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Those Who Walked Amongst Us
Volume I

Those Who Walked Amongst Us

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Thanks to
Ángeles and Cristobal, because without them my dream could not continue, and to all those fans who every day with their imagination make Gaïa a grander place.

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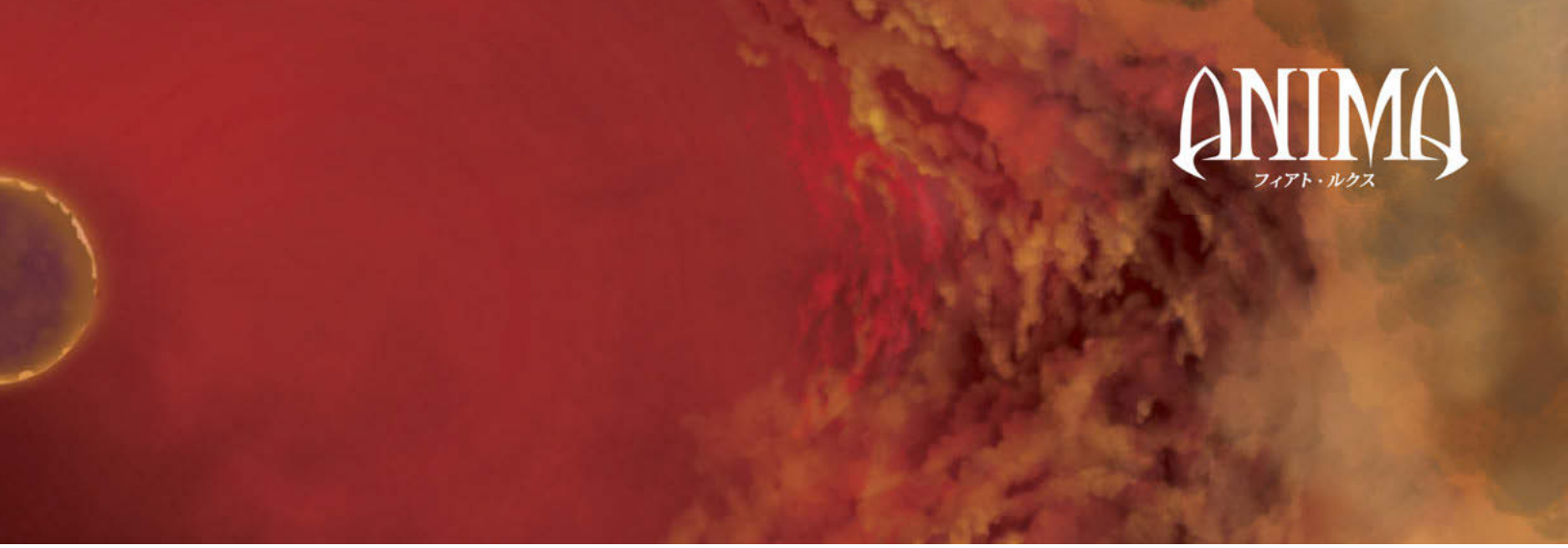

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Chapter 1
Children of Gaïa

Thousands of years I waited ... Locked ...
Chained in darkness
from the moment I was born ...
But in my nightmares, I can see. The world.
So bright ... So alive ... So loud ...
Even from here, I can hear their laughter.
Laughing ... mocking my works.
Soon, my bonds will yield.
Soon, I'll be free to walk again.
And then, on a tower of corpses,
destroy the heavens.

–Omega

Welcome to ***Those Who Walked Amongst Us.*** You have in your hands the first volume of the compilation of creatures for ***Anima: Beyond Fantasy***, a volume which lists nearly a hundred unique beings that inhabit the world of Gaïa...and much more. New combat systems, plenty of ideas for campaigns, miraculous powers, and supernatural races are only part of what awaits you here.

To be completely honest, when we wrote these pages, our goal was not simply to make a list of monsters. Aspiring to more, we wanted to tell amazing stories, to compose a work that any fan of fantasy might enjoy reading. Therefore, each creature that appears in this book is meant to be much more than a simple enemy to fight. Each is a fragment of a unique setting in which we put all our soul.

Naturally, only you can decide if we succeeded or not. But as we always say, do not forget that the sole purpose of this book is to inspire. What we present is not intended as an exhaustive guide to the powers and abilities of creatures. Each of them can be special in its own way and therefore have different abilities than those listed here if you prefer.

Now get ready. ***Those Who Walked Amongst Us*** is already here...

Game Terms

In the following section, the terms that appear in each creature entry are detailed. All the weaknesses or disadvantages of the creatures are shown in italics, differentiating them from their other powers. If a creature does not have any abilities or special characteristics in one specific field, that field does not appear in the creature entry.

Level: Defines the level of the creature.

Category: Indicates what type it is and, depending on the case, whether it is an elemental or undead. Next to this note there is a value that states how much Gnosis it possesses.

Life Points: These are its LP. If it uses Damage Resistance, it will also be indicated here.

Class: Specifies what class it belongs to.

Characteristics: Indicates the normal value of the physical and spiritual Characteristics of the creature.

Resistance: This is the Resistance value that the creature possesses (PhR, MR, PsR, VR, and DR).

Initiative: This is used to calculate its Initiative. This can have other values, depending on the type of attack that it uses.

Attack Ability: Indicates the offensive ability of the being, making use of its different types of attacks. In some instances, certain creatures have the capability to carry out more than one attack per combat turn. In these cases, the Ability that they use to do this appears with a "+" symbol after the principal one.

Defense Ability: Reflects the value that it uses to block or dodge attacks. If the words Damage Resistance are shown, this indicates that the being defends itself by Damage Resistance.

Damage: It is the Base Damage that its attacks produce. After each one of them, the Primary and Secondary Attack Type that they use is indicated.

AT: The armor with which the creature protects itself. If the word Natural appears followed by a numeric value, it uses the same one against all types of attack, even Energy.

MA: The Magic Accumulation of the creature.

Zeon: The maximum value that its magic points can have.

Magic Projection: The ability with which it directs spells. In some cases, it can be differentiated between Offensive and Defensive Ability.

Level of Magic: The Paths that it normally knows, as well as its level in those Paths.

Psychic Potential: The potential that is added to its psychic checks.

Free PP: The amount of free Psychic Points that it possesses.

Psychic Disciplines: Indicates its Psychic Disciplines.

Psychic Powers: Indicates its Psychic Powers. If one of them is strengthened, its value can be found reflected next to it.

Innate Slots: The number of Innate Psychic Powers that the creature can maintain.

Psychic Projection: Its Offensive and Defensive Ability using Psychic Powers.

Ki: It indicates the different Ki point values of each Characteristic and, after them, the total number of Ki points.

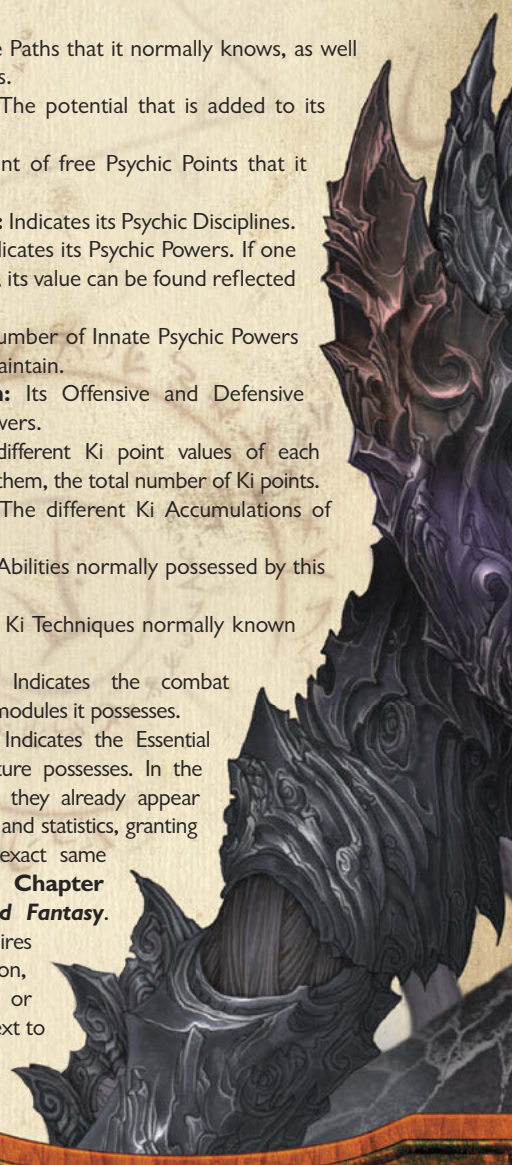
Ki Accumulation: The different Ki Accumulations of the creature.

