



ANIMA

GATE OF MEMORIES

PERFECT WORLD GUIDE

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MEMORY MARIONETTES

Memory Marionettes are such fascinating creatures. They are a unique type of golem, artificial entities that are animated not with supernatural power, but with memories. This unusual “essence” allows them to move and act as if they were partially alive, but the reality is very different. They are creatures that feed on the same forces as Wake specters, so they are also known as Wake Golems.

What is especially unusual in their creation is that their memories are not those of a particular living being. They are given general memories, a piece of history that gives them “existence”. These memories are nothing more than energy sources and therefore they can not be “individuals”; the memory is used as a source of mystical energy, but the marionettes are not really aware of what the memories mean nor are able of interpreting what they represent. However, the fact is that the origin of the memory has a large impact on their skills. Therefore, they know how to fight if the memories that have been used to create them were linked to warriors or soldiers, and they can be wonderful servants if they have been given a part of the memories of a butler.

Memory Marionettes have many different forms and functions, depending on who built them and for what purpose. Their origin is largely uncertain, but it is believed that the original design comes from the Devah civilization, which soon abandoned them due to their high manufacturing cost. Later, their design was reused by the Yehudah Empire, who tried to “cheapen” their construction requirements with a little more success, but not enough to build them in series.

Over the years numerous talented magicians took up the studies of Yehudah and made their own versions of these Golems with greater or lesser success, among them especially stand out those made by Deymos, He Who Does Not Die.

Usually, all Golems are prepared to follow certain guidelines that have been implanted in them or obey someone who meets certain requirements (knowing a keyword, be those who waken them or any other imaginable condition).



MARIONETTE

Level: 3 **Category:** Between Worlds, Creation 15
Life Points: 140
Class: Warrior

Str: 7 **Dex:** 10 **Agi:** 8 **Con:** 7 **Pow:** 4 **Int:** 5 **Wp:** 5 **Per:** 7
PhR 45 **MR** 40 **PsR** 40 **VR** 45 **DR** 45

Initiative: 80 Natural, 60 Long Sword, 50 Short Bow
Attack Ability: 110 Long Sword o Short Bow
Defence Ability: 110 Long Sword o Short Bow
Damage: 55 Long Sword (CUT), 40 Electric Arrow (ELE)
AT: 3 Natural

Essential Abilities: Physical Exemption, Ambidextrous, Psychological Immunity, Immune to Pain.
Powers: Electric Arrow, Metal Body, Built Bodies (Regeneration Zero).

Size: 13 Medium
Movement Value: 8

Regeneration: 0
Fatigue: Tireless

Secondary Abilities: Acrobatics 40, Climb 60, Jump 50, Feats of Strength 70, Notice 40, Search 30, Track 30, Sleight of hand 20.

Of all the Wake Golems the best known model was manufactured by the immortal Deymos for the Consortium of Shadows during the Second War in the Shadow, since he created for them nearly a thousand units that he never delivered.

These golems are similar to stylized knights with sharp helms, and whose functionality is primarily combat. They can be armed with a multitude of different weapons, but they commonly use long swords or bows that shot supernatural energy.

After the fall of the consortium Deymos used the remaining units as unusual gifts for his clients until he was forced to abandon the remaining units (a few hundreds) in one of the laboratories that the Inquisition took. These units have not been destroyed, but remain in possession of the Supreme Inquisitor for reasons as yet unknown.

Modus Operandi

Memory Marionettes are excellent soldiers who obey their orders brilliantly. While they are not extremely smart, they behave as effective warriors who can act as a group when necessary to accomplish their mission.

Weapons: The Marionettes can use any possible combination of weapons. However, a marionette only knows one possible type of combination.

Psychological and Pain Immunity: A Marionette does not have any kind of feeling and is immune to any psychological state such as anger or fear. Similarly, it ignores all penalties, natural or mystical, which may be caused by pain.

Electric Arrow: The bows that the Marionettes carry do not need ammunition and are capable of creating electrical arrows that attack with Electricity. These weapons are actually an extension of the marionettes themselves, so they only work in the golems' hands.

Metal Body: Marionettes are creatures of metal exceptionally resistant to damage and only the most powerful impacts cause them harm. Therefore, they have a natural Damage Barrier of 80 points.

Mnemonic Variation: Marionettes can have large variations between them depending on the memories that are used during manufacture. That means they can use many different weapons, and sometimes even use special Style Modules.

Built Bodies: Being artificial constructions, the Marionettes are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.

FIRE MARIONETTES

Level: 2 **Category:** Between Worlds, Creation 10
Life Points: 425 Damage Resistance
Class: Acrobatic Warrior

Str: 10 **Dex:** 5 **Agi:** 10 **Con:** 4 **Pow:** 4 **Int:** 4
Wp: 4 **Per:** 5
PhR 55 **MR** 110 **PsR** 60 **VR** 55 **DR** 55

Initiative: 75 Natural / 45 Explosion
Attack Ability: 80 Kicks, 220 Explosion
Defence Ability: Damage Resistance
Damage: 25 Kicks (IMP), 150 Explosion (HEAT)
AT: 7 Physical 3 Ene

Essential Abilities: Physical Exemption, Immune to Pain.
Powers: Built Bodies, Explosion, Improved Speed, Armor 4.

Size: 14 Medium **Regeneration:** 0
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Athleticism 130, Notice 60, Search 45.

These Marionettes are the first creations of Deymos for the Consortium of Shadows. They are golems that have immense artificial Fire Gems connected to their bodies and whose function is to destroy themselves to cause enormous damage around them. Originally the Consortium used them as mobile explosives to exterminate large crowds or destroy important architectural places, and they activated several of them during their first attacks.

Physically they are identical to conventional Memory Marionettes, but they carry enormous burning rocks embedded in their backs that give them a reddish hue.

Since they self-destruct when activated, at present there are very few of them; just about fifty scattered throughout the world as Deymos preferred not having them stored along with more valuable possessions.



Modus Operandi

Fire Marionettes simply fulfill their orders as perfect suicide soldiers, sprinting toward their target to make it blow up.

Explosion: At will, Fire Marionettes may burst causing a terrible explosion in a radius of 10 meters around them. To defend from the explosion, it is necessary to make a defense against a Final Attack of difficulty of Almost Impossible (i.e. a Final Attack of skill 240) if your distance is between 5 and 10 meters from the Marionette, or against Impossible (Final Attack of skill 280) if it is less. At close range, i.e. at a distance of 1 meter, the attack is of Inhuman difficulty (Final Attack of skill 320). To use this ability the Marionette must use its turn to detonate and act when it is appropriate to it (the explosion takes place even if the Marionette was forced into defense). The explosion also occurs if the Marionette is hit with an attack that destroys or touch the Fire Gem (it is possible to attack targeting the Marionette without touching the rock by applying a penalty of -40 to the offensive skill). The Marionette is always destroyed when it explodes.

Improved Speed: The movement speed of the Marionette is extremely high, and when it runs it can reach a Movement Value of 11.

Psychological and Pain Immunity: A Marionette does not have any kind of feeling and is immune to any psychological state such as anger or fear. Similarly, it ignores all penalties, natural or mystical, which may be caused by pain.

Built Bodies: Being artificial constructions, the Marionettes are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.

MEMORY GUARDIAN

Level: 5 **Category:** Between Worlds, Creation 15
Life Points: 225
Class: Warrior

Str: 11 **Dex:** 10 **Agi:** 9 **Con:** 11 **Pow:** 5 **Int:** 5 **Wp:** 5 **Per:** 7
PhR 70 **MR** 50 **PsR** 50 **VR** 70 **DR** 70

Initiative: 90 Natural, 70 Long Sword
Attack Ability: 140 Long Sword, Energy Beam 140
Defence Ability: 140 Long Sword, Energy Beam 140
Damage: 70 Long Sword (CUT), Energy Beam 60 (ELE)
AT: 3 Natural

Essential Abilities: Physical Exemption, Ambidextrous, Psychological Immunity, Immunity to Pain, Regeneration zero.
Powers: Energy Beam, Metal Body, Built Bodies (Regeneration zero).

Size: 22 Medium **Regeneration:** 0
Movement Value: 9 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 50, Athleticism 30, Climb 40, Jump 110, Feats of Strength 140, Notice 100, Search 80, Track 30, Sleight of hand 30, Leadership 40.

Memory Guardians are the most powerful Wake Golems of all Deymos creations, a group of artificial creatures whose purpose was to be the lieutenants of the armies of the Consortium of Shadows.

These creatures are similar to conventional Memory Marionettes, but they are almost twice as large and instead of a head, they have a flame that burns continuously. Their fighting power is also considerably higher than the other Marionettes, and they are even capable of firing supernatural energy beams.

There may be more than twenty Golems of this model.

Modus Operandi

The Guardians behave in a similar way to other Memory Marionettes, although they are more intelligent and efficient in their duties. They are also able to command other Golems, in which case they are even able to draw complex plans on their own.

Psychological and Pain Immunity: A Marionette does not have any kind of feeling and is immune to any psychological state such as anger or fear. Similarly, it ignores all penalties, natural or mystical, which may be caused by pain.

Metal Body: Marionettes are creatures of metal exceptionally resistant to damage and only the most powerful impacts cause them harm. Therefore, they have a natural Damage Barrier of 120 points.

Energy Beam: Accumulating power during a turn, the Golem can trigger a beam of supernatural energy with a maximum distance of 25 meters. There is no limit to the number of times the Golem can make use of this ability.

Built Bodies: Being artificial constructions, the Marionettes are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.



DEFENCE SEALS

Level: 2 **Category:** Between Worlds 15
Life Points: 555 Damage Resistance
Class: Ranger

Str: 4 **Dex:** 8 **Agi:** 5 **Con:** 4 **Pow:** 8 **Int:** 3 **Wp:** 5 **Per:** 10
PhR 30 **MR** 45 **PsR** 35 **VR** 30 **DR** 30

Initiative: 55 Natural
Attack Ability: 100 Energy Beam
Defence Ability: Damage Resistance
Damage: 40 Energy Beam (ENE)
AT: 3 Natural

Essential Abilities: Physical Exemption.
Powers: Watchers, Energy Beam, Damage Energy.

Size: 9 Medium **Regeneration:** 1
Movement Value: 0 **Fatigue:** Tireless

Secondary Abilities: Notice 110, Search 110, Magic Appraisal 70.

It is hard to consider the Defense Seals as real creatures, because they are almost spells which, over the ages, have become independent beings with their only objective to fulfill the function for which they were born; protect the places that they are linked with.

Defense Seals are essentially a conjunction of mystical runes and crackling energy that passively float in the air. As if they were snails or mollusks hermits, these creatures seek “shells” to enter inside of, medium-sized hollow objects that could become their bodies. Without a shell, Seals are not able to act, nor generate energy to attack or defend themselves.

These creatures are reproduced in The Wake by mitosis, in areas where magic is so strong that allows them to feed on it and multiply. When they have enough magic, the Seals simply divide themselves into two creating a new one.

Usually Seals remain in The Wake until they are summoned into the real world. At that time, if the person who has brought them has an appropriate shell, they enter in it and remain in that place for the rest of their life. Usually, at the time of linking with its shell, the Seals implicitly accept the rules that are written inside (which must be written in



a runic language in the object), but these rules always must be very simple; an indication of who can pass without being attacked and who can not. While Defense Seals are not too smart, they know extremely well the difference between the conditions to be aggressive or not; they can recognize details like ethnicity, armors, passwords and even symbols.

Modus Operandi

Defense Seals behavior is really simple; they attack by constantly throwing energy beams at anyone who approaches its area of influence and does not meet the standards that each Seal received to not attack them. Except that, they don't have personality or complex behavior, nor devise plans or strategies for combat. However, they are innately very well coordinated with each other, and are often able to prioritize the targets that are approaching or conveniently split their attacks between different targets if they are in a group.

Watchers: Defense Seals always remain in the same position, floating in the air where they were fixed, and they are completely unable to move from there.

Energy Beam: Defense Seals attack using supernatural energy beams from long distance. To do this, they need to accumulate power for a turn, and then unleash a mystical beam on its target. The attack has a maximum distance of 250 meters and attacks with Energy.

Field of Seals

There is a place in The Wake which is known among occultists circles as The Field of Seals, a supernatural area completely full of these creatures where they continuously reproduce and where there might be several thousand of them. It is believed that this place is one of many artificial gardens that were “planted” by the Deva for these creatures to multiply and now, millennia after the fall of their empire, the area has grown to acquire incomprehensible dimensions.

NOTH

Noth. A meaningless name for something that should not exist. These entities can not even be called monsters or nightmares; things like good and evil are irrelevant for entelechies that simply disbelieve everything in their path.

In more than one sense, they could be considered the end of everything that exists.

The Noth are foreign entities that are impossible to understand or explain. The only thing that can be theorized about them is that they are devoid of concepts or something like a “nature”, so they can not be linked to anything. And that is precisely what they are; absolutely nothing. They can't even be considered void elementals, as even beings like the Nosos Etrien are linked conceptually to the structure of existence. The Noth, however, do not respond to any rule or principle, as if they were strangers to absolutely everything.

The Noth are an almost unstoppable divine force. They manifest through vortices in different unrelated places and swarm aimlessly for a short period of time (never more than half an hour). They perceive the presence of things around them and approach those with a higher existential potential. Then they enter in contact with whatever has drawn their attention and consume it. There is no difference to them if it is an inanimate object or a living being; when someone tries to escape, the Noth just shred him until he dies or is unable to move. If they are attacked, the Noth respond showing clear signs of possessing disproportionate combat capabilities; even the weakest of them are creatures of aberrant power.

Their appearance is difficult to explain. Physically there are many types and sizes, but their forms are always consistent with each other. All of them are completely white and their entire bodies seem to be made of a single substance, like a uniform mass that has different form. They also don't have internal organs; the Noth are completely compact. Interestingly, the surface of their skin is incapable of being stained in any way, so they retain their characteristic whitish color at all times. The Noth also usually have some kind of spiritual cord on some part of their body (usually in the area equivalent to their necks), which disappears after a few meters in some kind of existential vortex that moves with them.

Probably the appearance in which people perceive the Noth's are not even their true form (if they actually have one); it's just the way that the mind of those who contemplate them interprets what they are. Thus, two people who see the same Noth can agree in its general appearance, such as saying that it is a milky colored humanoid, but both would see it in a slightly different form.

Noth are invisible to the human eye and can only be perceived by individuals able to see supernatural things or have a higher Gnosis (the higher it is above their Natura, the clearer they can see the Noth).

A Noth never communicates nor seem able to understand anything that surrounds it. In fact, only some of them (those who are considered superior ones), seem to have glimmers of intelligence. However, they never act in an organized manner; it is as if they are not even aware that there are others of them nearby.

The Noth don't generate existential energy nor can their skills be detected by magical, Ki or psychic abilities. They can still be affected by such powers, although it is completely impossible to alter their will or mind. For all purposes, it is as if they simply did not exist.

The Arrival of the Noth

It is impossible to determine exactly when the Noth first appeared in the world. There are supernatural sources that situate beings that "perhaps could be" Noth at different times in history, but this information can not be substantiated in any way. Therefore, although it should not be ruled out that their appearances date back to ancient times, it was not until a little less than a year ago that the arrival of the Noth has begun to be clearly perceived.

The first perceived appearance of the Noth as such was the destruction at their hands of the supernatural entity known as the Heart of Fantasy, an event witnessed by the Messenger Jonathan Kappel, but not even the Dark Child understood well what he saw.

It is not known exactly whatever has called, created or led to their manifestation in Gaïa, but what is certain is that in recent months their appearances have started to become more consistent. Imperium relates this fact to Eljared actions during the Breach of Heavens, but only members of the Inner Circle exactly know the truth behind their arrival.

