chooses a single foe and causes half his SPT to be applied as a penalty to all attack rolls and tactical maneuver rolls the target makes. This can be done once per episode and will last for an entire combat unless the Morrigan chooses to stop using the gift before the combat is over.

Tribal Weakness (The Challenge)

When tainted, Morrigan who refuse a direct challenge of combat, ask for aid during an honorable combat with a



single foe, and so forth feel the power of their own Doom Gift turn against them. The Morrigan spends the rest of the scene taking a penalty to all combat or tactical actions equal to half his SPT. He also loses his Doom gift until he can cleanse at least some of the taint from his system.

Tribe Notes

Though the Morrigan come from all backgrounds and himsati, all members are given the Himsati Nature of Flight when they join the Tribe, replacing another existing nature if they do not already possess it. This normally manifests as wings. The nature is gained at Level 1 only, the character has to purchase additional levels.

OSIRI

<oh-sear-ee>

(The Necromancers)

Key Concepts

Warriors in the cause of spiritual freedom, opposing all tyranny and serving the spirit of the afterlife known as Death.

Important Attributes

Presence and Endurance

Current Paragon

Osiris

Primary Stronghold

Karnak, in Egypt

Tribal Gift (Necromancy)

The Osiri must first stay in vigil, uninterrupted for 24 hours, with the mortal's body in the place where he died. The character then makes a SPT

roll against a target number equal to twice the number of days the mortal has been dead, or the mortal's SPT, whichever is greater). If the roll is successful, the mortal returns to life at the end of the Scene. He has no memories beyond the point of death. If his body is desiccated, the body can be healed through normal means to healthy flesh after revival, but cremated bodies cannot be resurrected by this Gift.

Tribal Weakness (Haunted)

Whenever a member of the Osiri gains taint various ectoplasmic beings (ghosts, poltergeists and their ilk) manifest in destructive and frightening ways around the character. While this may not directly affect the Osiri character, it certainly makes being around him a terrifying experience for others. If the character's taint level reaches half his SPT attribute, spirits around him become malevolent, attacking directly. The duration is based on the strength of the taint, or until the character can relieve himself of at least some of the taint.

Tribe Notes

The himsatis of this Tribe are among the most diverse of all, and their influence extends into the myths about the dead of nearly all cultures, not just the Egyptian.

PERI

<pair-ee>

(Bearers of Justice)

Key Concepts

Protectors of innocence and purity, delivers of justice, masters of warfare in the form of mythical weapons.



Important Attributes

Strength and Endurance

Current Paragon

Caliburn

Primary Stronghold

The Foundry

Tribal Gift (Artifice)

The character chooses a specific weapon or shield (when uplifted into the Tribe) that he can transform into at will. While in this form he still has use of his Armor nature (equal to full STR instead of the normal half STR) but not of any other natures. He also can play serenades, but using only half his PER attribute value. If he is a weapon, the base damage his form does is equal to his STR plus half his SPT. If he is a shield, he provides the wielder with armor equal to his END plus half his SPT. He can do this as often as he wishes.

Tribal Weakness (Cursed Form)

When a Peri is tainted, he passes on any curses he has to his wielder while in his now impure Artifice form. The strength of the taboos passed is equal to the level of taint. The curses are not always active upon the wielder, but so long as at least one curse is active, the Peri may not transform back from his Artifice form. Once the Peri transforms back, the wielder the curses are passed back to the Peri.

Tribe Notes

All Peri have their animal forms made partially elemental when they join the Tribe. All members are given the Himsati Nature of Armor when they join the Tribe. If the character already has Armor, it alters it. Otherwise it replaces

another existing nature if they do not already possess it. This nature always manifests for a Peri by transforming the Peri's skin into some type of stone, gem, or metal when active.

PHOENIX

<fee-nicks>

(The Shining Ones)

Key Concepts

Granters of renewal, teachers of enlightenment, healers of the pure and destroyers of the corrupted

Important Attributes

Willpower and Strength

Current Paragon

Horned Lord

Primary Stronghold

Temple of Petra

Tribal Gift (Wishgiving)

Granting a wish is the choice of the immortal. The immortal cannot make his own wishes, he must find an awakened mortal or Bright Blood, a mortal capable of truly imagining and empowering the wish. The power and scope a wish can have is based on the mortal's SPT Die. The Immortal rolls his WIL against the mortal's SPT as the target number. For every two points he rolls over the mortal's SPT, he gains one level of influence (see Appendix A for Influence chart) as to how the wish will manifest, as opposed to how the mortal imagines the wish in his mind. In this way the Phoenix can direct the wish to not wreak havoc, or to teach the younger wish maker a valuable lesson. This also means that the stronger the mortal's



SPT, the bigger a wish he can make and the harder a time the immortal will have influencing how it manifests. This can be done once per episode.

Mortal's SPT Die	Highest Level of Impact Possible
d4	Trivial – The wish is invasive, but trivial and ignorable. It might increase existing penalties present during a scene for example.
d6	Minor – The wish can alter major setting details such as possessions, props, setting description, even the immortal. These types of alterations only last for a game session and while inconvenient, are rarely dangerous.
d8	Significant – The wish can alter setting details, characters, possessions, props and more in potentially dangerous ways for several sessions.
d10	Major – The wish can change the world in notable and possibly permanent ways. A computer virus could infect every computer in the city or a nuclear device could be set off in a major population center.
d12	Mythic – The wish makes changes in an extreme manner, redefining reality. Examples might include erasing the identity of a person from the minds and history books of the entire human race, or summoning a plague to spread through a province or country.

Tribal Weakness (Wishbound)

A Phoenix who comes into contact with an awakened mortal after taking new

Taint into his system becomes “bound” to that mortal. The Phoenix must remain in servitude to the mortal until he has granted a number of wishes equal to one-half the mortal’s SPT. The binding is spiritual, preventing the Phoenix from playing serenades while not in the “master’s” presence and also preventing the granting of wishes to anyone else. Once the wishes have been granted, he cannot be bound again unless he acquires more Taint. Granting the wishes does not cleanse the Taint. If the Phoenix is able to somehow cleanse the newly acquired Taint before coming into contact with an awakened mortal, he will not be bound. Cleansing the taint after becoming bound does not release the Phoenix.

Tribe Notes

All members are given the himsati nature of Elemental Essence (Fire) when joining the tribe, replacing another nature if the character does not already have it; it will not replace an existing Elemental Essence however.

NOTE:

Other Elementals In The Phoenix

Non-fire elementals joining the tribe also get the fire version of Elemental Essence, adding to any existing Elemental Essence. This changes the immortal’s himsati and may necessitate changes to other natures as well. Some suggested changes to the form and look include Earth Elementals becoming made of molten rock or lava, Water Elementals becoming scalding clouds of steam or boiling funnels and Air Elementals becoming heat distortions or clouds of smoke.



PROTEANS

<Pro-tee-ens>

(The Changers)

Key Concepts

Purveyors of the vast seas, masters of evolution assisting humanity in adapting to an ever-changing changing world.

Important Attributes

Endurance and Agility

Current Paragon

Proteus the Formless

Primary Stronghold

The Leviathan Ship

Tribal Gift (Evolution)

A Proteans can grant one or more of his natures to another being. This lasts for one scene unless the Protean specifies otherwise. The maximum amount of time the being can gain the nature(s) for is based on the Protean's SPT (See Time Chart). During this time the Protean still has full use of the nature(s) granted. An individual nature cannot be granted to multiple beings at one time. This can only be done once per episode, assuming that the nature the Protean wishes to give is still not in use by another being.

Tribal Weakness (Cheval)

Whenever a Protean is tainted; he must make a WIL roll (against twice the strength of the taint) at least once per scene whenever attempting to be in human form. If he fails this roll, his true form begins to show through his human



Inspirations — Tribe Eremite

A monastic Scourge prepares to pass judgement on a recently captured Progeny

A Garm Mentor watches over his charge

A streetwise Keeper prepares to patrol his assigned neighborhood



guise. He also becomes disoriented. The chart determines how much shows through. Stressful circumstances can force the Protean to make additional rolls to maintain his human form.

Tribe Notes

All members are given the himsati nature of Aquatic when they join the tribe, replacing another nature if the character does not already have it.

Taint Amount	Suggested Loss of Form Control
1 — 2	Change in eyes, skin color and hair; noticeable only on close inspection.
3 — 4	Appearance of scaled skin, gills and other features that can still be easily hidden
5 — 6	Major features such as fins, hardened shell and other features not easily hidden
7 — 8	Partial transformation into himsati, humanoid form can still be achieved however.
9 or more	Full transformation into himsati, humanoid form cannot be achieved in any way.

SHARAKAI

<Shara'kye>
(The Dragons)

Key Concepts

Secret warriors of honor, master assassins restoring the balance, followers of tradition and discipline both mental and physical.

Important Attributes

Agility and Perception

Current Paragon

Yu-Huang

Primary Stronghold

The Forbidden City

Tribal Gift (Spirit of Sharakai)

The gift doubles the effectiveness of a nature for the remainder of the scene. The number of natures that this can be applied to at any one time is equal to the immortal's SPT divided by two (round up). When in use, the nature using it takes on a dragon-like appearance. For example, if the immortal has armor, it will take on a scale-like quality mixed with its normal appearance. This gift can be used once per episode.

Tribal Weakness (Sharakai's Wrath)

Any Taint the Sharakai carries reduces the number of natures that he can empower with the Tribe Gift at one time, by an amount equal to the total Taint divided by 2 (round up). In addition, any time the Sharakai gains new Taint, he loses the Tribe Gift completely until he can cleanse at least a portion of the Taint in his system.

Tribe Notes

The Sharakai come from all backgrounds, cultures and himsati. Most prevalent among their himsati are those that reflect the traditional real animals depicted in the Chinese Zodiac. Though not gifted as such, the Sharakai have an affinity for the poison nature due to their work as assassins of the minions of darkness.



TERAT

<Tear-at>

(The Dreamwalkers)

Key Concepts

Mythical creatures of dreams, rooting out dark corruption in the mind of humanity and expunging it through both fear and inspiration.

Important Attributes

Willpower and Presence

Current Paragon

Hypnos

Primary Stronghold

The Dreamtime

Tribal Gift (Dreamscape)

The Terat creates a pocket dreamscape in the Morpheum, where he controls the environment, dream-characters of his own creation and any props that are not brought in by the actual dreamers. The Terat reaches out (based on the distance chart, using his SPT) and pulls mortal dream-selves into the mantle so long as their WIL is less than the Terat's. The dream-selves of immortals and other creatures already active in the Morpheum cannot be pulled into the dreamscape, but may enter on their own if the Terat allows them. The Terat is aware of any presence just outside the dreamscape. Once inside, beings are subjected to an environment, dream-characters and props all under the Terat's complete control. The number of beings the Terat can hold inside the dreamscape is equal to his SPT. When the Terat ends the dreamscape, normal sleeping beings are returned to their normal dream; those who were already active in the Morpheum prior to arriving

in the dreamscape are deposited just outside of it. This gift can be used once per episode.

Tribal Weakness (Monstrosity)

Whenever a Terat is tainted, any curses he carries are doubled in power and carry over to his dream-self, warping and twisting any dream environment he may be present in. The curses do not continuously manifest, but the frequency increases based on Narrator's discretion.

Tribe Notes

Tribe Terat are masters of mythical creature himsatis. All natures are common for them unless they state "Not Terat", in which case the standard rules for Narrator permission and cost doubling apply.



TUATHA

<Too-ah-tha>

(The Fae)

Key Concepts

Magical beings in harmony with nature, preparing humanity for a mythic future and finders and caretakers of mythic wonders. Fairy folk.



Important Attributes
Agility and Perception

Current Paragon
Danu

Primary Strongholds
Fae Eire and Tir Nan Og

Tribal Gift (Glamour)

The Tuatha creates a single illusory character from the mind of the target. The target and any awakened beings are able to interact with the illusory character (with all their senses), but non-awakened beings cannot sense or interact with it. This Glamour being will perform and react in a manner expected by the target. The Tuatha makes a PRS roll against the target's WIL to create the illusory character; each level of influence allows the Tuatha to further alter the Glamour's behavior and actions. The Tuatha must take time to do this, the moment he stops focusing on altering the Glamour's actions, it immediately returns to the expected behavior. The Glamour lasts until the end of the scene.

Tribal Weakness (Rapt)

Whenever the Tuatha picks up new Taint, he creates a number of Glamour beings equal to half his PRS. These beings are drawn randomly from the nearby minds of any available mortals, immortals, or even animals. The Tuatha is the only being that can sense them and interacts with them using all senses including touch. They are completely real to the Tuatha; he cannot influence them in any way. The more Taint the Tuatha possesses, the darker and more dangerously he becomes enraptured with

these illusions.

Tribal Weakness: Rapt Effects

Taint Amount	Suggested Loss of Form Control
1 — 3	One Scene — The Glamour beings drawn out are merely annoyances, poking fun at, distracting and generally being a nuisance.
4 — 6	One Act — The Glamour beings now begin to physically interact with the character, possibly impeding him, getting in the way, and they may indirectly cause harm to the character. They now possess a sinister feel and possible ulterior motives.
7 — 9	One Episode — The Glamour beings are nightmarish and may physically harm the character, hold him against his will, or force him to perform actions he does not want to.
Beyond 9	Until at least some of the taint is cleansed — The Glamour beings become indistinguishable from reality, the character begins to mix up what is Glamour and what is real. The Glamour beings try to force the character to harm others as well.

Tribe Notes

The Tuatha's servitude to the Sunedrion gives them an instinctive knowledge whenever they come into the vicinity of these treelike entities. They simply know if there is a Sunedrion Weald within a number of miles equal to their PER.



Spend Points: Step Seven

In order to properly show you how to spend your points, we will present an example of two characters being built. You can refer to Chapters 6, 7 and 8 for more information on Natures, Skills and Serenades mentioned in the examples.

TOM: Example 1

Step 1 — Concept

Tom decides he wants to play an ex-police officer — while still young he has just done and seen a bit too much. It's given him a slightly jaded outlook on life, especially towards the system of justice. He has found himself very close to being on the wrong side of the law lately, in order to do 'what's right'. He tells the Narrator he'd like to find out that once long ago he was some kind of god of thunder, meting out justice to evildoers.

Step 2 — Predilection

Tom looks at the list and comes down to two choices: Knight and Avenger. Since his character is a bit jaded, he goes with the Avenger, seeking to punish the unjust.

Step 3 — Himsati

Tom likes the idea of hunting down the bad guys and goes with a classic wolf himsati. The Narrator tells him he won't choose his Natures quite yet; he'll do that at the beginning of Step 7.

Step 4 — Calling

Bringing the bad guys in to justice and serving a higher purpose; Tom picks Scourge for his Calling. He'll figure out

his three free skills at the beginning of Step 7.

Step 5 — Motif

Tom has some difficulty with this one — he's thinking of Thunder and Lightning — but the Narrator would rather he pick one and then work on growing into the other. Tom did want to realize he was once a god of thunder, but isn't sure of how he'll build up serenades with only thunder. The Narrator reminds him that he only starts the game with two serenades, so he has plenty of time to consider how to work up enough serenades for the character. With that Tom decides to go with Thunder as his Motif.

Step 6 — Tribe

Tom has two choices that appeal to him: Eremite and Morrigan. He's more interested in dealing blows to the darkness so he chooses Morrigan. The Narrator reminds him that one of his starting Natures will need to be Flight.

Step 7 — Spend Points

Before Tom spends the points, he goes back and chooses his free Natures and skills.

Free Natures

— Wolf Himsati, Tribe Morrigan
Armor, Natural Weaponry,
Discriminatory Smell, Flight and Hyper.
(Note how Flight was required to be one of his initial Natures since he is a member of the Morrigan.)

Free Skills

— Scourge Calling
Indoctrination (Focus: Interrogation) = 3
Survival (Focus: Tracking) = 2



Bashing Weapon (Focus: Axe) = 2

He also notes the Calling and Tribe Gifts that he receives.

Tom has to start spending the actual points now and takes a look at the seven attributes in the game: Strength (STR), Agility (AGL), Endurance (END), Perception (PER), Willpower (WIL), Presence (PRS) and Spirit (SPT). He knows he starts with one point already in each attribute and assigns his 16 points as follows:

4 STR = 3 build points
3 AGL = 2
3 END = 2
3 PER = 2
3 WIL = 2
4 PRS = 3
3 SPT = 2

Then he assigns his 55 points to purchase skills (foci are listed in parenthesis):

3 Firearms (Pistol) = 12 build points
2 Unarmed Combat (Police Moves) = 8
2 Ground Vehicle (Car) = 8
2 Social Science (Law) = 4
2 Evasion (Shadowing) = 8
2 Dodge (Melee) = 8
1 Investigation (Criminology) = 4
1 Larceny (Streetwise) = 4

The above list is one too many points, so he'll need to use a Bonus Point to make up the difference for the total of 56 points that he needs. Also, since he's spent all of his skill build points, he'll have to use Bonus Points to purchase his starting serenades.

Tom has 19 Bonus Points (he used one already to get his initial skills), and takes a look at the serenades. He likes the two Vogues known as Metaphor (blends in with the local scene) and The Shout (a voice-based attack that normally uses the character's himsati cry or howl). He can use the sound of rolling thunder rippling around his body as his special effect to add his Motif to the Metaphor. He figures instead of a wolf-howl, he'll make a crack of thunder erupt from his throat and send out a shockwave as the special effect for his Shout serenade. He spends 9 Bonus Points to get 9 Build Points for skills. He gets Rank 1 Metaphor for 3 points and Rank 2 Shout for 6 points.

He's now used up 10 of his 20 Bonus Points. With the 10 left he decides to pick up an extra level in his Hyper nature (for 8 Bonus Points) so he now has level 2 Hyper. He uses the last two points to pick up Rank 1 in the Occult skill with a focus on Cults since that was what he investigated as a police detective.

He figures out his final attributes (including the calculated ones discussed in Chapter 7):

4 STR	3 AGL
3 END	3 PER
3 WIL	4 PRS
3 SPT	d6 Spirit Die
5 BODY	5 MIND
10 Initiative	
10 Health Boxes	
2 Actions / Round	
Move: 3 Combat — 7/14 Non-Combat	

He also starts with 3 Immaculum motes



JILL: Example 2

We won't go into quite as much detail for Jill as we did with Tom...

Step 1 — Concept

Jill isn't interested in her ancient past, she'd rather let the Narrator figure some of that out and let her discover it for herself. She has an idea of a college student who recently had to leave school — wrong place / wrong time situation — and is now out on her own in the big city. She has this idea for the character to blossom into some kind of desert goddess.

Step 2 — Predilection

Easy for Jill, she picks the Epicurean, since her insatiable curiosity and slightly rakish nature always gets her in trouble.

Step 3 — Himsati

Not a problem here either, she already knew she wanted to play a cobra.

Step 4 — Calling

She spends a little more time here, looking over them. She finally decides on the Juggler and remembers to record the Empathy Gift down on her sheet.

Step 5 — Motif

Another easy one for Jill, she chooses sand.

Step 6 — Tribe

This one also requires her to look at them a little bit again. She comes down to a decision between Hemari and Tuatha. She goes with Tuatha for its particular viewpoint on magic and likes the idea of picturing her cobra in an oasis in the desert. It just feels better for

what she wants; she notes the tribe gift.

Step 7 — Spend Points.

Free Natures

— Cobra Himsati

Poison, Natural Weaponry, Discriminatory Smell, Size (she wants to be a really big cobra!)

Free Skills

— Juggler Calling

2 Performance (Singing)

2 Social Science (Psychology)

3 Persuasion (Seduction)

Now she assigns her 16 attribute points.

When she's done, she looks like this:

2 STR 4 AGL

3 END 4 PER

3 WIL 4 PRS

3 SPT d6 Spirit Die

5 BODY 6 MIND

12 Initiative

8 Health Boxes

2 Actions / Round

Move: 4 Combat — 5/10 Non-Combat

She also starts with 3 Immaculum motes

Now she goes for her skills and spends her points like this:

1 Linguistics (Speed Read) = 2 pts.

2 Sports (Swimming) = 4 pts.

1 Dodge (Unarmed) = 4 pts.

2 Blade Weapon (Knife) = 8 pts.

1 Artistry (Writing) = 4 pts.

2 Crafts (Gourmet Cook) = 8 pts.

Now she uses the remaining skill points to purchase her serenades. She likes Metaphor as well, so she picks that up for 6 points at Rank 2. Looking through the other serenades, she comes across



Impluse (lowers inhibitions) and thinks that's great. She spends 8 points to purchase that at Rank 2 as well.

At this point she has spent 44 of her 55 skill build points. She still has 11 left. After talking with the Narrator, she converts them to Bonus Points and now has 31 Bonus Points. She already has plans for them.

She spends 8 points to get two additional foci. Political Science for her Social Sciences skill, and Doubletalk for her Persuasion skill. She spends 8 points to get another nature (Elongated Limbs) to simulate that she can also constrict her enemies with her additional size. She also wants another point in SPT, so she spends another 8 points on that. This now gives her a 4 SPT, it doesn't change her Spirit Die or Actions, but it does

bring her a step closer to that.

She now has 7 points left. She decides to spend 4 more points on one last focus for her Crafts and gets Photography. The 3 remaining points become EXP to be spent later in the game.

NOTE:

Remaining Skill / Bonus Build Points

While rare, a player can wind up with left-over build points for his skills. We suggest that Narrators allow them to be used as additional Bonus Points so they can be put towards additional foci, natures, and so forth.. Excess Bonus Points should be converted to experience points (EP) that can be spent early on in the game.





CHAPTER 6 HIMSATI AND NATURES

“How does it feel to be a naked wolf in a field full of well-armed sheep?”
— Terat Maxim

The Himsati is your true form. It was the creature you were eons ago, before Religarum — the force of human faith — shaped your form. However, you still retain the ability to return to your true form via what is commonly called shapeshifting. The himsati of the vast majority of immortals are animals. A much smaller percentage contains plants, mythical creatures (animals with aspects

from more than one species), and finally the classic elementals (earth, air, fire, water and shadow). Most elementals are actually an animal with elemental aspects; there are very few pure elemental immortals.

As you first emerge from Lethe, you will have difficulty assuming the full range and power of your himsati; you have



Inspirations — Tribe Hemari

A rock star Merchant prepares to hit the stage in a nearby mantle
A silver fox Harlequin returns with treasures taken from the Tribe's enemies
An amazonian Tactician watches over the training of younger members



grown accustomed to having only a human form. As you grow in power and age, your character will regain these abilities and may even add new ones. These abilities are represented in the game by natures. A nature is a single ability, related to the type of himsati the immortal has. Most birds will have the Flight Nature via wings. Many species of mammals will have Natural Weaponry via horns, fangs and/or claws.

The related group of creatures that your himsati belongs to is known as your species. If you are a black widow, your species is spider. If you are a timber wolf, then wolves are your species. Natures are considered common for your himsati if any member of your species would have it. There are some cases where the Narrator may rule on a case-by-case basis however. (A Penguin is in the bird species, but it cannot fly. However, it can swim; therefore the Narrator may rule in this case that Aquatic is common for that himsati, but not Flight).

A hybrid immortal is one that has taken natures outside of his species. A tiger may take Elemental Essence or Aquatic. This is the primary way that mythical creatures come about in mortal legends, and is common in some Tribes and almost non-existent in others. If a nature is not common to either the species or the Tribe, then its cost doubles to purchase or to increase any levels it may have. Taking natures not common to Tribe or species should only be done with the Narrator's permission.

NOTE:

Natures of Tribe Terat

Tribe Terat are masters of mythical creature himsatis. All natures are common for them unless they state "Not Terat", in which case the standard rules for Narrator permission and cost doubling apply.

HOW NATURES WORK

You need only take a standard action, during which you may activate as many natures as you wish at one time. If you choose to completely assume your true form (full himsati), all of your natures forcibly activate. Once activated, each nature is used as appropriate. Some natures come into play as soon as they're activated, and remain in use until deactivated (Armor for example). Other natures work when needed (perhaps by choice or on their own) and may require you to take an action to make use of them. Of those natures that require you to make the choice or take action to use them, some have a limited duration (see the nature's description). The Narrator may allow a nature to have a longer effect if it fits the story. You may also cancel the effects of an ongoing nature simply by expending one standard action. It should be noted that one entire combat counts as one scene for the purpose of using natures.

Most natures work in conjunction with an attribute, creating an effect based on the attribute's value, negating penalties, or creating a bonus or penalty to an existing dice roll. Some natures have



unique effects (such as Size or Blood Drain) that are fully described in the nature's description.

NOTE:

Evolution

The himsati of an immortal also evolves through his various incarnations. The immortal may have been a saber-toothed tiger during his prior incarnations eons ago; today he will most likely be a normal type of tiger, with natures common to great hunting cats. Just like taking on natures to become a more mythical type of creature, the immortal can take on additional natures that over time can return him to that ancient form.

HIMSATI SIZE AND APPEARANCE

When you use a nature, it will cause your human form to shapeshift slightly and take on some aspects of your himsati. Armor will begin to change the appearance of your skin; balance will change the shape of your feet and legs slightly; Natural Weaponry might cause changes to your hands, feet and head. You will also have slight changes in size to match your himsati. If the size of your himsati (see Size Nature Chart) is larger or smaller than human form, you will begin to shrink or grow within the limits of the human size range.

If you fully shapeshift, you immediately assume the correct size of your himsati, including all bonuses/penalties for that size as listed in the Size Nature chart. A

fly would shrink to size -3; an elephant would grow to size +2. The size of your himsati should be based on its species (the chart has examples for comparison), even if you have natures outside of your species. In order for you to change the natural size of your himsati (become a gigantic fly or a miniature elephant) you must purchase the Size nature (either Growth or Shrinking, both are common for all species) at a number of levels needed to reach the desired size.

Immortals in full himsati speak using Atrana-Cant: a language that uses only the vox instead of the physical vocal chords. With difficulty, you can shift your physical vocal chords while in full himsati, letting you speak human tongues. However, you will have trouble speaking more than basic words and phrases using this method.

As you shift to your himsati form, you'll have difficulty using many human tools and objects as your hands and feet shift to their bestial form. The Narrator may assign penalties to using human-based objects depending on how far you have shapeshifted.

Full Himsati

When you choose to shapeshift completely, any and all natures you possesses activate and stay activated. This is known as full himsati. Deactivating even one nature causes you to lose your true form and take on the appearance of a human with the mythical characteristics of your himsati. There are certain additional rules in the Narrator's Guide, that if used, only come into play while a character is in Full Himsati form.



STARTING NATURES

You start the game by picking five natures common to your species. These do not use up any of your build points. You may only take natures common to your species or tribe as starting natures, unless you have the Narrator's permission to do otherwise. You may choose to take less natures, by increasing a nature's level if it has them. So if you wanted a nature with levels to start at level two, you would only purchase four natures, sacrificing the fifth to increase one of the other four.

It is suggested that you take basic natures that are normal for the appearance of your himsati when fully shapeshifted. Additionally, bonus points can be used for additional natures or for additional levels in a starting nature.

Common Species and Natures

Below is a list of some of the more prominent types of himsatis with some sample species and a list of very common natures that may be found in many of that himsati type. This does not mean all the listed natures are available for every species in the category. For example, alligators do not have Poison as a common nature, but many snakes and other reptiles and amphibians do secrete some form of toxin on their skin or in their bite. In addition, this list is not all-inclusive in terms of listed categories, species or natures. Some animals also fit better in certain categories (a dolphin is a mammal, but fits best in the Marine Creature category for purposes of the game).

NOTE:

Shades

An Immortal refers to the mortal species of his himsati as his Shades. When an Immortal is touched by the darkness, his Shades can become deadly to him. At best they will avoid him, at worst they will attack him on sight. Even for Immortals with natures outside their species, the mortal version of his original species is still considered his Shades. Occasionally, a Shade will bond with an Immortal who has remained free of the touch of darkness and becomes his Companion, performing valuable duties for its immortal master.

Pure elementals do not have normal Shades, and cannot have Companions. When they are touched by the darkness, they must instead face their Shades in the form of their opposites:

Fire – water
Water – earth
Earth – air
Air – fire
Shadow – sunlight

Reptiles & Amphibians

Lizards (like chameleons), alligators (and crocodiles), snakes, turtles, frogs, and salamanders

NATURES: Aquatic, Armor, Balance, Burrow, Camouflage, Cling, Discriminatory Smell, Elongated Limbs (coils), Enhanced Senses (various) Haste, Hibernation, Leap, Mesmerize, Natural Weaponry, Poison, Regrowth,



Secrete, Size, Sleeping Lungs, Species Communication, Spew, Tail, Terrible Countenance.

Birds

Raptors (like hawks), carrion (like vultures), flightless (like penguins), sea (like auks), parrots, song (like bluebirds) and pigeons

NATURES: Balance, Beauty, Charge, Deafen, Enhanced Senses (various), Flight, Haste, Mimicry, Natural Weaponry, Size, Species Communication,

Insects & Arachnids

Spiders, ants, grasshoppers, mantis, scorpions, wasps, bees, roaches and flies

NATURES: 360° Vision, Arboreal, Armor, Balance, Blood Drain, Burrow, Cling, Elongated Limbs, Enhanced Senses (various), Enhanced Limbs, Flight, Haste, Leap, Natural Weaponry, Poison, Secrete, Size, Species Communication, Swarm, Terrible Countenance, Vibration Sense

Crustaceans & Marine Creatures

Fish, octopi, dolphins, sharks, whales, crabs, sea lions, jellyfish and eels

NATURES: Aquatic, Armor, Bioluminescence, Breath, Charge, Discharge, Echolocation, Elongated Limbs, Enhanced Limbs, Enhanced Senses (various), Haste, Magnetic Sense, Natural Weaponry (could be used as stingers or shock attack), Secrete, Size, Sleeping Lungs, Species Communication, Spew, Swell, Tail, Vibration Sense

Mammals

Wolves, dogs, bears, mice, monkeys, elephants, bats, great hunting cats, domestic cats and horses

NATURES: Arboreal, Armor, Balance, Beauty, Blood Drain, Blur, Body Compression, Burrow, Charge, Deafen, Discharge, Discriminatory Smell, Echolocation, Elongated Limbs, Enhanced Senses (various), Flight, Haste, Hibernation, Leap, Natural Weaponry, Size, Species Communication, Tail, Terrible Countenance

Plants

Flowers, trees, bushes, vines, moss and some coral.

NATURES: 360° Vision, Absorb, Armor, Beauty, Breath, Camouflage, Cling, Discharge, Elongated Limbs, Enhanced Limbs, Enhanced Senses (various), Hibernation, Natural Weaponry, Poison, Regrowth, Secrete, Size, Species Communication, Spew, Synthesis, Vibration Sense

Elementals

Air: Fog, storm clouds, stench, wind and tornados

NOTE:

Elemental Forms

Elementals have amorphous forms, appearing as some classic form of their element. As they activate natures they transform more and more into that form.



Earth: Stone, metal, gem, clay, sand, mud, sculptures and statues

Fire: Fireballs, lightning, diffuse glows, balls of light and pillars of flame

Water: Ice, puddles, mist, stream, pool, whirlpool, wave and waterspouts

Shadow: Dark clouds, normal shadow, and silhouettes

NATURES: 360° Vision, Absorb, Aquatic, Armor, Balance, Beauty, Bioluminescence, Blur, Body Compression, Breath, Burrow, Camouflage, Charge, Cling, Deafen, Discharge, Discorporate, Discriminatory Smell, Echolocation, Elemental Essence, Enhanced Senses (various), Flight, Haste, Hibernation, Immunities, Magnetic Sense, Natural Weaponry, Phasing, Poison, Regrowth, Secrete, Size, Sleeping Lungs, Spew, Stillness, Swell, Synthesis, Terrible Countenance, Vibration Sense.

NOTE:

Extremely Rare Himsati

Himsatis made of actual shadows (even hybrid ones) are also extremely rare. The few among the Tribes with shadow himsatis are often regarded with suspicion and distrust.

Microscopic himsati such as a bacteria or virus are myth and rumor. Plants seem to be the only entities in this size range capable of becoming immortal, and the himsati becomes a bed of moss or field of grass rather than a single spore or blade of grass.

MASTER NATURE LISTING

◆ = Activating this nature only makes it ready to use, it requires a normal action to bring the Nature's effect into play.