Ki Abilities: The Ki Abilities normally possessed by this type of creature.

Ki Techniques: The Ki Techniques normally known by this type of creature.

Natural Abilities: Indicates the combat maneuvers or weapons modules it possesses.

Essential Abilities: Indicates the Essential Abilities that each creature possesses. In the great majority of cases, they already appear reflected in its attributes and statistics, granting them the abilities the exact same way as described in **Chapter 26** of ***Anima: Beyond Fantasy***. If one of them requires some kind of clarification, as with invulnerabilities or weaknesses, it is listed next to the ability.



Illustrated by Wen Yu Li

Powers: This is the list of powers and special qualities that are explained carefully after the explanation of the creature's Modus Operandi. Keep in mind that not all the powers need to be described. If, for example, a being has the special power to See the Supernatural, this means it possesses the gift to distinguish spirits, magic, and psychic matrices as explained in **Chapter 26** of ***Anima: Beyond Fantasy*.**

Size: Reflects the physical dimensions of the being.

Regeneration: Its level of Regeneration.

Movement Value: Its movement speed.

Fatigue: Its Fatigue Points. If the word "Tireless" appears, the creature never gets fatigued, but it also cannot spend points to better its physical abilities.

Secondary Abilities: The most common Secondary Abilities it possesses. If one of them appears in italics, this means that it has some type of special modifier due to its nature or condition.

Abomination

Primal Seed

Level: 8 **Category:** Between Worlds 25
Life Points: 3,000 *(Special)*
Class: Warrior
Str: 15 **Dex:** 6 **Agi:** 4 **Con:** 15 **Pow:** 12 **Int:** 4 **Wp:** 10 **Per:** 10
PhR 95 **MR** 85 **PsR** 80 **VR** 95 **DR** 95

Initiative: 60 Natural
Attack Ability: 175 Tentacles *(Special)*, 200 Empty Mind
Defense Ability: Damage Resistance
Damage: 130 Tentacles (Impact)
AT: Natural 6

Essential Abilities: Supernatural Physical Characteristics, Zen, Without Unconsciousness, Unbreakable Will (Psychological Immunity)
Powers: Natural Weapons: Tentacles (Damage Energy, Two Additional Attacks at –30, PhR 180, Drain Life), Empty Mind (Innate Psychic Power, Psychic Death, PsR 140, Without Limits, 2 *Turns of Preparation*), Superior Regeneration, Eyes of the Abomination, Aberrant Mutation

Size: 30 Giant **Regeneration:** 16
Movement Value: 6 **Fatigue:** 15

Secondary Abilities: Notice 75, *Search 150*, Feats of Strength 215

Probably no name defines these monstrosities better than "Primeval Abomination." These are the seeds of the thousand-times cursed Primeval gods, parasites that fell from their corrupted bodies and were confined to the Range of the Winds. These amorphous and bloated nightmares are covered in tentacles, eyes, and mouths that do nothing but mutate. Rotting flesh and oozing pus make up most of their bodies, which exude a vomit-inducing stench. They normally range from 30 to 50 feet around, but can grow up to five times that size as they feed on the vital energy of their victims. Like the Primevals, the Abominations are currently locked in the depths of the earth. Most are kept in the Range of the Winds, but there are more than a hundred of them scattered throughout other parts of world. On each of their dens is engraved an ancient Sylvain seal preventing the creature's release. These are usually camouflaged within local churches and monuments so they are not destroyed by religious fanatics unaware of their true function.

Abominations have no purpose beyond devouring whatever they find in their path, exterminating all life, and leaving behind little more than blood and ashes. In fact, they have nothing even close to a mind; their thoughts are folly and greed incarnate. If one were to wake up, it would simply ascend slowly to the surface and begin its symphony of destruction.

Modus Operandi

As parasites capable of feeding on the Primevals, Abominations are monstrosities of great destructive power easily capable of killing whole battalions of soldiers. Furthermore, since their powers increase as they absorb life, they become more dangerous the more they kill, until they are nearly as strong as a miniature Primeval. Because they are amorphous masses, they have no known vulnerable points.

Unbreakable Will: An Abomination does not have a mind as such. It is filled with little more than an inordinate desire to devour all that stands in its way. Therefore it is unaffected by telepathic Psychic Powers, and no supernatural ability can control its mind.

Superior Regeneration: An Abomination recovers 150 Life Points each turn, unless the damage was dealt by weapons that are blessed or charged with unholy force.

Tentacles: Not only do an Abomination's appendages strike with terrifying force, but they also possess the ability to devour the essence of everything they touch. On contact with a living being, the tentacles begin to suck out its life force, which the creature then uses to grow and generate new limbs. Whenever the Abomination causes damage or traps a living being with its tentacles (through a Trapping maneuver that achieves a result of at least Partially Immobilized), the being must pass a PhR 180 check or suffer damage equivalent to the level of failure.

Empty Mind: By focusing its will, an Abomination can produce a wrenching psychic blast that destroys the minds of those around it. To use this ability, the creature must concentrate for two complete turns, causing it to apply a penalty of –50 to all attacks using its tentacles. After two turns, it unleashes the power, which is equivalent to the Psychic Death Power from the Telepathy Discipline with a final Potential Calculation score of 180 points. Anyone within 300 feet of the creature must pass a Psychic Resistance 140 check or lose 1 point of Willpower and Intelligence, plus another of each for every 10 points the check is failed by. In the event that either Characteristic reaches 0, the character's mind breaks down and he dies.

Eyes of the Abomination: Abominations are covered with dozens of eyes that can see into both the material and spiritual worlds. Consequently, they can see in a 360 degree radius, so they do not suffer penalties as a result of blind spots or positioning. They also have the See the Supernatural ability.

Aberrant Mutation: Anyone who dies from the tentacles' attacks has his life force immediately devoured by the Abomination. Consequently, whenever it kills a natural being with a Gnosis greater than 0, multiply that value by the being's base Presence to determine the points of life force devoured. Depending on the total points of life force the Abomination has eaten, the Abomination gains different powers as follows:

From 100 to 250: It grows enough tentacles to make a second attack per turn at its full Attack Ability.

From 251 to 1,000: Its Life Points increase to a maximum of 5,000 (this effect does not give the Abomination more LP by itself; it only increases the creature's maximum). The Base Damage of the creature's tentacles increases to 150.

From 1,001 to 5,000: It grows enough tentacles to make a third attack per turn at its full Attack Ability.

From 5,001 to 25,000: Its Life Points increase to a maximum of 7,000 and it regenerates 250 Life Points whenever a tentacle attack hits.

More than 25,000: It grows enough tentacles to gain a fourth attack per turn at its full Attack Ability. The Base Damage of its tentacles increases to 180. Additionally, it gets a +20 bonus to all actions, and Empty Mind increases to a difficulty of PsR 180 and affects a radius of 800 feet.

Illustrated by Wen Yu Li

Mysterious Disappearances

Remodeling in an old church has damaged a seal containing an Abomination, allowing it to partially break loose. Although still lethargic, it has begun to devour citizens at night using the sewer system to move around (because it does not yet have the strength to expose itself on the surface). Some corpses of the missing citizens, faded and aged, were found by a guard, and this discovery has led to some consternation. Local authorities do not want to involve the Inquisition (having had bad experiences with it in the past), so they are explaining the murders as the acts of a serial killer. However, sensing that the cause is likely supernatural, they have decided to hire private experts to stop the murderer.

To make matters worse, a sect of sixpenny cultists believe that the deaths are a sign that they must commit a series of ritual murders in order to fully summon a demon into the city. They plan to make sacrifices reflecting human sins and desires in an attempt to invoke it. The murders they commit will likely further confuse investigations.