The Danger of the Noth

The danger posed by the Noth is difficult to measure. Maybe their appearances are merely isolated events that do not pose a serious problem, or maybe their mere presence is indicative that the world is coming to an end. The truth is that no nation or power, not even organizations as well informed as Wissenschaft, know absolutely anything about them. Only Imperium is aware of their appearances and it is one of the few things that they take seriously. So far the organization has already approved two operations against them and, although their agents have managed to exterminate the Noth, they have not been able to obtain the information that they sought.

At present it is estimated to have been about thirteen appearances in the past year, but these are consistently increasing. If this continues, in one or two decades Noth will become a real threat to all creation, one that Imperium will have to stop at any cost.

Hierarchy

As far as is known of their entelechies the Noth are not organized nor have a chain of command. However, to date Imperium has classified different types in what they have called the Noth Hierarchy. Those known to date are: Angels, Principalities, Virtues, Powers, Dominations, Thrones, Cherubim and Seraphim.

Angels are the most numerous and less destructive Noth. They have a similar aspect to a quadrupedal beast, similar in shape and size to a tiger. Their power is considerable, but many of them have been eliminated by the forces of Imperium. From there, each higher category has more strange forms and its potential increases disproportionately.

Apart from the eight types of Noth classified, there are also a lower class that is called Ophanim, which are a kind of residual mass that often appear in areas where the Noth manifest.

Curiosities

- When a Noth suffers a lot of damage its body just disappears without leaving any trace.
- It is not known exactly whether Noth consume or absorb the existential energy of things. If it is the second case, it would mean that they transmit it through their spiritual cord to an unknown location.

- A really surprising detail is that Jürgand agents have equipment specialized in exterminating the Noth. While it is not surprising that Imperium would develop such weapons, the strange thing is that they had it already developed. Or they have responded extremely quickly to the possible danger that the Noth posed or simply they already had it ready for centuries.

Unique Rules

Noth apply a multitude of unique and special rules that all of them have without exception.

Alien Entities: The Noth are not based or follow any of the rules of existence. Therefore they have certain unique characteristics that all of them have. First, the Noth can harm any creature, regardless of any special immunity which it may possess. This affects both innate powers, spells or even Gnostic capabilities, regardless of value or degree.

Noth Perception: The Noth can't be perceived by normal individuals or by supernatural beings; they exist on a different level, and only those who have a unique perception can see or feel them. Only natural beings whose Gnosis is at least 10 points above its Natura or creatures with a natural Gnosis of 30 or higher can perceive them. No other method, including perceptual spells or special skills, can alter this fact; this also included the See Supernatural advantage.

Immunity: Similarly, it is extremely difficult to damage or even affect the Noth with anything, since only entities or devices with a higher existential power can "touch" them. Beings that can not see them can not hurt them in any way, and those whose gnosis is at least 10 points above its Natura or have a natural Gnosis of 30 will produce only half damage with their attacks. Only those who have a Gnosis 15 points higher than their Natura or have a natural Gnosis of 35 or higher can damage the Noth normally. This also applies to weapons with an extremely high power; no matter whether or not they can or not affect supernatural beings, only weapons with a higher existential power can damage the Noth, partially or fully.

Absolute Immunity to Effects: Noth automatically ignore any Resistance check, regardless of its nature or origin. For all purposes, they count as if they had passed it.

Gnostic Vision: The Noth don't perceive their surroundings in a natural way, but feel and identify the existential power and Gnosis of things. Therefore, their interests are only in items or creatures that possess a naturally high Gnosis or presence.

Existential Cord: If somehow the spiritual cord that binds the Noth to the vortex is cut the creature usually disappears in a few minutes. However, in the event that it is cut when the entity was absorbing existential energy, the Noth suffers some unusual changes. It suddenly it becomes darker, its powers increase considerably and it becomes exceptionally violent, destroying everything that is around it. In this case, the Noth loses its special immunities, but it gets a bonus to any action ranging between +40 and +80 (the bonus depends on the existential power that it was absorbing when the cord was cut).

Destruction: A Noth does not support the damage beyond its natural stamina. If in any case his Life Points reach zero, it is automatically destroyed and disappears without a trace.

The Noth in Arcane

It is important to note that all the Noth appearing in Arcane are nothing more than images invoked by memories of Jonathan Kappel, one of the few beings in Gaïa who has met them. Their arrival marked the dark child so much that they appear in his world, though they have no real connection with that place. However, the really strange thing is that even as a mere memory, the Noth manifestations began to appear in other parts of the Tower. Although their combat style is similar, the ones that appear in this section refer to the true Noth, and not those who Ergo and the Bearer fight on their adventure.

OPHANIM

Level: 5

Life Points: 120

Class: Shadow

Category: Between Worlds EX

Str: 8 **Dex:** 8 **Agi:** 12 **Con:** 7 **Pow:** - **Int:** 5 **Wp:** - **Per:** 9
PhR - MR - PsR - VR - DR -

Initiative: 120 Natural

Attack Ability: 170 Claws, 160 Void Echo, 190 Charge

Defence Ability: 150 Dodge

Damage: 50 Claws (THR) Echo Vacuum 60 (ENE) 60 Charge (THR)

AT: None

Essential Abilities: Physical Exemption, Psychological Immunity.

Powers: Natural Weapon, Unnatural Movement (Mystic Flight 10), Unnatural Charge, Echo Vacuum (Distance 50 Meters, Damage 60, Without limits, Requires one turn to prepare), Unnatural Form (Regeneration 0).

Size: 15 Medium

Regeneration: 0

Movement Value: 12/10

Fatigue: Tireless

Secondary Abilities: Notice 145, Search 125, Stealth 145.

The Ophanim are unusual because their manifestations follow slightly different rules to the Noth. In the first place they rarely have existential cords, are much weaker than the others and only appear in areas where the greater Noth manifested. In that sense it is as if they were residual energy left behind when the true Noth arrive or small varmints that slip through the crevices of the portals.

The Ophanim have a strange form, halfway between a grotesque snake and a fish. They are more than a meter and a half long, and have something like a maw in the area that must be their head.

The truth is that they are quite active, and their attention is called by much smaller amounts of existential energy than the other Noth. Therefore, they attack all kinds of creatures with a minimum level of existential power, and are constantly consuming energy until they disappear or are destroyed.

The Ophanim always manifest themselves in fairly large groups; generally between three and ten, in areas where “real Noth” have appeared. They never move away far from the portal they used to manifest in the world, and usually they tend to disappear after a couple of hours. Rarely, and only if they have consumed large amounts of energy, they can stay longer in the world.

Modus Operandi

The Ophanim detect their objectives at great distances (sometimes more than one kilometer away), and once they have targeted them, their only focus would be to devour them. Usually they rush at full speed towards their targets using their Unnatural Charge to destroy them. If by chance the targets are able to defend themselves, the Ophanim prove to be extremely cautious and skillful. They will retreat if it is possible, using their Echo Vacuum to perform ranged attacks without risks, or try fighting in combination with more Ophanim to archive their objectives.

Echo Vacuum: The Ophanim can generate beams of unlimited existential energy. To do this, they need to prepare for at least one turn, before projecting an energy beam on a target that is not more than 50 meters away.

Unnatural Charge: When the Noth detects an objective, they dash towards it as fast as they can regardless of the distance. In doing so, they charge towards their target with Flight Value of 14, applying special bonuses to their attack ability and their damage. If an Ophanim wants to use this ability, it must be more than 50 meters away from its target and move at least a full turn towards it.

Unnatural Movement: The Ophanim travel through the air as if they had a Flight Value of 10 and when they move ignore any natural obstacles such as walls that have a very low presence. Only ancient objects (or with great presence), are solid for them.

Unnatural Form: The Ophanim never recover from the damage suffered.



NOTH PRINCIPALITIES

Level: 10 **Category:** Between Worlds EX
Life Points: 245
Class: Acrobatic Warrior

Str: 12 **Dex:** 12 **Ag:** 13 **Con:** 12 **Pow:** - **Int:** 5 **Wp:** - **Per:** 7
PhR - **MR** - **PsR** - **VR** - **DR** -

Initiative: 185 Natural
Attack Ability: 260 Rend Reality
Defence Ability: 260 Rend Reality
Damage: 100 (CUT) Rend Reality
AT: None

Essential Abilities: Physical Exemption, Psychological Immunity.

Powers: Rend Reality (Natural Weapon, Existential Damage, +20 Breakage, -5 AT, +40 Damage), Gnostic Vision, See the Supernatural, Vortex (Automatic transport 250 meters, Without limits, Requires a turn to prepare), Unnatural Recovery.

Size: 22 Medium **Regeneration:** 0
Movement Value: 13 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 180, Climb 180, Jump 185, Feats of Strength 120, Notice 115, Search 105.

The Noth known as Principalities are extremely dangerous creatures, entities that appear in the world for no reason only to disappear a few hours later.

They are the only Noth who have a truly humanoid form, though often those who perceive them see strange variations in their appearance, as tails or even a huge mouth on their chest.

Usually Principalities are extremely calm. They move slowly, but they can also move at incredible speed, deform their bodies in impossible ways and do other crazy things.

There is no way to know exactly how many of them have appeared in the world, but it is possible that their number exceeds twenty. When they have materialized it has always been in small numbers, either one or two of them at once. At least ten of them have been destroyed by Imperium.



Modus Operandi

As with all Noth, it is difficult to determine a defined combat methodology for Principalities. Simply they choose their targets and destroy them with frightening efficiency. While their behavior is often erratic, in the rare case that their targets are able to fight them back, a Principality can behave with unequal instinctive talent for combat. If it faces several opponents the Noth always knows whom to attack first and which tactics are the best to emerge victorious. However, even if things go against it, the Noth never flees; it will fight to destroy its enemies or will be destroyed trying.

Rend Reality: All the attacks of this Noth produce massive existential damage, as they affect the very essence of what they impact. Consequently, their attacks have Breakage 30 and reduce by 5 points the defenders Armor Type.

Vortex: The Noth can move through vortices in reality at will, either their whole body or just part of it. This transport ignores any kind of barrier, including those based on energy, as long as they do not have a huge existential power or were created by beings whose Gnosis is not 15 points higher than their Natura or have Gnosis 35 or more. Vortex can also be used offensively, either to appear next to the target and attack him, or even to move only parts of the Noth to attack. This second option can be frighteningly effective in combat since the Principality can directly reach the body of its enemies, ignoring the vast majority of protections, either natural or supernatural. Therefore, any Supernatural Shield or Blocking Skill takes a penalty of -40 to the defense ability against an attack of this nature.

Using Vortex, either as displacement or attack requires one turn.

Unnatural Recovery: Principalities don't recover conventionally from the damage that they may suffer, but if they destroy or absorb something with high supernatural presence, they recover immediately from 20 to 100 Life Points, depending on how powerful the element consumed was.

NOTH POTESTAS

Level: 14 **Category:** Between Worlds, Special
Life Points: 275
Class: Acrobatic Warrior

Str: 14 **Dex:** 14 **Ag:** 14 **Con:** 14 **Pow:** - **Int:** 8 **Wp:** - **Per:** 11
PhR 70 **MR** 50 **PsR** 50 **VR** 70 **DR** 70

Initiative: 210 Natural
Attack Ability: 310 Existence Reaper + 300 Existence Reaper
Defense Ability: 310 Dodge
Damage: 100 Reaper of Existence (CUT)
AT: None

Essential Abilities: Physical Exemption, Psychological Immunity.

Powers: Existence Reaper, Existential Damage, Distortion of Space, Existential Shield.

Size: 20 Medium **Regeneration:** 3
Movement Value: 14 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 240, Climb 180, Jump 150, Feats of Strength 200, Notice 200, Search 150.

Although for unknown reasons Imperium has in their files these other Noth of a higher Hierarchy, the Potestas or Exousia is the most powerful one known to date that has manifested itself in the world, and it can even be theorized that it is some kind of "Queen". It is also unknown whether this is a single entity or several of the same category.

The Potestas has a really strange form. It is a set of bodies, limbs and wings fused together without any sense or apparent utility. It has three heads with vaguely feminine appearance, and uses two scythes which actually are part of its body.

Exousia has several more features, such as the fact that its mere manifestation slightly alters the environment; it loses some color, turning everything around it gray and lifeless. This Noth is also the only one capable of emitting sounds and words, but do not seem to use them to communicate. Exousia simply repeat expressions or

sounds that are emitted near it, using various female and male voices at once.

Unlike other Noth, the Potestas seems to be intelligent, because its actions seem to be much more coordinated than those of the others. Unfortunately, it seems that it has not the slightest interest in communicating, and its goals (if indeed it has any), are completely unknown.

The Potestas has only appeared twice in history, of which only one of them has been actually documented. In theory, its first appearance was during the death of the Heart of Fantasy, but only Jonathan Kappel witnessed this event, and his word can not be given as certain.

Modus Operandi

Exousia or the Noth Potestas is simply a being of overwhelming power. When it fights, it simply exterminates its enemies with ease using superior combat capabilities. It has no tactic nor needs it. Its speed, instincts and potential destroys practically anything it may face.

Existence Reaver: Attacks of the Potestas' weapons reduce by 6 points the defenders Armor Type.

Existential Damage: Damage that the Potestas produces with its weapons can not be healed, except for those beings with Gnosis 35 or higher or with Gnosis 15 points or above their Natura, in which case the recovery is at the rate of Sacrifice.

Distortion of Space: The Potestas can attack from any distance by distorting reality so that its cuts have literally no limit. However, to do so it must combine both weapons, so it can only perform a single attack that turn.

Existential Shield: The Potestas can only lose a maximum of 100 Life Points in a given turn. If it suffers damage exceeding that amount, it disappears momentarily from reality and reappears a few seconds later at a nearby location, no more than twenty meters away.



NEXUS GUARDIAN

Level: 10 **Category:** Between Worlds, Creation 30
Life Points: 270
Class: Warrior

Str: 9 **Dex:** 9 **Agi:** 6 **Con:** 9 **Pow:** 10 **Int:** 7 **Wp:** 8 **Per:** 8
PhR 85 **MR** 90 **PsR** 85 **VR** 85 **DR** 85

Initiative: 105 Natural, 60 Long Sword and Medium Shield
Attack Ability: 200 Long Sword and Medium Shield +10, 190 Exterminator, 200 Explosion.

Defense Ability: 200 Long Sword +10, 220 Medium Shield +10

Damage: 75 Long Sword (CUT), 50 Medium Shield (IMP), Exterminator 80 (HEAT), 120 Explosion (HEAT).

AT: 5 Natural

Essential Abilities: Physical Exemption, Psychological Immunity.

Powers: Immunity, Bless, Double, Exterminator (Distance Attack, 80 Damage, Trail of Destruction), Explosion (Area 25 meters, 120 Damage), Destructive Damage, Summon Immunity.

Size: 17 Medium
Movement Value: 6

Regeneration: 2
Fatigue: Tireless

Secondary Abilities: Climb 110, Jump 110, Feats of Strength 110, Notice 120, Search 110, Magic Appraisal 110, Forging 110.

The Nexus Guardian is a location-based entity, which exists to defend the Nexus of Power they are linked with. Somehow, they are like a supernatural security system that reality itself uses to protect those unique places. Their function is pretty simple; they force out or destroy anyone who tries to enter in a Nexus of Power.

Guardians have many forms, but its most common one is an armored angel, wielding Creation in one hand and Destruction in the other. They usually fight with a flaming sword which casts both Fire and Destruction spells, and a glowing shield covering the arm which controls his Creation magic.

They are really intelligent, but they never communicate with other people in a direct way. In rare cases, especially if they feel that intruders have reached the Nexus by mistake, they may try to expel them without a fight simply by obvious threats, but always without direct communication.

Nexus Guardians are really powerful. The magic of their right hand can directly attack any enemy with fire or pure destructive energy, and as well as nullify any magic, Ki or psychic power. The magic of its left hand can exert supernatural control over the actions of others, typically to force them to leave the Nexus if they are not strong enough to resist. It can also heal the Guardian, or increase its strength and speed. Guardians can also use various unusual powers, from duplicating itself, restoring its energy, or manipulating its surroundings.