✕ = Activating this nature only makes it ready to use, it requires a passive action to bring the Nature's effect into play.

Note: Any tribes listed after a nature's description allow members of that tribe to treat the nature as common, regardless of their himsati species. A listing of "Not Terat" indicates that this nature is not common to the Terat, all other natures are common for that Tribe.

The rules for using each himsati nature are explained in the nature's description and additional rules are explained in the Conflict Section of this book, Chapter 9.

360° Vision

You ignore all penalties imposed on you for attempting to perceive or fight opponents/things behind or flanking you. You can effectively see in all directions at once.

Tribe: Arachne

Absorb ◆

You absorb the essence of your species into your body and can hold it there for the duration of a scene. At the end of the scene, the essence will automatically flow out of your body naturally. The amount you absorb can be no greater in volume than your own body in himsati form (A fire elemental the size of a mouse cannot absorb a bonfire).

At any time during the scene, you can



disgorge the held material outwards with explosive force. You use this as a Throwing skill-based attack (AGL only if you do not have Throwing Weapons). The maximum range is your STR in yards and it does damage points equal to twice your SPT.

This nature is common for pure elementals (fire elementals absorb fire, and so forth) only. Other himsatis absorb their species (a hawk himsati absorbs birds for example).

Tribes: Not Terat

Aquatic

You ignore all penalties caused by water or being underwater. You are also immune to deep-sea pressure up to your END x1000 fathoms. 1 fathom equals 2 yards. You may swim at your full movement rates, but this does not enable you to breathe water. Additional levels double the your swimming speed (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Tribe: Protean (can withstand up to END x 2000 fathoms instead of 1000 fathoms)

Arboreal

You move and fight through trees, power lines, scaffolding, etc. at your full movement rates by effectively swinging, fast climbing, slight hops and acrobatic tumbles as needed. Penalties still apply. Additional levels double your speed (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Armor

You gain a number of points of Armor equal to half your STR. This armor is intrinsic and applies against serenades

and other mystic forms of damage that do not explicitly deny the use of the nature as protection.

Tribe: Peri

Balance

You ignore all penalties related to balance or poor footing, including those penalties created by mystical means.

Beauty ◆

You gain a bonus equal to half your SPT for any social interactions that attempt to awe others due to incredible looks, animal magnetism, a continuous alluring scent, etc. When in full himsati, you may instead direct your beauty at a single target, forcing the target to roll his WIL against a target number equal to your PRS plus half your SPT. Failure indicates the target cannot bring himself to attack you, and will stand in awe of your presence. If you attempt to direct the power of the nature at multiple targets, the number of targets is subtracted from your PRS for determining their target number to resist. (IE -- Attempting to affect 3 targets subtracts 3 from your PRS). The effect lasts until the end of the scene, but can last longer if the Narrator deems it appropriate.

Tribes: Hemari, Tuatha

Bioluminescence

You ignore darkness penalties within a number of yards equal to your END. You create a vision penalty whenever desired (by using an action) equal to half your END, against everyone in hand-to-hand combat range (it cannot be applied selectively). The vision penalty will last until the end of the scene.

Tribe: Phoenix



Blood Drain ✂

You heal one box of damage for every two boxes of damage you cause an opponent. This must be done through some form of direct body contact such as skin-to-skin, biting with fangs, etc. The choice to use the nature must be made before any attack rolls are made.

Blur ✂

You create a vision penalty equal to your AGL against characters attempting to hit you from range, and half your AGL against characters in hand-to-hand combat, due to vibrating at a high rate of speed, seeming to be in two places at once, blinking in and out of sight, etc. This effect will last until the end of the scene.

Tribe: Tuatha

Body Compression ◆

You can compress your body into a space the size of an adult human fist. The shape adjusts to allow you to squeeze under doors, through keyholes, etc. Additionally, you ignore all penalties for fighting or maneuvering in close or cramped quarters. If your size grows beyond level 0, the size of the compressed body doubles for each level (Size 1 = two adult human fists, Size 2 = four adult human fists, Size 3 = eight adult human fists)

Breath ✂

You pick a liquid or gas (such as water or methane) that you can breathe in place of normal air when desired. You take no penalties or damage for breathing this substance. This can be purchased multiple times for multiple substances.

Burrow

You move underground through packed dirt at your full movement rate and through harder substances (stone and metal) at a slower pace according to Narrator's discretion. You can choose to leave behind a tunnel corresponding to you size. Additionally you are able to carve out underground caverns at a rate of one comfortable room per day (based on your size). Additional levels double your speed (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Camouflage ✂

When moving at combat rate or slower you can create a bonus equal to half your SPT for all stealth rolls. If you stay still the bonus is equal to your full SPT.

Charge ◆

You build up momentum and move in a short burst of speed, allowing you to add half your AGL to any damage points caused during the charge maneuver. You must effectively run into your opponent for this to work. This nature can only be used once per combat turn (10 rounds).

Cling ✂

You stick to walls, ceilings and other solid surfaces capable of holding your weight, and traverse them at full movement rates. You are able to exert your full STR and fight without penalty so long as you continuously touch a surface. Additional levels double the characters speed (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Tribe: Arachne



Deafen ◆

You create a penalty against all opponents in hand-to-hand combat range, equal to half your PRS. This is due to disorientation, loss of hearing, balance, etc. The effect lasts until the end of the scene; hearing protection if sufficient may reduce the penalty the target receives.

Discharge ◆

You emit a substance or odor (musk, deep shadows, pollen spores, ink), creating a penalty equal to half your STR against any of the target's PER rolls that rely on the effected senses. The effects last until the character can remove the penalty (step out of the shadow, wash the ink out of his eyes, etc.) or the turn ends (when it dissipates). This affects all targets in hand-to-hand combat range; it cannot be selectively applied. You can use this nature once per turn (10 rounds).

Discorporate

You turn into a liquid, gas or other non-solid form as soon as the nature is activated. You flow through nearly any type of crack or tiny opening. You are able to transform mundane inanimate objects and willing living beings up to your own weight and carry and manipulate them. Conventional physical attacks will not harm you, but any weapon or item imbued with immaculum or other special energies do damage equal to the amount imbued into them. The power grants no other special capabilities such as special forms of damage, flight, invisibility, etc., other natures must be used. It remains in effect until the nature is deactivated. This nature is common to air, water, fire

and shadow elementals and the Tribes listed below only.

Tribes: Osiri (ghost-form), Protean (shapeless water form)

Discriminatory Smell

(Enhanced Sense) You gain details from scents by using your PER in the same way you do eyesight. Environmental conditions, elapsed time since scent was left, etc. cause penalties to the roll. You are able to track individuals by scent with a simple PER roll (penalties can still apply).

Echolocation

You ignore all penalties that affect your vision so long as your hearing is not impaired. You can also communicate with other entities that have echolocation as well.

Elemental Essence ◆

You summon forth the essence of your element to attack your opponents in a radius equal to your SPT in yards. You can direct it at one opponent per action and it is resolved as a hand-to-hand unarmed attack (using your combat skills) with base damage equal to your WIL. Fire elementals will seemingly burst into flame (or even lightning possibly), winds will whip around an air elemental, water will dance and stream around water elementals and the very terrain will rise up at the command of an earth elemental. Shadow elementals call forth deep pools of deadly shadow that can coalesce into physical form.

Your actual body is not transformed, but remains unharmed by the maelstrom around you. This nature is common for pure elementals and the Tribes listed



below only (and only for the element listed for the Tribe). You must expend actions to direct the elements; they do not move about on their own, they have no sentience.

Tribes: Peri (earth), Phoenix (fire) and Protean (water), Not Terat

Elongated Limbs

Your reach is extended one additional yard for every level purchased. Characters with longer reach impose tactical penalties against opponents with shorter reaches in hand-to-hand combat. This power can simulate longer arms and legs, the extended crushing power of a constrictor snake's ability to coil around its target, an excessively long tail (when used with the Tail Nature) and so forth.

Enhanced Hearing

(Enhanced Sense) You add half your SPT to all PER rolls to hear things in the normal range of audible sounds. It does not grant high or low frequency hearing however.

NOTE:

Enhanced Limbs Examples

Spider and octopus himsati automatically have 8 limbs when shapeshifted. With this power, if the character used more than two limbs to grapple, his opponent would receive a penalty.

A lion himsati automatically has 4 limbs when shapeshifted. Each level of this power would give him an additional pair of limbs with which he can gain a penalty against his opponent.

Enhanced Limbs

Normally, whenever you shapeshift, you are granted the appropriate number of limbs. Enhanced limbs provides a bonus when grappling other opponents, enforcing on them a penalty equal to half your STR as long as you use more than one pair of limbs to grapple. The penalty is not cumulative per pair of limbs. If your himsati does not normally have more than two pairs of limbs (two legs and two arms, or two fore legs and two hind legs) then this power may be purchased multiple times, each time giving you one additional pair of limbs. The additional limbs do not grant additional STR bonus beyond the basic one-half, just allow you to hold additional items, targets, and so forth.

Enhanced Vision

(Enhanced Sense) You add half your SPT to PER rolls to see things that can be seen in the normal range of the viewable light spectrum. It does not grant Infrared or Lowlight vision.

Flight ✂

You fly via wings, glider membranes, air control, etc. at your full movement rates. You take no penalties from fighting while flying. Additional levels double your speed (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Tribe: Morrigan

Haste ✂

You may add your SPT to your Initiative roll once per turn (not every round).

Hibernation ◆

You enter a state of suspended animation and cannot voluntarily come out until certain preset conditions are



Inspirations — Tribe Magdalen

A Tactician, goddess of wisdom and war, oversees her troops in battle

A Mentor with hints of the owl showing, demonstrates a serenade to his student

An Explorer sets off in search of adventure and knowledge

met, or a certain amount of time has passed (decided when he begins Hibernating, maximum time is your END in months). You do not need to eat, drink, can withstand freezing temperatures and extreme heat as well as any normal weather condition while hibernating. You appear dead to any casual inspection.

High (or Low) Range Hearing

(Enhanced Sense) You make normal PER rolls to hear sounds above or below the normal range of the sounds audible to the human ear. Note this nature is automatically in use once activated and you are then vulnerable to attacks designed to go after these hearing ranges specifically. For example, if you have high range hearing, you will be sensitive

to dog whistles, especially if they are used right next to you. High and Low are bought as separate natures.

Hyper

The first level removes all penalties from simple ground-based obstacles while moving, the character moves fluidly around any obstacles where a quick and easy path can be found (dumpsters, cars, people, mailboxes, turned over trashcans, etc.) Additional levels double your speed. (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Immunities

You choose a normally harmful mundane substance (fire, acid, salt, radiation, etc.) and are completely



immune to any damage from all non-magical forms of that substance. Against any magical form of the attack (imbued with Immaculum, created by a serenade) the Immunity acts as if you had armor, granting half your STR as armor against that particular attack. This will combine with the Armor nature. Poison cannot be chosen for immunity. You can purchase this multiple times for multiple substances.

Infrared Vision ✂

(Enhanced Sense) You “shut off” your normal method of seeing and now see heat patterns. It negates all vision penalties for darkness, allowing you to continue to make normal PER rolls to see. Anything that is at or near the same temperature as the surrounding air and surfaces will impose a penalty however, at the Narrator’s discretion. Sudden, violent changes in temperature can also temporarily blind you.

Leap

If you leap straight up, your feet reach a height of your AGL + STR. In a standing horizontal jump you leap twice that far and six times with a running horizontal jump. Additional levels double your leap’s height/distance (Level 1 = Normal, Level 2 = 2x, Level 3 = 4x, Level 4 = 8x, etc.)

Low-Light Vision ✂

(Enhanced Sense) You see as if the lighting conditions were completely normal, in anything up to the complete absence of light, and take no vision penalties. However, any bright flashes of light, the use of the bioluminescence nature, etc. will have twice the effect/penalty on you.

Magnetic Sense

You feel magnetic emanations within a number of yards equal to your SPT and always know which direction you are facing (N/S/E/W). You pick up on the basic magnetic fields of most creatures as well as most electronic equipment. This also negates vision penalties that impede normal vision, but strong conflicting fields can render the magnetic sense ineffective.

Mesmerize ♦

You hypnotize a target by making a contested PRS vs. PRS roll, with the target taking a penalty equal to half your WIL. If you win, the target will remain hypnotized for the remainder of the scene, or until someone does something to stir the target from the hypnotic state (scream at them, shake them, etc.). During this time you may implant a suggestion that will last a number of days equal to the exact amount you won by (minimum one day). The suggestion cannot cause the target to purposely harm himself, a loved one, etc.

Mimicry ♦

You can recreate any sound or voice you’ve heard. Those perceiving must make a PER roll against a target number equal to your PRS + SPT to realize the sound or voice is a fake.

Natural Weaponry

You add half your SPT to your STR for determining damage from horns, claws, fangs, talons, etc. This can also be used to represent stingers (like those of a bee or the hooks found in a squid’s tentacles), electrical shocks (like those of an eel), etc.



Phasing ◆

Your body melds into other objects, physically merging with them and passing through them or resting inside. Serenades cannot be played while phasing. While phased, you are invisible to all PER rolls save those granted by serenades, and you do not need to breathe. You can stay this way until the normal need to sleep, eat, etc. overtakes you, or you decide to stop phasing. This does not grant you any form of control over the object.

You can only phase through objects related to your himsati (ex: earth elemental through stone, metal, etc.; a water elemental through water or ice). If you rest inside the object, you are carried within it should the object move or be moved, and you cannot sense what is happening outside the object without physically peering out. This nature is common to pure elementals and the Tribes listed only.

Tribe: Peri

Poison ✖

You can deliver a poison to your target instead of damage on a successful attack. You must choose to deliver the poison before the attack roll is made. The poison creates a penalty against all the target's actions equal to half your STR, and will affect Immortals. Characters possessing this nature metabolize standard synthetic poisons and toxins (such as alcohol) at normal human rate.

Tribe: Sharakai

Regrowth

You continuously regenerate lost limbs or organs automatically while in full himsati. You gain back the lost limb or

organ at a rate of your SPT * 10% per week (ex: A 5 SPT would bring back 50% of the limb or organ in one week). This nature will not function if you are damaged, all boxes of damage must be healed first.

Secrete (Sticky or Slippery)



You secrete a substance that can hinder your opponents. Each version, Slippery and Sticky, is bought as a separate nature. Any substance generated this way dissipates within a day unless you take the time to reinforce it to last longer. The substance cannot be gotten rid of by a simple act of will, it is a real substance and not just an effect.

NOTE:

Sticky/Slippery Area of Effect

The character can cover an area equal to his AGL x AGL in square feet in a single combat turn (ex: a spider with a 5 AGL could make a 25 square foot web, of any shape, in one combat turn).

Slippery: You create a penalty equal to half your AGL to be used against someone trying to grapple you or trying to climb or maintain balance on a surface you have coated. The slime of slug is an example of Slippery.

Sticky: You create a target number equal to your STR + SPT that a target must overcome in order to break away from the secreted substance. The webbing of a spider is an example of Sticky.



Size (Growth or Shrink) ◆

When you assume full himsati you automatically grow or shrink to the appropriate size as shown on the chart below. You need Growth or Shrink to alter your size from that point: Each level of Growth allows your himsati to move up one size range and each level of Shrink down one size range. All movement modifiers are made before any multipliers for movement natures/serenades. Growth and Shrinking automatically activate when you shift to full himsati — they only work while in full himsati. Your size will not immediately change, it takes a conscious act of will (standard action) to change your size. You can choose to be any size within the levels you purchased. Growth and Shrink are purchased as separate natures.

Sleeping Lungs ✂

Sleeping Lungs only has two levels. The first level allows you to go a full scene without needing to breathe in any way, even in a vacuum. The second level allows you to go indefinitely until the nature is deactivated.

Species Communication ✂

While in full himsati, you are able to communicate with mortal beings of the same species as your himsati. A cobra could communicate with mortal snakes and understand them. It also allows immortals of the same species to secretly communicate in front of others not of the same species. A character can switch between normal and companion communication at any time with no action.

MASTER SIZE CHART

Size Range	Effects / Examples (height, length and weight should all be considered)
-3	+3 Stealth, -3 Movement Rates Insects, earthworms, snails, small spiders (a few inches, well under one-half pound)
-2	+2 Stealth, -2 Movement Rates Rabbits, fish, small birds, mice, large spiders (easily held in the palms of two adult human hands)
-1	+1 Stealth, -1 Movement Rates Foxes, raccoons, large parrots, medium sized dogs, goats (a human can still pick up, even with a little difficulty)
±0	Adult humans, large dogs (great dane, saint bernard), wolves, tigers, gorillas, regular horses
+1	+1 Bonus for attackers to hit, +1 Movement Rates Clydesdale Horse, bison, rhino, large snake such as a python
+2	+2 Bonus for attackers to hit, +2 Movement Rates Elephant, giraffe, small dragon
+3	+3 Bonus for attackers to hit, +3 Movement Rates Blue Whale, large dragon

Spew ◆

You must already possess Discharge, Elemental Essence, Poison or Secrete to have this nature, though you do not have to activate those natures in order to use it. It allows you to shoot the other nature's substance at a range of three times your STR in yards as a Throwing skill-based attack. The normal effects of



the substance apply as per the nature supplying the substance. This allows fire breathing, spitting poison or ink, breathing blasts of air, launching pollen.

OPTIONAL RULE:

Spew and Size

If the Narrator permits, creatures of Size 2 can attack 2 side-by-side opponents simultaneously with Spew and creatures of Size 3 can attack 3 side-by-side opponents.

Stillness ◆

You can meld yourself to the architecture or other surroundings and become part of it, composed of the same material and showing the same signs of wear and aging. Even to enhanced senses and close inspect you will merely be an extension of what you have attached yourself to, a sculpture or statue attached to the surface of a building, etc. You do not need to breathe while attached, and can stay this way until the normal need for eat, sleep, etc. overtakes you, or you move. You are unable to take any other actions, but are still aware of your surroundings and can see in the direction you are facing. You cannot use this power to pass through an object, this would require the Phasing nature.

Swarm ◆

You break up into a hive-like group of miniature copies of your himsati. You lose the ability to sing serenades during this but still have access to all natures. While in this form, the swarm is able to descend upon a target and attack it in

this form. The target's armor is negated unless it is a complete head to toe covering (this negates the armor nature). The swarm takes damage and is affected as a single unit, and when you return to your normal state, you retain all damage taken by the swarm.

The swarm also gains a bonus to all dodge attempts equal to half your SPT. If a significant part of the swarm is separated from you when you return to your normal state, you take damage equal to the percentage of the swarm lost (the lost part of the swarm immediately dies when you return to your normal state). You can remain in swarm state until the end of the scene, unless you decide to stop using the nature sooner. This nature is only common for insects, plants and listed Tribes.

Tribes: Arachne, Not Terat

Swell ◆

You receive a bonus of half your END when attempting to escape a grapple or any other bonds as your body swells. You can remain like this until the end of the scene if so desired.

Synthesis

You heal at twice the normal rate when exposed to certain conditions or substances (sunlight, dust, water, while touching your companion animal, etc.). In addition, exposure to the substance negates the need to eat or drink. This nature can be purchased more than once to allow synthesis with more than one substance. The substance must be picked when the nature is taken.



Tail

At the first level, you use your tail as a club with your full STR. If you do not already have a tail, this nature will give you one. At the second level the tail becomes prehensile and can manipulate objects almost like another hand, it allows you to fight with a weapon in your tail as if you were fighting off-hand. Tail only has two levels, unless the Narrator wishes to allow additional levels to represent extra tails (such as the infamous 9-tailed fox).

Terrible Countenance ◆

You gain a bonus equal to half your SPT for any social interactions where you attempt to intimidate someone due to feral looks, monstrous appearance, etc. When in full himsati, you may instead direct your terrible countenance at a single target, forcing the target to roll his WIL against a target number equal to

your PRS. Failure indicates the target cannot bring himself to attack you, and will cower in fear (or perhaps run away if they botch their roll). If you attempt to direct the power of the nature at multiple targets, the number of targets is subtracted from your PRS for determining their target number to resist. (IE -- Attempting to affect 3 targets subtracts 3 from your PRS). The effect lasts until the end of the scene, but can last longer if the Narrator deems it appropriate.

Vibration Sense

You feel vibrations that pass through any surface you are touching. The closer or stronger it is, the more you know; you can determine numbers, rough sizes, distance, etc. You make a PER roll against a target number set by the Narrator to determine exactly how much you know.





CHAPTER 7

ATTRIBUTES AND SKILLS

“To exist is to change, to change is to mature, to mature is to go on creating oneself endlessly.”

– Henri Bergson

ATTRIBUTES

Immortal uses seven primary attributes. There are also a few secondary attributes calculated using the primary ones (any decimals should round up if .5 or higher). Attributes are rated from 1 to 9 for standard immortals. A rating of 0 would indicate a non-functioning attribute (for example a newborn baby could be considered to have a 0 Agility), an immortal with ratings of 9 in his attributes is most likely on the verge of Transcendence. Mortal humans have an average of a 3 and a maximum of 5 as values in the six standard primary attributes, with Spirit (SPT) being the exception.

Immortal doesn't enforce static benchmarks for every attribute level, but we do suggest a few guidelines within some of the attributes for measuring common abilities. You will need to assign your build points only to Strength (STR), Agility (AGL), Endurance (END), Perception (PER), Willpower (WIL), Presence (PRS) and Spirit (SPT); other attributes will be calculated using them. Again, all attributes start with one point in each of the primary attributes; you then assign 1 point for each raise to a particular attribute (starting the game with a 4 Strength requires 3 of your 16

Attribute Build Points).

Strength (STR)

Strength is used to determine how strong you are, it is the primary factor in determining your ability to lift and carry, do damage, and is a factor in performing certain athletics, health and your resistance to physical magic.

STR	Lift/Carry Capacity Suggestions One quarter the listed weight can be carried for long periods with no encumbrance penalties.
1	6 pounds
2	25 pounds
3	100 pounds
4	200 pounds
5	400 pounds
6	800 pounds
7	1600 pounds
8	3200 pounds
9	6400 pounds (over 3 short tons!)

If you have strength 3, you are able to lift about 100 lbs. and carry it for very brief periods. Strong people (4 strength) can usually press their own bodyweight over their own heads and can typically



bench-press about 150% of their own bodyweight.

Agility (AGL)

Agility is used to determine your raw hand-eye coordination and is the primary factor in most of your physical attack tests, balance and movement. It is also a factor in your speed and resistance to physical magic.

If you had a 3 AGL, you would be an average human being, walking 1.5 yards per second (3 miles per hour). You would move 3 yards in a 3-second combat round (this is assuming you are not just flat-out running but attempting to also pay attention and maneuver as you go). Full rules for movement are located under the Movement Attribute.

Endurance (END)

Endurance is used to determine your stamina and is the primary factor in your ability to resist damage. It is also a factor in your health and resistance to physical magic.

If you have an Endurance of 3, you'll spend about 10 days a year down sick, can hold your breath for up to one minute and will rarely be incapacitated or knocked unconscious by a single punch from someone else with average human strength (3).

When your Endurance goes beyond a 5, you are no longer susceptible to common bacterial and viral infections and the like, such as the common cold, the flu, measles, allergies, etc.

In addition, your enhanced immune system renders most medicines

(antibiotics, aspirin, etc.) only half as effective as it resists them as well. Once your Endurance reaches a 6 these have no effect on you at all.

NOTE:

Poisons and Medicines

Immortals have an enhanced immune system that allows them to naturally heal far faster than a human being. However, that capability gives them a susceptibility to synthetic substances that can be toxic. Such poisons take twice as long to expunge from the system, and some forms (such as radiation) cannot be metabolized by the immortal's system at all. This means something like alcohol poisoning still poses an issue for an immortal.

Perception (PER)

Perception is used to determine your raw sensory ability and is the primary factor in any tests to notice, locate, and otherwise perceive things, as well as sing serenades. It is also a factor in your speed in combat and resistance to mental magic.

If you are a normal human with 3 Perception, you have 20/20 vision and standard senses of hearing, smell, taste and touch. If you were to have a 9 Perception, you could smell nearly as well as a hunting dog (which is nearly 50x better than a human), though it is still not discriminatory; and can almost hear high and low range frequencies that only animals can hear. Using these hyper levels of perception requires



consciously wanting to use them.

PER	Visual Acuity Suggestions
1	20/100 vision (almost legally blind)
2	20/40 vision (near/far sighted)
3	20/20 (normal human)
4	20/15
5	20/10
6	20/05
7	20/02 (bird of prey)
8	20/01 (beyond animal)
9	20/0.5 (nearly microscopic level)

Willpower (WIL)

Willpower is used to determine your mental acumen. It is the primary factor

in most intelligence-based skills and tasks and in resisting influences. It is also a factor in your health and resistance to mental magic.

Willpower forms the basis of your ability to concentrate on a task, your ability to focus clearly enough to recall facts and knowledge from memory and it is also a primary factor in your ability to resist the debilitating effects of fear, intimidation and pain.

Presence (PRS)

Presence is used to determine your raw force of personality; it is the primary factor in nearly any social test. It is also a factor in your speed in combat and resistance to mental magic. It is tied to Predilections.

If you have a 3 Presence, then you have

NOTES:

Intelligence and Memory

This game has no Intelligence attribute. Technical, knowledge and memory rolls are made using the character's willpower attribute plus the appropriate skill. The skill represents the amount of training or knowledge you have achieved through the application of your intelligence. WIL represents how long you are able to remain focused and committed to the task before distractions, frustration or other influences force you to give up. When you attempt these kinds of tasks, the die roll represents the fact that you are trying for as long as possible and to the best of your ability to complete the task. This eliminates constant re-rolls of dice for failed tasks, except when appropriate — for example — such as duress situations.

The Vox stores memories far better than the organic mind; sometimes leaving information stored on the Vox that isn't present in your organic memories. When you make attempts to remember things, you are searching through both your organic memory and your Vox. Even with a higher Willpower it still takes time to sift through all the additional information present in both the organic mind and the Vox, and simultaneously sort it all out. Therefore, Immortals do not have eidetic memory by default. Any attempts to alter the memory of an Immortal will imprint a false memory on the Vox as well as the organic mind, so are just as effective against an Immortal as a mortal human.



Inspirations — Tribe Morrigan

A raven Keeper prepares to defend against a Drove predator

A Valkyrie Mentor trains her mortal charges

A weary Slayer returns from the front lines of battle

a 50/50 chance of melding into a crowd or being noticed on any given day. Your force of personality melds in well with those around you, but you can stand out with a little bit of effort. Characters with lower Presence ratings tend to be swallowed up by those around them, always overshadowed by a more dominant personality in the group. Characters with higher ratings tend to stand out in a crowd naturally.

If your Presence goes higher than 5, you are now at supernatural levels, people get a sense and feel about the kind of person you are before they even take any time to meet and talk to you. Just simply walking in the room gets you noticed.

Spirit (SPT)

Spirit is a special attribute that determines your attunement to the supernatural, including most of your supernatural abilities. It is the primary factor in determining what type of die will be rolled for all tests. It is also usually a good measure of your age and power as an immortal. The die that the you roll for your tests is based on the value of the spirit attribute.

SPT	Die value used
1 — 2	d4
3 — 4	d6
5 — 6	d8
7 — 8	d10
9	d12



Characters with a 0 SPT are known as the Souless, they still have a spirit, however they have no real strength within. They are driven by the forces around them, incapable of driving their own willpower to make their own decisions about their life, lost in material needs, gains and whatever the strongest influences around them tell them to want and be.

Humans can have a SPT higher than 5. The average human only has a SPT of a 2 however; mostly believers, mortal sorcerers and Bright Blood humans have high SPT ratings. Immortal legends say the most powerful Bright Bloods in history were able to wield their spirits to part mighty seas and commune with the One Soul directly.

Body (BODY)

$[(STR+AGL+END)/2]$ (round up)

Body is a calculated attribute. It serves as the target number for all magic that will damage, transform, manipulate or otherwise physically affect you.

Mind (MIND)

$[(PER+WIL+PRS)/2]$ (round up)

Mind is a calculated attribute. It serves as the target number for all magic that will alter thoughts, moods, emotions, desires, memories or otherwise mentally affect you.

Initiative (INIT)

$[PRS+AGL+PER]$

(Actions = $[SPT/2]$)

Initiative determines not only who goes first in combat, but also how often you get to act. You roll your SPT die and add the Initiative value to it. This determines the first time you get to take

an action in a combat round. You get to go again 3 Initiative counts after your last action, and continues until you run out of actions.

EXAMPLE:

Initiative and Actions

A character with a 5 SPT (3 actions) rolls a total of a 13 Initiative. His first action will take place on initiative count 13, his second action on 10 and his third on 7. He will be unable to go on 4 because he only has 3 actions for the round.

Health (HLTH)

$[(STR+END+WIL)]$

Health Levels are the number of boxes of damage you can withstand before becoming incapacitated in some way. As you fill in the boxes, you begin taking penalties to all your actions. Chapter 9 discusses how to setup your health boxes and apply damage and its effects and healing.

Movement

Movement rates can be affected by various magical powers and himsati abilities. Combat movement is based on agility; flat-out running is based more on strength and endurance.

Combat Move

AGL (in yards per round)

Assumes you are attempting to maneuver around obstacles, etc. and keep focused on your surroundings, opponents and allies.



Run

STR + END (miles per hour)

You can still make casual Perception rolls but cannot engage in combat. You can keep this up for a number of minutes equal to your END+WIL minutes, longer with certain skills.

Sprint

Run x 2 (miles per hour)

You can sprint for a number of rounds equal to your END+WIL. You cannot run or sprint again for a number of turns equal to the number of rounds you just sprinted. Sprinting is the effect of pushing your running ability past what you can sustain for long periods. No passive actions are allowed while sprinting.

Immaculum (IMM)

[Variable]

You have the ability to take life force from living auras (a mortal's attributes). When this life force exists outside of an aura, it is in a free-form state called Immaculum. You can then harness Immaculum within your own being and use it for a variety of effects. You can hold a maximum number of Immaculum "motes" equal to twice your SPT. You begin the game with a number of Immaculum motes equal to your SPT attribute.

You can temporarily boost an attribute, use it to wash away dark forces playing on your own auras, enhance your serenades, power special supernatural abilities called boons (which are like Gifts, except they are unique to the individual character), and so forth. Obtaining Immaculum is covered in Chapter 9. Specifics on using

Immaculum are covered under their respective rules (Calling Gifts, Serenades, Taint, and so forth).

NOTE:

Aura Shifting (Immaculum Ability)

At any point during a combat turn, a character can choose, before rolling Initiative, to spend a point of Immaculum and increase an attribute by one point. Up to two Immaculum can be spent in a scene to do this; they can be spent simultaneously to increase one attribute by two points, or two attributes by one point each.

This boost is temporary, lasting for 10 combat rounds (1 turn), the Immaculum spent is gone. If the boost is applied to a primary attribute, it does not affect secondary attributes or increase SPT die value. In terms of secondary actions, it can increase BODY, MIND, Initiative, Actions and Combat Movement by one point per expenditure. It cannot be used to affect Running, Sprinting or Health.

SKILLS

All skills are linked to a primary attribute, which is added to the skill and the die roll when the skill is used. A different attribute may be used if circumstances deem it more appropriate. Refer to Page 97 for purchasing initial skills for the game; refer to Page 222 for purchasing and increasing skills during the game.



Skills fall into one of six categories:

ACADEMICS

Science and knowledge skills -- biology, chemistry, ancient literature, etc.

ACTIVE

Non-combat physical skills -- athletics, stealth, vehicle, etc.

COMBAT

Attack and defense skills -- various weapons, dodge, etc.

PROFESSIONAL

Workplace skills -- computers, plumbing, carpentry, photography, etc.

SOCIAL

Interaction skills -- seduction, etiquette, acting, etc.

SPECIAL

Not covered elsewhere -- Serenades, Dominion knowledge, Mystech, etc.

Using a skill is fairly simple, you simply roll your SPT die, add your rank in the skill and the attribute that you are using with the skill. This generates a total that must either beat a target number (uncontested roll) or beat another roll (contested roll). If you are working within a focus at the time, you roll your die twice and use the higher result.

Ratings (Ranks)

Skills are ranked from 1 to 5 as follows:

1. You have the basic training necessary to perform the skill. You might find entry-level work; perform it as an occasional hobby, etc. You lack the knowledge of the ins and

outs and nuances, but you have a full grasp of the main concepts. You rarely need assistance with basic concepts or tasks.