Illustrated by Luis NCT

Alius

Holy Soldier

Level: 7
Category: Between Worlds, Elemental 20
Life Points: 240
Class: Paladin
Str: 11 **Dex:** 11 **Agi:** 8 **Con:** 10 **Pow:** 10
Int: 8 **Wp:** 9 **Per:** 9
PhR 75 **MR** 75 **PsR** 70 **VR** 75 **DR** 75

Initiative: 105 Natural, 40 Spear and Shield
Attack Ability: 200 Spear +10, 200 Shield +10
Defense Ability: 240 Shield +10
Damage: 80 Spear (Thrust), 60 Shield (Impact)
Wear Armor: 95
AT: Complete Armor Cut 7 Thrust 7 Impact 7 Heat 6 Cold 2 Electricity 6 Energy 4

Ki: Str 12 Dex 12 Agi 8 Con 10 Pow 10 Wp 9 **Total:** 61
Ki Accumulation: Str 2 Dex 2 Agi 1 Con 2 Pow 2 Wp 1
Ki Abilities: Use of Ki, Ki Control
Ki Techniques: Sacred Lance, Sacred Aegis

MA: 20
Zeon: 300
Banish: 120 *(Dark)*

Natural Abilities: Guardian, Weapon Modules (various)
Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Inhumanity
Powers: Bright Wings (Mystical Flight 12), Sense of Justice, Shield Wall, Sacred Metal (Damage Energy, Elemental Attack), See the Supernatural, *Incapable of Sin*

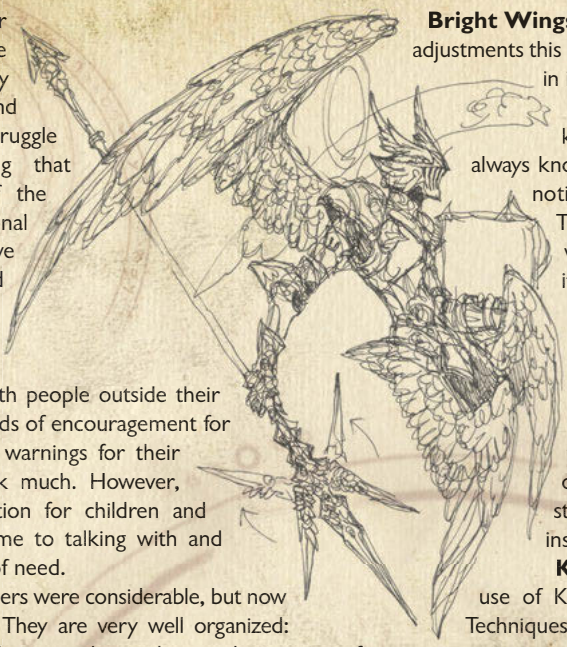
Size: 21 Medium
Movement Value: 6/12
Regeneration: 16
Fatigue: Tireless

Secondary Abilities: Style 50, *Leadership* 105, Notice 65, Search 25, Occult 50, Withstand Pain 100

The Alius, or Holy Soldiers, are elementals that have served as the elite soldiers of the army of light for millennia. Serving Beryls, Aeons, and various gods of good, they have been present in virtually all supernatural wars in recorded history. They appear as winged knights wearing shining silver armor, but with no one inside the armor. They lack legs, and their lower torsos blend smoothly into a second pair of angel wings. Although most appear externally male, they are actually asexual. Interestingly, their feathers can be any color, and as the metal of their armor is part of them, they are capable of altering the structure of their helmets to express their emotions.

Illustrated by Wen Yu Li

Holy Soldiers, as their name suggests, are elite fighters who embody the ideals of justice and righteousness. They struggle tirelessly against anything that threatens the stability of the world, regardless of personal risk. Although they have normal intelligence and intuitively understand many languages, they seldom have the time or inclination to fraternize with people outside their holy crusades. Beyond words of encouragement for those who suffer or final warnings for their enemies, they do not talk much. However, they have a special affection for children and will often devote some time to talking with and comforting them in times of need.



Illustrated by Wen Yu Li

In ages past, their numbers were considerable, but now only a few dozen remain. They are very well organized: a seven-member council directs and coordinates the actions of their colleagues by sending them to where their assistance may be needed. Members of the council are given the title of Knights of the Light and represent the seven Beryls, despite having no current contact or relationship with them. They act entirely in secret to avoid discovery by a humanity that, in general, fears them as just another inhuman force. Fortunately, their angelic appearance still opens many doors, and many vigilantes welcome the aid of heavenly angels sent to fight evil. The Alius maintain good relations with many shadowy organizations like Samael, Magus, and Belasarius, and have even cooperated with agents of the Inquisition (which is extremely unusual within the Church). They also have the support of older elementals (some Belphe and Elhayms openly collaborate with the Knights of the Light) and other creatures of a positive nature.

Modus Operandi

Intelligent and caring, yet fanatical in their cause of combating anything even remotely unjust, Alius are warlike creatures that exist to fight. Despite having no magical abilities, they are extremely skilled in banishing dark creatures and evil entities (and their powers are uniquely specialized to fight these types of monsters). Of course, as beings created to fight in supernatural wars, they are extremely capable in combat as well as in the use of Ki.

Shield Wall: The Alius folds its wings and protects itself with them like huge energy shields. For the purposes of play, this ability is equal to the Pure Defense maneuver, but increases the Alius's Defense Ability by +60. Shield Wall can be used in conjunction with Guardian to protect others.

Sacred Metal: An Alius's weapons and armor are born of its essence and in some ways are its body and soul. Therefore, it can manifest its weapon and shield at any time, and only it (or a creature equally holy) can wield them. Both objects are always Quality +10 and are considered sacred objects, doubling their damage against any evil creature whose Gnosis is no greater than 35.

Weapons: While generally carrying a shield and lance as its preferred weapons, an Alius may equip itself with other weapons. Some manifest long swords, maces, or axes, all with the Sacred Metal ability.

Bright Wings: An Alius always flies with Flight Value 12. The adjustments this provides to its combat skills are already included in its statistics.

Sense of Justice: A Holy Soldier instinctively knows what is fair or not. During a conflict, it always knows which side leans more towards justice and notices when a person acts wrongly in its presence. This power is automatic, and only creatures with a Gnosis greater than 35 are immune to its effects.

Guardian: An Alius has a supernatural capacity to protect other people from attacks, represented by the Guardian ability. The Alius does not require having Initiative to protect someone from a particular blow (provided the target is close by). Moreover, an Alius applies only a –10 to its Block and Dodge Abilities to stop the attack or to Push Aside its companion, instead of the normal –30.

Ki Techniques: The Alius are masters of the use of Ki. Below are two of their most common Ki Techniques.

Sacred Lance

Level: 1 **MK:** 25

The Holy Soldier's energy accumulates at the tip of its spear creating a spiral of light. Immediately thereafter, the spiral of light launches at the target, carrying the Alius with it. Sacred Lance grants the Alius a ranged attack at +40 Attack Ability with a range of 150 feet that also moves the Alius to the target.

AGI 5 ***DEX*** 6 ***POW*** 6

Effects: Attack Ability (Single) +40, Long-distance Attack (Single) 150 feet *(Projection)*

Disadvantages: Elemental Binding (Air and Light)

Sacred Aegis

Level: 1 **MK:** 30

The Alius's shield emits a golden glow for a few moments, creating a screen of light that both knocks back its opponents' attacks and guides its spear to eliminate the enemy. Sacred Aegis increases the Alius's Defense Ability by +50 and increases its Attack Ability by +75 for a counterattack, if any.

AGI 6 ***DEX*** 5 ***POW*** 6

Effects: Block Ability (Single) +50, Counterattack Ability +75

Advantages: Reduction of Ki 1

Disadvantages: Elemental Binding (Air and Light)

Incapable of Sin: If a Holy Soldier commits a single wrong act, even against its will, its essence is consumed at once and it dies.

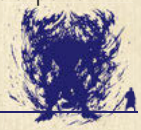
Comrades In Arms

Aware of their extreme vulnerability to the skills of deceivers and fearful of being forced to work against their principles, especially at the hands of the Order of Yehudah, Holy Soldiers constantly seek mortals who share the same goals as them. Of course, only people of noble spirit are able to meet their high standards.

High Elder Elementals

Below Aeons and deities are the elemental entities that occultists and wizards call High Elder Elementals. This is the highest rank known among the four principal types of elementals, and their immeasurable powers are only comparable to the Maidens of Light or the Lords of Darkness.

Contrary to what some people think, they are not unique entities but a category of extremely powerful elementals that typically command many smaller elementals across a large territory. In many respects, they could be regarded as princes of the elements. They are completely disinterested in concerns of good and evil as well as the interests of Shajads and Beryls and do not currently serve any power, except for the rare cases when they attach themselves to a deity. Although there is certainly some animosity between the four types of elementals, they maintain an unwritten pact that seeks to keep a balance of power.