There is not a Guardian in every Dragon Line or Nexus, only in those which were never tamed in any way. Once a Nexus of Power is controlled, even if it was in the past, there is no Guardian linked to the place anymore. They disappeared from the world after The War of God, until a Nephilim called Aelfwen summoned the first of them again. After that act, the Guardians reappeared in the world in several unlinked Nexus.

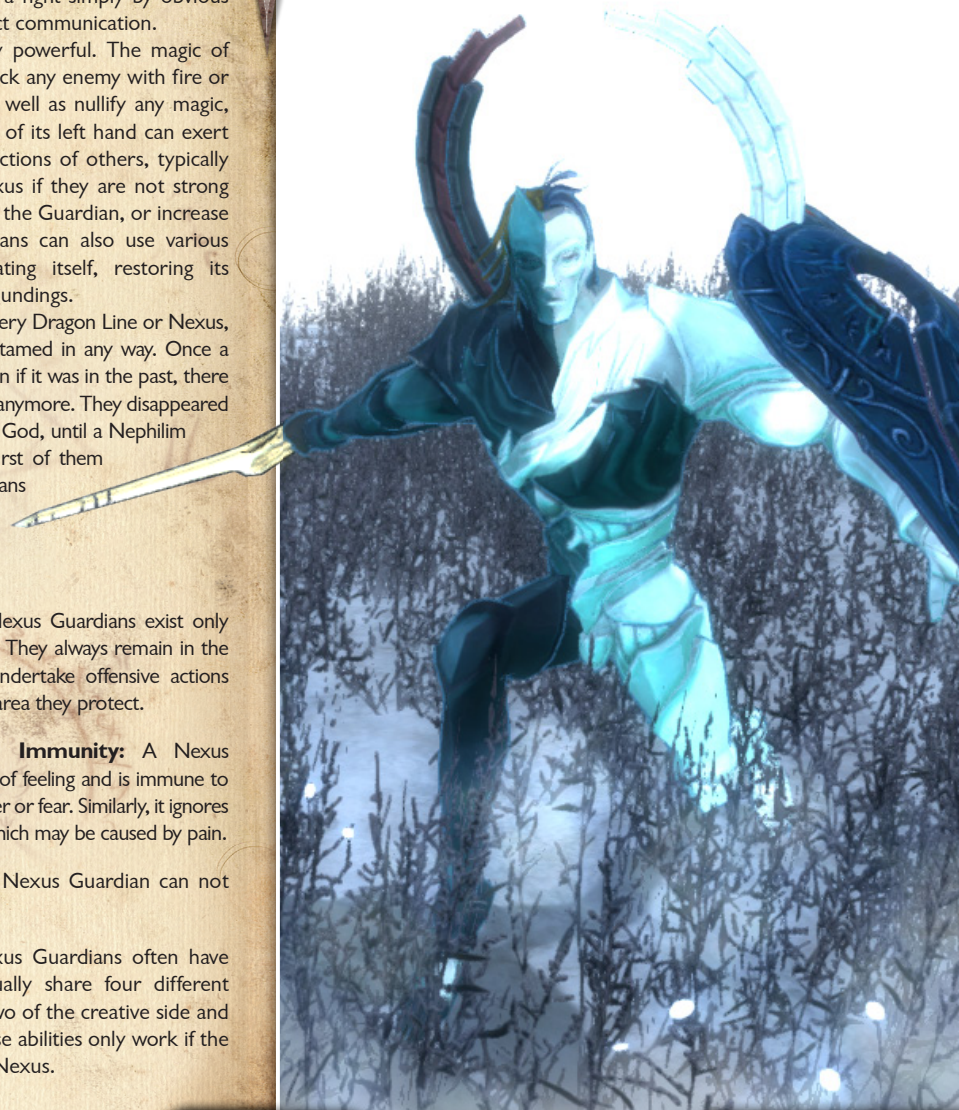
Modus Operandi

As its name suggests, the Nexus Guardians exist only to protect these points of power. They always remain in the vicinity of a Nexus, and only undertake offensive actions against those who enter into the area they protect.

Psychological and Pain Immunity: A Nexus Guardian does not have any kind of feeling and is immune to any psychological state such as anger or fear. Similarly, it ignores all penalties, natural or mystical, which may be caused by pain.

Summon Immunity: A Nexus Guardian can not be affected by summoning skills.

Nexus Powers: The Nexus Guardians often have different powers, although usually share four different ones from those listed below; two of the creative side and two of the destructive side. These abilities only work if the Guardian is in the vicinity of its Nexus.



-Immunity (Creative Facet): A Guardian is completely immune to any damage, spell or supernatural power while it is in the vicinity of the Nexus to which it is linked. That means it can not be damaged in any way and is virtually indestructible. However, this power is linked to the creative side of the Guardian, so it temporarily loses its immunity when performing some kind of attack. Therefore, after making any offensive action, the Guardian is no longer invulnerable during the immediate turn after the attack. Immunity has no effect against creatures with Gnosis 35 or higher.

-Bless (Creative Facet): A Guardian can use its creative side to cast a Blessing spell of Intermediate Grade (150 Zeon points) that only affects him.

-Double (Creative Facet): A Guardian can create a copy of itself fighting with its own skill, but without its Nexus powers. It takes a turn to materialize, during which it can not be damaged in any way. The copy has only half the life points that the Guardian had at the time when he creates it. After using this ability, the Guardian must wait at least one day before it can re-activate it.

-Exterminator (Destructive Facet): The Guardian can project gashes of fiery energy that attack all targets in the same trajectory, regardless of distance.

-Explosion (Destructive Facet): After focusing for a full turn, during which the Guardian can only defend, it triggers a huge blast of fire that burns everything that is in an area of 25 meters around it. After using this skill the Guardian is temporarily weakened, so during the next two turns it loses the effects of Immunity and takes a penalty of -40 to every action.

-Destructive Damage (Destructive Facet): The Guardian increases by 30 points the damage of all his attacks, both basic and special.

HYDRA QUEEN

Level: 7 **Category:** Natural
Life Points: 3,210 Damage Resistance
Class: Warrior

Str: 15 **Dex:** 8 **Agi:** 5 **Con:** 13 **Pow:** 8 **Int:** 5 **Wp:** 6 **Per:** 8
PhR 85 **MR** 70 **PsR** 65 **VR** 85 **DR** 85

Initiative: 65 Natural
Attack Ability: 150 Bite / 150 Explosive Breath + 100 Minor Heads (7 Attacks) / 100 Minor Explosive Breath (7 Attacks).
Defense Ability: Damage Resistance
Damage: 120 Bite (THR), 120 Breath (HEAT).
AT: 6 Natural

Essential Abilities: Superhuman Physical Characteristics, Fatigue Resistance.
Powers: Natural Weapon, Explosive Breath, Multiple Heads, Water Movement, Aquatic Breathing.

Size: 25 Enormous **Regeneration:** 6
Movement Value: 6 **Fatigue:** 15

Secondary Abilities: Feats of Strength 180, Withstand Pain 100, Notice 150, Search 140, History 20, Intimidate 130.

Hydras are huge and vicious polycephalous aquatic monsters with a snake form. It is believed that they are some kind of dragon degeneration similar to the wryms, although its supernatural evolution has made them very different creatures.

Among them, those called Brood Queens are not only larger (often have dimensions greater than 150 meters in length), but are also those that lays eggs from which the minor hydras are born.

Queens, unlike common Hydras have a central head, much larger, surrounded by at least seven or eight minor heads snaking around it as if they were tentacles. According to legend, only the central head is vulnerable, since the rest regrow too fast after being severed.



The Brood Queens usually live underwater, either at sea or in lakes large enough to hold them. They hibernate for decades and only wake up to feed. Interestingly, the Queens usually devour their brood shortly after born, although many escape and survive long enough to become adults. They are also very territorial creatures. While its main purpose is usually just eating, they do not tolerate any other large predators entering into their hunting grounds.

Modus Operandi

The Brood Queens act very differently depending on whether they attack to feed or are fighting a real enemy. If they want to eat, they are generally hidden underwater or underground, using only one or two of their heads. If these are destroyed, simply the prey is not valuable enough for the effort and the Hydra lets them go. If instead they have to face something they consider a rival, the Queen fights with all its heads, using multiple attacks and abilities.

Multiple Heads: Although they are only a mere extension of the will of the Queen, secondary heads have their own attributes and can act independently. Game wise, they are considered different creatures linked to the Queen with their own abilities and life points. The damage suffered by minor heads is independent and is not counted as damage to the Queen itself.

When a head is destroyed, usually it explodes leaving only a bloody stump, causing the Queen a damage of 300 Life Points. However, ten rounds after the head is destroyed, a new one emerges instantly from the stump, with all its life points intact.

Explosive Breath: Brood Queens can launch a powerful fire breath from any head (or several of them at once). The breath of the main head has a range of 100 meters and covers an impact area of up to 25 meters. By contrast, the smaller heads have a range of only 25 meters and effects an area of one meter radius. After using its breath each head is required to wait at least three rounds before they can re-launch it.

Water Movement: The Brood Queen moves at full speed through the water and can survive submerged for hours.

GOLDEN KNIGHT

Level: 6 **Category:** Spirit, Light Elemental 25
Life Points: 2,100 Damage Resistance
Class: Weaponmaster

Str: 9 **Dex:** 12 **Agi:** 8 **Con:** 8 **Pow:** 9 **Int:** 8 **Wp:** 8 **Per:** 9
PhR 55 **MR** 110 **PsR** 60 **VR** 55 **DR** 55

Initiative: 100 Natural 50 Bastard Sword
Attack Ability: 190 Bastard Sword, 200 Light Orb
Defense Ability: Damage Resistance
Damage: 80 / 90 Bastard Sword, 60 Light Orb
AT: 6 Light Armor

Essential Abilities: Superhuman Physical Characteristics.
Powers: Living Armor, Light Armor (Physical Armor 6, Mystical Armor 6), Orbs of Light, See Supernatural, Spiritual Form, Damage Energy.

Size: 16 Medium **Regeneration:** 2
Movement Value: 8 **Fatigue:** 8

Secondary Abilities: Athleticism 30, Ride 40, Climb 25, Composure 75, Feats of Strength 65, Withstand Pain 90, Notice 100, Search 30, Intimidate 50, Leadership 110, Persuasion 80.

The Golden Knights, or Aluhe'nai are an unusual type of light elemental of intermediate class. They are luminous spirits without physical form that live inside armors and move with them as if they were natural living beings.

Their real form is poorly defined, but is similar to an amorphous glow full of wings. However, the truly unique characteristic of these beings is that when they posses an armor it begins to glow with a golden hue, from which comes the common name of "Golden Knight" by which they are known.

As purely spiritual beings, Aluhe'nai usually reside in the Wake, but prefer to remain in the material plane using an armor as a body.

They can communicate through whispers, but rarely do because they are well aware that in today's society they are seen as evil beings. Actually, that doesn't matter to them; as long-lived beings, they know that the perception of mortals about things change over time.

The Golden Knights are usually associated with the Beryl Azrael and other deities linked to justice. They are creatures with a high moral system, so strict that sometimes they can be too radical in destroying evil in all its forms. In the past they worked closely to the Alius, but after the War of Darkness both elemental groups distanced from each other.

At present there are very few of them, but unlike other elementals, most of the remaining one have a close relationship with each other and try to protect the world in their own way.

Interestingly, a large number of them came before the Supreme Inquisitor Romeo Exxet when he was still a teenager on the island of Kaasi, vowing absolute fidelity to him as the chosen of light and assuring him that they will answer his call when it is required. Romeo's has not used them yet, but it is a wild card that he has saved for a moment of great need.

Modus Operandi

The Golden Knights are brooding creatures that do not usually engage in combat, but they are not afraid to do so provided they perceive, what for them is, a dark or evil act. At such times, they show an unlimited ferocity and tenacity; nothing stops them from killing those who it may consider a threat to "good and justice".

Living Armor: The Aluhe'nai fuse with any kind of armor to interact with the world. They can only do this with armors that are completely empty at the time of their possession, as the spirit "fills" them in a supernatural way. The process requires two full rounds until the merge takes place. While they are attached to an armor, any damage that can affect energy harms equally to the Aluhe'nai as much as its physical form, but those unable to damage the supernatural only cause damage to the container. The endurance of each frame depends on its quality and nature, but when they merge with the light spirit, they often acquire similar attributes often equal to those of full armor.

In the event that the "physical body" of the Golden Knight is destroyed while the spirit hasn't yet lost all its life points (e.g. if it is destroyed with conventional weapons), the Aluhe'nai leaves the container and is free to seek another armor to be linked to.

Naturally, if the spirit has been weakened by any cause and loses all its life points before the container is destroyed, the Aluhe'nai perishes and its armor crumbles lifeless.

Spiritual Form: When not inside an armor that gives them body, the Aluhe'nai can not interact with the world around them, even with other spirits. Although they remain invisible and intangible, they always emit a glow wherever they are, so it is easy to perceive them, even if it is impossible to see their real form.

Orbs of Light: Using a part of its essence the Golden Knights can create spheres of pure light as a way of attack against their enemies. Instead of attacking during a turn, the Knight can manifest in the air a vortex of light energy that, regardless of what they do later in subsequent rounds, fires power beams against the target designated by the Knights before it disappears.

Game wise, during the three subsequent rounds after the generation of an Orb of Light, it fires a light beam at a single target. To determine the moment when it is fired on the action sequence of each round, it is considered that the Orb has the equivalent final Initiative of 100. The Orb attacks with an unmodified skill independent from the Knight, and every round fires a light beam which is equivalent to a Light Beam spell with Base Damage 60.

Knights can generate only four orbs each day, because its essence is weakened when trying to create more.

Light Armor: Whatever type of armor they have, the Golden Knight has an Armor Type of 6 against any kind of attack.



STRIBORG

Level: 5 **Category:** Between Worlds, Elemental 25
Life Points: 110
Class: Wizard

Str: 6 **Dex:** 7 **Agi:** 6 **Con:** 6 **Pow:** 12 **Int:** 11 **Wp:** 8 **Per:** 8
PhR 55 **MR** 110 **PsR** 60 **VR** 55 **DR** 55

Initiative: 65 Natural

MA: 60
Zeon: 1.410
Magic Projection: 150
Magic Level: 60 Water

AT: 5 Physical, 5 Energy

Essential Abilities: Superhuman Spiritual Characteristics, Physical Exemption, Gift.

Powers: Ice Body (Physical Armor 4, Mystical Armor 8, Damage Barrier 100), Frozen Heart (+40 MR), Splinter Frost.

Size: 12 Medium **Regeneration:** 1
Movement Value: 6 **Fatigue:** 6

Secondary Abilities: Notice 70, Search 15, History 65, Medicine 45, Memorize 45, Occult 55, Appraisal 75, Magic Appraisal 110, Persuasion 75, Art 60, Forging 85, Sleight of hand 10.

The Striborg are a mid level category of ice elemental, vaguely humanoid creatures made of geometric shapes. It is believed that they are linked to the frozen lakes, and are born from the union of large amounts of magic with the frozen surface of the water, although no occultist has been able to provide convincing evidence of this fact.

The Striborg are exceptionally lonely and dislike the company of any other creatures other than their peers. This applies especially to mortals, to whom Striborg feel a considerable aversion. While they usually do not attack men without reason, very little is needed for getting an aggressive reaction from them; sometimes, just meeting them in the wrong place and time is enough.



Striborg are powerful sorcerers by nature, but they cast their spells instinctively, using unusual formulas that change every time they cast a spell. They are also known for their incredible resistance to supernatural effects. Magic almost don't affect them, because the spells are reflected on them and disappear harmlessly. Therefore magicians consider Striborg extremely dangerous and always try to avoid them.

These elementals worship crystals in all its forms. They like to collect them and carve shapes with them; it is something almost compulsive, a kind of racial obsession. Their territories are full of them and the more bizarre they are, the more time they spend watching them. While they don't interact with mortal beings, if their goal is obtaining large or beautiful crystals, they may be willing to trading with human or simply not attack those who they see in possession of gorgeous jewels.