2. You are practiced with the skill and understand many of the ins and outs, and a few nuances. You do not require assistance with basic concepts or tasks. Perhaps you have a college education or a few years of practice in the field.
3. You are now a competent and respected professional with the skill. You may have a Masters Degree, or have spent a number of years practicing and now have your own apprentices. You can teach all the basics of the subject fairly easily and know most ins and outs and many of the nuances.
4. You perform this skill at the level of an established expert. You may have a PhD or a decade in the field. Other professionals come to you for help and advice. You know nearly every in and out and nuance and all the latest techniques and concepts.
5. You are world-renowned in your field. You don't just know the ins and outs; you are discovering and creating them. You set long-standing athletic records, come up with prize-winning theories, etc. Only a very few mortals reach this level in even one skill in a lifetime. Elder Immortals typically reach this level in one or two skills that they have kept up with over the ages.

There are rumors of a supernatural level in some skills possessed by a few scattered immortals. Legends say they practiced for hours every day for hundreds of years to perfect a skill



beyond all imagination; even at the expense of many other skills they might have possessed. But these are rumors and it is felt that only the Transcendents can hope to reach such levels.

Unskilled Rolls

Many tasks require a skill in order to complete successfully, examples could include piloting a plane, programming a computer, reading an ancient text of a foreign language and more. If the Narrator rules that the character can attempt to perform the task without the appropriate skill, the character will take a 4-point penalty to his roll. If the character is receiving assistance from someone else with the skill, the penalty is reduced by the coaching character's skill to a minimum of 1 point. Most special skills cannot be performed unskilled.

Familiarity Rolls

(i.e. Everyman Skills)

Most people can read things written in their native tongue, speak their native tongue, drive a car or other vehicle, make some kind of simple meals, hold their breath for a brief period of time and so on. These items do not require a skill, as it is assumed that almost everyone in the game can do them. These types of rolls are based purely on the attribute they would be associated with and take no penalty.

Foci:

An individual skill represents a broad range of abilities. A focus represents the character's real core ability within the skill. A character receives a free focus when he first purchases a skill. When he makes a roll using the focus, he rolls his

SPT die twice and discards the lower result. When a character makes a skill roll that is not in his focus, but still within the scope of the skill, he only rolls one die and must accept that result. This also increases his chance of "botching". The broad skill system represents the wealth of knowledge and ability that immortals tend to quickly accumulate, without forcing them to purchase an overabundance of skills or create super-skills that allow them to make the same level roll for all related skill areas. Characters may purchase additional foci as well.

EXAMPLE:

Focused Rolls

A character purchases the biology skill and takes botany as his focus. When making rolls related to botany he rolls his SPT die twice and discards the lower result. When making rolls in other biology related areas such as anatomy, physiology or zoology, he only rolls once and must accept that roll.

Base Cost

All skills have a Base Cost listed, this is compared to the master cost chart when purchasing new skills or upgrading existing ones during the game; the Base Costs are not used when creating a character. Additional rules for skill use are covered in Chapter 9, Conflict.



MASTER SKILL LIST

Below is a listing of each skill, and its base cost. After each description is a list of suggested foci. Some skills are simply not covered here for the simple fact that every conceivable skill can not be covered in this book. When a character decides upon a skill not listed, the Narrator must decide if it matches enough related foci under an existing skill. If so it should become a focus; for example, Military History could be a focus under Metaphysics (as another form of History). If there are not enough related matches, then it should become its own skill with a Base Cost of 2. For example, a player has decided that his character has recently been discharged from military service. After talking it over with the Narrator, a Military skill is devised, with foci of Military Tactics, Intelligence, and History. Though Military History could be a foci under history, in the case of this character it is a better fit under the new Military skill.

Academics (Base Cost = 2)

Academics cover knowledge skills and are Willpower-based. Immortals develop a long chain of related knowledge skills etched into their Vox over their many lifetimes, so they are able to quickly assimilate many academic knowledge skills faster than mortals. Therefore, non-immortals purchase these at a base cost of 4 instead of 2.

Biology

The study of life and of living organisms, including their structure, function, growth, origin, evolution and distribution.

Suggested Foci: Agriculture, Anatomy, Biochemistry, Botany, Genetics, Marine Biology, Microbiology, Physiology, Zoology

Earth Science

The study of the origin, structure, and physical phenomena of the Earth and other celestial bodies. While this does cover other planets, this does not cover Dominions that exist in other dimensions; for example the Maelstrom, Underground or Ys.

Suggested Foci: Astronomy, Cartography, Ecology, Gemology, Geography, Geology, Metallurgy, Meteorology, Oceanography

Linguistics

The study of the nature, structure, and variation of language and symbols. Characters do not need to take Linguistics in order to speak their native tongue. They are automatically assumed to have a focus in the ability to read/write and to speak their native language with a skill equivalent to their WIL.

Suggested Foci: Read/Write (specific language), Speak (specific language), Speed Read, Cryptography, Heraldry, Modern Translator, Translation – Dead Languages, Design Con Lang, Historical Linguistics

Occult

The study of humanity's relationship to the supernatural world.

Suggested Foci: Cabalism, Demonology, Folklore, Mythology, Paranormal Studies, Theology, Witchcraft

Theoretical Sciences

Those sciences that deal with base



interactions of energy, matter and relationships of quantities.

Suggested Foci: Alchemy, Chemistry, Mathematics, Quantum Mechanics, Physics

Social Sciences

The study of human society and of individual relationships in and to society.

Suggested Foci: Anthropology, Archeology, Civics, Genealogy, Heraldry, History, Law, Philosophy, Political Science, Psychology, Sociology

Actives (Base Cost = 4)

Active skills cover those skills that are physically taxing and/or involve a great degree of hand-eye coordination such as vehicle, outdoor activities and sports-related skills. These skills are AGL-based except where noted.

Animal Discipline

(AGL & PRS by focus)

The various actions involved in working with animals, both wild and domestic.

Suggested Foci: Handling, Riding, Taming, Training

Evasion

The art of avoiding detection as a means to escape, hide or follow others.

Suggested Foci: Blending (into a crowd), Camouflage, Shadowing, Stealth

Ground Vehicle

The ability to operate standard, motorized multi-wheeled vehicles under various duress situations (i.e. car chases, shadowing someone using a vehicle). Many countries require different classes of operation licenses depending on the

type of vehicle and foci can be broken down as such by the Narrator.

Suggested Foci: Car/Truck, Construction Vehicle, Limousine, Motorcycle, Tractor-Trailer/CDL

Gymnastics

Performing trained feats of physical agility.

Suggested Foci: Acrobatics, Balancing, Breakfall, Climbing, Escape Artistry, Leaping

Pilot

The ability to operate flying craft; this skill does not apply to Mystech-based craft however.

Suggested Foci: Glider, Rotor-craft, Prop-engine, Turbine/Jet Engine, Commercial Airliner

Shipboard

The ability to operate waterborne vessels; this does not apply to Mystech-based craft however.

Suggested Foci: Canoe, Cruise Ship, Galleon, Paddleboat, Sailboat, Speedboat, Waverunner, Yacht

Sports

Recreational activities for enjoyment or competition. Sports is a Base Cost of 2 instead of 4 for Immortals only.

Suggested Foci: Ballooning, Baseball, Basketball, Cycling, Fishing, Ice Skating, Lacrosse, Rollerblading, Scuba Diving, Snow Skiing, Skydiving, Soccer, Surfing, Swimming, Track & Field, Water Skiing

Survival

The ability to take care of basics as one makes his way in the wilderness or other foreign environ.

Suggested Foci: Foraging, Hunting,



Navigation, Scouting, Shelter, Tracking, Trapping.

Combat (Base Cost = 4)

Combat skills cover attack and defense used in physical conflict. Except where noted, combat skills are AGL-based.

Dodge

The ability to avoid being struck by various incoming attacks, primarily ranged — but can be used to avoid close quarters attacks as well. Dodging involves large gross-body movements such as leaping out of the way, diving for cover and dropping low, where counterattacks and blocks are not possible. Foci for dodge are by meta-category of weapon or type.

Suggested Foci: Firearm, Melee, Missile, Thrown, Unarmed

Blade Weapons

The use of single-blade weapons used primarily for thrust and slice maneuvers at an opponent. It covers individual weapons and weapon styles of fighting.

Suggested Foci: Florentine, Great Sword, Kenjutsu, Knife, Long Sword, Short Sword

Bashing Weapon

This includes the use of handheld weapons for primarily swing maneuvers at an opponent; it includes both blunt and sharp-edged/pointed swing weapons.

Suggested Foci: Axe, Baton, Billy Club, Club, Escrima Sticks, Flail, Mace, Tonfa

Firearm

(PER-based)

This includes hand-projectile weapons using some form of chemical reaction

(such as gunpowder) to launch the projectile.

Suggested Foci: Automatic Pistols, Automatic Rifles, Black Powder, Carbine, Flintlock, Pistol, Rifle, Shotgun, Sniper Rifle, Submachine Gun

Military Weapon

(PER-based)

Modern Large-scale weapons used in battles. Base Cost for Military Weapons is 5 instead of 4.

Suggested Foci: Anti-tank Gun, Demolitions, Grenade Launcher, Machine Gun, Mortal Rail Gun, Rocket Launcher, Rotary Barrel Mini-Gun

Missile Weapon

(PER-based)

Hand-held projectile weapons that use a combination of muscle-power and a launching mechanism of some kind.

Suggested Foci: Bow, Crossbow, Sling, Slingshot

Parrying Weapon

This includes weapons designed to primarily block incoming armed and unarmed strikes. Special rules apply to using Parrying Weapons to counter incoming attacks, see Page 205.

Suggested Foci: Bracers, Buckler, Main Gauche, Parrying Dagger, Sai

Polearm Weapon

All long shafted weapons not used for throwing purposes. Note that weapons such as spear and javelin can be taken as foci in this skill when used for hand-to-hand combat instead of being thrown.

Suggested Foci: Bo Staff, Halberd, Jousting Spear, Naginata, Quarterstaff

Thrown Weapon

All hand-held projectiles launched by



throwing, not using any form of launching system.

Suggested Foci: Bola, Dagger, Grenade, Javelin, Poison Darts, Spear

Unarmed Combat

Forms of fighting without weapons, or with small improvised weapons such as broken bottles, shoes, brass knuckles, hand-held claws, etc.

Suggested Foci: Brawling, Himsati (use of claws, fangs and horns), Martial Art, Streetfighting, Wrestling (Classic of Professional)

Exotic Weapon

Each exotic weapon is not a foci, but instead a separate skill with a base cost of 2; the character still receives his foci bonus die however. Narrators may place these in other skills as foci however, if fitting in their campaign.

Suggested Exotic Skills: 3-Section Staff, Catapult, Chain, Flame Thrower, Net, Nunchaka, War Fan, Whip

Professional (Base Cost = 4)

Professional skills cover job-related skills in the modern world, a number of skills that also serve as hobby skills, and law-based skills (both enforcement and avoidance thereof). Each professional skill is based on a specific attribute

Artistry

(PRE-based)

Ability in the Fine Arts

Suggested Foci: Drawing, Painting, Sculpting, Writing (prose, journalism, lyrics)

Business

(WIL-based)

This includes the major aspects of

running a business

Suggested Foci: Advertising, Finance, Human Resources, Management, Marketing, Sales

Computer

(WIL-based)

This includes those aspects related to use of modern computers and technological devices in the mortal world. General daily use of computers and Internet Kiosks does not require a skill purchase in the game.

Suggested Foci: Hacking, Hardware, Networking, Security Systems, Software

Crafts

(WIL-based)

This includes rustics and hobbies that may or may not appear in a workplace.

Suggested Foci: Armorer, Brewer, Clothier, Gourmet Cook, Floral Arranging, Gunsmith, Jeweler (Lapidary) Leatherworker, Photography, Smith

Investigation

(PER-based)

This includes abilities in the art of assessment, followed by deduction and speculation

Suggested Foci: Criminology, Data Analysis, Forensics, Lip Reading (for any language the character has a focus in), Probing (examination of body language), Profiling

Larceny

(AGL & PER by focus)

This includes abilities used in the art of thievery and criminal professions.

Suggested Foci: Forgery, Gambling, Graft, Lock Pick, Pick Pocket, Sleight of Hand, Streetwise (urban scouting),



Underworld

Medicine

(WIL-based)

This includes ability in the art of healing.

Suggested Foci: Acupuncture, Biofeedback, First Aid, Herbalism, Meditation, Pathology, Physician, Surgery, Toxicology

Trades

(Attribute varies by type)

Each Trade is a separate professional skill bought with a base cost of 2 instead of 4; the character still receives the foci bonus however. Narrators may place these as foci within other skills if it fits their campaigns.

Suggested Trade Skills: Architect, Carpenter, Civil Engineer, Electrician, Mechanic, Plumber, Teacher (of other skill and foci)

Social (Base Cost = 4)

Social skills cover the character's ability to interact with others. These are normally PRS-based skills, but can be used as WIL-based skills, covering a character's knowledge. The usage will depend on the level of role-playing in the game. See Social Conflicts on Page 205 for more information.

Culture

(Base Cost = 2 for immortals only)

This includes those skills used to assimilate into a particular social setting. A single purchase of this skill represents a broad category of cultures, usually within a region such African Tribes, American Indian or perhaps Mediterranean. The Culture skill can be bought multiple times to represent

different regions of the world or even from other Dominions.

Suggested Foci: Customs, Etiquette, Protocol, Savoir-Faire (emulating social stratas)

Indoctrination

This includes those skills used to obtain cooperation from an unwilling target.

Suggested Foci: Brainwashing, Charm, Hypnotism, Interrogation, Intimidation, Propaganda, Taunt

Performance

This includes those skills used to entertain individuals or groups

Suggested Foci: Acting, Dancing, Disguise, Musical Instrumentation (by type), Singing, Voice Mimicry

Persuasion

This includes those skills used to win someone over to the character's viewpoint.

Suggested Foci: Bargain, Debate, Doubletalk, Negotiate, Oration, Seduction

NOTE:

Build and Repair Skills

Many of the listed foci already cover the building and repairing of many objects (Ex: Mechanic, Armorer, Hardware). For items related to a skill category that have no effective build and repair skill listed elsewhere, a B/R focus can be purchased for specifically repairing a type of item related to that skill category or focus (Ex: a focus of B/R Biology Equipment could be purchased in the Biology Skill).



Special Skills:

Aside from Serenade skills (covered next) special skills are covered in the Narrator's Guide and are not available to

starting characters. These skills cover topics such as Mystech, the Dominions, and other related subjects that starting characters will not be aware of.





CHAPTER 8 SERENADES

“The universe is full of magical things, patiently waiting for our wits to grow sharper...”

– Eden Phillpotts

The Vox gives you the power to literally lull the universe into doing your bidding. You can sing songs that reweave the tapestry of reality. A serenade can do almost anything you can imagine; the only things they are not capable of are altering or traveling to the past, traveling to the future, or creating true life.

The Aria And Human Faith

The Aria is enforced by the subconscious will of humanity. This doesn't hinder serenades on a small scale. When a serenade begins to affect a large amount of the mortal world (Meta-level area of effects as we call them), the Aria may fight back if the serenade seems out of place to the collective belief of humanity. Summoning a quick thunderstorm over a large region is not a problem. Conjuring a fireball the size of a city block is. Visibility of how the serenade manifests is a key factor: subtler serenades easily avoid this problem regardless of their effect, foci or motif.

If the serenade attempts to bend the flow of reality on too grand a scale for mortal man to accept, the Narrator decides just how well the serenade works, if at all. Often a group of Immortals will gather together to perform powerful unions of their mythical voices in order to enforce the effects of a serenade on such a grand scale. This rule applies mostly on Earth.

In other realities such as mantles the “rules of reality” may be different, allowing powerful Immortals to hurl fireballs the size of mountains.

Learning Serenades

Immortals learn serenades as song-like skills that mimic the Aria's patterns of reality, known as attentions. The attention of transformation alters living beings and objects; the attention of destruction creates forces that do damage. Immortals do not “use” serenade skills, they “sing” them using their vox. The vox vibrates beyond the hearing range of humans and most animals. Since serenades aren't sung using normal vocal chords, they work anywhere including underwater or in a vacuum.

Serenade Types

There are four types of serenades in the game. The most basic is simply called a serenade: the most common blending of a single attention, focus and the character's motif. When two characters sing similar serenades together, they can produce a single, stronger effect called a Chorus. When different serenades are sung together by one or more characters to produce a single hybrid effect, it is known as a Meld. The fourth type of serenade is a Warp, it is a permanent Meld that has become a single serenade skill in the character's arsenal. Warps

**NOTE:****The Ripple**

When a serenade disastrously fails, it creates a ripple in the Aria and exposes the character to the debilitating effects of Taint. The ripple is a sound-like vibration that can only be sensed by another aware being — believers, Drove predators, mortal sorcerers, Bright Bloods, and of course other Immortals.

Serenades the character plays upon his own person cannot cause ripples. The distance a ripple can be “heard” is determined by comparing the character’s SPT to the Distance chart levels.

cannot be Melded or Chorused. The rules for performing a Chorus or Meld are in Chapter 9.

FOCI AND MOTIFS

These are what make your serenade different from sim serenades of others.

Foci

In order to learn a serenade, the Immortal learns how to copy a specific part of an attention’s pattern, known as a focus. For example, one serenade using the attention of transformation may turn someone into a dog, but another may turn someone into a cat. The dog and the cat are both foci of a transformation based serenade. As you grow in power, you can learn multiple foci for a

**Inspirations — Tribe Osiri**

A Mystic works with a troublesome spirit

A Keeper watches over a burial temple for signs of trouble

An Emissary of Death brings news to his people



particular serenade.

The Narrator should use the same care with how broad a serenade's focus can be as he does with how broad a character's motif can be. A focus of "animals" is too broad for a transformation serenade. A focus of "dogs" would be just fine. "mind control" is a very broad focus while emotion control is not. A character can take an even narrower focus — happy or golden retriever. But most players will find that too limiting and not representative of the epic scope of powers the characters should grow into during the game.

All serenades start with one foci. Additional foci can be purchased later once the character has at least a rank of 3 in the serenade. Having another foci in a serenade cannot alter that serenade in any way other than the addition of the new focus. If it would require a different area of effect or some other enhancement or alteration, then a new serenade would have to be purchased to use that focus.

Related Foci

Serenades handle foci and dice differently than other skills. When singing a serenade and using a focus that you have, you roll both dice and take the highest result like a normal skill. If you attempt to sing the serenade with a focus that you do not have — but is closely related to one you do have in that serenade — then you roll one die. If you sing a serenade and attempt to use a focus that you do not have — and is not related to any foci you do have in that serenade — you roll one die, but you

also take a -3 penalty to the serenade skill. You must possess at least a rank of 3 in a serenade skill to sing it with unrelated foci. Unrelated foci should still be in the same overall category (in the example, cats are still four-legged mammals).

EXAMPLE:

Serenade Related Foci

A character's summoning serenade has a focus of wolves and no other foci. In a large city where he is certain there are no wolves in range, he could use it to summon dogs as a related focus. The character would only roll one die instead of two when he sings the serenade. If the character attempted to summon cats — he must have at least a rank 3 in the serenade skill — he'll roll the one die and take a -3 penalty. Cats are not closely related to wolves.

Any serenade that uses your character's motif as the basis for the focus cannot be sung with unrelated foci, only with related ones. A destructive serenade with a focus of fireball could temporarily be changed into a spear of fire, but it could not be changed into an ice spear, hail or anything else that is not a manifestation of fire.

Motifs

Every serenade has an effect whether it makes the target fly, changes their emotions, or does damage. How the serenade looks — how it manifests and gets to that end result — is based on your motif. An illusion serenade that makes you invisible will do so based on



your motif. Lightning may strike you and after the flash you are gone. You might erupt in fire as your visible image turns to ash. Your body might seemingly turn to stone and shatter into millions of pieces.

In the beginning, you won't have the wide range of effects — i.e. motifs — that more powerful Immortals have. You'll start with a single motif: a limited version of the powerful effects wielded by the Immortals that have gone down in the annals of myth and legend. If you wish to eventually become a mythical master of storms, you'll first master the power of lightning or rain. Then later you can add other motifs such as thunder or wind and create serenades using those motifs as well.

There are optional rules in the Narrator's guide concerning bonuses when a motif is already naturally present. Characters with a motif of rain might gain bonuses when there is a good rain happening. Characters with broad foci only gain those bonuses under rarer circumstances. A motif of water might only receive the bonus when near river rapids, waterfalls, waterspouts, or other powerful phenomena of water.

The Narrator makes the final decision to allow a particular motif in the game. Per Chapter 5, the Narrator should never allow all-encompassing motifs like elements, weather, people, and so forth.

SECONDARY ELEMENTS

Besides the motif and foci, there are other elements that make up a serenade:

range, duration, area of effect and visibility.

Area of Effect (AoE)

This determines how large of an area the effects of the serenade cover and how many targets can be affected. The base area of effect of a serenade is determined by the attention it is made from. By expending an Immaculum mote, a character can move a serenade up or down one level. Some serenades may require the use of a related foci when changing AoE levels.

Level 0 — Selective

A selective serenade starts off able to affect one target only. For a –2 penalty to the serenade strength total, the character can affect a number of targets up to the value of his SPT attribute. For a –4 penalty, he can double that number, and for a –6 penalty he can triple that number. The serenade is selective because you “select” individual targets that you want to affect. There is a limit: Every target must be within a number of yards — equal to your SPT — of at least one other target in order to be affected.

EXAMPLE:

Selective Targeting

A character has a destruction serenade that throws a bolt of lightning, and a SPT of 5. He takes a –2 penalty to the playing and can now affect up to 5 different targets. Each target must be within 5 yards of at least one of the other targets. The character now has a chain lightning effect. Since it is still bolts of lightning, he doesn't need to change his focus.



Level 1 — Immediate Vicinity

Any possible target — within a radius from the point you specify as the center of the serenade — is affected by it. The base radius is equal to your SPT. For a –2 penalty you can increase that to twice your SPT. For a –4 penalty you can increase that to your SPT times itself (SPT x SPT). For a –6 penalty you can increase that to your SPT cubed (SPT x SPT x SPT). Immediate Vicinity serenades do not differentiate between friend and foe. The only one immune to it would be you — if you were in the area of effect — unless you purposely desired to be affected by it.

Level 2 — Small Region

A general area would be a small city or town, a huge suburb, or any other small territory. Regions ignore the Line of Sight rules for range. Some serenades that target areas this large may encounter resistance from the collective faith of humanity. A small region should never exceed several square miles.

Level 3 — Large Region

A large city and its surrounding suburbs, a small county within a state or province, a large national park. Regions ignore the Line of Sight rules for range. Some serenades that target areas this large may encounter resistance from the collective faith of humanity. A large region should not exceed a thousand square miles.

Level 4 — Huge Region

Entire states and provinces, small countries and kingdoms. Regions ignore the Line of Sight rules for range. Some serenades that target areas this large may encounter resistance from the collective

faith of humanity. A large region should not exceed ten thousand square miles.

Level 5 — Narrator's Discretion

Serenades of this size can cover large countries, half the planet, an entire small realm. It is up to the Narrator to decide. Regions ignore the Line of Sight rules for range. Most serenades that target areas this large encounter resistance from the collective faith of humanity.

AoE Shape

The exact shape of the AoE is up to the player when they purchase the serenade, it will be based on the motif, focus and how it manifests. The numbers given in the levels are there to give an idea of the total coverage. Characters can temporarily alter the shape at will, and this is often done when selecting multiple targets in Level 0 AoEs

Multiple Targets and Target Numbers

When affecting multiple targets, each target is affected individually, comparing the appropriate attribute to the serenade total. This is especially important for area affects that have long durations; when a new target enters the area it compares to the current serenade total.

Range

Range is the maximum distance that the target (or center of effect for multiple target serenades) can be away from the character. The standard range for serenades built using most attentions is line of sight: if you can see the target you can affect it with the serenade.

A few serenades may be built with limited range, you'll note they have



lower base costs than similar serenades with line of sight for range. Immaculum cannot be used to change the range of a serenade.

Touch

This requires the character to physically make contact with the target, grabbing their arm, worn clothing, etc. It does not have to be skin to skin contact unless specified otherwise. The character may have to enter physical conflict against a target that is not willing to be touched. With an AoE the touched target is always the center of the effect.

Self

The serenade will not work on anything but the character singing the serenade, or with an AoE, the character is always at the center of the effect.

Targeting Penalties

The sense of sight is how an Immortal is able to fix on his target. Some Immortals — due to serenades or natures perhaps — have other means. If a target is somehow obscured due to environment, cover, or so great a distance that it is difficult to sense them, there is a penalty.

For targets that are approximately half obscured there is a -2 penalty. For targets that are mostly obscured there is a -4 penalty. If the target is completely obscured, but circumstances or the Immortal's non-targeting senses allow him to know where the target is, he takes a -6 penalty. If there is no way to sense the target the Immortal cannot play a serenade on it. These penalties only apply to Selective targets (AoE Level 0).

Duration

Duration is the amount of time that a serenade lasts for. Each attention has a standard duration that the majority of its serenades use. Appendix A has a Duration chart for quick reference.

Instant (Level 0)

Instant serenades end as soon as the effect takes place. The effect does not last for more than a second or two, not even a full round.

Turn (Level 1)

Turn-based serenades end after the last action of the current turn. If the serenade is played close to the end of a turn, the Narrator may allow it to continue partially or fully through the following turn as well.

Scene (Level 2)

Scene-based serenades finish their effects at the end of the current scene. If the serenade is played close to the end of the scene, the Narrator may allow it to continue partially or fully through the following turn as well. The Narrator should never inform players how close they are to the end of a scene if asked.

Act (Level 3)

Act-based serenades finish their effects at the end of the current act. If the serenade is played in the last scene of the act, the Narrator may allow it to continue to the end of the first scene of the following act. The Narrator should never inform players how close they are to the end of an act if asked.

Episode (Level 4)

Episode-based serenades finish their effects at the end of the current story-



arc. Unless played in the last scene and act of the current episode, the Narrator should not allow them to continue into the next episode.

Indefinite (Level 5)

Indefinite serenades have no set ending, they continue on for multiple episodes, possibly the entire campaign. The ending of the serenade is completely at the Narrator's discretion, but should last for at least two episodes.

Ending Serenades Early

All standard duration serenades can be ended early by a simple act of will by the character. The character expends one action to end the serenade, regardless of whether he is within line of sight of the affected target(s) or not. A character may not choose to end a serenade early for some targets and continue it for others. If a serenade it ended, it ends for all affected targets simultaneously.

Special Duration Notations

There are a number of special notations that alter a duration from its standard base.

Extended (-E)

Extended serenades continue on until the serenade has lost enough serenade strength to affect any available targets within the area of effect. Each time the serenade reaches its duration, two points of serenade strength are lost — but the effect level does not change. Once the serenade strength is equal to the lowest possible target number, it finally ends.

If the serenade affects the mind or controls a target in some way, that target

automatically makes one roll to break free of the effects any time the serenade loses strength. Such rolls are made using the most appropriate attribute of the seven main attributes (STR, AGL, END, PER, WIL, PRS or SPT). The character can still end these serenades early if he wishes.

EXAMPLE:

Extended Serenade

The Amnesia serenade has a duration level of 3 (-E). The character rolls a total serenade strength of 14, and compares that to the target's MIND of 7. A seven-point difference gives 3 effect levels. At the end of the act, the serenade strength drops from 14 to 12 and the target makes a WIL roll against a target number of 12 to break free. At the end of the next act the strength drops to 10 and the target rolls against a 10. If the target never succeeds in breaking out, the serenade simply ends when the serenade strength drops to 7. The entire time, the effect level is still at 3 though, it does not drop with the serenade strength.

Trigger (-T)

Trigger serenades cannot be ended early by the character. A circumstance, effect, or action is defined that ends the serenade early. If the defined trigger does not occur, the serenade continues for its full duration. The sleeping princess being kissed, the rising of the next full moon, and the coming of dawn are all common trigger examples.



Permanent (-P)

Permanent serenades have lasting effects that never go away except through other actions, effects or circumstances. Serenades that do damage or heal are primary examples of such. All Instant serenades are considered permanent (no notation is required) unless stated otherwise.

Visibility of Serenades

The majority of the mortal masses don't believe in supernatural powers and eternal shapeshifters. If not for Believers, mortal sorcerers, Bright Bloods and others, Immortals would be unable to wield any of their fantastical powers here on Earth. Mundane humans subconsciously ignore serenades unless they are the direct target of them or just cannot turn a blind eye to them. Their minds quickly explain away anything caught out of the corner of their eye. When a mundane human is faced with the truth of what lies beyond the veil, the results can be unpredictable at best. The psyche of the hapless mortal can be torn asunder, creating mental anguish beyond what they are able to cope with.

Those aware and able to interact with the supernatural can see the formation of the serenade, and also see who it is connected to. They will see the bolt of lightning come down from the sky and strike your hand to form the sword, the wolf pack that runs up to you and patiently awaits your command, the fireball that sails down the alleyway, and the trail of rose petals leading to your very feet. Serenades have a visible connection to you, based on your motif, unless their description states otherwise.

Immaculum and Serenades

Immaculum motes can do more than boost attributes, as shown in Chapter 7. They can temporarily alter the secondary elements of serenades. Any expenditure of Immaculum motes must be announced before the skill roll is made. No more than two Immaculum motes can be spent on a single serenade roll.

AoE

The base level can be changed a maximum of one level up or down by expending a mote of Immaculum.

Duration

The base level can be changed a maximum of one level up by expending a mote of Immaculum. No Immaculum is needed to end a serenade early. Durations cannot be changed if they have the -E, -T, or -P notation.

Visibility

One mote of Immaculum hides the connection you have to the serenade. This is most helpful in creating illusions and control serenades in the midst of a crowd. Some attentions can have their serenades almost completely hidden in this way, others will seem to manifest from another convenient location. The attention's description will provide details concerning how it can be hidden.

Serenade Targets

The target of a serenade is based on its parent attention. The target number is usually equal to the BODY, MIND or SPT of the target. Even inanimate objects have a BODY, and many have a MIND. Items enchanted with life force have all three: they are living entities. For those few serenades that target the



very environment — not BODY, MIND or SPT — the base target number is 6.

Using a serenade is fairly simple: it's a skill. You roll your SPT die and add your rank in the serenade plus your PER attribute value. This generates a total — the serenade strength — that must either beat a target number (uncontested roll) or beat another roll (contested roll). If you are working within a focus at the time, you roll your die twice and use the higher result.

Effect Levels and Serenade Strength

The serenade strength is compared to the target number. Every two full points it beats the target number (or contested roll) by is one effect level. Effect levels determine how well the serenade does. If a serenade equals or beats the target by only one point, there is still a visible effect, but it is not strong enough to generate an effect level.

A serenade can lose strength due to a number of factors. Each time a serenade loses strength, two points are deducted from the serenade total. If a serenade loses strength for any reason, it keeps the same effect level.

Resistance

Anytime an outside influence — beyond the simple connection created between character and target — is able to hamper the serenade's effectiveness that influence is known as a resistance. Various resistances are listed in the descriptions of the attentions. If such an influence is present or involved in the singing of a serenade, it forms a penalty against the serenade roll. You have already seen some of these in the

sections of Area of Effect and Range that can affect any serenade.

Build-up

It's one thing to use the same serenade five times against five different targets, its another to keep repeating it against the same target every round. The Aria builds up a resistance against this. If the Narrator feels that a buildup is occurring the penalty begins at -2, then goes to -4 and finally to -6 at his discretion.

SERENADE LIST

The Narrator's Guide provides optional rules for constructing custom serenades. Here in the Player's Guide we provide a list of over 100 sample serenades built from the various attentions. Just find a serenade that does roughly what you want and change the motif and focus as necessary. Secondary elements and effect levels cannot be changed. Most serenades are generic and only list a foci, it is up to your imagination to determine how your motif causes the serenade to manifest. A few (like the destruction serenades) are built around a specific motif; you will need to change the motif in order to change the focus. Feel free to change the name of the serenade to match your own focus and motif.

Each attention will list the standard target number, secondary elements, effect level and any resistance factors that apply to serenades built using it. After the attention's description is a number of sample serenades. Any deviations or additional information will be included in the serenade's description.