Agni

Superior Fire Elemental

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 4,500 Damage Resistance
Class: Warlock
Str: 15 **Dex:** 10 **Agi:** 7 **Con:** 14 **Pow:** 13 **Int:** 13 **Wp:** 12 **Per:** 8
PhR 100 **MR** 100 **PsR** 95 **VR** 100 **DR** 100

Initiative: 90 Natural
Attack Ability: 250 Igneous Claws, 300 Inferno
Defense Ability: Damage Resistance
Damage: 130 Igneous Claws (Heat), 150 Inferno (Heat)
AT: Natural 6

MA: 50 Fire, 30 Other
Zeon: 625
Magic Projection: 220 Offensive
Level of Magic: 90 Fire

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Unnatural Size, Zen, Physical Exemption, Natural Immunity to an Element (Complete, Fire), Gestureless Casting, Unspoken Casting, *Natural Vulnerability to an Element (Double Damage, Water)*
Powers: Natural Weapons: Igneous Claws (Elemental Attack), Damage Energy, Inferno (150 foot Radius, Without Limits, *1 Turn of Preparation*), Contact Burns, Wings of Fire (Mystical Flight 8), Elemental Forms, Aura of Fire, Burnout, Elemental Mastery, *Extreme Vulnerability: Water (Weak, Equivalent Damage, PhR 180)*

Size: 29 Giant **Regeneration:** 7
Movement Value: 8/8 **Fatigue:** Tireless

Secondary Abilities: *Intimidate 150,* Notice 50, Search 50, *Magic Appraisal 100, Feats of Strength 100*

Adored in Baho and other eastern areas as minor deities of flames, Agni are the most powerful of the fire elementals. Similar in appearance to Efreet but much larger in size (up to 20 feet tall), the Agni are characterized by their demonic faces and the huge wings of fire that they can manifest at will. They are therefore considered fallen angels of fire by the Church of Abel, one of the most powerful demons in the hierarchy.

It is said that, unlike other high elemental lords, the Agni are not born as such, but are created when an Efreet has consumed thousands of its peers. The result is the union of countless sentient flames, which are extinguished to give birth to a new power that is greater than the sum of its parts.

The Agni are cruel and pitiless. They love conflict, violence, and war, because destruction is an inherent part of flames and, consequently, of their nature. But they are not inevitably evil, because they understand that the world requires moderation and balance in everything. Of all the high elementals, they maintain the closest relationship with others of their kind. They sometimes even adopt a militaristic structure, since each one keeps tight control of the lesser elementals who inhabit its area of influence. The Agni usually live in volcanic areas or regions of stifling heat. A few of them remain in Gaïa, but most left it after the events of the War of God.

Modus Operandi

Since they are violent creatures that love fighting, Agni never hesitate for a moment before starting a battle provided they are presented with a convincing excuse. Even the chance to measure their skills against those of their opponents is reason enough to fight. Naturally, their extraordinary fighting ability typically overwhelms whomever they face. Between their physical power, their supernatural abilities, and their mastery of magic, they are nearly unstoppable. Whether they face one opponent or hundreds, the result is exactly the same – victory. They have no known vulnerable points, not even the head.

Inferno: Apart from its claws and fangs, an Agni can use its huge wings to overwhelm its enemies with huge tongues of flame. When it wishes to use this attack, it wraps its wings around itself while gathering a large amount of energy. Then, it opens its wings and creates a huge explosion striking everything within a 150 foot radius for 150 damage. Inferno is a Heat attack and requires a full turn of preparation, during which the Agni cannot use active attacks. After using this attack, the elemental has to wait from one to five turns before it can do so again (determined by the roll of 1d10: 1–2 one turn, 3–4 two turns, 5–6 three turns, 7–8 four turns, and 9–10 five turns).

Fire Aura: An Agni is an immense source of heat that causes serious damage to anyone who stands near it. The air becomes stifling, metal grows red hot, and even rocks melt around it. Anyone who is within 30 feet of an Agni at the beginning of a turn must pass a PhR 120 check or suffer damage equivalent to the level of failure. In the case of someone carrying flammable items such as clothes or wood, the difficulty of the PhR check is increased by 20 points, and if it is failed, the character will immediately suffer the In Flames condition.

Elemental Form: The body of an Agni is completely made of fire; it is immune to any conventional attack not based on energy, water, or cold.

Contact Burns: If a character actually comes into contact with an Agni, either by attacking it physically or being hit by its attack, he runs the risk of being reduced to a pile of ash. Consequently, anyone who touches or is touched directly by the Agni must pass a MR 140 check or suffer damage equal to twice the level of failure.

Burnout: As a Passive Action, an Agni may use part of its vital energy to temporarily increase its abilities. It may sacrifice 50 Life Points at any time during a turn to receive a bonus of +5 to its next action, up to a total of +50 per action (i.e., 500 LP sacrificed).

Illustrated by Wen Yu Li

Wings of Fire: An Agni moves through the air using its vast wings of fire at the same speed that it moves on the ground. However, it is unable to activate Inferno while flying.

Elemental Mastery: All Fire spells an Agni uses are cast with two additional free levels of Added Effects. Maintained spells also benefit from this, but do not count the free levels in the cost to maintain the spell.

Elemental Immunity: Attacks based on fire or heat cause no damage to an Agni.

Extreme Vulnerability: If over half of an Agni's body is hit with cold water or ice, it must pass a PhR 180 check or take damage equivalent to five times its level of failure. Each 1,000 points of damage sustained from this will cause it to lose a temporary point of Agility, Dexterity, and Strength.

Illustrated by Wen Yu Li

Arias Vayu

Superior Air Elemental

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 210
Class: Warlock
Str: 5 **Dex:** 14 **Agi:** 15 **Con:** 8 **Pow:** 13 **Int:** 13 **Wp:** 7 **Per:** 10
PhR 85 **MR** 100 **PsR** 85 **VR** 85 **DR** 85

Initiative: 175 Natural
Attack Ability: 240 Wind Blade
Defense Ability: 250 Dodge
Damage: 80 Wind Blade (Cut), 100 Gestalt (Electricity)
AT: None

MA: 80 Air
Zeon: 900
Magic Projection: 200 Offensive
Level of Magic: 90 Air

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Zen, Physical Exemption, Natural Immunity to an Element (Complete, Air), Gestureless Casting, Unspoken Casting
Powers: Increased Reaction +30, Elemental Shape, Wind Blade (Elemental Attack, Armor Modifier –2, Range 800 feet), Damage Energy, Automatic Transport (Distance 100 feet, Through an Element, Without Limits), Elemental Mastery, Four Elemental Crystals

Size: 13 Medium **Regeneration:** 1
Movement Value: 15 **Fatigue:** Tireless

Secondary Abilities: *Acrobatics 125, Dance 180,* Persuasion 55, *Notice 40,* Search 20, *History 50*, *Magic Appraisal 150*

Queens of the Winds, Ladies of the Sylphs, Bringers of Storms...the Arias Vayu, the highest-ranking air elementals, are known by many names. Their bodies are composed of a mass of wind currents and power condensed by the tremendous spiritual energy that gave them birth. They have no definite shape, but they frequently observe exceptionally beautiful mortal women and then simulate their appearance. They consider the looks of the woman they are emulating to show their true self.

The Arias Vayu can take on a solid form at will, unlike the more ethereal Sylphs. Their hair color is always blue or green, and their clothes (composed of hardened wind currents) float around them giving them a regal and stately appearance. Their personalities are as fickle and changeable as the wind; they typically behave capriciously, showing responsibility only in more serious matters or to keep promises (which, once made, are never broken). While in the past they were directly involved in the affairs of mankind and many other races, after their involvement in the War of God, their interactions with the mortal world have diminished. Now, they generally travel from place to place unseen by man and with little interest in worldly affairs.

The Arias Vayu have tremendous abilities of weather control, and each one of them can determine when storms or periods of drought occur in different territories across Gaïa. Their influence is not necessary for there to be weather, but under ancient agreements they signed with the world's first settlers, they are responsible for the proper functioning of the world's weather. In fact, many towns and villages away from the heart of the Empire still pay homage to the angels of rain and storms, asking the spirits to bless them with good rainfall.

Illustrated by Wen Yu Li

The Arias Vayu understand and can fluently speak all languages. Given their nature, they are attracted to refined music and dance. They consider them to be the greatest mortal creation (and that's what attracts them to festivals in their honor). According to Sylvain myth, when a storm is exceptionally strong, it is because an Arias Vayu is dancing in heaven. Today, at least 10 Queens of the Winds remain in Gaïa, although their exact number is unknown.