There are still a large number of Striborg left in the Nordic lands (especially in the Peak of the World) and Beckett, though they rarely get involved in the affairs of men.

Modus Operandi

A Striborg is always an efficient enemy. While they are vulnerable to damage, their high intelligence assures that they are always prepared for any contingency. If it is they who have to initiate the attack, they have great patience and know very well how to use their magical abilities and the environment to their advantage. Their favorite time to strike is at night or during ice storms when their opponents do not really know who is attacking them.

Vanity of the Mirror: There is an old tradition in the north that ensures that vain women who look too much in the mirrors while traveling will probably be cursed and became lost in the snow. Actually, this myth has a frightening origin; often Striborg could see the glow of mirrors at a great distance and attack the caravan to take the glass.

Ice Body: The body of a Striborg is made of the most robust and compact ice that there is. Consequently, they are extremely resistant to physical damage, even if they do not wear any armor, and have a Damage Barrier of 100 against any attacks unable to damage supernatural beings.

Frozen Heart: They have an immense supernatural resistance, which greatly increases their checks against magical effects. Additionally, any supernatural attack that is not based on fire reduces the damage it causes by half.

Splinter Frost: If they have no more magic left to fight, the Striborg can project shards of ice to attack their enemies using its Magical Projection. These splinters attack with Thrust and have Base Damage 30.

BASIC ELEMENTAL

Level: 3 **Category:** Between Worlds, Elemental Dark/Light 20
Life Points: 110
Class: Wizard

Str: 5 **Dex:** 8 **Agi:** 6 **Con:** 7 **Pow:** 12 **Int:** 10 **Wp:** 7 **Per:** 8
PhR 45 **MR** 60 **PsR** 45 **VR** 45 **DR** 45

AT: 3 Energy

MA: 60
Zeon: 710
Magic Projection: 100
Magic Level: 40 Light/Darkness

Essential Abilities: Physical Exemption, Natural Immunity, Gift.
Powers: Levitation (Mystic Flight 4), Natural Immunity, Elemental Form.

Size: 11 Medium **Regeneration:** 1
Movement Value: 4 **Fatigue:** Tireless

Secondary Abilities: Notice 50, Search 50, Occult 60, Magic Appraisal 100, Hide 60, Stealth 60.

The basic or primary elementals, as they are also known by some occultists, are creatures based in light and darkness of lesser power. They are large accumulations of light or darkness which, after being imbued with magical powers of high purity, become independent beings. Usually they are born in temples linked to the Shajads or the Beryls, but some also arise in magic schools or places where spells are triggered constantly.

They have a humanoid appearance, but their bodies are made of crackling bright or dark runes that surround them as if they were some kind of magic shroud.

They are often extremely intelligent, yet behave very simply, as if they were no more than innocent children incapable of evolution or learning. Dark Elementals are especially malicious and cruel, but not really "evil", or at least no more than a nasty child would be. They communicate in various ways and can learn languages easily, although they only use them to get on with supernatural beings or people with The Gift.



Elementals have high magical abilities and are very competent sorcerers, yet are unable to explain or understand their spells. It's just something innate for them, linked to the magic that created them.

Currently their number is very limited, and it is believed that, with rare exceptions, none have appeared after the activation of Rah's machine. Most live in The Wake, although there are others who remain protecting the temples or schools in which they were born, as if they felt that their duty is to safeguard them from any evil.

Modus Operandi

The basic elementals can fight for any justifiable cause, since their characters are very different. However, since they are all wizards of considerable talent, combating against them is very dangerous especially if they have previous field experience and know how to properly choose their spells.

Natural Immunity: The basic elementals are immune to any kind of conventional attack, except those based on supernatural forces of high power. Therefore the light elementals completely ignore any damage based on darkness and the dark elementals completely ignore any damage based on light unless the attacker has Gnosis 30 or higher.

Elemental Form: They are immaterial creatures and therefore they ignore conventional attacks which can't damage energy.

Levitation: Elementals are able to move through the air with a Flight Value of 4.

LIVING NIGHTMARE

Level: 6 **Category:** Between Worlds, Between 20 and 30
Life Points: 150
Class: Warlock

Str: 6 **Dex:** 8 **Agi:** 8 **Con:** 6 **Pow:** 11 **Int:** 11 **Wp:** 6 **Per:** 6
PhR 60 **MR** 75 **PsR** 60 **VR** 60 **DR** 60

Initiative: 90 Natural
Attack Ability: 150 Shadow Blades
Defense Ability: 150 Shadow Blades
Damage: 50 Shadow Blades (COLD)

MA: 30
Zeon: 495
Magic Projection: 120 Offensive
Magic Level: 60 Darkness (Umbra)

AT: None

Natural Abilities: Magic Projection as an Attack.
Essential Abilities: Physical Exemption.
Powers: Shadow Blades (Natural Weapon), Damage Energy, Aura of Fear, Environment Control, Elemental Form.

Size: 15 Medium **Regeneration:** 1
Movement Value: 10 **Fatigue:** Tireless

Secondary Abilities: Notice 75, Search 75, Occult 125, Magic Appraisal 160.

Living Nightmares are a particular type of entity halfway between a dark elemental and a Wake Specter. These are creatures that are born very rarely when a dreamer's subconscious comes into contact with a particularly dark area of the Wake. If certain circumstances arise, the sleeper's emotions may affect the environment, giving it consciousness and allowing the nightmare to become "alive", a representation of the bad dream itself.

There are many types of Living Nightmare, and both its powers and its capabilities are extremely different. The statistics presented here refer to the most common archetype and the one which appears in Gate of Memories, but it is far

from being the only one that exists. There are much weaker Nightmares as well as incredibly powerful ones.

Their appearance can vary greatly from one another, but are generally huge masses of chaotic darkness within which you can see a shape related to the nature of the nightmare itself.

The Living Nightmares exist only in The Wake and live always in dark places full of fear. The most powerful of them act independently, although most often join a Lord of Nightmares serving him as agents. Only in very exceptional cases can Nightmares manifest in the real world possessing human bodies that they take as “avatars”.

Modus Operandi

Since there are no two Living Nightmares alike and each act for entirely different reasons, the methodologies that they can use in combat are really endless. However, all are creatures based on fear and feed on it, so they generally tend to be dark and twisted, preferring to extend all fights to enjoy the terror they cause.

Aura of Fear: For its dark nature, anyone contemplating the true form of a living nightmare must withstand a Magic Resistance Check against 80 or suffer Fear for a number of rounds equivalent to the level of failure. This is an automatic effect whose only condition is to look directly into the Nightmare. Someone exceeding the check need not make it again until at least 10 rounds have passed. This ability can be deactivated at will by the Nightmare.

Shadow Blades: Nightmare attacks are of a supernatural nature and can only be stopped by means capable of stopping energy. Furthermore, due their unique nature, they attack with Cold.

Environment Control: If they are in the Wake area they are linked to, Nightmares can alter the environment to recreate the atmosphere of the original dream that gave birth to them. On these occasions, they can even alter their own appearance acquiring different forms.

Variations: Nightmares can have any type of power related to its original nature, so they have access to every conceivable power of those listed in Those Who Walked Amongst Us.



LUGUBRIOUS

Level: 2 **Category:** Anima, Elemental Darkness 15
Life Points: 155
Class: Assassin

Str: 4 **Dex:** 8 **Agi:** 10 **Con:** - **Pow:** 8 **Int:** 3 **Wp:** 5 **Per:** 8
PhR 45 **MR** 45 **PsR** 40 **VR** 45 **DR** 45

Initiative: 75 Natural
Attack Ability: 110 Death Knell
Defense Ability: 100 Dodge
Damage: None
AT: None

Essential Abilities: Unnatural Size.
Powers: Mystic Flight 8, Death Knell, Complete Night Vision.

Size: 12 Medium **Regeneration:** 3
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Notice 60, Search 60, Intimidate 40, Hide 60, Stealth 65.

Lugubrious are small specters that are commonly created when a person dies in the darkest areas of The Wake. They are not really made of “complete” souls, but of spiritual fragments left behind when someone dies with strong negative emotions. All this is interspersed with environmental darkness giving “birth” to these beings. Therefore, one person dying can generate several Lugubrious, each consisting of small residues of a soul stained by darkness.

Its appearance is usually a small dark mass floating in the air in a chaotic way, leaving behind a trail similar to a black snake. Within it is sometimes possible to see skulls and red eyes, giving them an even more macabre aspect.

Lugubrious behave like small critters in the darkness, scavengers that feed on pain. When they see sentient creatures they go to them in swarms and stick to their bodies, since their contact causes its victim a terrible spiritual damage that feed the Lugubrious.

Often, if they consider that a prey can not escape from them and they are not very hungry, they can show themselves to make their prey flee in terror, something that gives them a certain special “flavor” when they are consumed.

Since the Lugubrious can not feed on dark creatures, it is not uncommon to act in groups forming swarms of vermin who dare to attack even large prey. Sometimes they live near Living Nightmares or the most powerful Wake Specter that can provide them victims, feeding of the "remains" that such creatures leave behind.

Although their exact number is unknown, there is a lot of Lugubrious in The Wake, and they can be found in virtually any location with enough darkness.

Modus Operandi

The Lugubrious can act in very different ways depending if they act alone or in packs. If they are independent hunters they proceed as assassins, stalking their victims from the shadows and throwing themselves on them at the appropriate time to stick to their bodies and kill them with pain. By contrast, in large groups they lose any fear and have no problem to appear like a dark cloud that splits to attack one or more targets at once.

Death Knell: Any entity that enters in contact with the Lugubrious must overcome a MR check against 100 each turn or suffer an equivalent damage to the level of failure.

Mystical Flight: Lugubrious travel through the air with a Flight Value of 8.

Complete Night Vision: A Lugubrious sees perfectly in the dark, even in those of a supernatural nature.



LIVING PUPPETS

The Living Puppets are dolls animated by supernatural means, beautiful artworks made by a talented craftsman which subsequently received some kind of power that allows them to move by themselves.

Their shapes are varied, as much as the imagination of their creator. Most appear to be human, but actually can have any aspect, from animals to unique and unusual "things". Similarly, there are many supernatural processes that allow them to move, from the intervention of greater forces to infusing a soul on them as an energy source.

There are currently a lot of living puppets in Gaïa (or at least, when considering the limited number of supernatural entities that are left in the world), but their classes are very different. Those in this section are those created by Nascal, although there are also many others.

NASCAL PUPPET

Level: 2 **Category:** Between Worlds, Creation 15
Life Points: 1.125 **Damage Resistance**
Class: Warrior

Str: 5 **Dex:** 5 **Agi:** 5 **Con:** 7 **Pow:** 6 **Int:** 2 **Wp:** 5 **Per:** 6
PhR 40 **MR** 35 **PsR** 35 **VR** 40 **DR** 40

Initiative: 55 Natural
Attack Ability: 80 Wood Limbs
Defense Ability: Damage Resistance
Damage: 30 Wood Limbs (CON)
AT: 3 Natural

Essential Abilities: Physical Exemption, Immunity to Pain.
Powers: Wood Limbs (Limited Natural Weapon), Built Bodies (Regeneration zero).

Size: 12 Medium **Regeneration:** 0
Movement Value: 5 **Fatigue:** Tireless

Secondary Abilities: Notice 60, Search 50, Art 25, Dance 20, Music 25.



This is the most basic model of all the puppets created by Nascal, simple decorative dolls used sometimes to protect his property. They have the appearance of traditional wooden marionettes, the same that fascinated him as a child, but its simplicity is exceptional if we consider the skill of the maker.

Their intelligence is very limited, and only carry out the orders of their creator in the most direct way they can.

Modus Operandi

Despite its simplicity, Nascal Puppets are dangerous opponents. One of their favorite tactics is to stay completely still, pretending to be simple dolls, and attack by surprise when their objectives approach them without knowing their true nature.

Weapons: The puppets can have any possible combination of weapons, but generally use their limbs as if they were maces. The statistics reflected above consider using their limbs as weapon, but can be replaced by others without problem.

Psychologically Immunity and Without Pain: A puppet does not have any kind of feeling and is immune to any psychological state such as anger or fear. Similarly, it ignores all penalties, natural or mystical, which may be caused by pain.

Built Bodies: Being artificial constructions, the puppets are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.

GHESTAL PUPPET

Level: 4 **Category:** Between Worlds, Creation 15
Life Points: 1.720 **Damage Resistance**
Class: Warrior

Str: 5 **Dex:** 5 **Ag:** 5 **Con:** 7 **Pow:** 6 **Int:** 5 **Wp:** 5 **Per:** 6
PhR 40 **MR** 35 **PsR** 35 **VR** 40 **DR** 40

Initiative: 55 **Natural**
Attack Ability: 110 **Wood Limbs**, 110 **Throwing Fire**

Defense Ability: Damage Resistance
Damage: 30/40 **Wood Limbs**(IMP/HEAT), 40
Throw Throwing Fire (HEAT)
AT: 3 **Natural**

Essential Abilities: Physical Exemption, Immune to Pain.
Powers: **Wood Limbs** (Limited Natural Weapon), **Throwing Fire**, **Infernal Heat**, Immune to an element (Fire), **Built Bodies** (Regeneration zero).

Size: 12 **Medium** **Regeneration:** 0
Movement Value: 5 **Fatigue:** Tireless

Secondary Abilities: Notice 85, Search 75.

Ghestal Puppets are one of the most imaginative of Nascal's creations, living puppets made of the sacred Duk'zarist wood. While in appearance they are mere puppets of dark wood, its true capacity is to burst into fire at will and, since Ghestal wood never consumes, burn eternally as "fire puppets."

Naturally, this ability makes them very dangerous enemies, especially because its flames are so strong that they devour all that is close to them.

Since Ghestal wood is extremely complicated to get, Nascal could only create a dozen of these creatures, so they are extremely rare.

Modus Operandi

Ghestal Puppets are, like the other Nascal's creations, extensions of the will of their master, and are only able to follow his orders. In combat, they specialize in distance attacks, but they do not have problems in melee thanks to the superiority that their fire aura gives them.

Weapons: The puppets can have any possible combination of weapons, but generally use their limbs as if they were igneous maces. When they are burning (i.e., while the eternal flames are active), they increase its Base Damage by 10 points and attack with Heat.

Throwing Fire: Thanks to their control over fire Ghestal Puppets can do distance attacks by generating bursts of fire. This skill is considered a ranged attack that explodes on impact with an effect area of 3 meters.

Eternal Flames: The supernatural fire surrounding the Ghestal Puppets is so powerful that it acts as a shield that nullifies part of the damage that they can suffer. Therefore all



attacks of a physical nature (normal or energy based) reduce their Base Damage by 30 points against the puppets. However, the fire endurance is limited, so if the puppet loses more than 400 Points of Life in one round, the flames are temporarily mitigated throughout the next turn. The fire rekindles at the end of the next round and the puppet gets this skill active again.

Infernal Heat: Everyone who comes into contact with the Ghestal Puppets while they are burning must pass a Physical Resistance check against 80 each turn or suffer Heat based damage equivalent to the level of failure.

Immune to Fire: The Ghestal Puppets are immune to any kind of attack based on fire or heat unless this is caused by a being with Gnosis 30 or higher.

Built Bodies: Being artificial constructions, the puppets are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.

NASCAL PROTOTYPE

Level: 7 **Category:** Between Worlds, Creation 25
Life Points: 110
Class: Acrobatic Warrior

Str: 5 **Dex:** 12 **Ag:** 9 **Con:** 9 **Pow:** 10 **Int:** 5 **Wp:** 4 **Per:** 9
PhR 55 **MR** 110 **PsR** 60 **VR** 55 **DR** 55

Initiative: 140 **Natural**
Attack Ability: 205 **Electric Arc**
Defense Ability: 195 **Dodge**, 220 **Magnetic Field** (Special)
Damage: 80 **Electric Arc**.
AT: 6 **Physical**, 4 **Energy**

Essential Abilities: Superhuman Physical Characteristics, Physical Exemption.
Powers: **Electric Arc** (Natural Weapon, Extended Range, +40 Damage, Elemental Attack Electricity, Damage Energy), **Magnetic Field**, **Levitacion**(Mystic Flight 4), **Metal Body** (Physical Armor 6, Mystic Armor 4, Regeneration zero).