Each serenade lists its base cost next to the name to determine the cost to purchase it with skill build points. Serenades marked with a 🖐️ should be carefully reviewed by the Narrator; they can be very unbalancing in a game if not handled properly.

The Vogues

There are a set of serenades of which nearly every Immortal knows at least one. These are good starting serenades for characters and they are: Argus, Bastion, Metaphor, The Shout, and Xenoglossia. Each is presented in the sample serenade listings.

Attention of Destruction

Destruction serenades do physical damage to the target. These serenades

leave strong aftereffects. Lighting a tree on fire may cause other nearby items to catch fire naturally for example.

Target: BODY

Duration: 0 — Instant

AoE: 0 — Selective

Resistance: None

Focus: Based on character's motif

Effect: Each effect level marks off one health box.

Visibility: Destruction serenades can appear to come from somewhere else but by their very essence cannot be truly hidden.

When a destruction serenade is increased, it doesn't go up a level, it takes on the (-E) notation instead. Destruction serenades ignore mundane armor worn by a target.

Deadly Swarm (Base Cost 6)

AoE: 1

Focus: Swarm of biting/stinging insects

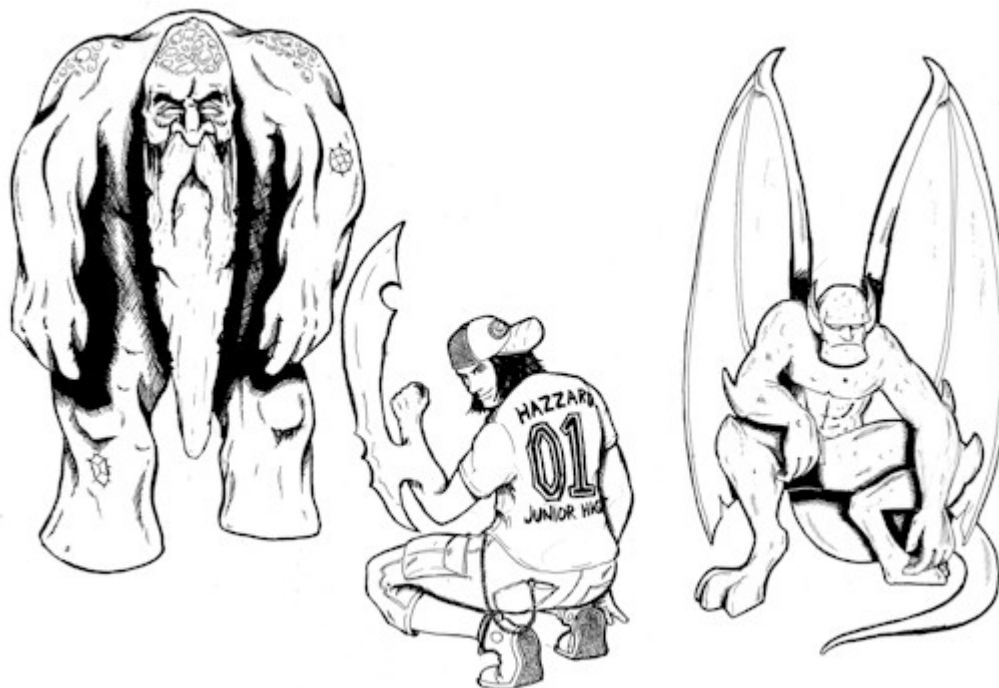
Effect: The character hums and buzzes slightly, and a stream of insects pour forth from the nearest nest/hive/etc. The stream is far larger than the hive could hold, and it forms a huge cloud that attacks everything in the area.

Ember (Base Cost 6)

Duration: 0 (-E)

Focus: Spontaneous Combustion (Fire)

Effect: The target erupts into a gout of flame, taking damage once per round. The target burns until the serenade total drops to its BODY. Mundane attempts to put out the fire (water, smothering, etc.) will not put the fire out, but will



Inspirations — Tribe Peri

An Emissary makes his way through Underground to meet with a local Regent

A Slayer begins to shift to his Artifice form

A Scourge watches from the rooftops for signs of trouble

decrease the strength at least some.

Fireball (Base Cost 6)

AoE: 1

Focus: Fireball

Effect: The character manifests a ball of fire over his head and directs it at the target area. It instantly travels there and explodes outwards covering the AoE.

Hailstorm (Base Cost 6)

AoE: 2

Focus: Hailstones (Ice Motif)

Effect: The character blows icy breath into his cupped hands, revealing a ball of ice that he drops on the ground. Immediately the sky grows dark and huge hailstones drop from the sky into the affected area. The stones will

bounce off objects to reach characters protected by overhead shelter when possible

Mind Storm (Base Cost 5)

Target: MIND

Focus: Rain

Effect: The character manifests droplets of water that fly through the air and continuously drop down onto the target, creating a cacophony of mind-rending sound within the target's mind.

RendingVines (Base Cost 6)

AoE: 1

Focus: Thorny Vines (Vines)

Effect: The character points at the ground and huge vines erupt from the ground, grabbing and tearing at all



possible targets in the AoE.

Spear of Destiny (Base Cost 5)

Focus: Jagged Spear (Metal)

Effect: A magical spear manifests in the character's hand and is thrown with uncanny accuracy at the target, the spear only misses if the serenade total does not generate an effect level.

Surge (Base Cost 5)

Focus: Lightning

Effect: Lightning leaps from the character's hands at the target.

The Shout (Base Cost 4) (VOGUE)

Focus: Himsati Cry/Howl/Call

Effect: This is the only known exception for destruction serenades in that it uses the cry, howl or call of the character's own himsati as the focus. The character's vocal chords temporarily revert to himsati as he lets out a shockwave based on his himsati.

Thundercrack (Base Cost 6)

AoE: 1

Focus: Cone of Rolling Thunder

Effect: The character slams his hands together, causing an ear-splitting rolling blast of thunder to ripple out in a cone-shape (same rough area as AoE 1 radius).

Wolven Rage (Base Cost 6)

Duration: 0 (-E)

Focus: Mystical Wolf Spirit (Wolves)

Effect: The character lets out a wolf-

howl and a spiritual wolf appears from nearby, leaving a glowing trail. The spirit circles the target, diving in and attacking, doing damage to the target once per round until the serenade strength drops to the target's BODY.

Attention of Obstruction

Obstruction serenades stop a target from going somewhere. Usually this is in the form of some kind of restraint against the target.

Target: BODY or 6 (see below)

Duration: 2 — Scene

AoE: 0 — Selective

Focus: Often based on the character's motif, the general form the obstruction takes is the focus.

Effect: Each effect level creates 1 BODY of inanimate matter (even if it looks and acts alive) that must be broken through using the rules on Breaking Things in Chapter 9.

Visibility: Obstruction serenades can appear to come from somewhere else but by their very essence cannot be truly hidden.

Obstruction serenades can be used to create a general blockage, by targeting the environment (target number 6) which creates inanimate BODY that must be overcome for anyone to pass through the area it occupies.

When restraining a target, the character can add his own STR as additional armor to the BODY, assuming the way the serenade manifested makes sense to



allow such. Targets normally use STR to break out of the restraint or through the blockage, and can attempt to break through as often as they have actions.

Constrictor (Base Cost 4)

Duration: 1 (-E)

Focus: Boa Constrictor (Snakes)

Effect: The character manifests a magical boa constrictor that wraps around and holds the target.

Embrace (Base Cost 3)

Range: Touch

Duration: 2 (-T)

Focus: Immobilizing Touch

Effect: The character touches his target; his motif covers the target, making it impossible to move. If the character stops touching the target however, he is immediately freed. This may require a physical conflict in order to touch the target.

Filament (Base Cost 4)

Duration: 2 (-E)

Focus: Webbing

Effect: The character spins threads out of anything he touches, the webs then spray out and entangle the target. Eventually the webs weaken and the target can get free.

Frostwall (Base Cost 5) (WARP)

Target: 6

AoE: 1

Duration: 1 (-E)

Focus: Wall of super-cold ice

Effect: Frostwall borrows from the

attention of destruction. It creates a wall of ice that must be broken through; however, it is so cold that anything touching it takes frostbite damage every round they touch it (mundane protective clothing will not resist this damage). The current strength is compared to the BODY of anyone who touches the wall to determine damage.

Gorgon (Base Cost 4)

AoE: 0

Duration: 2 (-E)

Focus: Stone

Effect: The character turns the target to stone.

Hedgemaze (Base Cost 5)

Target: 6

AoE: 1

Duration: 2 (-T)

Focus: Bushes

Effect: Anyone in the AoE finds themselves trapped in a hedge maze. The maze even grows over the target's head to prevent him from climbing out. The target can try to break his way through or he can search for the exit. If he finds the exit, the serenade ends immediately. The serenade total should be used as the target number to search for the exit, plus any applicable bonuses or penalties. Eventually the hedge shrivels up and crumbles at the end of the duration.

Metalstuck (Base Cost 5)

AoE: 1

Focus: Magnetism

Effect: An area effect restraint, the character conjures a small metal object



at the center of the AoE and all characters cannot pull free from the area as they are spiritually magnetized to the object.

Mindwave (Base Cost 4)

Target: MIND

Focus: Writer's Block (Poetry)

Effect: The target's head is filled with so much prose that he cannot think straight enough to do anything. Since this serenade targets the MIND, the target must use his WIL to break free instead of his STR.

Quake (Base Cost 4)

Focus: Creating Chasms (Earth)

Effect: The character conjures and tosses a small stone at the ground. The ground shakes and trembles as chasms open up that swallow up the target and close him. The target must then dig his way out of the underground chasm or wait until the aftershocks open the ground back up again to release him at the end of the scene.

Weld (Base Cost 5)

AoE: Special (See Below)

Focus: Stick Together

Effect: The character sticks two or things together: two inanimate objects, two living creatures, or a living creature and an inanimate object. The serenade is already designed to affect a number of targets up to the character's SPT, so the -2 penalty is ignored. Attempting to stick together more targets would incur the -4 or -6 penalty. Each target breaks free from the weld based on the effect level he is under.

Attention of Mimicry

Mimicry serenades copy aspects of the target. Effect levels determine how long the copy lasts. Mimicry can copy nearly any aspect from natures and skills, to "cloning" a physical being or object

Target: BODY

Duration: By Effect Level

AoE: 0 — Selective

Focus: What is being copied (natures, skills, looks and so forth).

Effect: The total number of effect levels are compared to the Duration chart to see how long the recipient keeps the copied item.

Visibility: Mimicry serenades can appear to come from somewhere else but by their very essence cannot be truly hidden.

The character does not have to be the recipient of the copied aspect. He can choose to affect multiple targets; the effect level against the recipient determines the time the copied aspect is held. If something measurable is taken (natures, skills, and so forth), the recipient gains it at the same rank/level the target has it at.

Complex mimicry attempts to copy multiple aspects at once. Copying a related set is a -2 penalty. Copying all natures to mimic the target's himsati is an example. Copying an unrelated set is a -4 penalty. Copying everything — creating a clone — is a -6 penalty. The clone of a living being is not truly alive, it has no SPT.



When you mimic, you must state what you are attempting to take before making the serenade roll.

Epitome (Base Cost 4)

Focus: Copy Himsati Natures

Effect: The character manifests a chaotic whirlwind from his motif, surrounding the target and recipient. The character chooses which nature(s) he is attempting to copy before making the roll. The serenade works on mortal animals as well, granting the recipient only base levels in the appropriate natures. There are exceptions — such as a cheetah having a high Hyper nature.

Rapier (Base Cost 3)

Range: Self Only

Focus: Weapon Natures

Effect: The character activates one or more of his natures and then manifests the power of his motif. It grabs up the natures and places them into a weapon of the character's choosing. If the weapon is given to another individual, it uses their attributes with the natures as appropriate. The wielder must expend at least passive actions to use the natures in the weapon. This is a good serenade for natures like Beauty, Deafen, Discorporate, Poison, Secrete and Terrible Countenance.

Gemetria (Base Cost 5) (WARP)

Range: Self Only

Focus: Escaping Himsati Copies

Effect: The character is changed into multiple copies of his himsati that flee

the area and attempt to “rejoin” and reform the character at the end of the duration. Even if all but one clone is destroyed, that one clone reforms into the character's human form. There is no resistance for complexity since the character is copying himself.

The serenade borrows from the aperture attention (covered in the Narrator's Guide) allowing the SPT and Vox of the character to move between the clones. The higher the effect level, the longer the clones are willing to stay apart.

The character can make a number of clones based on the same penalty as affecting multiple targets. One clone at no penalty, a number up to his SPT for –2, up to twice his SPT for –4, and up to three times his SPT for –6. Very small creatures will make additional copies to fill up a volume equal to a size zero creature.

Khemia (Base Cost 5)

Focus: Copying inanimate attributes

Effect: The character can tie the attributes of one inanimate substance to another. The energetic light of fire can be placed in a diamond so that it burns without heat. Fire can be given the translucent rigidity of crystal and become unmoving stone radiating heat, or carved into a sculpture. Shadow can be placed into a woman's gown to make it move with a strange dimensionality, or the shadow can be placed into fog to make it darker. The serenade is already designed to affect a number of targets up to the character's SPT, so the –2 penalty is ignored.



Looking Glass (Base Cost 5) 🖐️ **(WARP)**

Focus: Copying past objects (mirrors)

Effect: The character can pull copies of objects out of a mirror that has reflected them at some point. The complex mimic resistance penalty is negated; objects of great complexity will not work like the original since they are merely reflections.

When the character sings the serenade, it can jump straight back to a particular point in time, or the character can scroll through time within a few rounds worth of time.

The Time penalty (see Attention of Sensation) applies to this serenade. The character should determine the serenade strength, and then he can pull out any object he wishes whose BODY is low enough to give him at least one effect level.

Reflection (Base Cost 4)

Target: MIND

Focus: Copying Persona

Effect: The character's motif lightly touches upon the target, returning to the recipient and bringing a copy of what makes the target special: his persona, predilection, mannerisms, way of thinking, and so forth. The recipient can imitate the target flawlessly, switching back and forth between his normal persona and the target's at will. While using the target's persona, even mystical scans would reveal the recipient to have the target's persona, predilection and so forth. The character will always incur the complex mimic serenade at -4.

Simulacrum (Base Cost 6)

Range: Touch

Focus: Clone a human

Effect: The target is covered with the character's motif. The motif sloughs off the target forming into a duplicate. The clone will have no SPT and will have one less point in each of the other six attributes.

The duplicate does not truly have the mind and spirit of the original, so it will act slightly childlike without some way to assist it in how to act. It does not actually possess any of the skills or special abilities either, just a passing familiarity.

The complex mimic penalty is not applied as it is factored into the base cost for the serenade.

Attention of Illusion

Illusions fool the minds of those who fall under their power. With an illusion, the serenade total is the most important factor in its believability; effect levels usually gauge secondary effects (as described in the samples).

Target: MIND

Duration: 2 — Scene

AoE: 1 — Immediate Vicinity

Foci: What is the illusion of?

Effect: If the serenade strength is higher than the MIND of a target that enters the AoE he is fooled by the illusion. Effect levels determine how intricately the illusion can interact with the target without rousing suspicion. Anything that causes a target to question the



illusion forces it to lose two points of serenade strength. The target immediately makes a PER roll to see the pierce the illusion.

Visibility: Illusions can be almost completely hidden, but a touch of the motif must still be possible to spot by those perceptive or knowing to look for it at the moment of the serenade's creation.

Attempting to trick someone into truly harming themselves drops the strength automatically. Making them believe they are harmed or damaged when they are not is perfectly acceptable and can create pain or other penalties as appropriate.

Illusions can be placed on one specific object or being which becomes the center of the AoE wherever it goes or is moved to. Others benefiting from the illusion must stay within the AoE if it moves or the illusion stops working on them.

Fooling other forms of perception beyond a living mind (mechanical vision, mystical senses such as serenades) incurs a -2 resistance penalty to the serenade roll.

Appendix A has a general Illusion chart.

Chevron (3)

Range: Self Only

Focus: False attribute levels

Effect: The serenade makes someone seem more powerful than they are, especially to mystical forms of scanning. The recipient seems as if his attributes

are higher than they truly are, the person seems stronger, more dynamic, more agile, and so forth. It doesn't really increase any attributes so if the recipient of the illusion is tested he will likely fail that test. Each effect level gives the recipient one more "point" in each of the seven attributes — or the points can cluster in only some attributes instead.

The illusion will be questioned automatically if a normal human appears to have higher than a 5 in just about any attribute, or an Immortal has higher than a 9.

The -2 resistance for fooling mystical senses is factored into the cost and is not applied to this serenade.

Dim (3)

Range: Self Only

Duration: 2 (-T)

Focus: Appear dead/inanimate

Effect: Makes the living aura of the target transparent to mystical senses and as a side effect makes the character appear dead to inspection by mortals. Mystical senses that do not rely on a form of vision will perceive the character as nothing more than an inanimate object. If the character moves while in contact with another living aura, the serenade ends immediately. The character may choose to leave part of his living auras (attributes) undimmed so that he merely appears weaker than he really is (opposite of Chevron).

Effect levels become bonuses to any kind of Evasion roll to avoid being detected by anything that tracks by aura rather than by normal sight or smell.



The -2 resistance for fooling mystical senses is factored into the cost and is not applied to this serenade.

Domino (4) **(WARP)**

Duration: 2 (-T)

Focus: Appear as a trusted individual

Effect: Borrowing from the attention of communication, the serenade sets up a minor telepathic link between the character and any targets he interacts with for the duration of the serenade. It uses the target's own thoughts to feed clues — in the form of stray thoughts — back to the character to assist in keeping up the illusion.

The illusion causes the character to appear someone the target trusts, admires and respects. The character appears different to each target; character take a risk if they attempt to interact with two targets simultaneously, if even one target catches on, the serenade ends.

The chart suggests how the character may appear based on the effect level generated on a given target. The character can select targets up to twice his SPT, with targets possibly moving in and out of the area of effect.

Metaphor (3) **(VOGUE)**

Focus: Becoming Nondescript

Effect: The recipient of this serenade blends into the crowd around him, everything about him becomes plain and ignorable. He appears to be whatever various onlookers expect him to be as

Effect Lvl Domino suggested illusions

- | | |
|---|--|
| 1 | Generic: Appears as random fireman, policeman, doctor, priest, etc. |
| 2 | Frequent light social contact: Neighbor, mailman, distant relative |
| 3 | Admired personage: Favorite movie star, sports figure, love interest, politician |
| 4 | Close contact: Sibling, parent, spouse, child |
| 5 | Implicit trust: Angel, ghost of long-lost parent, earth spirit, etc. |

they rush through their day. Those around the recipient simply ignore the strange armor, weapons, clothing and himsati natures the character may have active or on his person.

Effect levels count as automatic Evasion bonuses to not being noticed. When someone is actively searching for the recipient of the serenade.

Rialla (3)

Focus: False Gathering

Effect: The serenade creates the illusion of a gathering of people: a meeting, conference, party, and so forth. Appropriate sights, sounds, smells, and even touch are created for those interacting with the illusion. The serenade can also “decorate” the surroundings to match the type of gathering created.

Of course, any drink or food is not real and once the illusion wears off the



targets will feel strangely hungry or thirsty again.

The Ripple (3)

AoE: 2

Focus: Creating a False Ripple

Effect: A favorite among the Slayer Calling, it sends out a ripple using the character's motif, in order to draw in enemies. Effect levels determine how strong the Immortal making the "ripple" appears to be.

Effect Lvl	Suggested Ripple level
1	Weak, just awoke from lethe
2	Young, less than 100 years since coming out of lethe
3	Moderately powerful Immortal of a few hundred years of age.
4	Very powerful Immortal of a thousand or more years possibly
5	On the verge of Transcendence



Inspirations — Tribe Phoenix

A Slayer burns away the taint of the enemy

A Probe peers into the fiery soul of magic and time

An Emissary shifts to his smoke himsati to travel abroad



Veil (3)

Duration: 2 (-T)

Focus: Turn Invisible

Effect: People don't see the recipient of the serenade at all. Light seems to pass through him. It even slightly dampens smell and sound that originates from the recipient. If the recipient comes in physical contact with someone in the AoE, the effect is immediately broken. Effect levels can aid various forms of Evasion. The -2 resistance can allow the fooling of cameras and mystical senses as well.

Attention of Protection

Protection serenades stop damage. It might create a force field, armor, increased END, a deflection power, and so forth.

Target: BODY

Duration: 2 — Scene

AoE: 0 — Selective

Foci: How the serenade protects the target.

Effect: Each effect level generates one point of armor, END, BODY or other appropriate defense.

Visibility: A protection serenade can seem to come from somewhere else, but cannot truly be hidden.

Protection serenades are mystical, unless the source of damage has a good way to get around the protection it counts. Destruction serenades — depending on how they are formed — can get around a Protection serenade depending on how it is formed. A stone wall will not protect

against a fireball if it manifests on the same side of the wall as the protected characters.

Protection serenades work with other forms of protection (natures, mundane armor, and so forth). If the protection duplicates something that is already existing it will integrate temporarily into the existing protection, increasing its value by the effect level.

Protection serenades can also protect against other types of specific effects such as environmental effects, mental manipulation, and more. A target cannot have multiple protection serenades affecting him simultaneously. The one with the highest serenade strength takes the place of the lower one.

If the character wishes to provide multiple forms of protection there is a -2 resistance per additional form. This cannot effectively “double” the protection. Example: It could not be used to create armor and add to BODY to defend against attacks. It could be used as armor against physical damage and add to END for the sole purpose of resisting environmental effects.

Bastion (Base Cost 3) (VOGUE)

Focus: The character's motif is used.

Effect: This covers the target's entire body using some form of the character's own motif and protects against all forms of damage that target the BODY (including physical attacks from weapons). Each effect level provides one point of mystical armor.



Cacophony (Base Cost 4)

Focus: Serenade protection

Effect: The character uses his motif to begin shifting the target's attributes out of phase, creating a chaotic fugue that becomes harder to target with a serenade. The target number is the highest of his BODY, MIND or SPT. Each effect level provides 1 point of defense against incoming serenades. This requires a -4 resistance penalty since it protects three attributes at once.

Lightning Sphere (Base Cost 5)

AoE: 1

Focus: Force Field (Lightning)

Effect: The character creates a ball of lightning that expands out and surrounds a small area, weakening incoming attacks. Any attacks must first penetrate the armor provided by the shield, before any damage can be applied to a target inside the shield. All targets inside the sphere are given the same points of protection.

Rigor (Base Cost 3)

Range: 0

Focus: Surviving the elements

Effect: Each effect level grants the character additional points of END for the sole purpose of resisting hostile elements created by the environment: cold, heat, harsh winds, and so forth. It allows the character go longer without becoming hungry or thirsty, survive in a cold winter region or a harsh hot desert.

Root Shield (Base Cost 4)

Duration 1 (-E)

Focus: Wooden Armor (wood)

Effect: Roots shoot up out of the ground, wrapping themselves around the target and melding together into a set of supernatural wooden armor. Each effect level grants one point of armor. An effect level of one will grant basic wood, while an effect level of 5 or more seems stronger than petrified wood. Over the course of the battle, the wood is chipped away by attacks.

EXAMPLE:**Integrating Protection**

A character plays the Root Shield serenade to cover himself in wooden armor. He is already wearing a suit of armor so the serenade integrates itself into the metal suit of armor, carving intricate patterns into the metal surface of leaves and roots, etc.

Thinkbox (Base Cost 3)

Focus: Geometric Patterns

Effect: Each effect level grants the character additional points of MIND to resist being mentally manipulated by mystical effects. A glowing ever-changing geometric pattern whirls around the target, protecting him from serenades and other mystical forms of MIND-based damage or manipulation.

Zen Shadow (Base Cost 4)

Range 0

Focus: Disbelief

Effect: The character focuses his mind to such a degree that real things do not exist for him, nor can do him harm even



though they may harm someone else nearby. A “shadow” sword passes through him, “shadow” fire does not burn him.

The player rolls against his own BODY and each effect level adds to his AGL or BODY for the purpose of avoiding physical attacks and damage. He no longer physically avoids the attack but makes his standard roll for the Dodge skill. If successful, the object passes through him. This will work against items that have been magically enhanced, so long as they do not have a SPT aura.

Attention of Movement

Movement serenades provide forms of locomotion for targets, or enhance existing ones.

Target: BODY

Duration: 2 — Scene

AoE: 0 — Selective

Foci: Style and form of movement; style is usually based on character’s motif.

Effect: Grants the target a form of locomotion with a speed based on the effect level or increasing existing form of locomotion. Alternatively it can reduce speed as well.

Visibility: The serenade can appear to come from somewhere else, but cannot truly be hidden.

Each effect level doubles the current movement capability of the form of locomotion. If the target doesn’t already have that form of locomotion (flight,

walk/run, swim, crawl, burrow, swing, and so forth) the first level lets him use that form at his normal movement rates and further effect levels double it.

The character can remain in control of the target’s movement for a –2 resistance penalty. It is also possible to alter existing movement capabilities rather than speed them up.

Creeper (Base Cost 4)

Focus: Wall walking (spiders)

Effect: The character conjures a spider that he tosses at the target; the spider quickly spins a light web around the target that doesn’t impede his movement, but allows him to walk on walls and ceilings. Additional effect levels beyond the first double his movement rates.

Flux and Flow (Base Cost 4)

Focus: Wind walking (wind)

Effect: The serenade grants the user a limited flight ability, but instead of granting standard flight, it enables the target to “walk” on increasingly difficult

Effect Lvl	Suggested Flux and Flow ability
1	Mimics the balance nature, allowing walking on severely steep inclines, tightropes, etc.
2	Walk on liquids (even turbulent ones) such as a lake or across a large pool
3	Walk on walls and ceilings
4	Walk on floating dust leaves
5	Walk on flows of air, no matter how turbulent or unstable



types of surfaces at his normal combat movement rate with perfect balance. See the chart nearby for suggestions on abilities.

Froth (Base Cost 4)

Focus: Swimming (air)

Effect: A chaotic mass of bubbles surrounds the target, carrying him in whatever direction he desires (or the character desires if he uses the penalty to control the serenade). The serenade provides a form of swimming and is treated just like the Aquatic himsati nature. As a simple side effect, the target has a small limited air supply at the Narrator's discretion.

Nightcrawler (Base Cost 4)

Focus: Burrowing (creepy crawlies)

Effect: The character conjures and tosses a small worm in front the target that grows until it is about the same size as the target. A small tether appears that the character can hold onto. The worm burrows into the ground, leaving no trace behind of its passage, taking the target along, going in whatever direction the target wishes. The target takes no damage while being "pulled" by the worm.

Rade (Base Cost 4)

Duration: 2 (-T)

Focus: Riding the wake (vehicles)

Effect: The target is attached to the wake of a moving vehicle; effect levels increase the target's speed. Character floats behind vehicle so can do other things, switch positions, read, or anything else he desires. The -2 control

movement resistance is always in effect, but the character passes control to the vehicle effectively.

The vehicle will leave the target behind, but the target will continue to ride the wake until the serenade ends or the target "steps off" the wake, ending it early. If the target is forced off the wake, he takes collision damage (see Narrator's Guide).

Talaria (Base Cost 4)

Focus: Flight

Effect: The target gains a limited ability to fly. Each success levels grants greater abilities to fly, rather than standard flight speeds. Character flies based on his regular movement rates.

Effect Lvl	Suggested flight ability
1	Glide from higher to lower point
2	Target levitates.
3	Can slowly change speed and altitude based on wind currents.
4	Flies elegantly and gracefully.
5	Ignores inertia. Can hover or halt in mid-air, immediate reversal of direction is also possible.

Zoom (Base Cost 4)

Focus: Running

Effect: The target seemingly grows an extra set of legs that speed up his land-based movement.



Attention of Sensation

Sensation serenades provide forms of sensory capability for targets, or enhance existing ones.

Target: MIND

Duration: 2 — Scene

AoE: 0 (See below)

Foci: The type of sense being given.

Effect: Existing senses are enhanced, adding a bonus to PER rolls equal to the effect level. New senses create their own PER equal to the effect level.

Visibility: Sense serenades can be almost completely hidden, but a touch of the motif must still be possible to spot by those perceptive or knowing to look for it at the moment of the serenade's creation.

Sensation serenades can increase (but not create) multiple senses for a -2 resistance penalty. A sensation serenade AoE larger than 0 does not indicate selective targets, but the ability to “zoom in” with the senses on any spot in the AoE — clairvoyance. Affecting multiple targets is done as if the serenade were selective still.

Time Sensing: Characters can sense back or forward through time. -2 resistance penalty to sense backwards to the beginning of the last episode or forward to the end of the next act. -4 to sense to back as far as when the character entered lethe — or a mortal being's birth — or to sense forward to the end of the next episode. -6 (or higher) to sense back or forward beyond

those points. A character can only sense through time with senses he already possesses. Time sensing always uses the Clarity chart in Appendix A instead of creating a PER value. The future is not set, but the clearer (higher effect level) the sense is, the more likely that future will happen.

Anthropomorphis (Base Cost 5)

AoE: 1

Focus: Speaking Structures

Effect: The character targets his own MIND. Various objects in the vicinity allow him to “question” them about what they've seen. The Clarity chart determines what kind of information can be gleaned.

Argus (Base Cost 4) (VOGUE)

AoE: 3

Duration: 2 (-T)

Focus: Clairvoyant Alarms

Effect: The character leaves one or more senses behind in a spot, attached to an object, etc. As long as the character remains within the AoE, he can set it to warn him when certain circumstances occur. If attached to an object and the object moves in a way that causes the character to be out of the AoE, he cannot be alerted. The character can make a PER roll to sense what is happening.

Bare (Base Cost 3)

Focus: Sense Invisibility

Effect: The effect level becomes a PER that the target can use to sense invisible objects and beings.



Bloodhound (Base Cost 3)

Focus: Tracking Scent

Effect: The effect level becomes a PER that the target rolls as a tracking scent. Environmental penalties would obviously still apply.

Cassandra (Base Cost 4) 🖐️

Range: Self Only

Focus: Future Visions

Effect: The character peers into his own future; seeing possible events that she may be involved in. The future is not completely set, so what the character sees is a probable future. The higher the effect level, the clearer and more likely the event will happen. Immortals use this serenade with care, sometimes specifically steering away from trying to sense certain parts of the future; once you have tied yourself to a clear probability, the harder it is to steer back away from it.

Cat's Eye (Base Cost 3)

Focus: Lowlight Vision

Effect: The target gains a bonus equal to the effect level against darkness conditions.

Dowser (Base Cost 4)

Focus: Tracking Sight

Effect: The effect level becomes a PER that the target uses to track targets; it leaves an imprint upon the target's eyes of a glowing trail. This does not negate any bonuses the individual being tracked may have received from other sources; but the serenade ignores environmental penalties that would hinder mundane tracking. The target must find a clearly

marked starting point to begin the tracking.

Iris (Base Cost 6) (WARP)

AoE: 4

Focus: Sense linking

Effect: Borrowing from the communication attention, the character senses through another being within the AoE, establishing a very low level of telepathy between the target and the character. The character uses his own PER to sense through the target's senses, with a bonus equal to the effect level.

The character can communicate with the target if he desires and even allow the target to sense through the character at will. The character can only hear thoughts from the target specifically directed at the character and vice versa.

Minutia (Base Cost 3)

Duration: 1 (-E)

Focus: Sensing Details

Effect: The serenade focuses the awareness of the target to such a fine degree that he creates patterns deep within his psyche. By focusing on something he has just seen, heard, and so forth, he can recreate it within his mind and search for clues, subtle body language, or other things that may not have been capable of being sensed before. Each turn the serenade's strength loses power until it is gone. The serenade creates a bonus to PER rolls equal to the effect level.



Specter (Base Cost 3)

Focus: See auras

Effect: The effect level becomes a PER that the target rolls to see auras. With this the target can also see unmanifested mortal spirits and Immortal gossamers. PER rolls made using the sense can give the character an idea of the strength of the various main attributes. Targets cannot see calculated attributes or receive precise mechanics numbers. Information about attributes comes in the form of a comparison to the target's own: higher, about the same, much lower, and so forth.

Syndrome (Base Cost 3)

Focus: Item Identification

Effect: The character can identify an unknown item. Effect levels create a PER that the target rolls against the BODY (plus any bonuses for enchanted items) of the item.