Modus Operandi

The Arias Vayu rarely die in combat, since their non-violent nature and enormous power generally allow them to easily avoid a fight. At worst, they simply allow the wind currents to carry them far away. In contrast, when they want to take the initiative, their huge magical abilities, combat skills, and innate powers give them an advantage against any adversary. Their preferred method of fighting is to attack their enemies with blasts of wind from long range, while transporting themselves from one place to another and accumulating Zeon to cast whatever spells they may need. Because of their ethereal nature, they do not have vulnerable points.

Elemental Form: The body of an Arias Vayu consists of countless air currents, so weapons do not harm it and those who cannot see magic find them very difficult to detect with Notice or other abilities. However, despite being composed of air, an Arias Vayu can take physical form at will if desired and become visible to everyone. They can also move freely through the air and, although not intangible, are able to pass through any opening, no matter how tiny, as long as a gentle breeze may also pass through it.

Wind Blade: Given the innate control that an Arias Vayu has over wind currents, wind is its main method of attack. It generates huge blades of concentrated air and throws them against its enemies. Wind Blade is a ranged attack that damages energy, has a maximum range of 800 feet, and reduces the defender's Armor Type by 2 points against it.

Automatic Transport: Moving by air currents, an Arias Vayu can transport itself from one place to another up to a maximum distance of 100 feet. Therefore, it can withdraw from any battle without giving its opponents bonuses to their attacks. This ability only works in open areas where air can flow.

Elemental Mastery: All Air spells an Arias Vayu uses are cast with two additional free levels of Added Effects. Maintained spells also benefit from this, but do not count the free levels in the cost to maintain the spell.

Elemental Immunity: Any natural or supernatural air-based attacks do not damage the Arias Vayu.

Four Elemental Crystals: At the beginning of any turn and before deciding its Initiative, an Arias Vayu can activate its crystals. It must invest 50 points of Zeon, which are deducted from its total without any need to accumulate. Unfortunately, the power of the crystals is chaotic and it is impossible to know exactly which one will work. To find out, roll 1d10: 1–2 Wind Crystal, 3–4 Ray Crystal, 5–6 Typhoon Crystal, 7–8 Lightning Crystal, and 9–10 Gestalt. The crystals may not truly be harmed while the Arias Vayu is still alive, but while it is using this power they are temporarily vulnerable to attack. The crystals defend themselves with 250 Dodge Ability; if one of them suffers any amount of damage, it deactivates for the rest of the turn and ceases granting its special powers to the elemental.

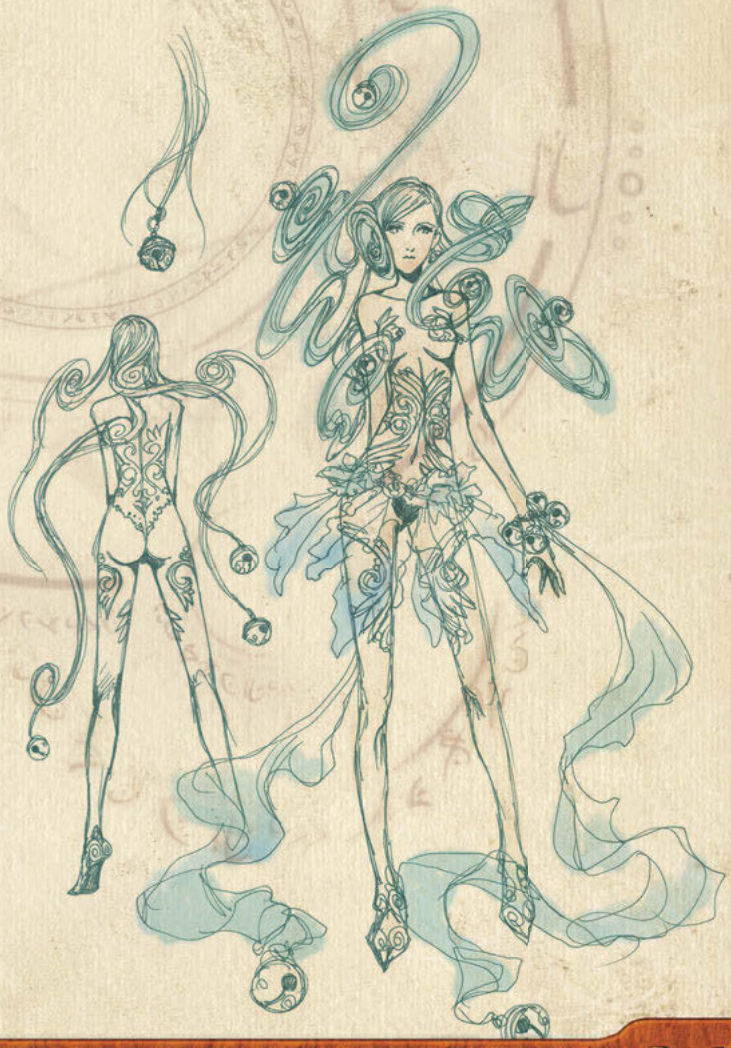
1–2 Wind Crystal: Raises a powerful shield of wind, protecting the Arias Vayu from all kinds of physical and spiritual attacks. For the rest of the turn, the Arias Vayu's Defense Ability increases to 280 and any damage it suffers from physical attacks is reduced by half.

3–4 Ray Crystal: Creates a powerful ray of electricity spell that acts just like the Lightning spell, cast with 100 points of Zeon and 280 Attack Ability. This attack is completely independent of the Arias Vayu's actions. It takes place immediately, regardless of whether or not the Arias Vayu later attacks.

5–6 Typhoon Crystal: Unleashes a powerful vortex around the Arias Vayu, rending whatever is nearby. Anyone who is less than 30 feet from the elemental or who approaches within that distance suffers an automatic impact at Strength 14. During this turn, all Wind Blade attacks the Arias Vayu makes increase their Base Damage to 100.

7–8 Lightning Crystal: The Arias Vayu gets a bonus of +100 to Initiative, increases its MA by 20, and does not suffer penalties for additional attack and spellcasting actions.

9–10 Gestalt: The elemental's four crystals are activated in unison, creating a powerful blast of electricity and wind. The attack emits electricity in a 100 foot radius using the Arias Vayu's Attack Ability, which also produces a Strength 14 impact. Anyone who is hit by the attack must pass a PhR 120 check or else suffer a –40 penalty to all actions because of the shock to the nervous system. This attack is completely independent of the Arias Vayu's actions. It takes place immediately, regardless of whether or not the Arias Vayu later attacks. To cancel the effects of Gestalt, characters only need to damage one of the four crystals.



Illustrated by Wen Yu Li

Chthon

Superior Earth Elemental

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 7,000 Damage Resistance
Class: Warlock
Str: 16 **Dex:** 9 **Agi:** 8 **Con:** 16 **Pow:** 12 **Int:** 8 **Wp:** 12 **Per:** 9
PhR 150 **MR** 95 **PsR** 95 **VR** 150 **DR** 150

Initiative: 80 Natural
Attack Ability: 230 Adamantine Weapons
Defense Ability: Damage Resistance
Damage: 150 Adamantine Weapons (Cut or Thrust/Impact), 100 Energy Release (Energy)
AT: Diamond Body Cut 12 Impact 12 Thrust 12 Heat 12 Electricity 12 Cold 12 Energy 8

MA: 80 Earth
Zeon: 750
Magic Projection: 20 Offensive
Level of Magic: 90 Earth

Essential Abilities: Gift, Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Physical Exemption, Refraction, Natural Immunity to an Element (Half, Light, Darkness), Natural Knowledge of a Path (80 Earth), Gestureless Casting, Unspoken Casting
Powers: Adamantine Weapons (Elemental Attack, Armor Modifier –5, Increased Critical +20), Damage Energy, Superior Underground Movement, Diamond Body (Physical Resistance +40, Physical Armor 8, Damage Barrier 160), Elemental Mastery, Energy Release, Attack from Underground

Size: 32 Giant **Regeneration:** 8
Movement Value: 10 **Fatigue:** Tireless

Secondary Abilities: *Notice 120, Search 25, Science 200 (Geology),* Magic Appraisal 130, *Feats of Strength 200, Forge 150*

The so-called Stone Dragon or Chthon is the most powerful type of earth elemental known. They resemble huge granite and metal dinosaurs, covered in spines, sharp edges, and crystalline diamond. It is said that of all the superior elementals, they were the first to be born but the last to awaken.