Size: 14 **Medium** **Regeneration:** 0
Movement Value: 9 **Fatigue:** Tireless

Secondary Abilities: **Acrobatics** 100, **Climb** 30, **Jump** 150, **Notice** 100, **Search** 90, **Science** 80, **Memorize** 80, **Navigation** 80, **Lock Picking** 50, **Forging** 100, **Sleight of Hand** 130.

Of all Nascal's works the Combat Prototypes are his most dangerous creations, technomagical puppets that have been produced as replacement bodies or extensions of the Messenger's will. These beings are living weapons that, while not having the destructive potential of Nascal's huge real body, have a considerable battle power, even higher than a whole battalion of soldiers.

They appear to be smaller versions of the Messenger itself, but instead of blades on their back they have metal wings that allow them to move through the air.

Prototypes have their own identity that allows them to act independently, but usually Nascal takes control of them and uses them as extensions to interact with other beings or fight against enemies that he does not consider a real threat.

Modus Operandi

Prototypes are very dangerous creatures in combat, since they have high fighting capabilities and are programmed to be lethal. Usually they attack with electric shockwaves that allows them to end their enemies very quickly, but if they feel that the fight can get against them, the Prototypes prefer to keep their distance and fly away a few meters to make sure that their opponents can not reach them.

Usually they are accompanied in combat by other Nascal's puppets, allowing them to have an additional superiority in battle.

Electric Arc: To fight the Prototype often triggers powerful electric arcs that destroy everything around them. These attacks have a range of 10 meters and can affect up to three different targets each turn, although all attacks are considered melee. Given its supernatural nature, electrical arcs are capable of damaging energy.

Magnetic Field: If they are attacked by metallic elements, the Prototype can deploy a magnetic shield as a defense. This ability only works against attacks that may be potentially affected by magnetism.

Levitation: Thanks to the generators in their back, Prototypes can move through the air with a Flight Value of 4.

Built Bodies: Being artificial constructions, the puppets are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.



GUARDIAN TOTEM

Level: 5 **Category:** Between Worlds 25
Life Points: 1,410 Damage Resistance
Class: Ranger

Str: 12 **Dex:** 8 **Agi:** 5 **Con:** 12 **Pow:** 6 **Int:** 6 **Wp:** 5 **Per:** 10
PhR 40 **MR** 35 **PsR** 35 **VR** 40 **DR** 40

Initiative: 65 Natural
Attack Ability: 160 Ray of Chaos
Defense Ability: Damage Resistance
Damage: 100 Ray of Chaos(ENE)
AT: 4 Natural

Essential Abilities: Physical Exemption.
Powers: Physical Ray, Damage Energy, Mystic Flight 2.

Size: 25 Big **Regeneration:** 5
Movement Value: 2 **Fatigue:** Tireless

Secondary Abilities: Notice 180, Search 180.

The Guardian Totems are ancestral protector spirits which reside in high power artifacts that people consider sacred. They are not necessarily true supernatural items; devotion is what imbues on them true fragments of divinity.

It is difficult to determine if we may or may not consider Guardian Totems as a creation of mortal beings or low divine spirits. Undoubtedly, it is necessary to build a monument and that its creators consider it their protector with such faith that the spirit is attracted to the item. Actually, it is the faith itself what calls the spirits, the strong feeling that attracts them and makes them reside there.

Generally, these creatures never do absolutely anything or give any sign of being alive until the people or the place that they protect are endangered. Then, the Totems unleash their anger against that which endangers their protégés.

These entities can exist in any culture and have many different forms; they can be enormous stone heads on a wall of old religions, a tribal column in the jungle or simple statue erected in the middle of a village. Naturally, Totems are exceptionally rare and occur only in places where a lot of environmental magic exists.



Interestingly, these beings can continue to exist even if the people who summoned them disappeared long ago; the feelings that called them for the first time is all that matters to them.

Modus Operandi

The Totems fight in a very direct way, generating energy discharges against their targets trying to destroy or drive them away from what they want to protect. They do not usually move from their original location or peruse their enemies, unless it is essential to safeguard their protégés.

Ray of Chaos: The primary means of attack Totems use is its ability to generate Rays of Chaos. The preparation requires an entire round to unleash this attack, but once it has triggered it they can choose one of three possibilities listed below.

-Seeker: Attack gains a +30 bonus to the Totem skill against targets who try to Dodge.

-Blast: The attack launches a continuous stream of energy that lasts three rounds. Once fixed on a target for the next two rounds the attack is automatically repeated as the first action in the round, independent of the initiative of the characters.

-Explosion: Attack launches dozens of beams surrounding the Totem, attacking all targets that are in an area of 10 meters.

Regardless of the action, the Ray of Chaos always has the same damage and can affect energy.

Flight: The Totems travel through the air with a Flight Value of 2.



SOLOMON COMBAT DRONES

Solomon Combat Drones are one of the most popular technomagical creations of the lost empire, produced in its period of expansion as mobile weapons to take control of territories with very different geography.

They are similar to large metal spiders with three legs, whose size varies considerably depending on whether they are models for infiltration and mass combat (not larger than a small dog), or for assault and command (larger than a human being).

While they stopped being used when the science of Solomon went further and were replaced with more powerful models of golems, the fact is that the number of Drones hidden in the world was very high. Many lost Solomon outposts may have a few of them as guardians, waiting for someone without authorization to enter into their domains.

Modus Operandi

Usually, lesser Drones can act separately or in a large group, in which case there are serious chances that they are under the supervision of a Major Drone which gives them orders. In combat, they often prefer to use subterfuge to get close to their targets and attack by surprise, trying to wipe out any opposition before they can do anything.

If they have to fight in an open way, they will try to overwhelm their targets massively attacking one or two enemies each time, killing them one by one in a secure way.

DRONE

Level: 2 **Category:** Between Worlds, Creation 15
Life Points: 60
Class: Acrobatic Warrior

Str: 3 **Dex:** 6 **Agi:** 10 **Con:** 3 **Pow:** 5 **Int:** 4 **Wp:** 5 **Per:** 6
PhR 30 **MR** 45 **PsR** 35 **VR** 30 **DR** 30

Initiative: 90 Natural
Attack Ability: 90 Physical Weapons
Defense Ability: 90 Dodge
Damage: 30 Physical Weapons (THR)
AT: None

Essential Abilities: Physical Exemption.
Powers: Natural Weapon, Free Movement, Metal Body.

Size: 6 Small
Movement Value: 6

Regeneration: 0
Fatigue: Tireless

Secondary Abilities: Notice 75, Search 80, Magic Appraisal 20, Stealth 40, Hide 30.

Physical Weapons: The extremities of the Drones are prepared to function as effective melee weapons on any surface and are capable of damaging energy.

Free Movement: Drones can travel through walls and ceilings using their limbs like a spider would.

Metal Body: As they are artificial constructions, the Drones are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.

MAJOR DRONE

Level: 4 **Category:** Between Worlds, Creation 15
Life Points: 150
Class: Acrobatic Warrior

Str: 8 **Dex:** 8 **Agi:** 11 **Con:** 8 **Pow:** 6 **Int:** 6 **Wp:** 5 **Per:** 8
PhR 30 **MR** 45 **PsR** 35 **VR** 30 **DR** 30

Initiative: 110 Natural
Attack Ability: 130 Physical Weapons, 170 Laser System
Defense Ability: 120 Dodge
Damage: 50 Physical Weapons (THR), 100 Laser System (HEAT)
AT: Frame 6 Physical 4 Energy

Essential Abilities: Physical Exemption.
Powers: Natural Weapon, Laser System, Commander System, Frame (Physical Armor 6, Mystic Armor 4, Damage Barrier 100), Metal Body, Vulnerable Point.

Size: 16 Medium
Movement Value: 11

Regeneration: 0
Fatigue: Tireless

Secondary Abilities: Notice 85, Search 80, Magic Appraisal 60, Stealth 40, Hide 20, Track 20, Leadership 50, Climb 80.

Physical Weapons: The extremities of the Drones are prepared to function as effective melee weapons on any surface and are capable of damaging energy.

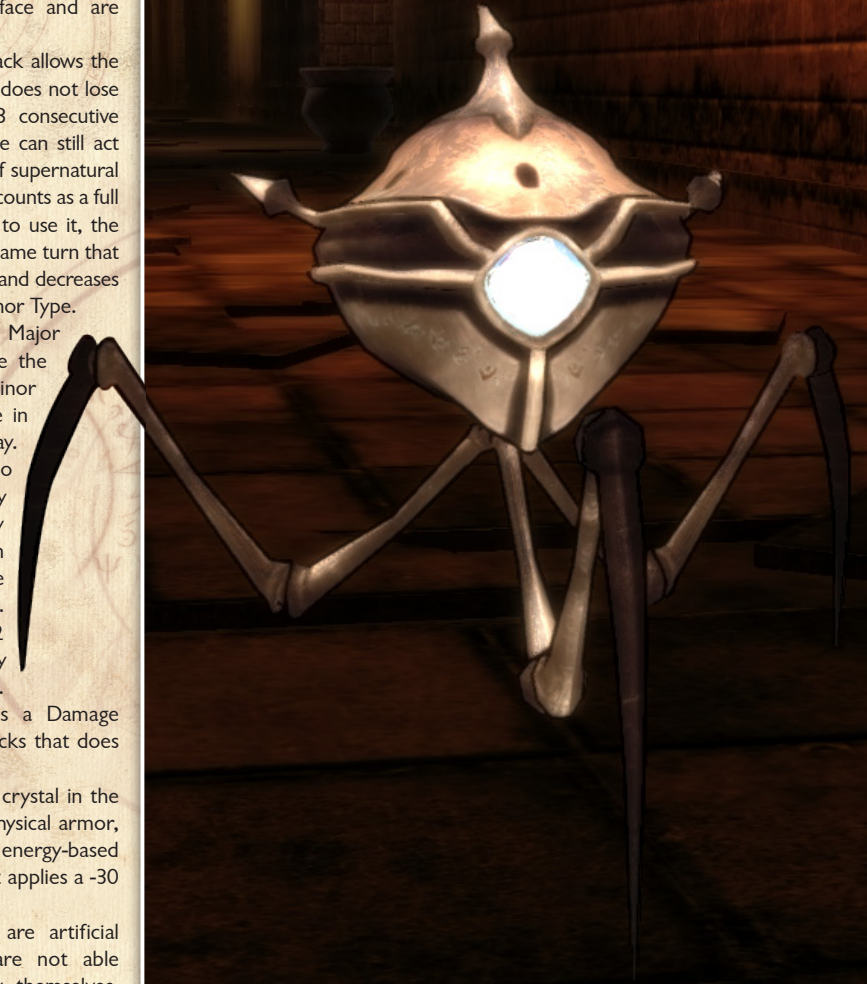
Lazor System: This attack allows the Drone to fix a target and, if it does not lose visual contact with him for 3 consecutive turns (during which the Drone can still act normally), unleash a barrage of supernatural energy at distance. This attack counts as a full action, so if the Drone wants to use it, the creature can not attack in the same turn that triggers it. It attacks with Heat and decreases by 3 points the defender's Armor Type.

Commander System: Major Drones organize and improve the actions of their assigned Minor Drones, making them behave in a much more competent way. Therefore, while they are no more than 100 meters away from the Major Drone, they apply a +10 bonus to any action and can use the Intelligence attribute of their controller. This ability can affect up to 12 minor Drones, and only if they are linked to the Major Drone.

Frame: The Drone has a Damage Barrier of 100 against all attacks that does not affect energy.

Vulnerable Point: The crystal in the center of their head has no physical armor, while still protecting against energy-based attacks. Any attack aimed at it applies a -30 to the attacker skill.

Metal Body: As they are artificial constructions, the Drones are not able to recover from damage by themselves. Instead, they must be repaired by someone who has the expertise and appropriate means.



PROCASIAN

Among the strangest blood legacies are the Procasian, those to whom their heritage has been a real curse. They are direct descendants of a great beast of which they have inherited not only its power but also part of its supernatural and monstrous nature. Their mortal bodies, unable to endure the unspeakable power in their flesh and blood, often change and adapt to their legacy, becoming the creatures called Procasian.

Those who have the least amount of blood (being about ten and twenty percent of purity) usually maintain a fully human form, and only get minor changes that can not be distinguished as monstrous. Sometimes they are stronger or faster than normal, but their bodies do not have real abnormalities. Those with "average" amounts purity (between thirty and fifty percent) have partial alterations, like one limb, and their powers are far superior, but they usually do not survive the changes. Those between fifty and seventy percent purity are called "minor" because they suffer full body mutations and their Dragonborn physiognomy resemble huge monsters. About four meters tall, their bodies are full of scales and have an incredible destructive potential. Unfortunately, their power sometimes destroys their psyches, turning them into violent, almost animal-like individuals.

Finally, those who possess greater than seventy percent of purity are Alphas, whose bodies are so pure that they look like a true hybrid of the Great Beast. They are the greatest among the Procasians, beings with a huge potential hard to match.

The Procasian are extremely unusual, as they rarely have children, but it is still possible to find one or two dozen in the world. The largest group is in the Peak of the World, but there are others both in remote areas and cohabiting hidden among men like normal people. Each case is completely different, but here are the most common statistics of the two most common types.



Modus Operandi

The Procasian are behemoths in combat, creatures with a power comparable only to legendary beasts like dragons or other similar monstrosities. Their physical power is simply overwhelming, and their strength and speed are such that allow them to crush any enemy. Therefore, they usually never have the need to prepare complex plans or combat tactics; they simply use their innate superiority and wildness to quickly finish the combat.

MINOR PROCASIAN

Level: 7

Category: Between Worlds 25

Life Points: 2.685 Damage Resistance

Class: Warrior

Str: 13 **Dex:** 8 **Ag:** 8 **Con:** 11 **Pow:** 7 **Int:** 5

Wp: 5 **Per:** 6

PhR 80 **MR** 65 **PsR** 60 **VR** 80 **DR** 80

Initiative: 85 Natural

Attack Ability: 195 Claws, 195 Breath

Defense Ability: Damage Resistance

Damage: 85 (CUT) Claws, 100 Breath (Special)

AT: 6 Natural

Essential Abilities: Physical Superhuman Characteristics, Full Elemental Immunity, Elemental Vulnerability Double Damage.

Powers: Breath, Natural Weapon, Extreme Vulnerability (Specific Element MR 140 Damage equal to the level of failure).

Size: 24 Big

Regeneration: 4

Movement Value: 8 **Fatigue:** 15

Secondary Abilities: Athleticism 130, Swim 90, Climb 110, Jump 85, Feats of Strength 95, Withstand Pain 80, Notice 85, Search 85, Track 85, Intimidate 80.

MAJOR PROCASIAN (ALPHA)

Level: 9

Category: Between Worlds 25

Life Points: 6.220 Damage Resistance

Class: Warrior

Str: 13 **Dex:** 8 **Ag:** 8 **Con:** 13 **Pow:** 9 **Int:** 5 **Wp:** 5 **Per:** 6

PhR 95 **MR** 80 **PsR** 70 **VR** 95 **DR** 95

Initiative: 85 Natural

Attack Ability: 230 Claws, 230 Breath

Defense Ability: Damage Resistance

Damage: 125 (FIL) Claws, 150 Breath (Special)

AT: 8 Natural

Essential Abilities: Physical Superhuman Characteristics, Full Elemental Immunity, Elemental Vulnerability Double Damage.

Powers: Breath, Natural Weapon, Extreme Vulnerability (Specific Element MR 140 Damage equal to the level of failure).