Effect Lvl	Syndrome information gleaned
1	What is it called? <i>Ex: A lasergun</i>
2	What does it do? <i>Ex: Shoots a beam of light that damages things</i>
3	How do I use it? <i>Ex: Pull the trigger</i>
4	Exactly how does it work? <i>Ex: It focuses light beams through a small shard inside and uses a tiny mirror to reflect the light at a target.</i>
5	All details of the item, who made it and how old is it?

Attention of Communication

Commune serenades provide forms of communication between entities. They can provide translation, directed thoughts, left messages and more. Communication is by nature two-way; it requires additional effort to create one-way communication.

Target: MIND

Duration: 2 — Scene

AoE: 0 — Selective

Foci: Form the communication takes

Effect: The effect levels are compared to the Clarity chart to see how clear the communication is.

Visibility: Communication serenades can be almost completely hidden, but a touch of the motif must still be possible to spot by those perceptive or knowing to look for it at the moment of the serenade's creation. This is a way to make one-way communication where the character is hidden as the source or recipient.

Clarion (Base Cost 4)

Range: Self Only

AoE: 4

Focus: Call Predilections

Effect: The serenade sends out a vibration that can be sensed by other Immortals of the same predilection as the character. At the highest level those called know where the character is at in relation to them. At the lowest level they will get a sense of danger for example.



Cradle (Base Cost 6)

AoE: 3

Duration: 3

Focus: Telepathic Link

Effect: Cradle forms a telepathic link between the character and targets of his choice, so long as they are willing. For the duration, and for as long as the targets remain within an AoE of the singer, they can communicate with each other. The character is in complete control, turning on and off various targets abilities to hear and send in relation to the other targets. He is the ultimate censor in the mental link.

If any targets are not well known to the character, the Unfamiliarity penalty is used: -2 regular social contact (milkman, character's teacher, regular customer, etc.), -4 casual acquaintance (has run into once or twice and can remember their name), -6 if unfamiliar to the character.

Loa (Base Cost 3)

Range: Self Only

Focus: Communicate with Avatar

Effect: Loa partially rouses one of the character's Avatars in order to communicate with it. A character can only rouse an Avatar that he is aware of. He then has a basic conversation with the Avatar. Many Immortals only allow for short and simple effect levels; allowing higher effect levels may completely awaken the Avatar and cause it to attempt to take control over the character's body.

Manifesto (Base Cost 4)

Duration: 4 (-T)

Focus: Hidden Communiqué

Effect: The serenade creates a communication that can only be sensed by one person. The serenade is tied to an object or place and left there to wait. Once a chosen target (the trigger) comes in contact with the object or place — where they are able to see the message — the message appears, but only to the target. The character rolls against his own MIND, leaving an imprint, illusory carving, temporary note, etc. (based on his motif) strong enough to convey the message. Effect levels determine how clear the message will be to the target. This is a one-way communication using the -2 resistance; the character will not know if the target received the message or not.

Memoir (Base Cost 3)

Range: Self Only

Focus: Relive the past

Effect: The character delves into his own Vox, digging through the memories of his known Avatars. The character relives memories (sometimes only short flashes and bits and pieces) based on the effect level. If the character makes other choices, the memory becomes corrupted. The character will remember all that happened. Memoir creates an experience equal to an intense lethe fade.

Mystique (Base Cost 3)

Focus: Telepathy

Effect: The serenade creates a telepathic link between the character and the target, allowing them free communication equal to the effect level of the serenade. Once



established, the characters can go any distance from one another and still communicate. The character can read deeper thoughts in the target based on effect levels. If the character spends an Immaculum mote to hide the visibility, the target will be unaware his mind is being read at all.

**Scribe (Base Cost 5)
(WARP)**

Target: BODY

Duration: 2 (-E, -T <special see below>)

Focus: Communication Holding

Effect: The character stores real forms of normal communication in unusual manners. A diamond can store recorded sound, or a hologram can play out of the eyes of a cat. This serenade works

partially with the transform attention. The character targets the BODY of the intended object or creature which will hold the communication. Effect levels determine clarity of the playback using the Clarity chart.

The character specifies a trigger that will cause the communication to play back. He can set the trigger to be a one-time use, the communication dissipating after it plays back one time. Regardless, over time the serenade will lose strength until the communication within dissipates.

**Xenoglossia (Base Cost 3)
(VOGUE)**

Focus: Tongues

Effect: The serenade sets up a low-level



Inspirations — Tribe Protean

A Juggler scares away curious mortals from his Tribe's activities

A Scourge scours the deep seas in search of Tribal wrongdoers

A Harlequin prepares to infiltrate the aquatic nest of a group of Drove predators



telepathic link that allows a character to understand and speak various languages of those around him. At the higher effect levels the character can even appear to have a native accent to those he converses with.

Attention of Time

Time serenades adjust how a particular aspect of an object or creatures interacts with time. It does not allow a character to travel through time; nor can it stop time itself.

Target: SPT

Duration: 1 — One Turn

AoE: 0 — Selective

Foci: The aspect being affected and how it is affected.

Effect: For measurable aspects, each effect level creates one level of increase or decrease in the aspect.

Visibility: Time serenades cannot be hidden, merely appear to come from somewhere else.

Inanimate objects have no SPT, therefore the base target of 6 is used. Time can be used to speed up the movement of an object, but the attention of movement is much more suited to that and gives much greater results.

Reversing Time's Effects: Time travel is not possible, but it is possible to reverse the effects of time on a particular aspect of an object or being. To do so is a -4 resistance penalty. Whenever the effects of time are reversed, the effect is permanent; however, after the serenade

is over, the aspect will again begin to normally interact with time from the point it was reversed to.

Forwarding Time's Effects: It is not possible to forward the effects of time on an aspect of a living being: they have choice and predestined futures cannot be enforced upon them. Transformation serenades can simulate what the character *thinks* the result of forwarding a living being's aspect would be. Inanimate objects (no SPT) can have the effects of time forwarded on their various aspects however for the same -4 penalty; such changes are permanent.

Adagio (Base Cost 5)

Focus: Slow Target's Actions

Effect: Each effect level removes one of the target's actions per round, first removing each set of passive actions, then removing all standard actions. The target cannot be reduced to zero standard actions, it will have at least a minimum of one standard action per round with no passive actions left. To the affected target, the world speeds up around him and he has little time to do anything but react as quickly as possible.

EXAMPLE:

Adagio

A character with 4 standard actions (and 4 sets of passive actions, one set for each standard) is targeted by Adagio with six effect levels. The first four effect levels negate the four passive sets, the remaining two effect levels negate two of the four standard actions. The character will receive two standard actions per round for the entire turn with no passive actions..



Ambrosia (Base Cost 6) 🖐️

Duration: 1 (-P)

Focus: Reverse Aging Effects

Effect: Each effect level restores on primary attribute point lost to aging whether natural or simulated through transformations. The target will appear younger with each regained point. The serenade cannot reverse aging effects past the point of the target's physical and mental peak — therefore it won't work on children.

Calculated attributes need to be recalculated. The target does not lose any knowledge or memories from the serenade. Ambrosia cannot bring back the dead. Every attribute that is missing points due to aging must gain at least one point before a second point can be applied to a single attribute. The -4 resistance for reversing time's effects is not applied, it is factored into the cost of the serenade.

EXAMPLE:

Ambrosia

A target is 30 years past his peak. He has lost 2 STR, 2 AGL, 3 END and 1 PRS. The character achieves an effect level of 7. One point is restored in each of the target's primary attributes that is missing a point. Then a second point is restored in STR, END, and AGL. The character returns almost all the way back to his physical and mental peak, only missing one point of END.

Entropy (Base Cost 7) 🖐️

Target: 6

Duration: 1 (-P)

Focus: Forward Time's Effects on an inanimate object.

Effect: Each effect level removes 1 armor point from the target object, speeding up the effects of time on the object. It still retains its BODY, but is far easier to destroy now. The -4 resistance for forwarding time's effects is not applied, it is factored into the cost of the serenade.

Any item containing free Immaculum gains half the Immaculum motes as a resistance penalty to the serenade. Enchanted items with a SPT are effectively living beings and cannot be targeted by this serenade.

Hibernate (Base Cost 6)

Duration: 4 (-T)

Focus: Suspended animation

Effect: The serenade places the target into a state of suspended animation, where they can sleep for an incredibly lengthy period of time as their body functions slow down to miniscule rates. The target will awaken if forcibly roused; if not the serenade eventually dissipates.

Nostrum (Base Cost 6)

Duration: 1 (-P)

Focus: Healing

Effect: Each effect level restores one box of health that has been damaged, effectively speeding up the healing process.



Attention of Control

Control serenades force a target to act, think, feel, and so forth, in ways desired by the singer of the serenade. It creates levels of influence or direct intervention and action.

Target: ANY

Duration: 2 — Scene

AoE: 0 — Selective

Focus: What aspect you are controlling

Effect: Effect levels determine how much control you have over the being or object based on the Influence chart. Effect levels can also be used to calculate simple secondary effects (see serenade samples for ideas on secondary control effects).

Visibility: Control serenades can be almost completely hidden, but a touch of the motif must still be possible to spot by those perceptive or knowing to look for it at the moment of the serenade's creation. This can be used so target's of MIND-based control serenades think there actions were natural, though they may not be able to fully reconcile what they did, felt or thought.

Control serenade target the MIND most often, but can also target BODY and even SPT. Controlling the SPT can only force a target to do what it is capable of doing with the SPT by conscious choice and incurs a -2 resistance penalty.

Controlling inanimate objects incurs an Unfamiliarity penalty if the character does not understand much about what he is controlling. Controlling a toaster or a padlock is fairly simple with no resistance. Controlling a Mystech-based

computer the character knows nothing about will be a -6 resistance. The Narrator determines the resistance if the serenade does not give values.

Characters can maintain basic control of the serenade with passive actions, they can allow it to simply run its course with no actions. If the character needs precise control he will need to expend standard actions.

Amnesia (Base Cost 6)

Target: MIND

Duration: 3 (-E)

Focus: Lose memories

Effect: Effect levels force a target to forget increasingly important things. The first thing forgotten is always the fact that they were affected by the serenade. Anything that might jolt the target's missing memories back reduces the serenade strength immediately and the target makes a WIL roll to remember what was forgotten.

Animus (Base Cost 5)

Target: BODY

Focus: Devolution

Effect: This serenade targets an Immortal and forces him to shift to himsati form, keeping him that way until he breaks free. Each effect level allows you activate one nature requiring conscious activation on the target's part. Phasing and Deafen would be two examples.

**Binding (Base Cost 5)**

Target: SPT

Focus: Controlling free spirits

Effect: Effect levels allow the character to force a spiritual entity to manifest, or use its other powers.

NOTE:**Free Spirits**

The Narrator's Guide covers mortal and Immortal spirits. In general, a spirit only has a SPT attribute. It shifts these points to other attributes to manifest (PRS), possess the soulless (WIL), see the physical world (PER — they can only see life force, taint and Immaculum normally), and affect it (STR and AGL). The spirits of the mundane are minor fragments of their former selves, while Immortal spirits — gossamers — completely retain all their knowledge, intelligence and personality.

Brio (Base Cost 5)

Target: MIND

Focus: Emotion Control

Effect: The character picks an emotion and effect levels force a target away from their current mental state and towards the one chosen by the character. If the emotions are very far apart (joyous rapture versus enraged jealousy) the character may only have enough effect levels to get the target part of the way to the new mental state.

Charm (Base Cost 5)

Target: MIND

AoE: 1

Focus: Become admired

Effect: Effect levels force all targets in vicinity to have good feelings towards the someone or thing of the character's choice (usually himself). Each target compares their MIND to the serenade strength to determine effect levels of influence. At the highest levels targets can even become obsessed with the chosen being or object.

Dare (Base Cost 4)

Target: MIND

Duration: 2

Focus: Lowers Inhibitions

Effect: Effect levels force the target to lose more and more of their inhibitions, making them more susceptible towards taking risks, wild chances. It is not hypnosis, but the target becomes more apt to let down their mental guard against doing things they normally would not. It can make social conflicts go much easier.

Gremlin (Base Cost 5)

Target: BODY

Focus: Machine control

Effect: Gremlin controls machines that run on some form of power. A bicycle would not be able to be controlled, but a computer, a toaster, a ceiling fan, a Mystech device or a car could be started, stopped and forced to function as it was being used normally. One effect level is enough to force the machine to turn on and off, and go through its normal startup or shutdown procedure. At the highest levels it can be forced to push



the very limits of its capabilities.

Haspis (Base Cost 3)

Target: BODY

Focus: Lock Control

Effect: The character can lock or unlock the device for the serenade's duration. The Unfamiliarity resistance penalty applies: simple key or combination locks would not incur any penalty. Effect levels should be treated as a penalty to someone else attempting to lock or unlock the device.

Impulse (Base Cost 6)

Target: MIND

Duration: 2 (-E)

Focus: Simple Desire

Effect: Impulse puts a single thought into the affected target that they would like to obtain something, do something, talk to someone, etc. How strongly the impulse affects the character is determined by the effect levels being compared to the Influence chart.

Marionette (Base Cost 5)

Target: BODY

Focus: Telekinesis

Effect: Effect levels determine how much control the character has over the physical actions of the target. At the lowest level the target can be forced to do things like blink, wink, wiggle fingers and toes. At the highest level, every aspect from movement to speaking can be controlled. The character can simply set a general course of physical actions; if he needs more precise control he'll need to expend passive or standard actions as needed.

Prism (Base Cost 5)

Target: SPT

Duration: 2

Focus: Soul Command

Effect: Prism forces the duplication of the Aura Shifting ability, without the need for Immaculum. It also ignores the two point limit. A being can effectively be reduced to a 0 SPT attribute temporarily. Each effect level is one point of SPT that can be "pushed" into another area (same places and effects as the normal use of Aura Shifting). While strengthening various attributes it does weaken the SPT attribute itself. The -2 SPT resistance penalty applies to this serenade at all times.

Psychomachia (Base Cost 5)

Target: MIND

AoE: 1

Focus: Generate Fear

Effect: Effect levels cause levels of fear in the targets concerning something of the character's choice (object, place, being, event, and so forth). At greater levels the target's may roll a PRS roll against the serenade strength or run in blind terror.

Rave (Base Cost 4)

Target: MIND

Focus: Berserk

Effect: Rave drives the target berserk, each effect level makes it harder for the character to differentiate between friend and foe. Targets of berserk feel no pain until they have marked off a number of health boxes equal to the effect level.



Riot (Base Cost 6)

Target: MIND

AoE: 3

Focus: Angry Mob

Effect: The serenade makes all the targets in the AoE very angry about a particular subject. Each effect level influences how angry and likely they are to do something about their anger.

Somnus (Base Cost 6)

Target: MIND

Range: Special

Duration: 2

Focus: Dream Control

Effect levels (see Dream Control chart) cause more of the dream's features and environment to fall out of the target's subconscious control and into the character's conscious control. At effect level 3 and higher, the target will remember vast amounts of the dream when he awakens. The character never has control over the target's own actions and reactions in the dream.

Characters should be careful about manipulating a dream. Level 3 and higher effects can also cause actual physical damage to the target through his psyche, it is possible for a character to die in his sleep of fright or believing he is dying in the dream.

The Morpheum does not have measurable distance, so range is never a factor; instead it is based on how well the character knows the target. So the Unfamiliarity resistance penalty comes into play.

Effect Lvl.	Somnus Dream Control
1	Trivial details of the dream that the target may or may not remember: the color of a person's tie for example.
2	Minor details that the target will remember, but will have no lasting impact: right or left-handed, wearing their wedding ring or not.
3	Significant details that will give the target pause when considering them after he awakens: Colors of buildings, types of cars driven, changes to names, changes of peoples' looks, actions and attitudes.
4	Major change that will plague the target after he awakens: Changes to the buildings, cars, make everyone in the dream three feet taller.
5+	Mythical changes, the entire dream can become a fantasy world or nightmare realm. The target's subconscious mind has not lost all control over every aspect of the dream.

Attention of Probability

The sister of the attentions of time and control, probability serenades focus on the here and now, asking the question "What are the odds of...?"

Target: SPT

Range: (see below)

Duration: 2 — Scene

AoE: 0 — Selective

Focus: What the odds are being stacked for or against.



Effect: Effect levels create a penalties or bonuses. When there is no way a penalty or bonus can be involved — intangible probabilities — the Influence chart in Appendix A should be used to determine the results.

Visibility: Probability serenades cannot be hidden, but always appear to come from other sources.

Probability serenades have no range associated with them. The only requirement is that the target is in the same realm as the singer of the serenade. However, if the target is not in line of sight, the Unfamiliarity resistance penalty must be taken into account and used when appropriate.

Chaos (Base Cost 5)

Focus: Bad Luck

Effect: The serenade creates a Bad-Luck penalty that applies to any physical action the target takes while under duress. The penalty comes in the form of things that cause him to be distracted, trip up, and so forth.

Daze (Base Cost 6)

Duration: 4

Focus: Supernatural Privacy

Effect: Daze places a subtle series of obstacles in the target's way whenever they attempt to learn more about the personal identity of the character. Witnesses change their mind about speaking to the target, records are misplaced, documented proof in his possession becomes lost or damaged, fate itself conspires against him. Effect levels are compared to the Influence

chart to determine how strongly the negative influence on the search is.

Evensong (Base Cost 6)

Range: Self Only

Focus: Miracles

Effect: Evensong literally calls upon the Aria to “fix” a situation in the character's favor. The character plays against his own SPT and effect levels are compared to the Influence chart to determine how much “fixing” the Aria will do in the character's favor. The miracle will occur sometime during the scene (at the Narrator's discretion).

The character doesn't state what end result he desires, just a simple statement of situation and assistance. “Deliver me from my enemies” might result in the character stumbling onto a Ley line, or a gas main exploding and the battle abruptly ending. Starving people might gain food when a pizza delivery vehicle crashes in front of them. Imagination on the part of the Narrator is key as probabilities fluctuate wildly for the character and his immediate surroundings.

The Aria extracts a price for a character attuning to it in such a way. In order to maintain balance, at some later date the tables will turn. Though the situation may not be as grave, the same level of influence will be applied against the character in that situation. If a character abuses the power of the serenade, the Aria begins to extract a bigger price than the miracle that was granted.



Inspirations — Tribe Sharakai

A Merchant walks away satisfied from a profitable negotiation

A Mentor oversees the training of a group of Reborn

A Harlequin mentally and physically prepares himself for the task ahead

Gambit (Base Cost 5)

Focus: Good Luck

Effect: The serenade creates a Good-Luck bonus that applies to any physical action the target takes while under duress. The bonus comes in the form of supernatural concentration, allowing the Immortal to “have his game face on” so to speak.

viewpoint. The Narrator provides information by comparing the effect levels to the Influence chart. If the character continues on with the chosen action, the serenade continues. If the character chooses a different action, the serenade ends.

Probing (Base Cost 4)

Range Self Only

Duration: 2 (-T)

Focus: Second Guess

Effect: The character sings the serenade against his own SPT. Anytime the during the duration, the character can announce an action that he will take and ask the Narrator to evaluate the probable results of that action from the Narrator’s

Attention of Summoning

A sister of control and probability, summoning causes a target to make its way to the character, working with happenstance and circumstance to assist the target on its journey.

Target: SPT or 6

Range: Special

Duration: 5 — Narrator’s Discretion

AoE: 3 — Small Region



Focus: The category of beings or things that the serenade summons.

Effect: The character announces the maximum number of targets (or the size/strength of intangibles) he is attempting to summon. Effect levels determine how many (up to the maximum) arrive. Extra levels beyond the maximum act as influence; all targets start as neutral and extra effect levels increase their attitude towards the character to a more positive one.

Effect Lvl	Number of targets or size
1	Single target arrives (ex: one elephant)
2	A few targets arrive (ex: two or three police officers)
3	Up to the character's SPT (ex: a half-dozen suits of armor)
4	Up to character's SPT x 2 (ex: a large wolf pack)
5+	Up to character's SPT x SPT (ex: dozens of pigeons)

The Narrator should adjust these numbers for very small or large creatures.

Visibility: Summoning serenades can seem to come from somewhere else, but cannot truly be hidden.

Inanimate objects and other phenomenon that do not have SPT use a target number of 6. For intangible summons (a storm for example), the effect level should be compared to the Area of Effect chart using an effective SPT of 9. Extra effect levels influence the intangible in a way most benefiting

the character.

The Narrator determines when the targets arrive, based on how far away and what methods are available for them to travel. Inanimate objects will undergo simple happenstance and probability to arrive; random circumstances happen that draw it closer to the character. Living targets make their way to the character at their normal pace using standard methods to arrive.

Expediency: This resistance penalty allows the character to speed up happenstance for the targets; living targets also receive an increased sense of urgency. The guaranteed arrival only works so long as it is physically possible to reach the character in that time.

Expediency Reistance Table

Resistance	Expediency Description
-2	Arrival guaranteed within the episode if possible. Living targets go out of their way to reach the character, but remain reasonable.
-4	Arrival guaranteed within the act if possible. Living targets become insistent and are very unreasonable.
-6	Arrival guaranteed within the scene if possible. Living targets become completely obsessed, paying no heed to anything else.

Targets may not all arrive at the same time. A target will enter the AoE and



then begin to react according to its attitude towards the character, the surroundings and its natural tendencies. When the last target arrives within the AoE, the serenade is considered to be done. Things summoned do not magically go away.

While other attentions may conjure up items or creatures as special effects, they are magical creations that eventually dissipate. They are limited in how they interact with the real world. For example, the obstruction serenade known as Constrictor conjures a magical snake that only restrains a target — it does nothing more — the snake isn't truly real, it cannot engage in physical conflict.

Unique: Attempting to summon a specifically named target creates a -6 resistance penalty. Summoning a specifically named person, sports team, weapon, or other being or item would incur this penalty.

Ahimsa (Base Cost 6)

Focus: Summon Animals

Effect: The character should pick a type of animal that he summons: cats, dogs, bears, wolves, song birds, raptors (eagles, hawks, etc.), arachnids, etc.

The effect levels are designed for Size 0 creatures. Less will arrive if they are larger, but at least one creature will arrive (so long as one is within range of the serenade). More will arrive if they are smaller.

Come Hither (Base Cost 6)

Focus: Mortal paramours

Effect: The serenade reaches out to any romantic interests, casual flirtations, or intimate companions the character has.

Flying Horde (Base Cost 6)

Focus: Insects

Effect: The serenade causes all manner of predatory bugs and insects that fly to come to the character.

Malekin (Base Cost 5)

Focus: Spirits

Effect: Nearby spirits (both mortal and Immortal) are forced to appear and manifest before the player. Most often played near Shallows, it draws the spirits away from the Shallows to the character.

Welkin (Base Cost 6)

Focus: Storms

Effect: The serenade stretches out coalescing all nearby weather patterns, clouds and electrical charge in the air to form a storm over the general vicinity of the player. The effect level determines how big and violent the storm is. The storm dissipates on its own as regular weather patterns slowly restore themselves. If there is already a storm in the area, effect levels add to it.

Truly large storms (effect level 4 and 5) will carry torrential downpours of rain, dangerously high winds and lightning; the Narrator's Guide has details on environmental damage effects from lightning, fire and so forth.



Attention of Transference

Transfer serenades steal an aspect of a target, or switch identical aspects between two targets. Effect levels determine how long the stolen or switched aspects remain with their respective recipients.

Target: BODY

Duration: By Effect Level

AoE: 0 — Selective

Focus: What is being stolen (natures, skills, looks and so forth)

Effect: The total number of effect levels are compared to the Duration chart to see how long the recipient keeps the stolen aspect.

Visibility: Transfer serenades can appear to come from somewhere else (the recipient for example) but cannot be truly hidden.

The character does not have to be the recipient of the stolen aspect. He can choose to affect multiple targets; the effect level against the recipient determines the time the stolen aspect is held. Some serenades “switch” the aspects between the recipient and target, making both of them a recipient and a target. A wolf himsati could have his level 1 Tail nature switched with a chameleon himsati’s level 2 Tail nature. The wolf now has a prehensile tail that looks rather like a lizards, the chameleon now has a thick hairy tail that only acts as a club.

If something measurable is taken (natures, skills, and so forth), the recipient gains it at the same rank/level the target has it at. Transfer serenades are not capable of taking multiple

aspects at a time the way Mimicry serenades can. The choice of what specifically is taken (within the limits of the focus) must be made before the serenade is rolled. If the focus is natures, the character must choose which nature he takes before rolling.

Boon (Base Cost 5)

Focus: Borrowing Health

Effect: Each effect level transfers one unmarked health box from the target to the recipient. Any damage taken by the recipient is marked off those boxes first and do not count towards his normal health boxes or pain penalties. When the serenade ends, the boxes transfer back to the owner, with any damage then applying to the true owner of the health boxes instead.

Bubastis (Base Cost 6) 🐾

Target: SPT

Focus: Spirit Switching (animal motif)

Effect: The character switches his spirit with that of the animal (character needs to pick the type of animal when he purchases this serenade, ex: dogs, cats, wolves, bears, song birds, etc.

The Vox does not travel with the Immortal so he cannot play serenades while possessing the creature. If for some reason it has any Immaculum motes present in its auras, it cannot be possessed as such.

Unlike simply possessing a soulless mortal human however, the animal’s spirit is now trapped inside the body of the Immortal, precautions should be taken to make sure the creature does not wreak havoc. If the Immortal possesses



a nature that the animal's species could possess, he can use that nature — at its full level — while in the animal's body.

Gestalt (Base Cost 5)

Target: MIND

Focus: Skill Stealing

Effect: The serenade steals one skill from the target, that is known to the Immortal. The recipient uses the skill at its full level.

Ichor (Base Cost 6)

Target: BODY or 6

Focus: Item Linking

Duration: Special (-T)

Effect: The serenade links the character to a non-magical object with a BODY less than his own. Any damage the character takes transfers to the object. The target number is 6 or the character's own BODY, whichever is higher. In this case the character is the target and the item is the recipient. The object simply takes health boxes until it breaks, at this point the serenade ends early.

This sets up an attunement to the object that can be traced back and used against the character. A character can only be linked to one object at a time.

Ravage (Base Cost 5)

Focus: Stealing Natures

Effect: The character temporarily gains the nature of another Immortal for a duration based on the effect level.

Schizoid (Base Cost 6)

Target: MIND

Focus: Persona switching

Effect: The character's motif lightly touches upon the targets, switching between them what makes them special: their persona, predilection, mannerisms, way of thinking, and so forth. They have no choice and cannot willingly go back to their normal persona, it isn't there any longer. This serenade effectively switches the predilections of two targets.

Attention of Transformation

Transformation serenades literally alter aspects of the target.

Target: BODY

Duration: Scene / Special

AoE: 0 — Selective

Focus: What the target is being transformed into.

Effect: "Partial" transforms use the Transformation chart in Appendix A and last for a scene typically. "Total" transformations use the Duration chart in Appendix A. Alternatively effect levels can be used as straight points of effect or bonuses when appropriate.

Visibility: Transfer serenades can appear to come from somewhere else but cannot be truly hidden.

Partial transforms go in steps to transform the target and may not completely transform the target. Total transforms completely transform the target, but usually for a limited time; total transforms are also far more expensive to purchase.

**Breath (Base Cost 5)**

Focus: Lung vapor

Effect: This total transformation turns the target into vapor; able to enter the lungs of a living being, and hide within its aura until the duration of the serenade ends. In this state he cannot be harmed by non-magical weapons.

Diluenta (Base Cost 5)

Focus: Turn to liquid

Effect: This total transformation turns the target to become a pool of mobile liquid. In this state he cannot be harmed by non-magical weapons. If the character accepts a shorter duration, he can use extra effect levels as the Aquatic Nature.

Endue (Base Cost 4)

Focus: Body Weapon

Effect: This partial transformation turns one of the target's limbs into a weapon of the character's choosing. The effect level counts as the base damage. If the character were to use related foci to change the entire body into a weapon and be wielded by another, the target's STR would also count as part of the base damage.

Himalaya (Base Cost 4)

Focus: Contortion

Effect: This partial transformation makes the target's body incredibly supple, allowing him to squeeze, contort and otherwise shape his malleable body out of various restraints. Effect level counts as a bonus to escape attempts.

Mien (Base Cost 4)

Focus: Contortion

Effect: This partial transformation turns the character into another human being as compared to on the Transformation chart. Even gender can be changed.

**Mistral (Base Cost 5)
(WARP)**

AoE: 3

Focus: Wintry Scene

Effect: This partial transformation turns the immediate area into a wintry scene, combining with the power of destruction to do damage. Liquids and inanimate objects freeze over and living beings take damage by comparing the effect total against their BODY.

Tattoo (Base Cost 7) 🖐️

Focus: Skin Vault

Effect: This total transformation can take nearly anything: a person, object, even a place, and turn it into a tattoo on the character's skin for transport and safe keeping.

Storing places incurs a resistance: AoE 1 equals a -2, AoE 2 equals a -4, AoE 3 equals -6, AoE 4 equal -8. The serenade is not cumulative, storing a place does not store the living beings in it at the same time.

Zoas (Base Cost 5)

Focus: Change Himsati

Effect: This total transformation turns an Immortal's himsati into a different himsati, including changes to all necessary natures.



SERENADE NOTES

After reading through all those examples, there may be some last questions you have, so we have some last tips for you.

Minor Serenade Effects

Want to take your fireball serenade and use a small spark of it to light a torch? Want to use your Weld serenade to fix a broken chair leg? Go right ahead! There are dozens of minor applications — not even requiring a change in the serenade's foci — that you can do without rolling the dice. The effects of the serenades in this book are grand and sweeping: casting lightning bolts, turning invisible and more. Minor effects don't even require one full effect level to be successful and are the basis for the form of Mystech known as Carnals (discussed in the Narrator's Guide). They are simple ways to expand upon the uses of your serenades. The Narrator is always the final arbiter of what counts as a minor effect.

Side Effects of Serenades

You have also noticed several serenades use the effect level to determine multiple things, or that "extra" effect levels can be used for other determinations. Secondary effects are simple side-effects of the serenade, usually providing some form of bonus or penalty in addition to the serenades main effects, use them as appropriate.

To use "extra" effect levels, you usually need to state the maximum effect level you want before playing the serenade. Then anything over that counts as the "extra" effect levels.

Effect Levels and Foci

You are always welcome to adjust what the effect levels do — with the Narrator's permission — when working with related foci. Just so long as it doesn't take the serenade too far away from its intent. Speaking of which...

Serenade Intent

Intent is everything when it comes to serenades. You'll notice that you can technically create some of these serenades using a different attention than the one used. Trying to use the attention of Time instead of Movement is technically workable, but if your goal is to speed up movement, then that is the attention you want to use, its just much better at it. The same way that obstruction serenades can help protect you but they aren't designed to do such. So as you get into the Narrator's Guide's rules for creating your own custom serenades, remember that ... intent is everything.

Common Sense Guidelines for Serenade Countering

Chapter 9 has the mechanics for using one serenade to counter another. If you have a serenade that could effectively control or counter an incoming serenade you can try. But there are some common sense guidelines that you must follow — unless you are Tribe Magdalen which allows the bending of these guidelines significantly.

Guideline One: If a serenade has the same kind of effect or motif it can be used as a counter.

Guideline Two: If a serenade has a



Inspirations — Tribe Terat

A manticore Explorer sets out on an arduous journey

A Probe plumbs the depths of the Morpheum for information

A Juggler roams the frozen mountains of the North, confusing curious mortals

completely opposite motif or effect (water vs. fire for example), it can work as a counter.

Guideline Three: If the serenade is built from the same attention and targets the same attribute it usually — but not always — can work as a counter.

Remember, you cannot counter something you don't know about. In the midst of a heated battle with serenades flying everywhere, you may or may not know that a serenade is headed your way until it is far too late. The Narrator is the final arbiter in deciding if you are able to sense a serenade in time to counter it. The mechanics for countering serenades are located in Chapter 9.

Stating Desired Effect

You should always state the desired effect before rolling your serenade, even if it is to say you want to achieve the maximum possible. You can overdo it if not careful: there are times when having everyone become obsessed with you after playing a Charm serenade can be more of a hindrance than a help. Especially if you only wanted to Charm one person!