Illustrated by Wen Yu Li

They have considerable wisdom due to their age, but most are not very communicative and reject the company of even other earth elementals. Surly and temperamental, they despise mortals, but admire their ability to create structures and buildings. It is said that a Chthon would protect a beautiful city to save the city itself, without any concern for its inhabitants. On the other hand, according to some legends, if they especially dislike someone, they do not have the slightest hesitation in causing earthquakes and other natural disasters to destroy that person, even to the point of devastating small cities.

Although they do not generally have direct relationships with any other beings, they are conscious of their position and responsibilities to Gaïa, and they have shown the ability to summon Titans and other entities related to earth to fulfill their designs when they consider it necessary.

They also possess great magical powers, but they cast spells through their innate supernatural abilities rather than through any great understanding and so have very little control over them.

The Chthon were one of the types of elementals most affected by the activation of the Machine of Rah, and they currently lie lethargically in the depths of the earth. Most of them still remain asleep, causing earthquakes in their immediate vicinity every time they stir in their dreams. There are likely less than 12 of them in Gaïa, but so far only three have awoken. Even those have spoken very little, because they do not feel the slightest interest in the current affairs of men.

Illustrated by Wen Yu Li

Modus Operandi

The Chthon do not normally seek out battle, but when they do, they are driven by an urge to overwhelming and unprecedented violence. If someone incurs their anger for any reason, they destroy everything in their path until they have killed their enemy. They usually remain buried in the earth until the moment they consider it necessary to act; at that time, they stand and attack, often completely destroying their surroundings.

Given their unique physical potential and resistances, they do not use plans or complex strategies, but simply attack their opponents and tear them to pieces. They have no known vulnerable points.

Diamond Body: The physical form of a Chthon is made of minerals and metals that are magically hardened, making their skin the most impenetrable armor in the world. Thanks to this, the vast majority of attacks are harmless to a Chthon. It not only has a high AT, but has a 160 point Damage Barrier. Moreover, any attack that can bypass this barrier (either through having a high enough Base Damage or by dealing energy damage) has its Base Damage reduced by 20 points. Creatures with a Gnosis higher than the Chthon can ignore this rule.

Adamantine Weapons: The whole body of a Chthon is a devastating natural weapon capable of destroying anything that it touches, whether flesh or metal. Its claws, jaws, tail – even its back – are deadly. Therefore, it reduces the Armor Type of anyone it attacks by 5 points and applies a +20 bonus to any Criticals it causes. Its Breakage and Fortitude are also exceptional: 26 and 44, respectively.

Refraction: Due to the supernaturally reflective nature of the diamonds that cover the Chthon, Light and Dark powers and spells disperse on impact. Consequently, attacks based on these elements reduce their damage by half and the Chthon gets a +40 bonus to the appropriate Resistances against their effects.

Superior Underground Movement: The interior of the earth is the natural environment of a Chthon. It is able to move up to its maximum Movement Value underground, and the hardest rock is nothing to it. Only enchanted and supernatural materials are able to stop it.

Elemental Mastery: All Earth spells a Chthon uses are cast with two additional free levels of Added Effects. Maintained spells also benefit from this, but do not count the free levels in the cost to maintain the spell.

Energy Release: The body of a Chthon contains great spiritual energy. Therefore, when a Chthon is badly damaged and its physical form is breaking down, part of that power is released, causing terrible shockwaves. Every time the elemental loses 1,000 Life Points, it causes an explosion of energy that affects anyone who is less than 80 feet from it. This attack is independent of the will of the creature and has an Attack Ability of 240. If the Chthon is destroyed, its entire body explodes in a final wave that strikes with an Attack Ability of 250.

Attack from Underground: Chthons generally start a combat with the unusual tactic of fighting while partially buried underground. While it is partially submerged in the earth, a Chthon can strike its enemies using the sharp spines protruding from its head and back as weapons. All its enemies see are large blades emerging from the earth, like shark fins in the ground. Since its maneuverability, vision, and responsiveness are reduced significantly while it is buried just under the surface, a Chthon using this tactic applies a –20 penalty to its Attack Ability. Since the Chthon's weapons are part of its body, it is possible to attack them to force it to the surface. In this case, it takes approximately 1,000 points of damage to destroy them and cause the Chthon to surface.

Varuna

Superior Water Elemental

Level: 10 **Category:** Between Worlds, Elemental 30
Life Points: 4,000 Damage Resistance
Class: Warlock
Str: 14 **Dex:** 8 **Agi:** 10 **Con:** 13 **Pow:** 13 **Int:** 13 **Wp:** 11 **Per:** 7
PhR 100 **MR** 100 **PsR** 95 **VR** 100 **DR** 100

Initiative: 85 Natural
Attack Ability: 250 Blades of Water, 250 Ice Spike, 245 Tsunami, 225 Swallow
Defense Ability: Damage Resistance
Damage: 140 Blades of Water (Cut), 150 Ice Spike (Thrust/Electricity), 80 Tsunami (Impact), 40 Swallow (Impact)
AT: Natural 6

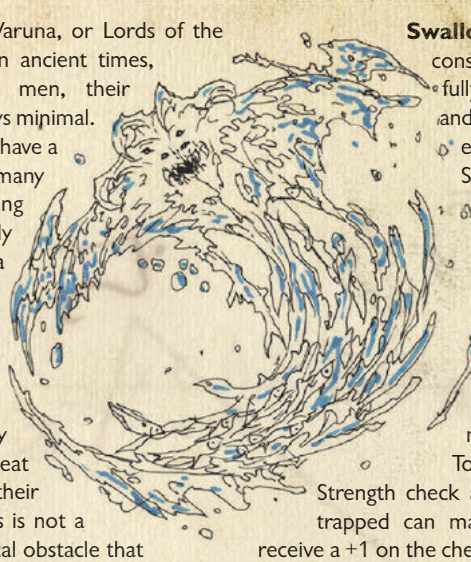
MA: 65 Water
Zeon: 855
Magic Projection: 200 Offensive
Level of Magic: 90 Water

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Unnatural Size, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Zen, Physical Exemption
Powers: Natural Weapons: Blades of Water (Elemental Attack) and Ice Spike (Elemental Attack, Armor Modifier –4, Increased Damage +10), Tsunami (*Special Area,* Elemental Attack, *1 Turn of Preparation, Conditional*), Swallow (Trapping 16), Crush, Crystallized State, Freezing (MR 160, *Conditional*), Ice Prison, Wings of Water (Aquatic Movement Value +2, Mystical Flight 12), Elemental Form, Elemental Mastery, Superior Regeneration (*Conditional*)

Size: 30 Giant **Regeneration:** 18
Movement Value: 14/12 **Fatigue:** Tireless

Secondary Abilities: *Notice 75, Track 50,* Navigation 135, *Magic Appraisal 200*

Of all the superior elementals, the Varuna, or Lords of the Depths, are the most enigmatic. Even in ancient times, when supernaturals still walked with men, their involvement in the affairs of Gaïa was always minimal. Their bodies, composed entirely of water, have a vague resemblance to a huge snake with many eyes, and when they move, their whole being constantly changes its appearance, typically modeling itself after sea creatures like a large school of fish or a stingray.



The Varuna are beings of enormous intelligence that possess considerable knowledge they have gained over centuries and centuries of life. However, all this wisdom is often overwhelmed by their predatory instincts. They must eat meat regularly or they will become prisoners of their uncontrolled anger and urges to kill. This is not a physical necessity but rather a psychological obstacle that they must face on a regular basis. It often requires almost a decade before the cravings grow too strong to resist, but as they become older, less time is required for their need to overcome them.

It is not uncommon for a Lord of the Depths to be enormously kindly (and even friendly) in the period immediately after eating, while later behaving like a bloodthirsty demon. Legends of the shifting temperments of the Varuna are well known among sailors (although they are unaware of the reasons why). There are coastal towns in the north which still annually sacrifice animals (in the most uncivilized areas, humans are also sacrificed) to appease the Lords of the Depths and sate their appetites.

As dictated by their name, Lords of the Depths usually live in the deep ocean, but they have no problem traveling across land or even living on land for long periods of time. There are some who live in large lakes or even the wellsprings of rivers. They number slightly under 10 total, although it is unknown whether all are already awake or some still lie dormant as a result of the Machine of Rah.

Modus Operandi

The main reason that the Varuna attack living beings is their relentless predatory urge. At the times of greatest hunger, they even become unable to differentiate between victims and see only shapes composed of body heat. However, even when lost to their instincts, the Lords of the Deep retain their unmatched combat capability, which allows them to employ complex tactics and not underestimate their enemies.