Size: 26 Enormous

Regeneration: 6

Movement Value: 9

Fatigue: 17

Secondary Abilities: Athleticism 130, Swim 110, Climb 110, Jump 105, Feats of Strength 115, Withstand Pain 100, Notice 105, Search 105, Track 85, Intimidate 80.

Breath: At will, a Procasian can use his supernatural breath instead of attacking during a round. The breath is a linear attack that completely covers an arc of up to 25 meters around the creature, and can attack with Heat, Cold or Electricity, depending on the elemental affinity of the Procasian itself.

Elemental Immunity: Although they are not elementals, the Procasian are completely invulnerable to the element to which they are related.

Vulnerable to an Element: The Procasian are very vulnerable to a particular element (each to a different one), and the mere fact of being in contact with it force the Procasian to overcome a MR Check against 140 every five rounds or suffer a damage equivalent to the level of failure. In addition, attacks based on this element produce double damage to them.

RED LADY

Level: 9

Category: Natural

Life Points: 140

Class: Wizard

Str: 7 **Dex:** 9 **Agi:** 8 **Con:** 7 **Pow:** 13 **Int:** 12 **Wp:** 9 **Per:** 8
PhR 75 **MR** 105 **PsR** 80 **VR** 75 **DR** 75

Initiative: 105 Natural

MA: 90 (100 with amplifiers)

Zeon: 1.925

Magic Projection: 220 (235 with amplifiers)

Magic Level: Creation 40, Darkness 80

AT: Armored Longcoat +10

CUT 4 IMP 4 THR4 HEAT 5 ELE 2 COLD 3 ENE 2

Natural Abilities: Gift, Superior Magic Recovery.

Size: 14 Medium

Regeneration: 1

Movement Value: 8

Fatigue: 7

Secondary Abilities: Ride 80, Swim 70, Composure 70, Notice 105, Search 60, Track 120, History 80, Medicine 30, Memorize 50, Navigation 30, Occult 225, Magic Appraisal 265, Style 55, Intimidate 90, Persuasion 100.

Very little is know of the true origins of the high sorcerer known as The Red Lady, other than for more than twenty years she has been the most efficient agent of Nathaniel.

Her unmatched supernatural knowledge was the reason why Romeo Exxet chose her to become The Bearer's master and teach the little girl how to control Ergo's powers. She was a strict tutor for the child, but the time that they spent together established a familiar bond between both.

Lady has cold and ironic humor that distance her from people, but with a strict sense of duty that always force her to complete her missions at any cost, even if that means putting her own life in danger.

With the fall of the Empire Lady became really disillusioned with mankind, and soon after that she vanished for a year just to reappear stealing the Byblos from Nathaniel, something that none, even her own pupil, has been able to understand.



MESSENGERS

MALEKITH, PRINCE OF CROWS

Malekith, the Prince of Crows, is the greatest of the known Lords of Nightmares, a quasi-divine being who dwells in The Wake feeding on dark emotions of the territories that he controls. His area of influence is currently the largest that exists and, having absorbed the territories of dozens of Lords of Nightmares who dared to confront him, now the Prince is one of the greatest dark powers of the world.

Malekith is a huge sum of dualities that make him as enigmatic as unpredictable. He behaves haughty and capricious, but at the same time has a high sense of honor. He never forgets an insult, but appreciates an enemy who knows how to live to his expectations, something that he usually taste like a fine wine. One day he can be childish and almost as ridiculous as a clown, just to surprise everyone with a dark and terrifying side a moment later. Sometimes he behaves like a man and other looks more like a divine being with no mortal morals.

Whatever the case, his intelligence is undeniable, and his plans and manipulations reach impossible heights of foresight. Often, he has played with true gods using them as disposable puppets and making them dance to his tune. Therefore, no one knows what's in his head; but he always knows what he has to do to win.

The Prince of Crows has no unique form. Usually his best known appearance is a pale man dressed in noble robes and with raven wings, but to others he may appear as a skeleton with a pumpkin head, as a huge shadow full of eyes or even like a monstrous crow with a crown. Some even say that he never takes the same appearance twice.

Little or nothing is known about his past, except that he appeared by surprise in The Wake several centuries ago, and rose from the shadows destroying anyone who faced him. Malekith currently controls the largest dark power of The Wake, the city of nightmares Graven, an immense metropolis of dreams in which dwell thousands of dreamers and dark beings. Inside his power is almost infinite, and he plans to increase its ties with the real world to manifest the city in Gaia and become a true god.

Malekith is not really present in Arcane during the events of Gate of Memories, and the entity to which the Bearer and Ergo face is only a shadow of the Prince of Crows created by the memories of the tower. However, the Lord of Nightmares has some connection with his shadow, and is vaguely aware of everything that has happened there.

MALEKITH, LORD OF NIGHTMARES

Level: 16 **Category:** Between Worlds 30 / 40 (in Graven)
Life Points: 350
Class: Warlock

Str: 10 **Dex:** 13 **Agi:** 9 **Con:** 9 **Pow:** 15 **Int:** 15 **Wp:** 13
Per: 14
PhR 115 **MR** 135 **PsR** 130 **VR** 115 **DR** 115

Initiative: 155 Natural
Attack Ability: 330 Natural Weapon / 350 Weapon +20
Defense Ability: 330 Dodge / Parry
Damage: 100 Natural Weapon / Var. Weapon
MA: 140 (160 with artifacts)
Zeon: 2.345
Magic Projection: 280 (300 with Artifacts)
Magic Level: 90 Darkness, 90 Umbra, 90 Destruction, 90 Dreams
AT: No (Variable with Artifacts)

Natural Abilities: Magic Projection as an Attack.
Essential Abilities: Divine Spiritual Characteristics, Supernatural Physical Characteristics, Inhumanity, Physical Exemption.
Powers: Natural Weapon, Shapeshifter, Existential Barrier, Lord of Fear, Spectral Immunity, Aura of Terror, Mystic Flight, Lord of Nightmares.

Size: 19 Medium (Var.) **Regeneration:** 10
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Ride 80, Swim 40, Style 120, Intimidate 240, Leadership 280, Persuasion 200, Notice 200, Search 160, History 200, Occult 240, Magic Appraisal 240, Composure 200, Feats of Strength 80, Withstand Pain 100.

Shapeshifter: Malekith has hundreds of different forms and rarely appears twice in the same appearance. The Lord of Crows can take any appearance at will, although he can never be smaller than 20 cm or bigger than 100 meters. This ability also allows him to create natural weapons, or spend the equivalent 100 DP for monster powers that depend exclusively on the body. This ability also allows him to increase by up to 3 points any physical attributes in an equivalent expense of another physical attribute. For example, he could increase his Strength 3 points by lowering his Agility 3 points.

Existential Barrier: Malekith can not suffer in a single turn more than 150 points of damage. If this happens, he melts into crows and reform seconds later.

Lord of Fear: Malekith feels instinctively which the biggest fear of anyone in his presence is. This ability does not allow him to understand what people are thinking or see inside their heads, but he always can identify innately what causes fear to others (though without knowing the cause). This ability only works on creatures that are able to dream.

Spectral Immunity: The Lord of Crows can only be damaged by attacks that affect supernatural beings.

Aura of Terror: Anyone who comes within 20 meters of Malekith must undergo a MR or PhR check against 120 or suffer Fear automatically. This ability is not voluntary and Malekith can not suppress or eliminate his aura voluntarily. Someone who passes this check does not need to repeat it until he blinks, which means that those beings without eyes or eyelids do not have to repeat it once they have passed it at least once. Those who fail can make a new check every minute.

Mystical Flight: The Lord of Crows can move freely through the air with a Flight Value of 8.

Lord of Nightmares: Malekith has almost divine abilities while he is inside his realm. Therefore, in a dark area of The Wake that he controls, the Lord of Crows has extensive additional powers. Below is a list of such skills, which stop working in the case Malekith is forced to leave his area of influence.



-Legion of Nightmares: Malekith can create countless nightmare avatars of himself, giving them the appearance and shape that he wants. Game wise, these entities are only shadows that are destroyed if they suffer any damage, but Malekith can use them to attack or cast spells through them as if he was present using his Magic Projection and combat ability. Malekith is able to create up to ten of these copies at a time, but those that are destroyed take at least thirty-seven days to be re-created.

-Immortal: Malekith is virtually indestructible in Graven. Even after losing all his life points, he would simply disappear and be fully recovered in just a few hours. Only beings with a higher Gnosis than the Prince of Crows might destroy him definitively. He could also perish if during this period Graven is purified or his link to the city is broken, although both seem virtually impossible to achieve.

-Supreme Sorcerer: While he is in the core of Graven Malekith is considered to be in a controlled Power Node when he is casting magic.

-Lord of Dreams: Malekith can create at will dream elements as if they were real objects. This skill has a limit of one object per round and 60 points of presence.

-Nemesis: Malekith can create a dreamlike copy of the person or creature most feared by someone who is inside his domains. The entity may not exceed level 14 and can only be seen and interacted with by the individual who is the target of this ability. The copy follows Malekith's orders, but behaves and acts as the target would expect. This only works one time per person, if the copy is destroyed or Malekith dispels it, the Lord of Crows loses the power to affect that individual again in the future with Nemesis.

Weapons and Equipment: Malekith can fight with any weapon he wants with full ability. It is also important to note that he has access to a huge collection of power artifacts that he has accumulated over the centuries in The Wake, and can use them at will at any time (in fact, while he is in Graven, Malekith can invoke any item of his collection in one round).



DRUAGA, THE FALLEN ONE

Druaga is a demonic entity that has absorbed into his body corrupted energies of ancient times becoming a monster of immense power. In the past he was an Arbiter of the Sacred Empire of Abel, one of the greatest heroes in the world before he was seduced by Baal to turn against everything for which he had fought.

With his reason tainted and without knowing that he was being manipulated, the great Arbiter destroyed the pillars of the Temple of the Seasons, causing a perversion of the natural order of the world during which he took the opportunity to ascend into something unholy.

That act transformed him completely, and though his body still has a humanoid form, he has grown deformed acquiring demonic powers.

Druaga served Baal unconsciously, which he saw not as an independent entity, but as a force of existence of which he was going to be part. In his vague awareness, Druaga considered himself a facet of Baal much more than his pawn.

Druaga's only desire was to be important to history, becoming one of the cornerstones that move the world's destiny. However, rooted in his heart always existed an intrinsic envy of his student, Emperor Elijah, whom he admired, loved and hated equally.

The Fallen One was destroyed during the Third War in the Shadows by his student, although a part of him still exists in the axe that he used in life.



DRUAGA, THE FALLEN

Level: 14

Category: Between Worlds 30

Life Points: 480

Class: Weaponmaster

Str: 14 **Dex:** 13 **Agi:** 11 **Con:** 15 **Pow:** 12 **Int:** 7 **Wp:** 7 **Per:** 9
PhR 120 **MR** 120 **PsR** 110 **VR** 120 **DR** 120

Initiative: 145 Natural

Attack Ability: 310 Natural Weapon

Defense Ability: 315 Natural Weapon

Damage: 100 Natural Weapon

AT: Natural 6

Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Zen, Physical Exemption.

Powers: Spiritual Form, Destroyer Attacks, Destructive Areas, Resurrection, Elemental Lord, Elemental Storm, Fire-seeker Sphere.

Size: 24 Big

Regeneration: 5

Movement Value: 12

Fatigue: 15

Secondary Abilities: Acrobatics 145, Athleticism 175, Swim 125, Climb 175, Jump 150, Feats of Strength 200, Withstand Pain 150, Notice 160, Search 40, Intimidate 225, Leadership 135.

Spiritual Form: Druaga is able to separate his physical and spiritual form, which makes him virtually two different entities that exist on two levels at once. Although they are in different dimensions, both can not be more than 100 meters away from the “equivalent place” between the two worlds, or otherwise, the spiritual form simply disappears and returns to merge with the physical form.

Destroyer Attacks: All Druaga’s physical attacks, either with his claws, legs or antler, have an extremely high destructive supernatural power. The creature not only has a huge force, but the effects of his impacts are charged with pure negative energy that destroys everything it touches. Therefore the blows of Druaga cause increased damage and reduce the defender Armor Type by 6 points.

Destructive Areas: Druaga can make area attacks to all enemies within 5 meters around him applying only a -20 to his ability.

Resurrection: If either the spiritual or the physical form of Druaga is destroyed, the remaining one can try to resurrect the other through the bond they share. The time required for the resurrection to take place depends on whether the remaining form may or may not focus on bringing back the other. If it can, Druaga must spend at least 10 rounds concentrated on recreating his other self, a time during which he can’t perform active actions. If it is busy and can not focus on the resurrection, after half an hour the other part of Druaga will be resurrected by the mere fact that one of them is still alive. That means that, to destroy him once and for all, it is necessary to obliterate both forms.

Elemental Lord: Druaga innately controls the basic elements and can create or alter them at will, allowing him to perform all kind of elemental attacks or defend against them. This ability allows Druaga to control up to 15 Intensities of Fire, Cold or Electricity at will, or become immune to them. This ability is limited to one element per turn.

Elemental Storm: Using his control over elements Druaga can trigger a storm in a nearby area. This ability allows him to unleash an attack of Electricity, Fire, or Cold in an area of 25 meters radius, within which it is not possible to designate targets. The attack is natural, so it doesn’t have the ability to damage energy beings.

Fire-Seeker Sphere: Using his control over fire Druaga can generate a fireball that follows a designated target until it hits him. The fireball moves with a Movement Type speed of 8 during 3 turns before fading, so it is possible to avoid it by moving faster than it or dodging (although that does not eliminate the fireball itself). If the ball reaches its target, it explodes causing a fire explosion equivalent to Level 40 spell Fire Mine cast at Intermediate grade. This action counts as a full attack, and only one can be launch each turn.

JONATHAN KAPPEL

Enigma for some, monster to others, Jonathan Kappel is one of the most bizarre and unpredictable active Messengers in the world.

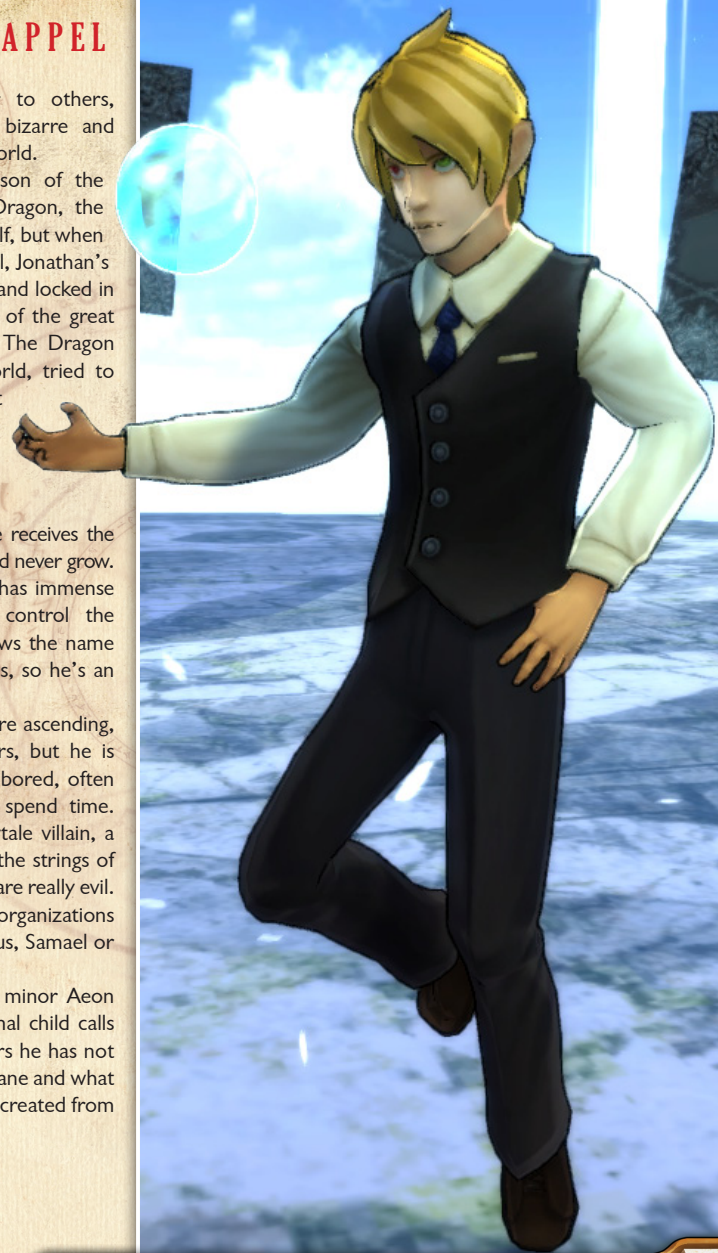
Originally he was the half breed son of the greatest witch of her time and The Dragon, the supreme Aeon that incarnates fantasy itself, but when Rah’s machine destroyed the supernatural, Jonathan’s father was separated from the existence and locked in one of the Intereigns. All that remained of the great Aeon in Gaïa was a partial shadow of The Dragon which, having no real ties with the world, tried to consume Kappel to survive. However it would be the young Jonathan, just a child back then, who absorbed the remains of his father, becoming a partial avatar of Fantasy in the world.