Other Attentions

Yes there are other attentions, like aperture, progeneration, and animate. These are going to be covered in the Narrator's Guide since their uses aren't very common for the Himsati Race.



CHAPTER 9

CONFLICT

“When you argue with reality, you lose – but only 100% of the time”
– Byron Katie

The essence of drama is conflict. No conflict, no drama; no drama, no story. The tales of mythology are all about conflict of every kind. Vengeful gods do battle in the heavens, jealous wives conspire against unfaithful husbands, terrible beasts threaten the mortal world, and the gods and heroes must protect the mortal world from them all. Whenever two parties disagree on something, you have conflict. In some cases you don't have to adjudicate the conflict—one side is clearly in the right or is strong/wily/smart enough to win the fight. In closer calls, you have to resort to a common set of rules to determine the winner of a conflict.

These rules are here only for your enjoyment, to provide a fair and equitable situation for all the characters in the game. The Narrator should be trusted to make fair decisions during the game. If your group does not like a particular rule, do not use it, you are free to make up your own rules; but the Narrator is always the final say on any rule changes. The Narrator should also be consistent with any rules used in the game.

As discussed at the beginning of the second half of this book, we have a basic set of mechanics that we use to resolve conflicts where the outcome is uncertain. All conflict is resolved in one of two

ways. Opposed conflict involves some other entity or force that is actively interfering with the success of your actions. A sword fight, a game of chess, or a tug of war contest would all be opposed conflicts. Unopposed leaves nothing impeding your success save your own skill, luck, the situation, and so forth. Programming a computer, climbing a cliff, or building a piece of machinery would each be an uncontested conflict. In both cases there may be penalties, situational factors that impede your success, but do not actively try to stop you.

First you have to decide what kind of conflict is in play at the time. We broadly define three kinds of conflict for Immortal Invisible War: Physical conflict (fights, which are opposed, and physical feats, which are unopposed), social conflict (everything from interrogation sessions and tribal politics to seducing a target of desire are social conflicts; by nature all social conflict is opposed), and supernatural conflict (most typically these are serenades and other mystical abilities, each of which is taken on a case-by-case basis to determine if it is opposed or unopposed). You may have multiple kinds of conflict happening at the same time, but the basic mechanics work the same way regardless of what kind. We'll present a complex combat example later in the



chapter so you can see how the mechanics all interact together.

RECAP

Let's go back over the basic mechanics presented earlier in the book, and look at how they relate to conflict in the game.

Dice

Though you may not personally use each of these during the course of a particular game session, Immortal uses five different dice, denoted by the letter "d" followed by the number of faces on the die: d4, d6, d8, d10 and d12. Sometimes you may get to roll the die twice and pick the highest roll, other times you will roll the die one time only. The die you roll is determined by your Spirit (SPT) Attribute rating.

Die Rolls

When you roll the die, you add the result to the value of the attribute in use at the time, and to the value assigned to the skill (known as its Rank) if a skill is being used. If there are any penalties present, these will then be subtracted from the roll. If you are using a skill and working with a focus you have, you roll the die twice and take the highest result. The final total is compared to the target number (unopposed) or to another roll (opposed). If you roll higher, you succeed. The amount by which you win or lose the roll can have a bearing on the final outcome in the form of success levels.

Remember, simple tasks do not require a die roll, nor should unopposed tasks where your skill is higher than what is needed to accomplish the task. Opposed

tasks always require a roll, even if there is not an actual opposed roll being made.

Success Levels

Immortal uses a two-point system of success levels. Achieving a target number exactly is not considered a significant enough success to matter in continuing game-play; you want to beat the target number, and the higher you roll, the more successful you are. In some instances there are no success levels needed, you either succeed or you do not. For example, when climbing a tree you could just make one roll and if successful the tree is climbed. If the Narrator feels it will take a lot of time or there are extenuating factors, he may decide that how much you succeed by determines how far you climb in a given timeframe.

As stated earlier in the book, there are five main levels of success in the game. A number of charts are provided in Appendix A to help break down the success levels for varying types of conflicts and tasks. A level one success will only change the most trivial of details, provide the most subtle of influence, barely scratch the surface. While a level five success can wipe a person's memory of his entire life, cause city-wide illusions and perform godlike tasks. Below is quick summary of the success levels:

- Level 1 — Trivial
- Level 2 — Minor
- Level 3 — Significant
- Level 4 — Major
- Level 5 — Mythic



Target Numbers

Immortal uses a target number of 6 to represent a fairly standard unopposed task that a normal human being with standard training can accomplish without great difficulty. This is based on a human with a 3 in the appropriate Attribute and a 2 (professional) in the appropriate skill, along with a 2 SPT (giving them a d4 to roll). The average total would be a 7, which just beats the target number.

Time and Measurement

When not in a situation where timing is critical (such as a fight, or where there is a time limit involved in accomplishing an action), time is measured in the same way that most movies, plays and television shows play out.

Scene

A scene is not measured in precise fixed time. Rather it is a series of continuous and related action and dialogue taking place in a fixed setting. If the characters gather at a local restaurant to discuss a mysterious letter one of them received, the time spent acting out the characters' actions and dialogue in the restaurant would count as a scene.

Between scenes you will most likely have filler time, where players might ask the Narrator questions or announce things they would like to do. the Narrator might provide description of events that take place but are not acted out by the characters, or might simply provide the setup for the next scene.

Act

An act is a series of related scenes, and usually forms the bulk of a single session of playing the game. For example, the meeting at the restaurant might be followed by an investigation at a warehouse and a car chase through the city streets, ending with the characters captured by a Progeny. These various scenes (meeting, investigation, car chase, capture) would make up a single act. If the game session is particularly long, multiple acts might take place.

Episode

An episode is a related group of acts that form one story within the ongoing game.

Using the example given for the act above, the following act might have the characters interrogated, executing an escape plan, and then battling the Progeny and his minions and defeating them. These two acts form one episode, a single story about a traitorous Progeny that the characters

encounter. During an ongoing game of Immortal, you may tell several episodes; and even they can be linked to an overall storyline that follows through the entire game.

Round

A round is used when timing is critical, such as during a combat scene. The timing is crucial to the outcome of the combat scene, and you'll want everyone to act within the same frame of reference in regards to time. A round is equivalent to three seconds in the fictional game universe; it will take longer to play out those three seconds in real time for the Narrator and players.





Turn

A turn is equal to ten rounds, or thirty seconds and is used to keep track of short-duration powers, abilities and situations.

Time Notations

Immortal uses two time notations (especially for serenades) that can be added to the end of a stated timeframe. An **E** (example: Scene-E) indicates that the effect continues on for multiple scenes, slowly losing strength until it completely dissipates. A **P** (example: Instant-P) indicates that the effect is permanent, barring outside influences from changing it. Healing serenades would use the permanent notation for example.

Any power that deals direct damage to a target is always considered to have the **P** notation, even if not present, unless otherwise specified.

Actions

Actions are the smallest measured form of time in the game. The number of actions that you have within any given time is determined by your SPT attribute. As a rule of thumb, if something during combat requires a roll, it requires an action. In addition, activating himsati natures (whether it is one or three natures at a time) requires an action; natures that require conscious use require actions to use them once activated; and taking the time to attempt physical feats that require a roll (perception, jumping, climbing, and so forth) also require actions.

You also have passive actions, these do not use up any of your standard actions.

Passive actions include such things as shouting a quick word of warning, quickly glancing around, and counter-attacks (which are one of the only times you roll the die but don't use a standard action). In the game, passive actions are just things you can do without requiring the use of a full standard action, and are often performed at the same time as a normal action. The Narrator may limit the number of passive actions you can take alongside a particular standard action.

Common Standard Actions

- Make a melee, unarmed or ranged weapon attack.
- Activate a Gift that requires activation or a roll to work (Peri's Artifice or Merchant's Soulprice).
- Sing a serenade (only one serenade can be sung in a round).
- Activate or deactivate one or more Natures (multiple natures can be activated as a single action) or use certain natures after they have been activated.
- Draw a weapon (a gun from a holster, a sword from a scabbard).
- Take aim with a ranged weapon (each action spent aiming is a bonus of +1 to the attack roll when it is finally made).
- Get up after being knocked down.
- Maneuver to get out of a tactical disadvantage, or to try and give your opponent one.
- Switch opponents that are not in close proximity to one another.
- Ending a serenade earlier than its normal duration.
- Take time to briefly survey surroundings (make a PER roll)



Common Passive Actions

- Expend a mote of Immaculum.
- Yell for help.
- Use passive Natures (such as Blur) once activated.
- Quickly glance around (without making a PER roll).
- Defend against a physical armed or unarmed attack.

Special Actions

Some actions simply are not standard or passive. Performing the ability of aura shifting can take place only when initiative is rolled during combat. Taking control of a Soulless takes an entire turn if done in combat; stepping into mantles or on/off Ley Lines also takes one turn to complete. The Narrator will determine if an action not previously covered takes up an entire round, turn or more.

Initiative

In order to determine when and how often you can use your actions, we have a system of initiative that is used whenever time is being measured in rounds.

You roll your SPT die and add your Initiative value (PRS+AGL+PER) to the result; this is his Initiative total. The Narrator will begin counting down starting with the character having the highest total; that character will act first, and then acts again every 3 counts until he runs out of actions. As the Narrator counts down, each player goes for the first time when the count equals his total, and goes again every 3 counts until he is out of actions. You can take one standard action on your Initiative count, and may take one or more passive

actions as deemed appropriate by the Narrator.

If for any reason, the count reaches zero before you have taken all of your actions, you lose the remaining actions. If two or more characters are set to go on the same count, the one with the higher Initiative total goes first. If there is a tie for Initiative total, then it goes to Initiative value and then to SPT to break the tie.

EXAMPLE:

Initiative

If a character's Initiative total is 14, his first action will take place on Initiative count 14. He goes again on 11 if he has a 2nd action, again on 8 if he has a third action, and so forth until he has no actions left or the count reaches 0.

Other Measurements

Weight is measured in pounds and ounces; distance is measured in feet, yards and miles. You are free to convert these to other systems, such as the Metric system, if you wish.

All physical items in Immortal have a BODY rating; if the item is capable of processing (like a computer) it will also have a MIND rating. Intangible items (fire, radiation) are rated by a static number and die value, indicating its size and strength, as determined by the Narrator.



PHYSICAL CONFLICT

Whether the conflict is scaling a cliff-face or a sword fight between two age-old adversaries, physical conflict happens often in Immortal. Physical conflict occurs in two styles, physical feats and combat.

Physical Feats

Though the Narrator's Guide covers many details in regard to interacting with the environment, it's good to have an idea just how hard some things will be. After all, when you look at a tree, you usually have some idea in your head if you think you can climb it or not.

All physical feats are done as unopposed die rolls. Characters do not need specific skills or foci to attempt most general physical feats...

Breaking Thing

Characters will smash through windows, kick down doors, break apart chairs and crash through tables. All items in Immortal have a BODY rating, indicative of their overall STR, AGL and END. An object has natural armor equal to its BODY rating, and a number of health boxes equal to its BODY * BODY. If an item has additional armor beyond its normal amount, it is just added to the natural armor value.

The character makes an attack roll and applies damage as in normal combat. Armor is subtracted from the damage points and the remaining damage points are divided by two to determine how many health boxes are lost. The target number to hit an object that is immobile is 4 (larger objects grant the player a

bonus to hit if they are size +1, +2 or +3). The target number should go up based on any mobility the object might have.

EXAMPLE:

Breaking Things—Example 1

An Immortal with a 4 AGL, 5 STR, 5 SPT and a weapon that inflicts 3 points of damage tries to bash in a standard door (3 BODY). He rolls a 5 on his SPT die (a d8). He adds this to his 4 AGL to get a 9. 9 minus the target number of 4 leaves 5 points left. These are added to his 5 STR and the 3 points for the weapon for a total of 13 points. 13 points less the 3 BODY leaves 10 points or 5 health boxes damaged. This is more than enough to send the door flying off the hinges nearly broken in two.

Every time an object takes a number of health boxes equal to its BODY, it loses some functionality. For an object like a wall this makes a hole large enough for an adult human to crawl through.

1 BODY (1 health box, 1 armor)

Fragile items such as fine china dishes, writing implements, hand-held radios, or anything else that is easily smashed to bits in a single blow.

2 BODY (4 health boxes, 2 armor)

Moderately sized wooden furniture, large children's toys, desktop computers, and so forth. These items are usually nonfunctional after taking two health boxes out of the four.



3 BODY (9 health boxes, 3 armor)

Heavy furniture, doors, light walls, and so forth. After the first 3 health boxes are damaged, a standard wooden door is usually knocked off its hinges and light walls have holes in them large enough for someone to crawl through.

4 BODY (16 health boxes, 4 armor)

Cars, concrete walls, steel reinforced doors and so forth. Once the first four health boxes are damaged, a car door is ripped off the hinges and a concrete wall has a hole large enough to crawl through. However, the overall structure is still quite sound until the object has taken eight health boxes of damage.

5 BODY (25 health boxes)

Reinforced armor plated walls, steel building girders, construction vehicles, armored military vehicles, and so forth.

EXAMPLE:

Breaking Things—Example 2

A standard mortal human with a 3 STR, 3 AGL, and 2 SPT attempts to smash a wooden dining table with his bare hands. He has no skill in unarmed combat, but the Narrator decides not to impose a penalty for being unskilled. A 4-sided die is rolled for the attack and a 2 is rolled. This is added to the 3 AGL for a total of 5. The target number is four, the additional point left is added to the human's STR for a total of 4 points. The table has 2 points of armor (2 BODY for moderately sized wooden furniture) so a total of 2 points are left, which equates to one health box. He's done minor damage, but it is obviously still in good shape.

Athletic tests

The base target for all athletic tests is 6. That number can be raised or lowered, depending on the difficulty of the situation. The difficulty should always be judged against a normal human (see the preceding section on Target Numbers) attempting the feat, never against the character attempting it at the moment. The target number never goes up or down based on who is attempting the feat, only in comparison to a normal average human.

Common Athletics—Target Number 6

- Climb a tree that has limited handholds/branches
- Swim across a small turbulent lake
- Jump over a small hedge

Evasion

If you are attempting to hide, ambush, or otherwise avoid detection for a period of time the Evasion skill is used. If you make good use of the environment and/or circumstances, bonuses can be applied. If a special ability (nature, mystech, serenade or other ability) is used and cannot add to the total, you take the higher of your Evasion roll or the ability's total. Anyone attempting to detect you makes a PER roll against the total; bonuses can be given for special abilities, natures, or serenades.

Physical Combat

Physical Combat is handled as a series of contested rolls using rounds for measured time. Once the Narrator has determined that combat is about to begin, the characters should each give a general idea of their positioning, readied weapons and items, if the situation allows.



Surprise

If there is a chance that you may be surprised as combat begins, a surprise check is made before initiative rolls are made on the first round. Make a PER roll with a base target number of 6. If circumstances merit, skills such as survival, investigation, larceny or social sciences (with correct focus for the situation) may be added to the PER roll. Failure forces you to lose all passive actions, and all but one standard action which occurs on initiative count zero at the end of the first round. On following rounds you act normally.

If you are attempting to specifically surprise someone, the preceding rules for Evasion replace the base target number for the surprise check.

Step One—Initiative

Everyone rolls initiative and notes their total. The Narrator determines who has the highest total and that character goes first. The Narrator counts down, with each character going for the first time on their total roll and again every 3 counts until they run out of actions or the count reaches 0. On the first round, surprised characters take their one action at initiative count 0. If everyone has used all their actions prior to count 0, a new initiative can be rolled to start a new round.

Step Two — The Attack

During a your initiative count, you may opt to attack unarmed, melee or ranged, using the appropriate skill and focus. Roll your SPT die, and add to it the rank of the skill used plus your AGL for hand-to-hand attacks and thrown weapons, or your PER for ranged attacks

other than thrown. If you are able to use a focus within the skill, roll the SPT die a second time and pick the higher of the two rolls. This creates your attack total.

Step Three — The Defense

Defending from an attack is considered a passive action. You can make a number of defense rolls per standard action, equal to his SPT. Each successive roll incurs a cumulative -2 penalty. Mortals receive one defense roll per standard action before taking penalties.

- **Blocking:** If you are properly equipped and able to defend against the incoming physical attack, roll your SPT die and adds it to your AGL plus the combat skill being used to defend with. If this total equals or exceeds the attacker's, you have successfully defended against the attack by blocking or parrying it as appropriate.
- **Dodging:** On any initiative count that you have not made a roll for a physical action, you can instead choose to dodge. The dodge negates your next standard action. However you are not considered knocked down and do not have to spend an action to get up. The dodge's total is counted against all incoming physical attacks. Dodging is an effective means to defending against multiple incoming hand-to-hand attacks and projectile weapons where blocking is not an option. Dodging can be done unskilled with the standard penalty.

Prone/immobilized characters have a defensive total of 4. This also applies to



characters that choose not to block, parry, dodge, are surprised and so forth. Common sense rules apply when deciding what types of defense are appropriate and will work against the various forms of physical attack. Using a dagger to attempt to block the weapon fire from a machine gun is pointless.

NOTE:

Mythic Defenses

Through the use of Serenades and Mystech, Immortals can shoot bullets out of the air with their own gun, block semi-automatic gunfire with a sword and a host of other supernatural feats of defense. Mystech sources of such defense are in the form of Carnals and Enchanted items; Mystech is explained in the Narrator's Guide.

Step Four — Determine Damage

If your attack succeeds, the amount your attack roll beat the defense roll by is added to your STR and any appropriate weapon damage. For PER-based weapons, your STR is not added. The defender subtracts his END and any appropriate armor from this total. One health box is marked off of the defender's total health levels for every two full points of this final total. Any remaining points are discarded. This means that there must be at least two points in the final total for any damage to actually occur.

EXAMPLE:

Determining Damage

Attacker has a total roll of 12 and defender has a total roll of 9. Attacker has beaten defender by 3 points. Those 3 points are added to his STR (the Attacker has a 4 STR) and the weapon's damage value (a small sword with a damage value of 3) for a total of 10 damage points. The defender has 2 points of armor and an END of 3. 10 - 5 is 5 points. This forces the defender to mark off two health boxes, the remaining point is discarded.

Panacea

An Immortal's true being is his spirit; the flesh is merely a vessel that can be destroyed and recreated over the eons of time. You heal extremely quickly from non-living sources of damage. If a source of physical impact damage is not imbued with living auras, immaculum, or some other form of energy, you mark off fewer health boxes than the final damage total indicates. The number of boxes are halved (round up, minimum one box) before being marked off from your total health boxes.

Projectile weapons, falls, being hit by vehicles, all are subject to this damage reduction. Any damage from a form of energy, weapons imbued with immaculum or auras, radiation, poison, or mundane items wielded by a living being, ignores this damage reduction. The Narrator's Guide contains a potent gift of the same name that grants temporary miraculous healing rates from nearly any kind of damage.

**EXAMPLE:****Panacea**

The attacker hits the defender by driving a bus into him. After determining the total damage done by the bus and subtracting the defender's END and armor, there are 11 points left. This counts as 5 health boxes marked off. However, the Panacea reduces this to 3 boxes that are finally marked off the defender's total health boxes.

Step Five — Passive Actions

If you have not already announced such, the Narrator checks to see if there are any passive actions you wish to take.

Step Six — Continuing On

Other characters that need to go in the same initiative count now repeat steps two through five; the Narrator then proceeds to the next initiative count starting again at step one.

The effects of damage both short and long-term are covered later in this chapter under Conflict Aftermath. The charts in Appendix A have a basic weapons listing with damage values for various types of weapons and armor values for various protective items.

Holding Actions

You can choose not to act on your initiative count, instead waiting to act until later. You lose no actions unless you wait too long and there are not enough initiative counts left for you to use all your actions. If you wish to use your held action on a particular initiative

count, you go after all others on that initiative count are due to go.

EXAMPLE:**Holding Actions**

A character with 3 actions per round rolls a total initiative of 11. The character announces he wishes to hold. On initiative count 6 he states that he wishes to act; after all others on count 6 have acted, he gets to take his first action. On count 3 he can take his second action or hold again. However, he will lose his third action regardless of his choice in this example because the count will reach 0 before it would be time for him to go again.

Parrying Weapons

Some weapons are designed specifically to counter the blows of other weapons. During Step Three—The Defense, if you use a Parrying Weapon, you gain a +2 to your defense roll, however you take a -2 to your next attack roll. The Narrator's Guide has additional optional rules for Parrying Weapons.

SOCIAL CONFLICT

A spirited debate, an interrogation, seducing a target of desire, or intimidating an opponent are all forms of Social Conflict. Social Conflict is a little trickier than Physical Conflict; there are no health boxes to monitor progress. Social Conflict comes down to altering a target's mood, feelings, or the way they think and act, without the use of supernatural powers.



Inspirations — Tribe Tuatha

An Emissary makes his way through dark forested mantles

A Mystic probes the mysterious of the Wonders

A Keeper patrols the Fae Eire

Appendix A has a chart for success levels in social conflicts. Though social conflicts can take place as part of a physical combat, they generally take place outside of combat, where time is not measured in rounds and actions. When you initiate social conflict with a target, the Narrator must know two pieces of information. The first piece is how you are attempting to influence the target. The second piece is the current state of the target's feelings, mood, and/or way of thinking in relation to the character's goal.

Once that has been established, roll the appropriate social skill (rolling twice if the correct focus is in use). The target also makes a roll (using an appropriate social skill if he has it). If the target

does not have an appropriate social skill, he does not make an unskilled roll, he merely makes the roll using only the appropriate attribute (PRS or WIL). For every two full points your total beats the target's total by, you achieve one level of success in moving the target toward the desired feeling, mood or way of thinking.

Creating a Baseline

It is much easier to convince a target to tolerate something they hate, rather than get the target to like it or even love it. Setting up extremes can help in determining a baseline for gauging the success of a social conflict. This helps in determining how far away from a desired state a target is at the moment.



EXAMPLE:

Social Conflict Baselines

The target is currently angry about a situation. The character wishes calm the target down about the situation. The Narrator decides that a minor or significant success level should be enough. But if the character wanted to convince the angry target to be happy about the situation, the Narrator decides it requires a major success level since happy and angry are extreme opposites.

Social Skills as Knowledge

Some players and Narrators feel comfortable not rolling dice for social conflicts, instead simply role-playing them out, or perhaps a mix. It is possible to consider all Social skills as WIL-based knowledge skills. When using them as knowledge skills, dice rolls can be used to gauge non-verbal responses, knowledge of social tactics, etc. that may not be readily apparent or visible during a gaming session. That could be due to lack of setting, costuming, or even the simple fact that the players and Narrator don't look like the characters in play.

The players and Narrator should decide before characters are made (when possible) if social skills will be used this way. By using them in this way, it still provides a valid reason for purchasing the skills (and therefore maintaining

better game balance) and having a use for them in the game when such interactions are done purely through role-playing.

SUPERNATURAL CONFLICT

Throwing fireballs, dealing with the fading of your recent Lethe, acquiring and cleansing taint and summoning packs of wolves are examples of supernatural conflict.

Serenade Conflict

Serenades are versatile, they can be played at nearly anytime even in the midst of other types of conflicts. Though serenades are skills, they have a few differences from the standard skills presented in Chapter 7. Each serenade is unique, and has a specific type of target and target number that goes with it. Success levels for serenades are called effect levels to help differentiate between serenades and normal skills (some serenades can go higher than five effect levels). Whenever time is being measured in rounds and actions (such as in combat), only one serenade can be played per round. It takes time for the Vox to attune itself and be ready to sing another serenade. Playing a serenade is also considered a standard action during

a round — therefore it must be done during an appropriate initiative count. Once you decide on the serenade, go through the following steps to play it and determine the final effect.





Step One — Determine Target(s)

Each serenade has valid targets it can affect. Some can affect multiple targets, and yet others can affect an entire area. You must determine who or what area you are attempting to affect. The target number is based on the target's MIND or BODY, whichever is appropriate (even inanimate objects have a BODY rating); a few serenades rely on special target numbers and those are described in the description of the serenade.

Step Two — Spend Immaculum

If you wish, expend Immaculum motes to alter the serenade as discussed in Chapter 8, this must be done before the roll is made and must be announced to the Narrator.

Step Three — State desired effect

You must state the desired effect or effect level before rolling the die for the serenade. If the success level is higher than necessary, the additional levels are ignored (but the total rolled is still kept for purposes of the serenade's strength). It can be assumed when you play a serenade to do damage or provide protection, you are attempting to reach the highest level possible with the roll (unless you specifically state otherwise).

At this point the Narrator should decide if the effect will possibly be curtailed by the presence of potential mortal witnesses with true faith in the area. If so the Narrator should decide how much the serenade's effects will be lessened by and note this to himself.

Step Four — Play Serenade

Rolls your SPT die twice (or only once

if you go outside your focus) and take the highest roll. Then add you PER and rank in the serenade skill to the roll to generate the serenade's total strength.

Step Five — Serenade Counter

If the target of a serenade (or an individual within a targeted area of effect) has a serenade that could effectively counter or control an attacker's serenade, he target may roll his own serenade as a counter. If the total is equal or higher, the attacker's serenade is countered. If not, play continues directly to step 6 as if the counter never occurred. Countering is an all-or-nothing gambit; it also aborts the target's next standard action just as dodging in physical combat does.

Examples of countering a serenade:

A sudden cloudburst of rain could be used to drench a fireball. A wall of stone could be erected to stop a spear of ice, but not stop a swarm of insects (which would simply go around the wall). One illusion could disrupt another illusion.

Step Six — Determine Effect Level

The serenade's total is compared to either the BODY, MIND or Narrator assigned target number as appropriate. For every two points the serenade total beats the target number by, one effect level is achieved. Additional effect levels achieved beyond what you stated in step three are ignored. The total rolled stays the same. If the Narrator determined that human faith has weakened the serenade, the total is reduced during this step.



Step Seven — Apply Effect Level

The effect of the serenade is applied according to the individual serenade's rules.

Additional Serenade Rules

There are a number of additional rules that can be used in regards to serenades.

Extended Effects

If the serenade is extended, each time the duration passes, two points are removed from the serenade's strength total. This continues until the serenade dissipates, or when appropriate, the target breaks free of the effect. Many serenades that create illusions or affect the mind automatically allow the target to attempt to break free each time the extended duration passes. Such attempts are automatic and do not use any standard or passive actions.

Serenades upon Serenades

Serenades are not cumulative. If two serenades having the same type of effect are both played on a target, the strength of the two serenades are compared, and the higher strength takes effect, the other is disregarded. When played on a target already under the influence of a similar serenade, use the existing serenade's current strength — which will be weaker over time for an extended serenade — to make the comparison. Only through a chorus can the same type of serenade be played by different individuals and have a stronger effect on a target; otherwise only the strongest serenade takes effect.

For example, if a character were angry and a serenade made him calm and a second serenade attempted to make him happy, whichever serenade has the

higher total wins. If the first one wins, nothing changes. If the second one wins (has a higher strength), the first one dissipates as the second one takes over. They do not add together in any way, even if both serenades were to make the target happy, only one takes effect.

Chorus

Multiple characters can play their serenades together for a stronger effect. Creating a chorus requires a lead singer and at least one other character playing a serenade with the same attention and basic effect.

On the lead character's initiative count he plays his serenade, anyone who wishes to chorus with him must announce they are doing so; if the lead accepts their help, he will not roll the die for the effect until the last accepted character has sung his serenade. All other characters in the chorus must play their serenade before the lead singer's next initiative count or they will not be counted as being part of the chorus. Additional singers must also be in close proximity to the lead singer — a number of yards equal to his SPT.

All the members of the chorus — save the lead — make a serenade skill roll against a target number equal to 6 plus the lead singer's SPT; effect level is ignored. If successful, a +1 bonus is added to the final roll made by the lead singer; this is the roll applied to the target to determine the actual effect level. The maximum number of bonus points that the lead singer can gain are equal to his skill rank in the serenade.

To determine secondary elements, the lead singer uses his own area of effect,



range and duration. The lead singer may also expend immaculum to alter those per the rules in Chapter 8.

Melds

Multiple characters can play differing serenades together for alternative effects. Creating a meld requires a lead singer and at least one other character playing a serenade with a different basic effect and usually a different attention altogether.

On the lead character's initiative count he plays his serenade, anyone who wishes to meld with him must announce they are doing so; if the lead accepts their help, he will not roll the die for the effect until the last accepted character has sung his serenade. All other characters in the meld must play their serenade before the lead singer's next initiative count or they will not be counted as being part of the meld. Additional singers must also be in close proximity to the lead singer — a number of yards equal to his SPT.

Each member does not make a serenade skill roll. The lead directs the meld using his PER as part of the roll. The meld is primarily fueled by the strongest spirit in the group, so the die rolled is based on the strongest SPT. The weakest link in the meld is the person who has the lowest rank in their serenade skill, so his skill rank is added. The roll is made with one die only, the die is not rolled twice as there is no true focus to a meld.



The most restrictive duration, area of effect and range are chosen from the participating serenades and applied to the meld. Melds are tricky; the group quickly has to look at the effect levels from all their participating serenades and come up with an idea of what kind of mixed effect they are attempting to achieve. The Narrator must then decide how close the actual effect will be to what they want, and determine what the effect levels will be. The Narrator is always the final arbiter of the outcome of the meld.

An individual character can attempt to meld two or more of his own serenades together. He uses the lowest skill rank from among the serenades. As in a group meld, there is no focus so the die is rolled one time only. Additionally, for every serenade after the first, 1 point is subtracted from the total. It also takes one additional standard action per additional serenade used in the meld when performed by a single individual. For example, if three serenades are melded together 2 points are subtracted from the total and 2 extra standard actions are used to perform by the individual.

Misplaying Serenades

When a serenade is horribly misplayed, it creates a ripple in the Aria that is sensed by those attuned to it (Immortals, Believers, droves and so forth). Compare your SPT to the distance chart to determine how far away it can be heard. A PER roll versus the total



serenade roll allows someone to hear a misplayed serenade. A misplayed serenade is determined by the Narrator when you miss the target number by a great deal, or if the optional Critical Failure rules from the Narrator's Guide are being used. A misplayed serenade also causes a single mote of Taint to enter your being (but no curses come about from this... most of the time).

Fades

Fades are sparked when you are presented with a situation, person or concept that strongly resembles or has close ties to the ancient past of your Avatars. Most fades are tied to the most recent Avatar; but some are tied to older Avatars. Sometimes a fade will reveal an Avatar to you that you did not previously know about; this is the main way in which you discover and connect to Avatars in order to use memory points (see Continuing Saga later in this chapter).

The Narrator normally decides when a Fade will occur for you and sets the target number for you to resist, or to break your mind free from the fade should you begin to experience it. The target number of a simple quick fade is 6; more intense fades can have target numbers as high as 12 and last for hours. You make a simple WIL roll to resist the fade; if it fails, you can make one more attempt at any time during the fade. If that fails that you must stay with the fade until the Narrator decides that it ends.

While experiencing a fade, you are only barely aware of your surroundings. If you are doing something potentially

dangerous when a fade occurs (driving a car, walking a tightrope) the consequences are obvious. If you are forcibly roused from the fade by an outside influence (someone forcefully shakes you, you take damage, and so forth) you will immediately come out of the fade, but will continue to experience a penalty equal to half the target number for resisting the fade. This penalty lasts until the Narrator deems the fade would have ended normally.

You can attempt to force a Fade to happen and connect to an Avatar that you are aware of (you cannot force a Fade to an Avatar you don't know you have). Doing so requires a WIL roll against twice your own SPT. When forcing a Fade, the Narrator will take into account any specific questions you are seeking information about. This does not guarantee you will get the answers you seek, it is up to the Narrator. Additionally, forcing a Fade can rouse an Avatar from its slumber, and allow the Avatar to take over your physical body while you are in the Fade. More information on rising Avatars is located in the Narrator's Guide.

Gaining Life force

In order to grow to supernatural levels in attributes, to save life force in an ark — in case of physical destruction, or to gain Immaculum to power various abilities, you have to gather life force from mortals. You give up part of your life force to your ark in order to prepare it to have enough energy to draw you back and reconstitute you in the event of your physical destruction. You do this by giving up attribute points to the ark and then replacing them. In order to



replenish that from the mortals around him, you have two choices: Lulling or Sinning.