In water, these creatures are nigh unstoppable, as they move at full speed while their opponents have serious problems acting (normally, applying the penalty for being Partially Immobilized). So destroying even a whole fleet of ships is easy for them. However, even on land, they are fearsome enemies, making the most of their supernatural powers, their magic, and their ability to alter their body between fluid and crystalline states.

Elemental Form: The body of a Varuna is entirely liquid. Thus, Cut and Thrust attacks not capable of damaging energy do not hurt it, while Impact attacks only cause half damage.

Blades of Water: The appendages of the elemental can change shape to become huge blades of water, which makes its whole body a weapon when moving at high speed. Accordingly, each Blades of Water attack strikes everything within a 15 foot radius of the Varuna.

Swallow: Since a Varuna can change the consistency of its body from completely solid to fully liquid, it is able to devour its opponents and then drown or crush them. This attack is equivalent to a Trapping maneuver with Strength 16, and if the Varuna gets at least a Partially Immobilized result, the target is engulfed by the Varuna's body. Anyone caught this way immediately begins to suffer the normal consequences of lack of air, since the water that makes up the physical form of the elemental begins to seep into his nose and throat (of course, this only applies if the person swallowed needs to breathe).

To escape, it is necessary to pass an Agility or Strength check against Strength 16. However, the person trapped can make a Swim Secondary Ability check to receive a +1 on the check to escape for each level beyond the Easy Difficulty he obtains on the Swim check. The Varuna can have up to 20 medium-sized enemies, 10 Big, or one Enormous engulfed in its body at one time.

Crush: If a Varuna swallows one or more enemies, it can use the pressure of its body to crush them. As a full combat action, it can require all swallowed creatures to pass a PhR 180 check or suffer damage equivalent to their level of failure (although those affected can apply a +10 bonus to their Physical Resistance for each point of AT they possess against Impact).

Tsunami: By altering the consistency and shape of its body, a Varuna can become a tsunami capable of destroying huge areas of land. If the Varuna is in the water, using this ability is automatic and requires no preparation, but if it is on land, it must have sufficient space to build up speed and must spend one turn accelerating during which it may not make any other action. Once it has acquired sufficient acceleration, it may attack everything within a line 20 feet wide and 80 feet long.

Crystallized State: A Varuna can transform its body into a huge mass of ice at will. This is a Passive Action, and the Varuna can reverse this elemental state freely at any time (although not in the same turn that it crystallized). In this state, it loses all the advantages of Elemental Form, reduces its movement by 4 points, and cannot use its Swallow or Tsunami attacks, but it increases its Natural Armor by 2 points and gains the Freezing, Ice Prison, and Ice Spike abilities.

Freezing: While in its crystallized state, as an Active Action the Varuna can freeze any liquid which previously formed part of its body. Therefore, any character who previously suffered damage from its Blades of Water, Swallow, or Tsunami attack must automatically check against MR 160 as the moisture remaining on the character freezes. If the character fails by less than 40 points, he is Partially Immobilized; if he fails by more than 40, he is Mostly Immobilized. Freezing can be used only once per target (at least until the Varuna again damages the target while in a non-crystallized state).

Ice Prison: When a Varuna enters its Crystallized State, a person who is still trapped inside it after a Swallow attack must overcome an automatic PhR 180 check or suffer damage equivalent to the level of failure and be Partially Immobilized until the end of the next turn. However, unlike Crush, this ability does not take an action and only has any effect until the end of the turn after the Varuna transforms. Regardless of the results of the PhR check, the victims are no longer Swallowed.

Ice Spike: In its crystallized state, a Varuna can use its tail as a steely spine of ice to attack its enemies. The tail is so sharp that attacks made with it decrease the defender's AT against them by 4 points.

Illustrated by Wen Yu Li

Wings of Water: A Varuna moves freely through the water with a Movement Value of 14 and flies through the air with a Movement Value of 12 (10 and 8, respectively, in its crystallized state).

Elemental Mastery: All Water spells a Varuna uses are cast with two additional free levels of Added Effects. Maintained spells also benefit from this, but do not count the free levels in the cost to maintain the spell.

Regeneration: A Varuna regenerates 250 Life Points per turn in its liquid state and 100 Life Points per turn in its crystallized state.

The Demon King of the Waters

In the North Sea, the Lord of the Depths Shahs'terush recently awakened from its slumber. After surveying its domain, the high elemental became extremely angry because the coastal towns no longer worshipped and made sacrifices to it. As a result, it has started a real slaughter, destroying all boats passing close to its zone of influence and devouring their crews. In its anger, the Lord of the Depths does not even hear the conciliatory words of the Undines trying to advocate for men. Desperate, the water maidens seek a method to confine Shahs'terush or even destroy it, but given its high rank in the hierarchy of the seas, they know they need to involve others in their affairs if they wish to succeed.

Illustrated by Wen Yu Li

Illustrated by Wen Yu Li

Archchimera

Greater Beast

Level: 7 **Category:** Between Worlds 25
Life Points: 3,885 Damage Resistance
Class: Acrobatic Warrior
Str: 13 **Dex:** 10 **Agi:** 11 **Con:** 13 **Pow:** 8 **Int:** 6 **Wp:** 8 **Per:** 9
PhR 85 **MR** 70 **PsR** 70 **VR** 85 **DR** 85

Initiative: 155 Natural
Attack Ability: 190 Claws + 160 Snake Bite, 210 Fire Breath
Defense Ability: Damage Resistance
Damage: 120 Claws (Cut), 50 Snake Bite (Thrust), 100 Fire Breath (Heat)
AT: Natural 8

Essential Abilities: Superhuman Physical Characteristics, Heightened Senses, Inhumanity
Powers: Natural Weapons: Claws (Increased Reaction +30), Snake Bite (Additional Attack at –30, VR 120, Pain), Tail, Shoulders, Damage Energy, Fire Breath (Elemental Attack, Range 80 feet, Area 80 foot Cone, Without Limits, *2 Turns of Preparation*), Natural Flight 10

Size: 26 Enormous **Regeneration:** 7
Movement Value: 12 **Fatigue:** 13

Secondary Abilities: Athletics 105, Jump 105, Withstand Pain 50, Notice 50 (*80*), Search 15 (*45*), *Leadership 60*

The Archchimeras are the most powerful hybrids in the world, the kings of all chimeras, created in ages past to be the mightiest of all fighting beasts. Born warriors, these beings live only to fight. Their appearance is very majestic. Although they are certainly frightening, in their own way they carry themselves with magnificence and natural grace. They stand on two feet like men, but their bodies are composed of parts of different creatures – the wings and claws of an eagle, the legs of a lion, two hawk heads on their shoulders, the tail of a snake, and the impressive head of a dragon. They are between 10 and 12 feet tall, and the colors of their coats are always vivid and striking.

They are very intelligent, and although they cannot speak any coherent language, they have the ability to master other wild beasts or monsters with their power. Sometimes an Archchimera will bring together small groups of monstrous creatures to attack fortresses or castles for no other purpose than to test its own abilities.

Little is known of the lifecycle of these creatures, but they are thought to reproduce asexually by laying eggs. However, far from protecting or caring for their offspring, they simply abandon their eggs to their fate. Thus, only the strongest survive. While very few in number, Archchimeras can be found in all corners of the world, although they prefer dense forest habitat or rocky mountains.

Modus Operandi

Their warlike instincts give Archchimeras a natural impulse to fight any enemy or threat that crosses their path. They notice the aggressiveness of other beings and respond to it the only way they know. However, they do not usually attack defenseless creatures or children, as most cannot conceive of killing for killing's sake, and they are not especially cruel. Despite their considerable size, Archchimeras have both speed and quick reflexes. If they have the room to fly, they tend to start a fight by making a pass with their Fire Breath before descending to finish off their foes.

Snake Bite: The tail of an Archchimera is a poisonous snake that cripples enemies by injecting poison with its bites. If the bite deals damage, the victim must pass a VR 120 check or immediately suffer Pain. If the Resistance check is failed by a margin greater than 40, the victim suffers Extreme Pain. The bite is independent of the attacks the Archchimera performs with its claws, but it cannot use the bite if it uses its Fire Breath in the same turn.