Real and unreal at the same time, he receives the title of Fairy King, an eternal entity that could never grow.

As a flesh and blood Aeon, Kappel has immense personal power that allows him to control the supernatural at will. He instinctively knows the name of impossible spells and magical creatures, so he’s an incomparable sorcerer and summoner.

Jonathan, raised as a gentleman before ascending, always behaves with impeccable manners, but he is still a child and acts as such. Constantly bored, often he interferes in the affairs of men to spend time. Depending on the day he can be a fairytale villain, a hero of legend or the shadow that pulls the strings of the events, but usually none of his actions are really evil. Sometimes he has come to help various organizations in the shadow, such as the Order of Magus, Samael or even Nathaniel.

He currently lives on the back of a minor Aeon known as The Folklore, whom the eternal child calls his living castle. Like the other Messengers he has not been directly involved in the events of Arcane and what appeared in the tower was only a shadow created from his memories.



KAPPEL, THE DARK CHILD OF LIGHT

Level: 15 **Category:** Between Worlds 35
Life Points: 245
Class: Warrior Summoner

Str: 5 **Dex:** 12 **Agi:** 9 **Con:** 7 **Pow:** 17 **Int:** 15 **Wp:** 11
Per: 13
PhR 105 **MR** 135 **PsR** 120 **VR** 105 **DR** 105

Initiative: 145 Natural

Attack Ability: 270 Orbs of Light and Darkness
Defense Ability: 260 Dodge
Damage: 75 Orbs of Light and Darkness (ENE)
AT: None

Act: 100
Zeon: 1.975
Magic Projection: 220
Summon: 370
Control: 295
Bind: 310
Banish: 110

Magic Level: Light 80, Darkness 80

Essential Abilities: Superhuman Physical Characteristics, Divine Spiritual Characteristics, Orbs of Light and Darkness (Natural Weapon), Inhumanity, Gift.
Powers: Natural Weapon, Igneous Canon, Blade Wings, Limbs, Terminals, Vulnerable Point.

Size: 12 Medium **Regeneration:** 1
Movement Value: 9 **Fatigue:** 7

Secondary Abilities: Swim 105, Notice 105, Search 105, History 105, Occult 255, Magic Appraisal 180, Style 105.

Supernatural Affinity: Any supernatural creature, regardless of its nature, feels that Kappel is a related entity or an elemental of superior hierarchy. Beings with superior Gnosis than Kappel ignore this capability.

Everywhere: Once each turn, as an active action Kappel can teleport at will anywhere in the world. This ability allows him to even enter other planes of existence,

as in The Wake, or even in places with supernatural seals. Kappel usually has no limits on the number of times he can be transported, but if he does to exceptionally remote or protected places, he can be weakened and need some time (sometimes minutes, sometimes hours) to be able to teleport again.

Elemental Immunity: Kappel may become partially immune to any attack except to the one he chooses from the following list; Light, Darkness, Fire or Ice. In doing so, attacks based on any other element (or those not related to any particular) will cause only half damage, while those based on the element that is chosen cause normal damage.

Beloved by Magic: Kappel has an unparalleled ability to attract environmental magic. Therefore he absorbs ambient Zeon at extremely high speed and, if in a place full of magic, he can recover between 5 and 10 points of Zeon each turn.

Gnostic Knowledge: By looking at any being whose Gnosis does not exceed his own, Kappel can see floating over their head the real name of the creature.

Door to Fantasy: This is undoubtedly the most strange and unique supernatural ability to Kappel, the ability to summon and control not only “real” supernatural creatures that exist in the world, but also fantasy creatures. His power allows him to “call” imaginary beings, invented creatures that have not even really existed in the world, only in the imagination of people. Therefore, Kappel is always able to summon beings that fit perfectly in his needs at all times, a virtually unlimited list of entities. This ability does not allow him to “call” creatures with Gnosis equal or superior to Kappel’s.

Reality and Fantasy: Kappel can “make fantasy” from reality, allowing him to “undo” events that have just happened. Therefore, he is able to override anything that has happened around him in the previous turn, believing that such event didn’t take place. This power allows him almost anything, from ignoring attacks, prevent that someone dies, or even cancel more complex events. This ability does not allow him to affect the actions of entities with Gnosis equal to or higher than his own, nor the ones of people with Gnosis 15 points (or more) higher than their Natura. Kappel can only use this skill once per day.

NASCAL

Nascal, the Master of Puppets, the Great Artist, is a man whose talent was matched only by his madness. Gifted with a unique natural aptitude and an unhealthy obsession with puppets, Nascal decided to create the most amazing works, perfect dolls that no one could distinguish from real living beings. Following a meeting with the famous Maker of Wonders Gaudemus in which he was deeply humiliated by his rival, Nascal locked himself in a mansion for years during which gave birth to countless masterworks and monstrosities. Whatever it was what happened inside those walls, the sanity of the artist broke completely and when he reappeared what returned to the world had nothing to do with the man he was. It is unknown whether Nascal modified his own body or he created a puppet who believed to be him, but one way or another, “that” was no longer human.

Needing vital energy to continue with his experiments, the so called Lord of Puppets started using people as sacrifices, which led to him to being persecuted by the Inquisition and other forces of Gaia.

Nascal’s body was always changing, for the Lord of Puppets changed himself dozens of times. He even became a giant being, a full living technomagic weapon with several system of huge destructive power.

Nascal was theoretically destroyed by the Messenger Bringreus recently, although it is unclear if in one of his bodies could have survived a part of his consciousness or a copy of it.



NASCAL, MASTER OF MARIONETTES

Level: 13 **Category:** Between Worlds, Creation 25
Life Points: 6.250
Class: Freelancer

Str: 14 **Dex:** 13 **Agi:** 9 **Con:** 15 **Pow:** 13 **Int:** 13 **Wp:** 12
Per: 12
PhR 120 **MR** 115 **PsR** 110 **VR** 120 **DR** 120

Initiative: 110 Natural
Attack Ability: 275 Natural Weapon
Defense Ability: Damage Resistance
Damage: 145 Natural Weapon
AT: 8 Natural

Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Zen, Physical Exemption.

Powers: Natural Weapon, Igneous Canon, Blade Wings, Limbs, Terminals, Vulnerable Point.

Size: 29 Giant **Regeneration:** 0
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Ride 110, Climb 110, Jump 115, Composure 110, Feats of Strength 115, Notice 130, Search 110, Science 285, Herbal Lore 35, History 110, Medicine 175, Memorize 110, Occult 265, Art 275, Forging 275.

Igneous Cannons: Among the many supernatural weapons which Nascal is equipped with, the Igneus Cannons are the most dangerous by far. They are fire spell generators that triggers huge explosions that incinerated everything in large areas. This ability allows the Master of Puppets to create supernatural fire based explosion attacks that affects all in an area with a radius of 25 meters. It is not possible to choose targets within the area of influence of the attack, but Nascal himself is unaffected by the flames. To use this ability Nascal must sacrifice one of his attacks that round. Usually, the Igneus Cannons have sufficient ammunition to be activated twelve times before needing additional energy.

Blade Wings: Nascal has two large appendages with blades at the top of his back that he can use to attack, either independently or in combination with his limbs. These attacks are less accurate and affect a single target each, but their damage is much higher and lower by 4 points the defender's Armor Type.

Limbs: Given its size, Nascal often use his limbs to attack, either swatting or stomping on enemies. The attacks have an area of effect of five meters centered on the point where they hit.

Terminals: All Nascal's puppets are connected to him, and he is able to see and hear through them as if he was present. This ability is not innate, and Nascal must decide when he wants to use it and what "terminal" he will connect with. This link also allows him to remotely command and organize his puppets at will, as a true puppeteer.

Vulnerable Points: While almost all Nascal's body is extremely resistant to damage, attacks aimed at his head are extremely effective, as that point is where he has the most vulnerable and least protected machinery. So if someone manages to reach there (something difficult, as the head is usually just over 20 meters high), attacks directed at this point ignore the physical armor of Nascal.

Puppets: Nascal usually have inside his body several combat puppets that he can release at will to fight if it is necessary. Typically he carries within twenty of them, of different models.

THE NAMELESS

Little is known of the enigmatic Messenger known as The Nameless. He first appeared during the Third War in the Shadows siding with humanity against Baal.

Although his appearance is human, anyone that can feel auras know immediately that he is not a mere mortal, but a being with a forsaken power that makes everything tremble. At first glance he is a pale man with long black hair. He dresses in many different ways, but he always has his right arm chained to his back.

The Nameless is a thoughtful and silent entity. Rarely speaks, but he has no problem with interacting with anyone if he needs to. He never hurts anyone who he considers too weak to pose a threat, but neither has any piety.

The Nameless walks through the world of men seeking the Messengers of the End (a group in which he has been included by the Church after having destroyed several of them in the past), but seems to have no hurry in his task.

The truth is that The Nameless is surrounded by dozens of myths and legends invented by those who have crossed paths with him. It is difficult to know if any of them have some truth or not, but all of them agree that his right arm is intrinsically linked with Death in some way. An old story says that he was the little brother of the first Emperor of Yehudah, who rose against his people during the last revolution of slaves and fell in combat. Shredded and on the verge of death, his former lover Etheldrea managed to save his life using the remains of a God of Death (some versions say they trapped Death itself in his body), making him a Being Between Worlds with the power to sever any life. Others say he is the original Death, who, tired of his eternal mission, became mortal and ceded its position to the Three Fates.



NAMELESS

Level: 15

Category: Between Worlds 35

Life Points: 210

Class: Technician

Str: 11 **Dex:** 15 **Agi:** 14 **Con:** 10 **Pow:** 16 **Int:** 8 **Wp:** 11

Per: 11

PhR 115 **MR** 135 **PsR** 110 **VR** 115 **DR** 115

Initiative: 170 Natural, 160 Necrom

Attack Ability: 330 Necrom (Unique Weapon +10)

Defense Ability: 320 Necrom (Unique Weapon +10)

Damage: 105 Necrom.

AT: Combat Coat Cut 4 Imp 2 Thr 4 Heat 4 Cold 5 Ele 5 Ene 2

Accumulation: Str 5 Agi 5 Dex 5 Con 3 Pow 3 Wp 3

Ki: 185

Natural Abilities : Use of Nemesis, Armor of Emptiness, Noht, Ki Cancellation, Greater Ki Cancellation, Magic Cancellation, Greater Magic Cancellation, Matrices Cancellation, Greater Matrices Cancellation, Binding Cancellation, Emptiness Extrusion, Body of Emptiness, No Needs, Movement of Emptiness, Form of Emptiness, Essence of Emptiness, One with the Nothing, Aura of Emptiness, Undetectable, Inhumanity, Zen, Use of Ki, Ki Control, Ki Detection, Erudition, Use of Necessary Energy, Ki Concealment, Combat Aura.

Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics.

Powers: The Hand of Death, Inevitable, Gate of the End of All Life, Without Death.

Size: 21 Medium

Regeneration: 3

Movement Value: 14

Fatigue: 10

Secondary Abilities: Acrobatics 165, Athleticism 125, Ride 55, Swim 35, Climb 95, Jump 130, Composure 200, Feats of Strength 120, Withstand Pain 200, Notice 150, Search 130, Track 50, Occult 120, Style 35, Hide 100, Stealth 135, Poisons 30, Sleight of Hand 100, Ki Detection 440, Ki Concealment 425.

The Hand of Death: The right hand of The Nameless is the hand of Death, and has the power to exterminate his enemies in an absolute way. Therefore, every attack he makes with it, either directly or wielding weapons, causes an automatic critical (creatures with damage accumulation considers that their whole body is a vulnerable point) and applies a +40 to the result. The attacks also completely ignore any kind of immunity or existential barrier, and if it ends an enemy, his soul is immediately wiped out, without any chance to reincarnate.

Inevitable: If he attacks with his right hand The Nameless can not control his power and all his attacks only aims to kill his opponents in an unavoidable way. Therefore, The Nameless can't not reduce his attack skill or perform any maneuver other than area attack, and he doesn't even throw the dice; it is considered to have directly obtained a 100 in its result (but it is not considered an open roll).

Gate to the End of All Life: Using his right hand, the Nameless can create a vortex of death that kills everything that is around him. To make use of this ability, he should focus for at least one full turn, during which he can only defend. Gate to the End of All Life automatically affects anyone that is less than 25 meters from where the Nameless is when active, without any possible defense roll. Individuals who are affected by this ability inevitably die, unless they have Gnosis 30 or higher, or a Gnosis 10 points above their Natura. In this case, they must pass a MR Check against 140 or their life points are automatically reduced to one. The Nameless can only use this skill once per hour.

Without Death: The Nameless can not properly die, no matter how much as his body or his soul is destroyed or being damaged. Only attacks or beings able to eradicate divine entities can destroy him. Therefore, no matter how many life points lost or even if his body is completely destroyed, he will recover from any wound normally with the given time.

Weapons: Throughout his existence The Nameless has wielded a multitude of swords, broadswords, katanas and different scythes. In his statistics he carries an artifact called Necrom, whose powers are explained in Prometheus Exxet. Necrom is the weapon he used during the events of Gate of Memories.



BAAL, THE GATE OF HELL

Baal is not essentially a creature as such, it is an emotion, a primal and ancestral thought born from mankind. It is the concept of evil, created by humanity when it needed a justification for everything that happened to them. They wished that there was something to blame, something that would explain their suffering, grief and misfortune beyond mere chance. And so, a nightmare that should never exist was born.

That idea, simple in form, emerged at the Nexus of the world and nourished from the essence of all the dead gods throughout history. Piece by piece, bit by bit, its power grew to be humongous, a true living hell that nothing could contain.

A living door to Hell.

But it was not complete. Mankind was calling it and that nameless entity needed to have a presence in the real world. However, since it resided in its own area in the Nexus, it needed a body and, unsurprisingly, it had to be very unique; to receive it required a power as had not been seen in the world since the War of God. Therefore, the Gate of Hell tried dozens of methods to create an appropriate form for it, from artificial bodies built by madmen to corpses of dead gods. Finally, after subtly influence the world for centuries, it made its existence evident in the Third War in the Shadows.

During the conflict it was named Baal, which is the name under which it is best known and feared.

However, just as Baal was about to manifest itself completely, it was defeated by the union of different forces and entities, destroying not only its ultimate body, but also cutting the ties that bounded it to existence. Sealed and weakened, its essence was cast away from the world to never return.

Currently, although it remains as one of the most powerful entities of Gaia, its influence has all but disappeared. The seals that tie it are too powerful to allow it to manipulate the world and its consciousness remains dormant in the Nexus.

Defining Baal's personality is difficult, because it does not behave like a living being in the strict sense of the word. It is a vague consciousness, absolute and divine who look at the world through a different prism than other beings. It has unnatural perception and absolute intelligence. It is not "evil" as such; Baal is a facet of evil itself. It acts only for what it considers man's desires and to fulfill its role in existence.