Lulling

Lulling is the accepted method by which an Immortal gathers life force from a mortal with a willing soul. Just how that mortal is made willing is up the wiles, charm, cleverness and/or power of the Immortal (note, being under the effects of a mind-controlling power does not make a mortal willing in soul, only in mind). The mortal doesn't have to understand what is truly happening; a seduced lover willingly giving himself bodily to his Immortal mistress can suffice. The mortal must be aware that there is something more than mundane happening and be willing to accept that as part of the situation; if that is achieved then the soul of the mortal is considered willing.

Once the mortal is willing in soul, you make an unopposed roll with your PRS against either the BODY or MIND of the target, whichever is higher. Every success level is one attribute that you can take from the mortal and into yourself. The attributes do not have to match, a point of WIL from a mortal can replenish a lost point of your END. The Narrator decides exactly which attribute (s) in the mortal lose the point(s), based on the situation, the mortal's beliefs, what you did to make the mortal willing, and so forth. You can choose to take less than you need, but the Lulling cannot be used to increase attributes — only replenish ones given over to an ark (or to create Immaculum, see below). It takes roughly one turn per attribute point taken.

The missing attribute points within the mortal 'heal' and replenish within a few days per point. The mortal may feel a bit odd during that time, in relation to whatever attribute(s) has been lowered. But after a few days the mortal will again feel completely normal, there is no true damage from Lulling.

If you fail the roll, no mystical penalties accrue. However, the mortal may develop a new way of thinking concerning you; especially if things got "weird" during your encounter. Mortals who experience a failed Lulling will tend to be nervous and agitated around you for some time afterwards; the next few meetings between you will be awkward at the least.

If you have excess success levels beyond the number of attribute points you take, you can use those extra levels to make the experience even more pleasant, almost dreamlike. You can use as many of the extra levels as you desire.

- One extra success level causes the mortal to be predisposed towards you the next time few times you meet (unless you do something to upset, anger, terrify or otherwise disturb the mortal's opinion of you).
- Two extra levels causes the mortal to forget your exact features, what you were wearing, how your hair was combed, how tall you were, and so forth, but the benefit of the first extra level is still retained.
- Three extra levels causes the mortal to completely forget what you looked like at all, but the benefit of



the first extra level is still retained.

- Four extra levels causes the mortal to completely forget the encounter with you that led to the Lulling. Again the first extra level's benefit is still retained though.
- Five extra levels causes the mortal to forget they ever met you, but will be well disposed to this new stranger when they next meet you for "the first time".

Sinning

Sinning is a very direct and spiritually violent method of gaining life force from a mortal. All you need to Sin from a mortal is to touch them and be able to maintain a hold on them until the act is over, it takes the same amount of time to Sin as it does to Lull. The difference is that you don't have to spend any time convincing the mortal into a willing state.

Rolls your WIL against either the BODY or MIND of the target, whichever is higher. Every success level allows the ripping of one attribute point from the mortal, to replenish one of your missing attribute points.

Any attributes points taken from the mortal do not 'heal' back without mystical aid of some sort.

If you fail, you gain a number of motes of Taint equal to the number of points you failed by, divided by two (round up). If you fail in your

attempt to Sin off of a Believer, you gain a curse. The strength of the curse is equal to the number of motes of Taint you gained. The curse should be based on a mix of the beliefs of the mortal and how you appeared (human or himsati form), acted and any powers used leading up to the Sinning itself. The Narrator's Guide provides a number of sample curses.

Regardless of success or failure, the mortal will be mentally and spiritually scarred for years. The mortal has been somehow diminished and they are aware of it. Mortals affected in this way can become psychotic; some awaken to the supernatural world, seeing what others cannot, and becoming twisted versions of the Believers Immortals so cherish.

Creating Immaculum

Immortals are incapable of creating Immaculum and must gather it from mortals. Instead of using the attribute points from Lullaby or Sin to replace your own missing attribute points, you can convert them into motes of Immaculum. Once a portion of living aura has been converted into Immaculum, it cannot be changed back.

It is a simple act of will, and no roll needs to be made to convert the attribute point into a mote of Immaculum. You can only hold a number of motes equal to twice your SPT.

Free Immaculum

By their very nature, Believers create Immaculum — a few





motes a month on their own. This Immaculum clings to their living essence. If a mortal has Immaculum, it can be taken through Lullaby or Sin, in place of attribute points — one Immaculum mote per success level. When taking Immaculum instead of attribute points, there are not attribute points lost to the mortal and therefore no chance of taint or curses. Some Believers tithe their Immaculum, leaving the motes in a special container within an Immortal's personal sanctuary.

Of even more benefit to you are Riallas: events where mortal emotions, mental states and spirituality run extremely high; Mardi Gras, New Year's Eve parties in major cities, championship sporting events, the Cherry Blossom festival in Hokkaido, and the Pamplona festival with its running of the bulls — these are all fine examples of huge Riallas known through the world.

During a Rialla a Believer will create a mote or two of Immaculum; even a member of the non-believing masses will create a lone mote. These motes do not cling to their creator, and instead float free and mingle with the ambient energies of the event. You'll gain a number of motes up to half your SPT just by participating in the festivities; the motes are simply drawn to your spirit. Truly major Riallas last for days, giving you multiple opportunities to gain Immaculum. On a smaller scale, any large festivity that creates an overwhelming sense of emotion, spirituality or mental states is a Rialla, but the total amount of Immaculum floating free is obviously much less.

Effects of Taint

Taint is gained through Sinning and the misplaying of serenades. The conflict between an Immortal and his taint can become the centerpiece of an entire story arc. The Taint rules provided here do not apply to the enemy; they have their own rules for Taint.

Strength

Taint has a strength equal to the number of motes in your system. This number also determines the die roll used when curses come into play.

Taint Motes	Die value used
1 — 2	d4
3 — 4	d6
5 — 6	d8
7 — 8	d10
9	d12

When a curse attempts to affect the world around you, the die is rolled and added to the number of motes of taint and the rank of the curse itself. This is compared to any appropriate target numbers to determine the effect level of the curse (using the Influence Chart in Appendix A). You may make a counter roll using your PRS against that total to stop the curse from manifesting at all. Doing so takes one standard action if done during combat.

There are other, more subtle ways, that taint can affect the world around you. The full rules for Taint and Curses are in the Narrator's Guide.



Taint Durations

The length of time that a curse or other taint-based malady manifests for is based on the current strength of the taint.

Taint Motes	Duration
1 — 2	Very Briefly
3 — 4	Scene
5 — 6	Act
7 +	Until at least some of the taint is cleansed.

Cleansing Taint

Two motes of Immaculum need to be expended to cleanse one mote of Taint. Pure life-force can also be expended, one attribute point can be sacrificed to cleanse away two motes of Taint at the moment you take the attribute point from a mortal (during a successful Lulling or Sinning), and only at that exact moment. If done as part of a Lulling it cleanses the Taint; if done as part of a Sinning, it forces the Taint into the mortal's aura instead, taking the place of the missing attribute and darkening the mortal's soul.

Other conflict topics, such as rising Avatars, Ennui, Morpheum conflict and so forth, will be covered in detail in the Narrator's Guide.

CONFLICT PENALTIES

Penalties are situations and circumstances you must overcome as you attempt to succeed in a conflict. Penalties add interesting twists to conflicts, at the cost of slowing down play slightly and making things more challenging for you. You've already

encountered penalties throughout this book, many of the Tribal Curses provide penalties to your rolls.

Receiving Penalties

Penalties can be encountered before the beginning of a conflict (when the Narrator wants you to know what you're up against), or they can arise unexpectedly in the midst of a conflict (the situation has changed in such a way that warrants an unforeseen penalty). Additionally, penalties can also be created intentionally, many gifts, serenades and natures can create penalties.

A penalty should only come into play if it is going to provide a significant hindrance; otherwise you are just slowing down the conflict. During measured rounds of combat, a penalty that is strong enough to hinder an opponent at least in some minor way, is worth a -2 to any rolls it might interfere with. A -4 penalty is a significant obstacle; a -6 penalty is major obstacle (which is the same as taking an average target number of 6 and making it a 12!). Just remember that two points is the equivalent of a success level.

There are a few penalties (such as Called Shot) that only affect a single action. Situational penalties (Confined Space, Sensory Suppression and so forth) should last more than a few actions if they are going to be used. A penalty that lasts only a second can be easily avoided by holding your action for a few initiative counts, so isn't worth the Narrator bringing it into play.



The Penalty List

The following is a list of common conflict penalties, it is not an all-inclusive list. The Narrator is free to create other penalties as the situation warrants. Penalties should affect whatever is most appropriate, a particular attribute, a skill use, and so forth.

Bane

Many curses can bring about penalties to you. Curses are discussed along with Boons in the Narrator's Guide.

Build-up

When the same serenade is played against the same target repeatedly.

Called Shot

When attempting to hit a large part of the target (upper body for example) -2, when attempting to hit a more specific but large area (torso for example) -4, when attempting to hit a specific spot (hands or head for example) -6.

Concealment

The target cannot be clearly seen due to some obstruction, partial or full. If a target cannot be seen due to full cover, but you are aware of their position (can hear them moving behind the car for example) you can still play a serenade, but at a -8 penalty.

Confined Space

Closed-in surroundings make fighting and maneuvering more difficult.

Cover

-2 for minor, -4 for half and -6 for nearly full.

Emotion

If you are experiencing extreme emotion (in love with, terrified of, repulsed by) in regards to an opponent.

Encumbrance

You are burdened by excessive weight beyond your carrying capacity.

Environment

You are beset by ferocious winds, slippery or unstable surfaces, deep mud, sub-zero temperatures.

Faith

Immortals are often subject to unwanted interference from mortal faith or spiritual convictions. Faith, used against you, can hamper your actions if the Narrator decides it.

Fatigue

You are exhausted either physically or mentally.

Madness

You have succumbed, at least partially, to the stress of eternal life and have at least temporarily lost touch with reality.

Multiple Targets

You have a weapon that can affect more than one target at a time (submachine gun, flamethrower, large polearm, etc.) ; you can use it on multiple opponents at once by taking a penalty to your attack roll. Serenades work differently in regards to multiple targets.

Notoriety

Sometimes if you are well-known it can cause trouble in social conflicts or when trying to move about unnoticed. Others may have predisposed notions about



you, interfering and making it harder to get a point across or convince someone to the your goals.

Pain

When you have a number of health boxes checked off that indicate you are under a penalty, this is considered a pain penalty. However, pain can be established via other methods aside from direct damage, so it is listed here as well.

Poison

When you are under the effects of poison you can take penalties that are in addition to the standard pain penalty (if the poison causes hallucinations, clouds thinking, and so forth).

Possession

When an Avatar is struggling to emerge and assert control over your body, you can come under penalties to your actions.

Range

When firing a ranged weapon (gun, bow, crossbow and such) beyond its standard close range, penalties can be applied. -2 for moderate range, -4 for long range, and -6 for extreme range (which is the furthest the projectile will travel).

Sensory Suppression

One or more of your senses are obstructed by noise, fog, darkness, bright light, strong odor, or other overpowering condition.

Size

Hitting things much smaller than you can give you a penalty to attack rolls for physical attacks.

Tactical

If you are flanked or have lower ground, you may receive a penalty to defending yourself from the attacker and/or on your own attacks.

Time

Used mostly with serenades, sensing forward or backward in time incurs a resistance penalty. See the attention of time in Chapter 8.



Unfamiliarity

If you attempt to target or otherwise affect something or someone you have never met and know absolutely nothing about. Used often with serenades that affect the mind or permit travel (Ley for example)

Wards

Certain objects can be protected with mystical seals and traps through Mystech or Faith, and that makes them more difficult to use, pass through or affect.

Wrong Hand

If you are fighting with your off-hand it can cause this penalty to come into play. Immortals are not all ambidextrous by nature.



CONFLICT AFTERMATH

Social conflicts result in one or more characters possibly changing the way they think, act or feel about something. Physical conflict (and sometimes supernatural as well) often ends in pain, suffering, and sometimes the destruction of your physical body.

Damage

All living beings have a Health rating equal to their STR+END+WIL (see example below). Health boxes are determined counting from right to left on the character sheet and graying or crossing out additional boxes. As damage is taken it starts with the left-most available box and continues to the right. Eventually you'll take pain penalties. The penalty is not cumulative, it increases to the next number as the boxes are filled (using the numbers below the boxes). Remember, one health box is checked for every two full damage points taken after subtracting END and armor from the attacker's damage total.

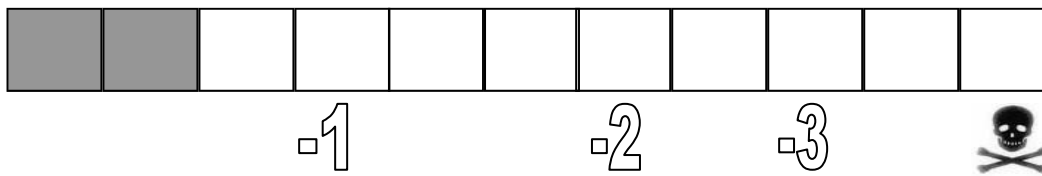
Incapacitation and Death

When you fill in the last box available (with the skull below it), you risk incapacitation. Each time you take further damage after filling in that last box, you do not record it on your character sheet. Instead you make a WIL roll against a target number equal to the total number of damage points (after subtracting END plus armor as per normal rules). If you fail that roll you can no longer continue on and fall into a temporary comatose state for a number of minutes equal to the target number. When you awaken — assuming your vox is not ripped from your body or you enter lethe — you immediately clear the last health box.

The Narrator keeps track of “additional damage” done beyond that final box; he decides if the damage is just too much. If that becomes the case, the Narrator can rule that you instinctively attempt to enter Lethe, or that your body simply cannot hold together and your spirit is spilled into the spirit realm known as the Blue Air.

Health Example

Below are the health boxes of an average human (3 STR, END & WIL); he has 9 total health boxes. We counted from right to left, and the remaining boxes were grayed out (characters with higher attributes get more boxes). If he takes a point of damage, the left-most un-grayed box is filled in. When he takes his second point, the next one is filled in; he now takes a -1 penalty to all his die rolls. As he continues filling in the boxes, the penalty increases. If he fills in the last box and is mortal, he is dead (or dying). If he is Immortal he now risks incapacitation.





Mortal characters die when they fill in the last box. If the mortal takes several boxes of damage at once, resulting in the last box being filled in, the massive trauma kills him immediately. If his last box is filled in as a result of only a few boxes at once, he will shortly die without medical aid (the Narrator's Guide covers medical aid). It is up to the Narrator to gauge immediate death or dying based on the situation.

Physical Destruction

If the Narrator decides that you attempt to enter Lethe and the process is interrupted, or if you take too much damage for your physical body to remain intact, your spirit will spill forth from the body in a shimmering reddish glow. At this point your spirit is thrust into the Blue Air. Though possible, it is quite difficult to return and reform a new body, the rules on this are covered in the Narrator's Guide.

However, if you have enough attribute points invested in an ark to fully replace STR, AGL, END, PER, WIL and PRS (plus 1 additional attribute point) then your Vox and spirit (SPT) are immediately whisked back to the ark where you are physically reformed. This breaks the ark — any excess attribute points stored in the ark (to increase attributes beyond a 6 for example) are lost. If the ark has any Immaculum stored in it you receive that Immaculum into your aura, giving you a supply right from your point of rejuvenation.

You can give up a maximum number of attribute points — at any one time — to your ark equal to half your SPT. These points must come from STR, AGL,

END, PER, WIL and/or PRS; they cannot come from SPT. You must replenish all missing points before you can again give up more points to the ark. Missing points do not affect calculated attributes such as BODY, MIND, Initiative and so forth. You can also give Immaculum to your ark. An ark can hold as many attribute points and Immaculum motes as you place into it. However, excess points/motes are lost during the rejuvenation process. Once placed into an ark, attribute points cannot be removed — but Immaculum can.

Healing

Without any kind of medical care, a mortal heals a number of health boxes equal to his END in one month; this is assuming there are no complications that would further hinder the healing process. Under basic medical care that number doubles. Under advanced medical care a mortal will heal his END in boxes per week.

You — as an Immortal — simply heal a number of boxes per week equal to your END, regardless of medical care. Medical care cannot truly assist you (though stitches can still help keep a wound from turning into an ugly scar) in healing; you already heal at a rate equal to advanced medical care. If you are poisoned however, you heal only a number of boxes per month equal to your END, medical care will be unable to aid you. Once the poison is purged, healing will go back to the normal rate. Some poisons do not heal at all.

In the case of both mortals and Immortals, the healing should be spread



out over the course of the week or month. The health boxes shouldn't all heal on the same day at the end of the week or month.

CONTINUING THE SAGA

While your character's development in roleplaying is essential to the ongoing stories told in the game, growth in your character through mechanics is also important.

Experience Points

Your character gain experience points that you can use to enhance attributes, skills and natures. You can expect upwards of 10 experience points (EP) per game session (the Narrator may give more or less at his discretion). Experience points are given based on participation, enhancement of the story or session, and character development.

Participation

Just showing up at the location of the game session with your character is not enough. The Narrator puts in a lot of work creating story ideas, fleshing out all the characters that you and the other players meet and interact with, and creating and maintaining a setting for you to play within. The more you participate, the more you give to the game, the other players, and to the Narrator to work with. Actively seeking out involvement in the stories the Narrator puts into motion for you, seeking to create your own stories within the framework of the setting the Narrator has provided, actively working with other characters on their own stories, these are what makes the game dynamic.

Participation can be worth up to 5 EP per game session.

Enhancement

Without participation, enhancement rarely happens. Did you have a great idea that changed what the Narrator was thinking? Did you solve a major problem? Did you do something that left the group awe inspired or rolling on the floor laughing? What did you do that stood out in the session that enhanced the stories your group is telling? Enhancing the story also doesn't have to mean that things went in your favor. A tragic mistake made in earnest can enhance a game just as much as a lucky victory. Enhancements are worth 1 to 2 EP each, maxing out at 5 EP total.

Character Development

Enhancing your character is worth experience as well. Experience is gained for remaining true to your character; are you following your predilection, do you act in accordance with your himsati? Did your character grow, flesh out more, become more dynamic? Characters that remain static with no growth are as two-dimensional as the paper you've written your attributes on. Developing a full personality really helps you get into the game. Has your character developed new hobbies, a love interest, refined the way he thinks about something? All of these are parts of character development.

The biggest mistake made is to compare yourself to other players or the Narrator. Not everyone role-plays the same way or at the same level; but that doesn't mean you can't get into your character and grow it. Try speaking in terms of "I"



and “me” rather than saying “my character” or talking about the character in the 3rd person. Regardless, the fact that you make the effort is what counts, and the Narrator should judge you based on your own progress, not in comparison to anyone else in the game. Character Development is worth up to 5 EP per game session.

Memory

Memory is a precious asset to your character. It is a special kind of experience that you can only gain when you connect to your ancient past in some way. You will not gain memory every gaming session and when you do, you will gain 1 memory point (MP) at most. Memory can be spent in the middle of a game session to make immediate changes to your character, within certain limits.

If your character had any kind of strong connection to his past during a session, and made use of that connection, you’ll be awarded a memory point by the Narrator on the spot. For example, if you encountered a piece of information during a Fade and found a way to make use of it within the next few game sessions, you would gain a memory point. Expect Narrators to be choosy about giving out Memory, it is very powerful as 1 MP is worth 5 EP.

When to Spend the points

EP is spent between game sessions or anytime the Narrator feels that a large amount of time is passing between scenes. There should always be a justification for spending EP — if you never use a skill in the game and you have not had any Fades that may reveal

more about the skill from an Avatar, there is little reason to raise it. Though Immortals tend to learn much faster than mortals (due to the presence of the Vox and their enhanced attributes), they still have to take at least some time to learn, through practical use, training, even Fades.

MP can be spent at any time, even in the middle of a game session. Memory cannot be spent on anything that is considered modern (like a computer programming skill), since it comes completely from your character’s Avatars. Memory can only be spent on something that was possessed by one of your Avatars (an Avatar that you are aware of) and have had at least one Fade experience concerning the item you are purchasing.

When you spend an MP, it is immediately converted into EP and the points are spent immediately. Anything left over joins the regular EP pool and cannot be used during a game session. You can convert as many MP as needed to get enough immediate EP points to spend. You may not use any of your normal EP points when spending MP.

EXAMPLE:

Spending Memory Points (MP)

You wish to raise a skill during a game session, the cost to raise the skill is 8 EP. You have 3 MP; you convert 2 of the MP into 10 EP and spend 8 of them immediately to raise the skill. The remaining two points go into your normal EP pool and can only be used as regular EP from that point on.



You can only make one MP-based purchase per game session.

Increase Attributes

Your character can simply spend EP (or MP when appropriate) to increase any of the seven main attributes up to a rating of 6. The cost to raise an attribute is twice the new rating. To go from a 4 to a 5 in STR will cost 10 EP for example.

Going beyond a 6 in an attribute is difficult. Human faith has imposed a number of constraints on the Immortal race. While increasing your SPT beyond a 6 can be still be done with EP only, it is very costly. Few humans through history have ever reached the pinnacle of SPT growth, so human faith makes it hard for Immortals to reach those same pinnacles. To raise SPT beyond a 6 the cost is no longer twice the new rating, it is now four times the new rating. If not for the power of the Bright Bloods, human faith would not even allow that.

Raising the other six main attributes (you cannot raise calculated attributes through EP, only through raising main attributes) takes EP and special work with your ark. The collective faith of humanity has a hard time believing in someone who is strong enough to lift cars over their heads and agile enough to dodge bullets. Those are the realm of fantasy and science fiction to humanity. However, the Immortal race has devised a way to get around these limitations using their arks. It is painful and difficult but well worth the reward. You need to have three things in order to raise one of the six main attributes above a 6. The first is an ark with enough

attribute points equal to all seven of your main attributes (STR, AGL, END, PER, WIL, PRS and SPT) and enough Immaculum to equal twice your SPT. The second thing you need is enough EP points equal to three times the new rating (6 to a 7 would cost 21 EP). The final thing you need is the knowledge of how to conduct the ritual. It is fairly easy to learn, and most Immortals know it and are willing to share the knowledge of it fortunately. Every Mentor within the Tribes is taught the ritual. It is painful as it does involve the forcible spilling of your own life force.

Once completed, you will be rejuvenated with the raised attribute; all the attribute points, Immaculum and EP are spent, and you are without any Immaculum when the ritual is complete. The ark is broken and you will need to attune to a new item to serve as your ark.

Increase / Obtain Skills

All skills have a base cost that determines how expensive they are to raise. The base cost is how many EP it costs to obtain the skill at rank 1. To increase it from there, you can follow the chart on Page 223. The Base Costs of 7 and 8 are for serenades using the serenade system presented in the Narrator's Guide. No skills have a base cost of 1.

You can also purchase additional foci for an existing skill (including serenades). You can have a maximum number of foci within a skill equal to its current rank; the cost is equal to the rank 2 cost. For example, to purchase an additional focus for a skill with a Base Cost of 4, it would cost 6 EP (the Rank 2



cost for the skill).

Serenades can also have additional foci purchased using the same system. However, the serenade must have at least a Rank of 3 before additional foci can be purchased.

Increase / Obtain Natures

A new Nature costs 5 EP to purchase if it is common to your character's Species or Tribe — it costs 10 EP if it is not. If a Nature has levels each level is 5 EP if it is common to your Species or Tribe; 10 EP if it is not common. Some natures (Enhanced Senses and Size for example) can be purchased more than once; each purchase is treated as a separate nature.

Other EP Uses

Future books (such as the Narrator's Guide) will present other ways to spend EP (such as in higher forms of Mystech).

CONFLICT EXAMPLES

The following scenario shows you how to use the various mechanics presented in the Player's Guide.

The Players

Here are the four main characters used in the scenario, with a brief look at their attributes, main skills and natures. Two of these folks should look familiar, we created them earlier; the other two are new faces. We aren't listing their tribe and calling gifts, but you can look them up if you'd like.

Tom—Scourge of the Morrigan

Wolf Himsati—Avenger Predilection

Natures: Armor, Natural Weaponry, Disc. Smell, Flight and Hyper (Lvl 2)

4 STR 3 PER
3 AGL 3 WIL
3 END 4 PRS
3 SPT d6 (2 Actions)
5 BODY 5 MIND
10 Initiative 10 Health Boxes
Move: 3 Combat — 7/14 Non-Combat

3 Firearms (Pistol)
2 Unarmed Combat (Police Moves)
2 Ground Vehicle (Car)
2 Social Science (Law)
2 Evasion (Shadowing)
2 Dodge (Melee)
1 Investigation (Criminology)
1 Larceny (Streetwise)

<u>Experience Point (EP) Cost table for Skills</u>				
Base Cost	Rank 2	Rank 3	Rank 4	Rank 5
2	+3	+5	+8	+13
3	+4	+7	+11	+18
4	+6	+10	+16	+26
5	+8	+13	+21	+34
6	+10	+16	+26	+42
7	+12	+19	+31	+50
8	+14	+22	+36	+58



3 Indoctrination (Interrogation)
 2 Survival (Tracking)
 2 Bashing Weapons (Axe)
 1 Occult (Cults)

Motif: Thunder

1 Metaphor Serenade
 2 Shout Serenade

Jill—Juggler of the Tuatha

Cobra Himsati—Epicurean Predilection
 Natures: Poison, Natural Weaponry,
 Disc. Smell, Size (2 levels), Elongated
 Limbs

2 STR 4 PER
 4 AGL 3 WIL
 3 END 4 PRS
 4 SPT d6 (2 Actions)
 5 BODY 6 MIND
 12 Initiative 8 Health Boxes
 Move: 4 Combat — 5/10 Non-Combat

2 Performance (Singing)
 2 Social Science (Psychology, Poli-Sci)
 3 Persuasion (Seduction, Doubletalk)
 1 Linguistics (Speed Read)
 2 Sports (Swimming)
 1 Dodge (Unarmed).
 2 Blade Weapon (Knife)
 1 Artistry (Writing)
 2 Crafts (Gourmet Cook, Photography)

Motif: Sand

2 Impulse
 2 Metaphor

Mary—Harlequin of the Magdalen

Ferret Himsati—Thrill Seeker
 Natures: Armor, Natural Weaponry,
 Discriminatory Smell, Balance, Body
 Compression

2 STR 4 PER

4 AGL 4 WIL
 3 END 4 PRS
 3 SPT d6 (2 Actions)
 5 BODY 6 MIND
 12 Initiative 9 Health Boxes
 Move: 4 Combat — 5/10 Non-Combat

3 Performance (Acting, Disguise)
 2 Larceny (Lock Pick, Streetwise)
 3 Evasion (Blending, Stealth, Slgt. Hnd.)
 2 Gymnastics (Esc. Artistry)
 1 Dodge (Firearms)
 2 Exotic Weapon (Warfan)
 2 Firearm (Pistol)
 2 Persuasion (Seduction)
 1 Crafts (Clothier)
 1 Linguistics (Speed Read)
 1 Occult (Cabalism)
 1 Social Science (Psychology)

Motif: Glass

2 Filament (but using glass, not webs)
 2 Flux & Flow
 1 Xenoglossia

(Mary's a little more experienced, she
 has an extra serenade, skills and foci)

Jack — Slayer of the Osiri

Jackal Himsati — Authoritarian
 Natures: Armor, Natural Weaponry,
 Discriminatory Smell, Terrible
 Countenance, Haste

3 STR 3 PER
 4 AGL 4 WIL
 4 END 3 PRS
 3 SPT d6 (2 Actions)
 6 BODY 5 MIND
 10 Initiative 11 Health Boxes
 Move: 4 Combat — 7/14 Non-Combat

2 Gymnastics (Breakfall)
 3 Unarmed Combat (Sebekkha)



2 Polearm (Spear, Staff)
1 Biology (Entomology)
1 Trades (Mortician)
2 Artistry (Prose)
3 Survival (Hunting, Tracking)
2 Occult (Kemet)
1 Sports (Spelunking)
2 Dodge (Melee, Thrown)

Motif: Insects

2 Deadly Swarm
2 Scarab Shield (Root Shield)
1 Spider's Eyes (Argus)

(Jack also has a little extra experience)

The Scene

She stepped gracefully out into the back alley, her soft brown curls straightening to long black hair, her blue eyes melding to a jade color. She pulled the ring out of her pocket and glanced at it. Nothing more than a cheap trinket to the casual observer, but she knew better. She rounded the corner and headed down the street as her tribe's gift wore off and she resumed her normal human guise. As she crossed the next few blocks she approached a man coming the other way. "Cute" she thought, "but awfully upset at something." As she passed their shoulders connected, and she realized he was no mortal. Perhaps a quick diversion from her assignment would not be too bad....

Immortals don't just normally sense one another when they get near, though very powerful Immortals tend to give off that odd sense to those in close proximity. However, an Immortal can always tell another being is a member of the Himsati race should they come into physical contact with them.

Tom was in no mood; the scolding from his elders was harsher than usual. Even though he was right, his methods were less than impressive as far as the Morrigan Regent in the city was concerned. Tom had been warned that as a newcomer into the area he'd run into these problems, the Regent here was especially concerned about "keeping up appearances" as they say. He saw the girl round the corner, thinking she was pretty, but the fact that her hair was still changing ... that was just sloppy. He had no time for her giving him the eye as he pushed past her...

We aren't in combat time, just playing through the scene, so let's get to our first conflict example...

Social Conflict

She reached back and placed a hand on his shoulder. "Why so glum? The night is young and we are eternal."

"Go about your way wench, I've not time nor the mood to play your games." He gave a nasty scowl that could have made paint peel off a wall.

"Hey tiger, hold on a minute." She moved up and around in front of him and stood in his way, looking at his face for signs of his dilemma.

Mary tells the Narrator she wants to see if she can get any clues as to how to best approach him, he asks if she has any kind of people-skills that will help her determine this. She notes she has Social Sciences with a focus in psychology. The Narrator tells her to roll. She rolls her d6 and rolls a 4. Not liking it, she rolls again and gets a 3. So she chooses



the 4 and adds it to her 4 PER and her 1 rank in Social Sciences; the total is 9. Since Tom isn't trying to hide anything in particular about his issues tonight, this is an unopposed roll with a target number equal to Tom's PRS of 4. Mary beats the target number by 5 points which equates to two success levels (the remaining point is discarded). The Narrator sees from the Clarity Chart (used for input received for senses and communication) that Mary probably can catch the look of hurt and admonishment in his face and voice tone and lets her know this.

Tom starts to walk past her once more and she steps back a few feet to remain in front of him.

"What's troubling you, seriously, looks like someone wasn't all that nice to you today?"

Tom's catching a whiff of her perfume and noticing the curves of her body which stand out quite nicely now that she has finished relinquishing the form her Calling's gift temporarily gave her. "It's just been a bad night, that's all."

"Then talk to someone about it, you may be taller than I am, but you can still relieve a little of that trouble on my shoulder. And then we'll see what trouble we can get into together perhaps?" Mary says with a wry smile and a wink.

Tom tells the Narrator he isn't sure exactly what to think at the moment, to the Narrator decides it is time for a Social Conflict roll between the two of them. Mary will roll her Persuasion

skill. Tom doesn't have a Persuasion skill, but he does have an Indoctrination skill which the Narrator says he can use without any focus for defense. Mary rolls her d6 and it comes up 6, no need to reroll that. She adds that 6 to her PRS of 4 and her Persuasion skill of 2. She has a total of 12. Tom rolls his d6 and gets a 2, and since there is no focus involved, he can't roll again. He adds that to his 3 Indoctrination and his 4 PRS for a total of 9. Mary scores 3 points over Tom for one success level on the Influence Chart. It's a trivial success, but enough to keep Tom standing there so Mary can work on him a bit longer....

The Narrator now moves to the other two players and their characters: Jack and Jill...

"A few more feet, just a few more feet." were the thoughts racing through Jill's mind as she rounded the corner. She stopped abruptly when she crashed into the form of a being looking quite the Egyptian god.

"He's right behind me, uhm.. you are going to take care of it right?" she said breathlessly as she scrambled past him.

"Sure, just stand back and don't get in the way." said Jack as he hefted his spear into place. "But you do make great bait."

"Next time I'm not coming along," she said as she got around behind him. "from now on I'm strictly cleaning up your messes *after* you make them." she said as she turned and saw the black spiny legs come around the corner.



Jack and Jill and the drove monster move into combat time...