During the events that take place in Gate of Memories, the protections that prevented Baal from manifesting were greatly weakened, allowing the Gate of Hell to manifest one of his avatars in the world with a power almost comparable to the one it had when he physically entered in the world during the Third War in the Shadows.

The attributes listed in this section refer to the power of Baal in the real world with a living body. His power as an idea in the Nexus of Souls is much more diffused.

BAAL AVATAR, THE GATE OF MEMORIES

Level: 17 **Category:** Between Worlds 40
Life Points: 400
Class: Warlock

Str: 15 **Dex:** 15 **Agi:** 15 **Con:** 17 **Pow:** 18 **Int:** 15
Wp: 18 **Per:** 15
PhR 140 **MR** 150 **PsR** 150 **VR** 140 **DR** 140

Initiative: 180 Natural
Attack Ability: 350 Infernal Weapons
Defense Ability: 340 Existential Defense
Damage: 150 Infernal Weapons

MA: 200
Zeon: 2.250

Magical Projection: 300

Magic Level: Darkness 100, Destruction 100, Illusion 100, Sin 100, Chaos 100, Time 100

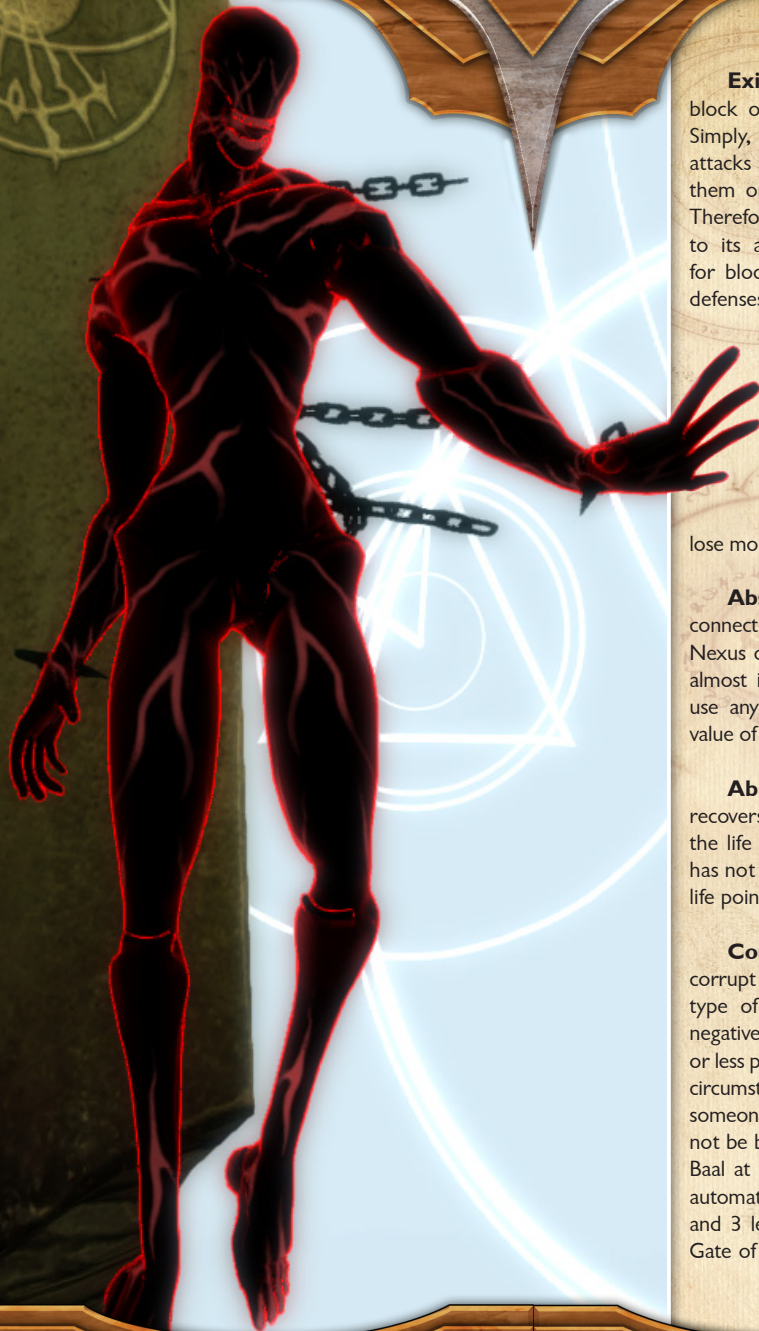
AT: No

Natural Abilities: Magic Projection as an Attack.
Essential Abilities: Divine Spiritual Characteristics, Supernatural Physical Characteristics, Zen, Physical Exemption.
Powers: Infernal Weapons, Existential Defense, Control of Fate, Existential Barrier, Absolute Knowledge, Absolute Regeneration, Corruption, Avatar.

Size: 28 Medium **Regeneration:** Special
Movement Value: 15 **Fatigue:** Tireless

Secondary Abilities: 200 Everything (Absolute Knowledge).

Infernal Weapons: All Baal's physical attacks are actually deformations in reality that destroy the very existence of what they hit. All attacks completely ignore any armor defense, except those that have an extremely strong supernatural presence, in which case they are reduced to half.



Existential Defense: Baal does not block or dodge in a conventional manner. Simply, it alters the reality in a way that the attacks do not reach him either stopping them or moving them away from its path. Therefore, Baal does not apply any penalty to its ability for negatives that may exist for blocking or dodging, nor for additional defenses in the same round.

Control of Fate: Baal can repeat a roll each round, either one of its own or one of its opponents. Entities with greater Gnosis than Baal are not affected by this rule.

Existential Barrier: Baal can not lose more than 200 life points in one round.

Absolute Knowledge: Baal's connection with human consciousness at the Nexus of Souls gives it access to a source of almost infinite knowledge. Therefore, it can use any secondary skill with the equivalent value of 200.

Absolute Regeneration: Baal recovers at the end of each round half of all the life points he lost that round. In case it has not lost any that round, Baal recovers 10 life points.

Corruption: Baal has the ability to corrupt and link to its own essence to any type of creature who has enough evil or negative emotions. This process can be more or less problematic depending on the personal circumstances of each individual, but once someone is bound to Baal, this union can not be broken and the target is influenced by Baal at will. Any entity that accepts this link automatically gets an increase of between 1 and 3 levels depending on the attention the Gate of Hell put on him. This transformation

allows the target to choose powers of monster as a being with Gnosis 30.

Baal can force this union with beings with high doses of evil, forcing them to overcome a MR check against 120 as an automatic action or they will be linked to it. Demons and beings whose nature is innately evil are immune to this ability. Someone who exceeds the check becomes completely immune to the influence of Baal and can not link to it later, even voluntarily, so the Gate of Hell will never usually force this union, as it hopes to corrupt agents with the passage of time.

Avatar: This description of Baal measures its form in the real world, because in the Nexus where its true essence resides it lacks a "real body". Therefore, the Avatar can vary its power depending on how much essence Baal infuses in it each turn, although their current statistics represent the amount of power that the body of Baal can withstand without being damaged or destroyed. However, in desperate times Baal can "introduce" more of himself in his earthly form, temporarily altering the environment to make it its hell.

Therefore Baal is able to obtain a bonus of between +10 and +100 to any action (and between +5 and +50 to its MA) at the expense of destroying its earthly form. In doing so, its body suffers a damage equivalent to half the bonus received which is considered a Sacrifice, so the life points are recovered at a rate of 10 points per day. For example, if one turn Baal gets a bonus of +50 to every action and +25 to MA using this method also suffers a loss of 25 Life Points.

ERGO MUNDUS, THE ULTIMATE MONSTER

Level: 17 **Category:** Between Worlds 35 / 40 (real form)

Life Points: 350

Class: Warlock

Str: 16 **Dex:** 16 **Agi:** 16 **Con:** 16 **Pow:** 18 **Int:** 13 **Wp:** 14

Per: 14

PhR: 140 **MR:** 160 **PsR:** 140 **VR:** 140 **DR:** 140

Initiative: 195 Natural

Attack Ability: 330 Natural
Weapons (Variable)

Defense Ability: 320 Dodge

Damage: 80 Natural Weapons /
Variable

AT: Natural 8, Energy 9

MA: 150

Zeon: 2,240

Magic Projection: 280

Magic Level: Special

Accumulation: Str 4 Agi 5 Dex 5 Con 4 Pow 5 Wp 3

Ki: 166

Natural Abilities: Magic Projection as an Attack, Use of Ki, Ki Control, Ki Detection, Erudition, Presence Extrusion, Aura Extension, Use of Necessary Energy, Energy Armor.

Essential Abilities: Divine Spiritual Characteristics, Divine Physical Characteristics, Zen, Unnatural Size, Ambidextrous.

Powers: Natural Weapon, Natural Armor 8, Natural Magic, Absorption of Concepts, Existential Barrier, Edge of Darkness, Immortal, Absolute Accumulation.

Size: 19 Medium

Movement Value: 15

Regeneration: 6

Fatigue: 13

Secondary Abilities: Acrobatics 240, Athleticism 240, Swim 125, Jump 125, Composure 240, Feats of Strength 180, Withstand Pain 140, Notice 240, Search 180, Occult 200, Magic Appraisal 200, Style 280, Intimidate 240.



Natural Magic: Ergo has extensive innate magical knowledge, although he doesn't know formulaic incantations and spells. For him the magic is natural in an unknown way, so he is unable to teach anyone to cast spells, but his magical skills are extremely high. Therefore, Ergo can cast any spell of any path up to level 70. However, he can only use spells of basic degree, although when they are launched by him, its effects are equivalent to those of a spell of Intermediate grade (or, in case that you are not using Core Exxet rules, as if the spell had been launched adding 50 Zeon points to its value).

Absorption of Concepts: Ergo can absorb and assimilate both artifacts and creatures and extract from them their fundamental conditions to learn how their powers work. In doing so, he gains partially or fully their skills, and is able to use them as their own.

When used with weapons, this ability allows Ergo to apply each and every one of the benefits and statistics of the weapon that he chooses from all the ones that he has absorbed and use them with his physical attacks with full ability. It further includes any bonus or power that the weapon had. For example, he could choose a battleaxe of quality +10, and for all purposes his physical attacks would be equal to that weapon, even applying the special bonus of +10 to his skill. However, visually Ergo would be struggling with nothing more than his body.

When used with artifacts or creatures, Ergo can use any of the special powers that they possess, as if he physically had the object or he was the creature himself, though not to copy their attack, defense and secondary skill values. For example, Ergo could throw the breath of a dragon (with his own attack skill value) or hit physically using the special qualities of the creature. This ability allows him to copy Ki techniques too.

Ergo is able to assimilate an unknown vast amount of existential power of weapons, artifacts and creatures (before being sealed, he had assimilated the abilities of hundreds of creatures and artifacts of very high power), but can only use three of them each time. To change from one power to another of the ones he has assimilated, he needs a full round, during which he can not use either of the two powers which are being exchanged. Of course, he can act normally while interchanging powers.

When he absorbs a weapon or an artifact, Ergo need to physically destroy the object or kill the creature to fully absorb the concept and "assimilate it".

This ability does not allow him to assimilate powers of entities with Gnosis 40 or higher.

Sealed in the Book of Void, Ergo can only use one power at a time and can not use powers of entities with Gnosis 30 or higher.

Existential Barrier: Ergo can not lose more than 150 life points in one round.

Edge of Darkness: Ergo gets a +20 to any action when his life points fall below 90.

Immortal: It is not known whether Ergo can die or be completely destroyed. In the past, even if his body was destroyed, his spirit survived long enough to find another physical form in which inhabit.

Absolute Accumulation: Ergo always fully accumulates Ki and Magic, even if is fighting, can not concentrate or gesture.



ANIMA TACTICS PROFILES



6



5



9



2



16



12

15/25
(6/10)

MALEKITH

WARRIOR - MYSTIC - LEADER



LEVEL 100



INNATE ABILITIES: Intangible, Flight.

AURA OF TERROR: All enemy units that start a round inside Malekith's Control Zone recover 1 Action Point less. Effect 16.

DARK BEAM (MAGIC, RANGED ATTACK)

Distance (40 Cm / 16 C.).

NIGHTMARE BEAM (MAGIC, RANGED ATTACK)

+3 Attack / +3 Damage. Distance (50 Cm / 20 C.).

RAVEN FLIGHT (MAGIC, EFFECT, MOVEMENT)

Place Malekith in any point inside its actual Control Zone. This skill allows him to automatically escape from combat.



Base Size: Small

MALEKITH

Lord of Knightmares

NEMESIS: Once per game, at the start of a round, Malekith can place inside its Control Zone one unit chosen by you whose level can not exceed 60. It can be any character, even if it is already in the game. The unit appears with all its Action Points and must be at least one 3 Cm away (1 C) from any other unit. At the end of the round, remove that character from game.

EXISTENTIAL BARRIER: Malekith can't lose more than 8 Life points in a single round. If he does, put a marker in his actual position and remove it from the game. During the recovery Phase of the next round, place Malekith no farer than 10 Cm (4 C) from the marker.



NEXUS GUARDIAN

WARRIOR



LEVEL 60



IMMUNITY: While the Nexus Guardian has not been activated that round, he uses his secondary Armor Attribute,

●●●● **EXTERMINATOR (MAGIC, RANGED ATTACK)**

Distance (40 Cm / 16 C.).

●●●● **EXPLOSION (MAGIC, ATTACK)**

Affects all units at 10 Cm (4 C) around the Nexus Guardian.



Base Size: Small



6



6



8



0/6



16



11



15/25

(6/10)



6



6



9



1



30



10



30 / 40

(12 / 16)



DRUAGA

WARRIOR - LEADER



LEVEL 70



INNATE ABILITIES: Damage Resistance

RESURRECTION: When Druaga Life Points reach 0, don't remove him from the game. Instead, he will enter in Resurrection Mode, losing all his remaining Action Points and he won't be able to do anything until the end of the next turn. During this time he automatically recovers 8 Life Points, but he doesn't count as a unit in any way. If during Resurrection Mode he losses all his life points, he is removed from game.

DESTROYER: Any hand to hand attack made by Druaga ignores 2 points of the defender's Armor.

●●●● **AREA ATTACK (Ki, RANGED ATTACK)**

Druaga Attacks all enemy units within 5 Cm (2C).

●●●● **FIRE SPHERE (Ki, RANGED ATTACK)**

Distance (50 Cm / 20 C).

●●●● **COMO (Ki, ATTACK)**

Druaga does two consecutive attacks against the same target.



Base Size: Medium

KAPPEL

MYSTIC - LEADER



LEVEL 70



SUMMONER LEVEL: 3 AFFINITY: Light, Dark and Void

LORD OF FANTASY: In a group that includes Kappel as Leader you can add as many Summon creatures as you want as normal units, ignoring if you want the summoning rules. Any unit included this way uses its Atman to count its Character level.

FANTASY: While Kappel is in game, you can use your Gnosis points to force to repeat any roll of your rival.

LIGHT AND DARK AFFINITY: At will, Kappel may be considered either a Light or a Dark unit, to obtain the best possible effect in each moment.

 **FANTASY BEAM (MAGIC, RANGED ATTACK)**

+2 Attack / + 3 Damage. Distance (40 Cm / 16 C.).

 **CHARGE (MAGIC, CHARGE)**

+2 Attack / + 4 Damage

 **SUMMON (MAGIC, RANGED ATTACK)**

Distance (30 Cm), +2 Attack / +3 Damage. If this Attack hits its target, then all Characters within 5 Cm (2 C.) of the target also suffer the Attack.

 **UNLEASHED (MAGIC, ATTACK)**

+2 Attack / + 3 Damage. Unleashed affects all enemy Units within 5 Cm (2 C.) of Kappel.

Base Size: Small



4



2



10



0



16



12



30 / 40
(12 / 16)