Physical Conflict

Surprise Check:

The creature may be surprised at coming around the corner and seeing a Jackalman covered in scarab beetles for armor and wielding a big carved spear. It has a 2 PER and rolls a d4 for its SPT. Fortunately this isn't a taint-based creature so it is relatively weak (more on taint-based drove creatures in the Narrator's Guide). The creature rolls a 3 giving it a total of 5. The creature is surprised at what seems to be the sudden appearance of a third party in its hunt.

Step 1—Initiative:

Jack rolls his d6 and gets a 4, adding it to his Initiative of 10 for a total of a 14.

Jill rolls her d6 and gets a 5, adding it to her Initiative of a 12 for a 17.

The drove is surprised and does not roll, it simply goes on initiative count zero.

The Narrator starts at 17, which is Jill. She opts to hold action for now until she can assess the situation and see what Jack is going to do, this is his hunt after all.

The narrator counts down to 16, 15, 14. At 14 Jill would normally take her second action, but she is holding actions at this time.

Jack goes on 14 now and decides to attack the drove.

Step 2 — The Attack:

Jack whirls his spear around and stabs

straight for the creatures throat. He is attacking armed and using a spear so he is using his focus. He rolls his d6 twice, getting a 5 and a 3. He chooses the 5 and adds it to his AGL of 4 and rank 2 Polearm skill. This gives him a total of a 11.

Step 3 — The Defense:

The creature is surprised, there is no opposing roll, only the 4 target number.

Step 4 — Determine Damage:

Jack beats the target number by 7 points and adds that to his STR of 3 and the Polearm's damage value of 4. This gives him 14 total points. The creature has a 5 END and 4 points of natural armor (tough little drove...). 14 minus 9 gives 5 total damage points. This means the creature checks off two health boxes.

The Narrator asks Jack if he has any other passive actions. Jack turns to Jill and says one word. "Run."

The Narrator counts to 13 and Jill decides to use her held action to do just that. She takes off down the corridor and into the first open door she sees.

The Narrator counts to 12 and then 11. Jack goes again on 11.

Supernatural Conflict:

Step 1 — Determine Target(s):

Realizing his spear may not do the damage fast enough. Jack decides to use this action to sing the Deadly Swarm serenade which can affect the drove as far as he can tell.

Step 2 — Spend Immaculum:

Not wanting to get anyone else affected, he expends one of his 3 motes of



Immaculum to bring down the Area of Effect to a single target.

Step 3 — State Desired Effect:

Jack doesn't bother mentioning what effect level he wants to go for, its pretty obvious that he wants to damage the drove as much as possible.

Step 4 — Play Serenade:

Jack rolls his d6 twice getting a 2 and a 6. He takes the 6 and adds that to his 3 PER and rank 2 in Deadly Swarm for a serenade strength total of 11.

Step 5 — Serenade Counter:

The creature doesn't seem to play serenades or anything like them, good thing for Jack...

Step 6 — Determine Effect Level:

Jack's 11 total minus the creature's 7 BODY leaves a total of 4 points — two effect levels.

Step 7 — Apply Effect Level:

A swarm of biting and stinging termites comes crawling and flying out of the

woodwork of the old building, creating a swirling mass on and around the creature for a few seconds before flying off. 2 effect levels does 2 boxes of damage (one per effect level). The creature has taken 4 total boxes of damage. It appears that it may be slightly hurt, but it shows no signs of really slowing down.

The Narrator continues to count down to 10, on Jill's next action she decides to scramble down the fire escape that she can see outside the window to the room she ran in. She flips open the window and steps out onto the fire escape.

The Narrator realizes that both Jack and Jill have each taken their two actions for the round, so he jumps to 0 and takes the creature's action. Looks like it is back to physical conflict again...

On initiative count zero the creature lunges forward out of the mass of termites at Jack.

Step 2 — The Attack:

The creature has a base Unarmed





Combat skill with a focus in its own natural style of fighting using its sharp spines on its arms and legs. However, right now its just running head-on at Jack so it isn't really fighting in the style it normally uses. The creature rolls its d4 getting a 3, and adds that to its 5 AGL and 3 skill in Unarmed Combat for an attack total of 11.

Step 3 — The Defense:

Jack is mostly prepared for this and attempts to use his own Unarmed Combat with his focus in Egyptian martial arts, to sidestep aside from the creature. He rolls his d6 twice and gets a 3 and a 2 respectively. He adds the 3 to his 4 AGL and 3 skill rank in Unarmed Combat for a defense total of 10.

Step 4 — Determine Damage:

The creature hits with one extra point which is added to its 4 STR and 2 points for Natural Weaponry. He only does 7 points of damage. Jack has his Armor nature up so he subtracts half his SPT (2 points) and also his END of 4. This leaves one point of damage left and that isn't enough to force Jack to mark off any health boxes.

Time for the next round. Let's make things interesting....

Step 1 — Initiative:

Jack rolls his d6 and gets a 5, adding it to his Initiative of 10 for a total of a 15.

Jill rolls her d6 and gets a 2, adding it to her Initiative of a 12 for a 14.

The drove rolls its d4 and gets a 4, adding it to its Initiative 14 for an 18.

The Narrator starts at 18, not surprisingly, the creature attacks. *Good thing it only has 1 action per round...*

Step 2 — The Attack:

The creature uses its normal slashing attacks and gets to roll the die twice getting a 4 on one of its rolls. It adds this to its 5 AGL and 3 skill for a total of a 12.

Step 3 — The Defense:

Jack rolls his own Unarmed Combat to defend, just like last round. This time his total is a 10 again.

Step 4 — Determine Damage:

The creature hits with 2 extra points and adds that to its 4 STR and the 2 points of Natural Weaponry. However, it has additional damage on its spines (its part of his creation as a drove) for another 3 points. This gives it a grand total of 11 points. Subtracting Jack's Armor nature and END still leaves 5 points. Jack just took 2 health boxes of damage.

Uh oh, this thing is starting to do some damage, Jack better think fast...

The Narrator counts down to 15, the drove creature only gets one action, and though it went fast, it just doesn't have the energy to recover fast enough for another action in the round (low SPT). So now it is Jack's turn. Jack decides that since it looks like the creature is still getting its balance after that last big attack, he can use a standard action to try and maneuver around to flank the creature.

Jack rolls his Unarmed Combat plus his



PER to try and see where he can get around the drove. The drove is going to make a simple PER roll to keep an eye on Jack so as not to get flanked. Jack gets a total of a 10 with his one die roll and the drove creature gets a 5. Jack has beaten the creature and based on the size of the room, the Narrator gives Jack a +1 bonus to his next action if he attacks the creature.

The Narrator counts to 14. Jill begins climbing down the fire escape.

At 12, Jack attacks. Jack is going to try and drive the creature into the wall to give it less maneuvering room. He's counting on the bonus to make up for the fact that he isn't really doing his martial arts and isn't going to roll his die twice.

Step 2 — The Attack:

Jack rolls his Unarmed Combat and rolls a 1... Uh oh. Jack's total is 8.

Step 3 — The Defense:

The creature rolls its Unarmed Combat and gets a total of 10. It easily deflects Jack off to the side...

The Narrator decides this is a perfect time for the group to get to all meet. He isn't using the Critical Failure rules from the Narrator's Guide, but with Jack rolling the 1, it just makes sense. He tells Jack and Jill that their scene is on hold for just a few seconds....

While the combat has been going on, Tom and Mary have been sitting off to the side continuing to roleplay out their own scene. Since nothing drastic has happened that has really needed the Narrator's attention, he let them do this.

At this point they are walking down the street talking about life, politics, and the interesting cologne that Tom is wearing. The Narrator interrupts to tell Mary that she hears some odd sounds coming from nearby.

"Hey, did you hear that?" asked Mary as she turned her gaze away from Tom for a moment.

"Depends on what it was I'm supposed to hear.." said Tom rather playfully, giving a light squeeze on Mary's hand.

"No, I'm serious, take it easy for a minute playboy and listen."

The Narrator tells Tom that it does sound like some kind of fight off in the distance.

"Okay, I hear it... I guess I should go have a look. Stay here."

"Uhm,.... No. I'm coming with you." she said as she trailed after him.

As the two rounded the next corner, they both noticed the small blonde woman climbing down the fire escape. She noticed them as well, but before she could say anything, a large jackal-headed figure came crashing through the window above her...

The old window had 1 BODY. So it only had 1 health box and 1 point of armor. Jack's flying body, after begin tossed aside by the drove's defense roll, is more than enough to do few boxes of damage to the window after getting past its armor. The window easily shatters as Jack goes flying through it several



stories in the air...

The Narrator decides that Tom and Mary won't be able to join in quite yet as they are a little taken by surprise by the sudden turn of events. He tells them they can roll Initiative as normal starting at the beginning of the next round, but can do one or two passive actions during the remainder of this round as needed.

Jack hits the ground with the sound of a thud. The Narrator consulted the Narrator's Guide and figured that the fall is going to do 11 points of damage. Subtracting Jack's armor (natures and serenade based armor count against falling damage) and END, there are 5 points left. That's two boxes of damage. But the Panacea removes one of those boxes, so Jack only takes one more box. Jack has taken three health boxes so far. His next health box marked off will give him a -1 pain penalty to all his actions.

The Narrator continues counting down to 11, Jill decides to hop off the fire escape rather than still be on it when the drove comes out. She isn't that far up so she uses her action to activate her Elongated Limbs nature. Since she is normally a snake, her body naturally stretches out along her arms and legs, letting her easily hop down with no damage.

She also looks rather odd at the moment with scaly skin and really long arms and legs that almost seem to lose their fingers and toes on the hands and feet.

"We could really use some help here." she says as she hops down (passive action).

The Narrator reaches 10 and then 9. Jack gets up to see who has arrived. Tom notices him...

"You!" says Tom glaring at Jack.

"Oh great, Mr. Personality." yells Jack looking up to the window. "We don't have time for this."

The Narrator continues counting down, 8, 7, 6... After all, talking takes time and a round is only 3 seconds long.

"Something really big is coming out of there any second, hope you're ready." says Jill.

5, 4, 3...

Mary takes a few steps back to see up into the window.

2, 1, 0... Time for the next round.

Step 1 — Initiative:

Just before he rolls, Jack tells the Narrator that he is shifting his aura. He spends two points of Immaculum (he has none left now) and increases his STR and AGL each by one point. These increases don't affect any of his calculated attributes.

Initiative totals are: Jack = 16, Jill = 14, Mary = 17, Tom = 13, and drove = 14

The Narrator begins counting down again, starting at 17.

Mary crouches down by some of the broken shards of glass and holds action.



At 16 Jack plays his Scarab Shield serenade.

Supernatural Conflict

Step 1 — Determine Target:

Jack picks himself.

Step 2 — Spend Immaculum:

Jack chooses not to, and he doesn't have any left at the moment anyway.

Step 3 — State desired effect:

Like before, it is obvious for a Protection-based serenade that Jack wants as much armor as he can get.

Step 4 — Play Serenade:

He rolls a 5 and a 1 on his SPT die; he adds the 5 to his 3 PER and his 2 serenade skill. This gives him a total of 10.

Step 5 — Serenade Counter:

No one is attempting to stop Jack from playing the serenade...

Step 6 — Determine Effect Level:

Comparing to Jack's own BODY of 6, gives him 2 effect levels.

Step 7 — Apply Effect Levels:

2 effect levels is 2 more points of armor as all manner of insects crawl up from the surrounding area, turning into a swarm of scarab beetles that cover him as armor.

Back to physical conflict...

When the Narrator reaches 14, several people need to go. So the Narrator has to break the tie. Mary has been holding action so that isn't a problem. So now the tie must be broken between Jill and

the drove. The drove has a higher base Initiative value (14) than Jill (12). So it goes first.

The drove pops out of the window landing rather squarely on the ground in front of Jill. It attacks as it hits the ground.

Note: Depending on the distance from the window to the ground, the Narrator could have decided that leaping down was the only action since it was further than the creature's combat move. But for dramatic effect (and the fact it is a 4-on-1 fight now) he's going to give the drove a fighting chance.

Step 2 — The Attack:

The creature's total attack roll is a 12.

Step 3 — The Defense:

Jill saw this coming. She tells the Narrator that she is using her elongated limbs to grab the bottom of the fire escape and pull herself up into it to provide at least some minor obstacle. Since the drove has already rolled, no sense giving it a penalty and making it reroll, so the Narrator gives Jill a bonus to her defense roll of +2.

Jill makes her defense roll using her Dodge skill. Since she hasn't acted this initiative count with a standard action, she is allowed to dodge. She is sacrificing the action she was about to get, but in this case she'd rather do that than get hit. Her total with the bonus is 12, she rolled a 5. This equals the drove's roll, so she dodges up into the fire escape.

On 13 Tom gets to go. He's seen Jack in



action before, in fact that's who got him in trouble with the Morrigan elders. So he decides that Jack can handle this. But to be safe, he activates the Morrigan tribal gift of Doom and directs it at the drove. This causes a -2 penalty (half Tom's SPT) to all the drove's future attacks and tactical maneuvers.

Mary also announces that she wishes to go. The Narrator tells her to wait until after Jack goes and then everyone else will have gone on 13 and she can go then.

Jack gets to go now. He summons his mystical spear back into his hands. Since he is effectively readying a weapon that counts as his standard action.

Supernatural Conflict:

Mary scratches her fingernails along the broken glass, causing it to fly out in ribbon-like strands at the drove as she plays her Filament serenade. Since everyone else that needs to go on initiative count 13 has already gone, she can now go.

Step 1 — Determine Target(s):

That's easy, the drove.

Step 2 — Spend Immaculum:

Mary decides she'd really like this to last a long time if possible and spends a point of Immaculum to increase the base duration from scene to act.

Step 3 — State Desired Effect:

Mary wants the glass to wrap the drove up to the fire escape as strongly as possible.

Notice that as part of the desired effect,

the player adds to the combat by giving a description of how things will look as opposed to just stating how stuck she wants the drove to be.

Step 4 — Play Serenade:

She rolls a 4 and a 6. She adds the 6 to her 4 PER and 2 Filament serenade skill rank. This is a total of a 12.

Step 5 — Serenade Counter:

There isn't one happening.

Step 6 — Determine Effect Level:

The Drove has a 7 BODY. 12 minus 7 is 5 points, which is two effect levels.

Step 7 — Apply Effect Levels:

Two effect levels equate to a 2 BODY entanglement of glass wrapping the drove to the fire escape. That's 2 points of armor and 4 health boxes. The Narrator decides that since she's being creative, he'll add 2 additional points of armor to it for the metal of the fire escape for a total of 4 armor.

The Narrator counts down 12 and then 11.

The drove attempts to break free. It makes a straight STR roll (it has no special skills or foci that can help it get out) and rolls a total of 6. It gets two points over the target number. But the glass entanglement already has 4 armor, so the drove is quite stuck and not going anywhere.

Jill also gets to go on 11. Already up in the fire escape, she kicks the drove in the head. She knows she won't do any real damage, but she sees Jack readying for a rather nasty strike and wants to distract it.



The Narrator reaches 10. Tom activates all his natures and shifts to full himsati, just in case Jack isn't able to finish off the drove quickly. He uses a passive action to move over towards Mary and nudges into her. "You'll want to move away from this," he says in Atrana Cant

Tom is in full himsati so he isn't going to be speaking in any human language. Therefore he uses Atrana Cant so that he can be understood by Mary.

On 10 Jack moves in and takes a swipe at the now prone monster. His target number to hit is only 4 and it is now an unopposed roll. Using the Polearm skill along with his aura shifted AGL, he gets a total of a 13; 9 points over the target number. Adding this 9 to his spear and his boosted STR he gets a whopping 17 damage points. The drove subtracts its END and armor to still leave a total of 8 points, that's 4 more boxes of damage. The creature is hurting and is taking a -2 penalty at this point. A few more boxes and it is going to die.

Mary decides to take Tom's advice and begins backing away from Jack and the drove.

The Narrator counts down to 9 and then 8.

The drove tries one last time to break free and fails again.

Jill scrambles back up the fire escape. She doesn't want to be too close when the wave of taint spills from the creature.

The Narrator counts down to 7 and Tom also backs off a few more feet to stay

close to Mary.

Jack takes one more swing at the drove and cuts it in two. A nauseating and sickening wave of taint spills forth from the dying monster. Fortunately, Jack has the Slayer Calling's Gift of Darkstop. The creature spills out 3 points of taint, but Jack's Darkstop provides him with 2 points of protection against it (half his WIL). Jack only feels the effects of one point of taint washing past his living auras. He's a bit queasy, but nothing he can't handle.

The Narrator decides to break combat time and let the scene play without measured rounds at this point...

"Thanks for the helping hand," says Jack as he dusts himself off and finds a few rags to wipe the end of his edged spear with. "I might have had my vox in that things gullet if you hadn't shown up."

A middle-age couple walked past the side-street, glancing down they saw the pile of goo, the wolf and the three people with the oddly animal-like features. The man turned to the woman with a sneer, "Young punks dressing up like its Halloween already, and did you see that mangy dog?" they continued on, their minds unable to fathom what they had just seen. Tom paused to make sure that they didn't realize the truth of what they had just seen, and then turned back to Jack.

"Well, if you weren't off mucking about in ways that dangerously skirt the rules around here you probably wouldn't have gotten into the mess in the first place." he growled, still in his wolverine form.



“Me skirt the rules? Hey, I’m not the one that...” Jack was cut short by a small puff of sand blowing past him and into Tom’s face. He could feel Jill’s hand on his shoulder.

“Calm down boys, no need to start a schoolyard brawl at this time of the night.”

Supernatural Conflict

Jill uses her Impulse serenade to try and calm Tom down some. “Why don’t we all just get a drink? You want one right... Tom is it?” she said with a hopeful grin towards Tom and Mary.

Rolling her serenade, she gets a total of an 11 and compares that to Tom’s MIND of a 5. She has 3 effect levels and consulting the Influence chart that gives her a significant impact on what Tom wants to do.

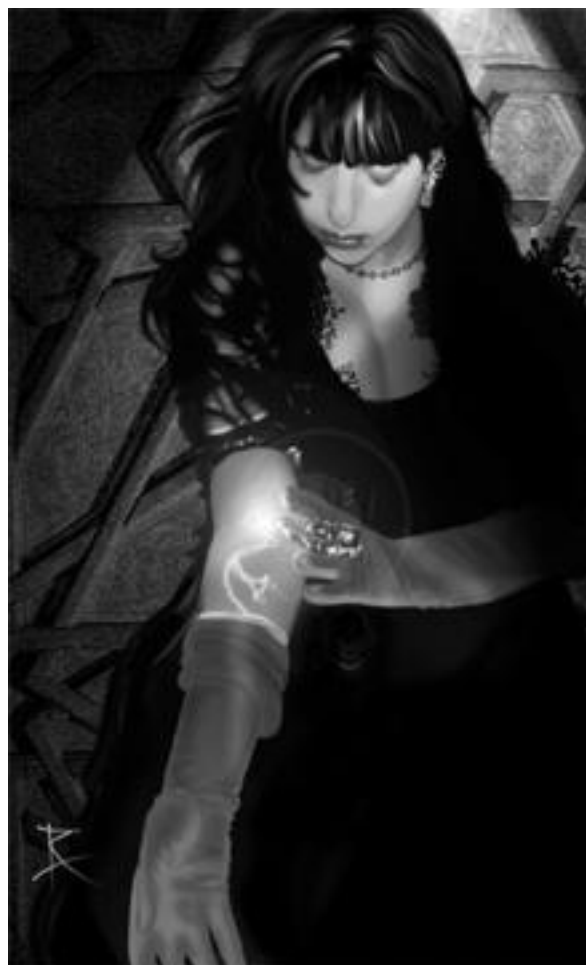
“Yeah, we were planning on getting a drink anyway, right Mary?” Tom began walking down the street.

“Yes, sounds like fun. By the way, I’m Mary and you are?”

“Jill... So you think we can get these two to getting along some time before the sun rises?”

“First we need to get Tom back into a human skin so we can get him into the nearest bar.” Mary said with a bit of a laugh.

.....





EPILOGUE

“There is a fine line between genius and insanity. I have erased this line.”
— Oscar Levant

Well, it was three years in the making but here it is, the Third Edition of Immortal. I was in the middle of working on a fourth book to further cleanup and add depth to the Millennium Edition when Ran Ackels approached me. He said he wanted to set things right once and for all; how would I feel about writing a new edition of Immortal? But better than simply take it back to its roots, he asked me to steer the system and setting into something much closer to his original vision back in the 1980's. Of course I jumped at the chance.

Little did I know the real life twists and turns that would force this project onto the shelf over and over again. Fortunately, Immortal is seemingly eternal. Just when it seemed we would have to announce that we were giving up the ghost, a turn of events would give us what we needed to continue on. The Immortal universe is vast. Updating things to fit in with an even bigger picture of what is going on in Dominions the Immortals of Earth have never even been to was quite a task.

So where do we go from here? Besides future books, there is a wealth of stories to tell and new avenues to explore that were never set down in writing within the Immortal universe. I can only hope you take this book and use it as the guide

it was intended to be. Fully enjoy telling your own stories within the wonderful universe that Ran created.

I'd like to quickly put out a special thank you to my wife for her support and my children and friends for the crazed inspirations I drew from them. I'd like to thank Ran for putting the trust in me to carry this project through with his care and guidance. Finally, I want to thank the fans of Immortal (especially the Immortal Mailing List) for their near-rabid support and dedication. If it wasn't for all of you, this would not be here for you to read. This book is for all of you who put so much love and care into the Immortal universe from your own hearts and minds.

Thank you.

Rick Don
Lead Designer—3rd Edition





APPENDIX A

MASTER CHARTS

STANDARD SUCCESS LEVEL CHART

Below we give each success level and show relevant items associated to that level. How many attribute points would be affected, die levels that could be created, boxes of health that would be damaged (a health box is the equivalent of a success level), description of possible damage effects from taking that many health boxes at once, and serenade effect levels.

Success Level	Notes
0 -Negligible (0 to 1 point over target number, opponent's roll, or defense total)	Attributes: 0 - Die Value: 0 Health Boxes: No boxes, miniscule scrapes and bruises only Serenades: A nagging feeling that something <i>should</i> have happened but didn't.
1 -Trivial (2 to 3 points over)	Attributes: 1 to 2 - Die Value: d4 Health Boxes: 1 Box Damaged, small cuts, bruises and scrapes. Serenades: A level 1 effect.
2 -Minor (4 to 5 points over)	Attributes: 3 to 4 - Die Value: d6 Health Boxes: 2 Boxes Damaged, minor bone bruising, significant cuts and bruises, minor sprains Serenades: A level 2 effect
3 -Significant (6 to 7 points over)	Attributes: 5 to 6 - Die Value: d8 Health Boxes: 3 Boxes Damaged, small gashes, heavy sprains, possible minor bone fractures. Serenades: A level 3 effect
4 -Major (8 to 9 points over)	Attributes: 7 to 9 - Die Value: d10 Health Boxes: 4 Boxes Damaged, moderate gashes, bone fractures, minor bones possibly broken. Serenades: A level 4 effect
5 -Mythic (10 to 11 points over)	Attributes: 9 - Die Value: d12 Health Boxes: 5 Boxes Damaged, moderate to large lacerations, limb impairment, moderate bones broken. Serenades: A level 5 effect
6 and higher (pattern continues)	Attributes: n/a - Die Value: n/a Health Boxes: 6 (and up, pattern continues), major broken bones, heavy lacerations, internal bleeding Serenades: Serenades don't specifically have a level 6 effect, but some serenades allow for more than 6 success levels (such a for serenades that deal damage).



AREA OF EFFECT CHART

*When Success Levels indicate an area of effect (AoE) as part of the effect...
Also used when a serenade AoE or MAoE is made shorter or longer*

Level	Associated Die Value	Distance/Range
0	n/a	Single Target
1	d4	Radius of SPT * 2 in yards (4 SPT would be 8 yard radius)
2	d6	Radius of SPT * SPT in yards (4 SPT would be 16 yard radius)
3	d8	Radius of SPT * SPT * SPT in yards (4 SPT would be 64 yard radius)
4	d10	Meta AoE — Small Region (covers an entire city for example)
5	d12	Meta AoE — Large Region (covers entire an province, state or small country for example)
6+	d12	Meta AoE — Narrator's Discretion

DURATION CHART

*When Success Levels indicate a duration (or amount of time) as part of the effect...
Also used when a serenade duration is made longer*

Level	Associated Die Value	Duration
0	n/a	Instant/Action/Round
1	d4	Combat Turn
2	d6	Scene
3	d8	Act
4	d10	Episode
5+	d12	Narrator's Discretion



CLARITY CHART

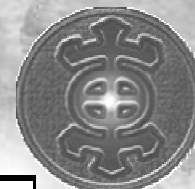
Used to determine clarity of communications, senses and other forms of input a character may receive.

Level	Distance/Range
0	Able to glean nothing from the input
1	A word or two, a sound, yes/no, true/false, a fast glimpse
2	Simple Choices, surreal visions, symbols, quick phrases and surface thoughts
3	Brief collages of images, known memories, short sentences and answers, brief scenes
4	Full basic communication, forgotten/suppressed memories, pivotal scenes, essays and paragraphs
5+	Sweeping scenes, complex interactions and intuitive communication understanding the underlying meaning behind the communication

INFLUENCE CHART

*Below is a general guide to make up specific influence effect levels with.
Effect levels can also be treated as bonuses to various rolls when appropriate.
Pushing past the listed level weakens the serenade strength.*

Level	Influence Capabilities
0	Negligible control: Nothing can be altered, though the target feels something nagging at them.
1	Trivial control
2	Minor deviations from what the target expects are allowed.
3	Significant deviations from what the target expects, minor blending into the realm of the fantastical, things the target believes are highly improbable can still occur. Target accepts strange oddities that he would not accept on a day-to-day basis.
4	Major deviations allowing for things the target would consider impossible at the time, these can leave long-standing impacts on the target's psyche.
5+	Mythical deviations the target has not even dreamed of can take place and not weaken the serenade strength. Capable of changing the way a target thinks they are so believable.



ILLUSION CHART

*Below is a general guide to make up specific illusion effect levels with.
Effect levels can also be treated as bonuses to various rolls when appropriate.
Pushing past the listed level weakens the serenade strength.*

Level	Interaction Capabilities
0	Seen but immediately realized it is not real
1	Trivial deviations from what the target would expect are allowed with no weakening of serenade strength
2	Minor deviations from what the target expects are allowed.
3	Significant deviations from what the target expects, minor blending into the realm of the fantastical, things the target believes are highly improbable can still occur. Target accepts strange oddities that he would not accept on a day-to-day basis.
4	Major deviations allowing for things the target would consider impossible at the time, these can leave long-standing impacts on the target's psyche.
5+	Mythical deviations the target has not even dreamed of can take place and not weaken the serenade strength. Capable of changing the way a target thinks they are so believable.

TRANSFORMATION CHART

*Below is a general guide to make up specific partial transformation effect levels with.
Effect levels can also be treated as bonuses to various rolls when appropriate.*

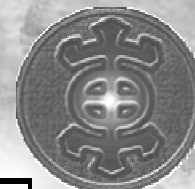
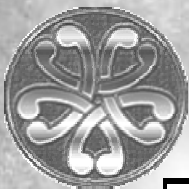
Level	Transformation Extent
0	No change possible
1	Trivial: Eye/hair color, skin tone, subtle shift in objects color or changing from pine wood to oak wood
2	Minor: Though the general appearance remains the same, all aspects can be altered somewhat. 1/3 transformed.
3	Significant: Being or object truly begins to look somewhat like the focus of the transformation. Height, weight and bone structure in a living being will begin to change somewhat. 1/2 transformed.
4	Major: Being or object transforms part way into focus. 2/3 transformed.
5+	Mythic: Complete and Total change. Even fingerprints and retinal scans show the target to be a completely different entity.



WEAPONS CHART

This list contains the damage values of various weapons

Damage Value	Example Weapons
<i>Melee/Thrown</i>	<i>Wielder adds accuracy plus STR (AGL to attack with)</i>
1	Small weapons like knife, brass knuckles, billy club, whip, warfan, sai, hatchets, boomerang, lawn dart, shuriken, fishing spear
2	Short sword, hand axe, meat cleaver, crowbar, heavy dagger, pneumatic nail gun, shovel, rapier sword, sickle
3	Long sword, Javelin/spear, sledge hammer, horseman's flail/mace, miner's pick, pitchfork, katana, tri-sectional staff, maul
4	Polearms, two-handed flail/mace, great sword/axe, power saw
5+	Usually reserved for enchanted weapons...
<i>Missile</i>	<i>Shooter adds accuracy plus STR (PER to attack with)</i>
1	Small sling stones, blowgun darts,
2	Light bow arrows and crossbow bolts
3	Specialized crossbow bolts and arrows (frog crotch, hunting, etc.)
4	Armor piercing crossbow bolts and arrows as well
<u>Missile Weapons Note:</u>	Samurai horseman's bow arrows, ancient longbow arrows, modern compound bows and modern hunting crossbows gain an additional +2 damage to their equivalent ammo type above.
<i>Firearm</i>	<i>Shooter adds accuracy, but not STR (PER to attack with)</i>
3	Hold out pistol
4	Light pistol
5	Medium pistol
6	Heavy pistol, hunting rifle
7	Submachine gun*, assault rifle*, harpoon, standard shotgun
8	Machine gun*, sniper rifle, elephant gun
<u>Firearms Note:</u>	There is no 1 or 2 for firearms damage.... * = rated for semi-automatic "burst" fire. If fired in fully automatic mode, it is +2 damage, but -2 penalty to the attack roll.
	<i>Explosives such as grenades, mines, and so forth appear in the Narrator's Guide...</i>



ARMOR CHART

*This list contains the protective value of various armor.
The value is subtracted (along with the defender's END) from the damage total.*

Armor Value	Example Armor
0	Normal clothing—no protection
1	Leather, strong protective clothing
2	Reinforced leather, light Kevlar
3	Chainmail, medium Kevlar, most full metal armor
4	Platemail, full Kevlar
5	High-tech powered armor, mystically enchanted armor

SIZE CHART

Lists the various size categories, the effects related to that size, and examples of that size.

Size Range	Effect / Examples
-3	+3 Stealth, -3 Movement Rates Insects, earthworms, snails, small spiders (a few inches, well under one-half pound)
-2	+2 Stealth, -2 Movement Rates Rabbits, fish, small birds, mice, large spiders (easily held in the palms of two adult human hands)
-1	+1 Stealth, -1 Movement Rates Foxes, raccoons, large parrots, medium sized dogs, goats (a human can still pick up, even with a little difficulty)
0	Adult humans, large dogs (great dane, saint bernard), wolves, tigers, gorillas, regular horses
+1	+1 Bonus for attackers to hit, +1 Movement Rates Clydesdale Horse, bison, rhino, large snake such as a python
+2	+2 Bonus for attackers to hit, +2 Movement Rates Elephant, giraffe, small dragon
+3	+3 Bonus for attackers to hit, +3 Movement Rates Blue Whale, large dragon



APPENDIX B

ARTIST CREDITS

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162, 198, 207, 210, 213, 217, 235 and 236.

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[illegible]



NOTES

Feel free to use this section to write your own notes, house rules, etc.



The end of the modern world draws near as the myths that humanity holds dear begin to crumble. Ancient gods, myths and legends are rising from their secret places to fight a final war against the forces of darkness. A new age of legend is dawning — terrible, magical and breathtaking. Possessed of supernatural powers and the ability to shapeshift into primordial forms of animal, plant, and element, the immortals must wield their awesome powers in order to save their last refuge: Earth. Centuries ago, a small handful of immortals were chosen to be the last salvation, or damnation, of the immortal race. As one of the Reborn, can you discover the truth of your past, assume the mantle of your destiny, and take your rightful place as a champion of the Himsati race? Or will the darkness consume you and make you one of its own? How will you handle the challenge?

"The future is the inexorable consequences of the past. Exalted as gods in one era, reviled as monsters in the next. The pages of history turn; they turn, they turn, and soon enough become Legend. And yet we remain: ageless, eternal and waiting. But what if one day there were no pages left to turn? That last day would be the end of history, a time of revelation in which our supernatural faces would be plain for man to see. Now ask yourself this single question, what if that last day were today?"

- - Shade, disciple of the Silver Seeress