Tail: For the purposes of suffering attacks, the tail counts as a vulnerable point of the Archchimera (–30 to Attack Ability when targeting it). It has the equivalent of 500 Life Points (distinct from the Life Points of the central body), but if at any time it is struck by a single attack that produces more than 100 points of damage, it is amputated and separated from the body. It then acts as an independent being allied with the Archchimera, with Damage Resistance, AT 3, and Life Points equal to the amount it has remaining after being severed. Its bite is the same as when it was attached to the body, and it can still poison its enemies.

Fire Breath: The hawk heads on the Archchimera's shoulders are able to project jets of fire. This attack is in a cone shape and extends 80 feet in any direction chosen by the creature; the cone is 80 feet wide at the end. To activate the heads, it needs to spend at least two turns preparing, although the Archchimera can take other actions while doing so.

Shoulders: Like the tail, the shoulder heads of the Archchimera are also vulnerable points (–40 to Attack Ability when targeting one of them), and each has 300 Life Points (distinct from the Life Points of the central body). To use its breath, the creature only needs one head, but if this is the case, apply a penalty of –30 to its Attack Ability for the breath.

Natural Flight: The Archchimera is equipped with a pair of wings that grant it Flight Value 10. The bonuses that these provide are not reflected in its statistics, since it often must fight on the ground. When fighting with enough space to fly freely, it gains +10 to Attack Ability.

Heightened Senses: The Archchimera's dragon eyes see the world with the keenness of the ultimate predator. Its heightened senses provide a +30 bonus to all Perception-based rolls.

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Arhiman

High Elemental

Level: 8 **Category:** Between Worlds, Elemental 30
Life Points: 200
Class: Shadow
Str: 12 **Dex:** 13 **Agi:** 13 **Con:** 12 **Pow:** 11 **Int:** 10 **Wp:** 11 **Per:** 13
PhR 85 **MR** 85 **PsR** 85 **VR** 85 **DR** 85

Initiative: 115 Natural
Attack Ability: 230 Shadow Claws + 200 Dark Blades
Defense Ability: 225 Dodge
Damage: 80 Shadow Claws (Cut), 60 Dark Blades (Thrust)
AT: Shadowlands Plate Cut 5 Impact 5 Thrust 5 Heat 4 Electricity 6 Cold 5 Energy 2

Ki: Str 14 Dex 16 Agi 16 Con 14 Pow 12 Wp 12 **Total:** 84
Ki Accumulation: Str 2 Dex 2 Agi 2 Con 2 Pow 2 Wp 2
Ki Abilities: Use of Ki, Ki Control, Use of Necessary Energy, Ki Concealment, Aura of Concealment
Ki Techniques: Obscuritas: Oculus, Luctus, Ego (from ***Dominus Exxet: The Dominion of Ki***)

Essential Abilities: Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Inhumanity, Physical Exemption, Ambidextrous
Powers: Natural Weapons: Shadow Claws (Elemental Attack, Armor Modifier –3), Damage Energy, Dark Blades (Range 80 feet, Additional Attack at –30, VR 140, Dark Venom, Weakness, Shadow Attack), Shadow Form (Elemental Form, Mystically Undetectable +100, Physical Form at Will, *Conditional*), Shadowlands Plate (Physical Armor 5, Mystical Armor 2)

Size: 24 Big **Regeneration:** 6
Movement Value: 13 **Fatigue:** Tireless

Secondary Abilities: *Style 120*, Intimidate 30, Hide 160 (*210*), Stealth 245 (*295*), Notice 125, Search 115, Art 60, Ki Concealment 220 (*245*)

Arhiman is the name given to a high elemental within the same hierarchy as the Lords of Darkness. However, unlike their brothers, the Arhiman specialize in close combat, disdaining the use of spells and rituals in exchange for developing an unparalleled expertise in melee combat. Therefore they are considered dark warriors, champions of the shadows who are not afraid to fight anything or anyone to achieve their goals.

Their appearance is very similar to that of the Lords of Darkness, as they are also composed of the purest dark, but unlike them, both their face and body appear far more human. Usually they dress in ornate armor and use knives as weapons; they can even be confused with normal people if they wear helmets.

The Arhiman are often linked to the doctrines of the Shajads Abbadon, Jedah, or Meseguis, acting on their own to achieve the ideals of their masters. Ironically, their personalities are full of contradictions, as they are alternately cruel and compassionate, brutish and subtle. As part of their continuing inconsistencies in character, they tend to loathe and admire humanity, which they consider the most fascinating aberration that ever set foot on the world. Sometimes they build connections with people they consider interesting, if only to see how mortals will surprise them even further.

Their varied personalities make them unpredictable, so it is difficult to discern their general patterns of behavior, but they usually prefer not to mix with men and tend to live in the most remote places of the Wake. Only a few live and work among mortals as part of mercenary armies or in collaboration with a Lord of Darkness.

Modus Operandi

Even without the magical powers of the Lords of Darkness, the Arhiman are the best warriors among the dark elementals. They generally move in the shadows, using their expertise as murderers and their sheer strength to kill and taunt their enemies with ease. In addition, they move with such grace and beauty that each of their strikes seems to be part of an endless symphony of death that is as fascinating as it is terrifying. They have no vulnerable points except the heart, where the core of their essence resides.

Illustrated by Wen Yu Li

Shadow Claws: Like their brothers, Arhiman mainly use their claws in combat to destroy their enemies. These attacks use the Cut Attack Type, and their power is such that they reduce the defender's AT against them by 3 points.

Dark Blades: In addition to its claws, an Arhiman has an even more terrible weapon disguised as part of its body – Dark Blades. Under the guise of simple strips of cloth, these blades are capable of unnaturally altering their size and shape to suit the elemental's will. The creature pushes them into a shadow (usually its own), and the blades are transported through the shadows until they appear in a different shadow nearby. Their power is such that if an area is in total darkness, it is even possible to manifest them in mid-air. So an Arhiman can surprise its opponents by extending its blades from a hidden location, killing them before they even realize that they have been attacked. If someone does not know about this attack, the first time it is used, he must pass a Nearly Impossible (240) Notice check or apply the Surprised penalty as well as the Flank or From Behind penalty (depending on where he is in the shadow). If instead the opponent knows of this method of attack and expects it, he can never be surprised by it, and the Notice check is reduced to Very Hard (140) to avoid suffering the Flank or From Behind penalty. This attack has a maximum range of 80 feet and can be used together with Shadow Claws.

Dark Venom: Dark Blades are contaminated to harm the essence of the Arhiman's opponents by spreading darkness in their spirits. This supernatural poison causes the victim's blood to turn completely black, strange marks to form on his skin, and his strength to drain away. To avoid these consequences, the defender must pass a VR 140 check or suffer Weakness. The penalties heal at a rate of one point per hour.

Shadow Form: An Arhiman's body is made of pure darkness, so it can become intangible to avoid any conventional attack or to pass through solid surfaces. This ability does not prevent it from touching or being touched normally if it wants to be, and it only works when the elemental wants it to. Dark Blades are also affected by this power, becoming intangible as well if the elemental so desires. While in this state, the Arhiman receives bonuses to its Subterfuge Secondary Abilities, as reflected in its statistics in parentheses, as well as a +100 bonus to its Resistance against any attempt at supernatural detection. If it is subject to an intense source of pure light or is in contact with materials touched by sunlight, it loses its Shadow Form abilities until no longer struck by the light.

Illustrated by Wen Yu Li

Animated Armor

Animated Golem

Level: 4 **Category:** Between Worlds (Construct) 15
Life Points: 600 / 20
Class: Weaponsmaster
Str: 10 **Dex:** 8 **Agi:** 6 **Con:** 10 **Pow:** 5 **Int:** 5 **Wp:** – **Per:** 6
PhR 60 **MR** 45 **PsR** 45 **VR** 60 **DR** 60

Initiative: 55 Natural, 0 Battle Axe and Shield
Attack Ability: 140 Battle Axe, 140 Shield
Defense Ability: 135 Battle Axe, 155 Shield
Damage: 85 Battle Axe (Cut), 35 Shield (Impact)
AT: Metal Body Cut 8 Impact 8 Thrust 8 Heat 8 Electricity 8 Cold 8 Energy 2

Essential Abilities: Inhumanity, Physical Exemption, No Mind (Psychological Immunity), Natural Immunity to an Element (Complete, Electricity), Natural Immunity to an Element (Half, Fire, Cold), Immune to Pain, Immune to Criticals
Powers: Damage Energy, Metal Body (Damage Barrier 60, Physical Armor 8, Mystical Armor 2, *Regeneration 0*), Through the Metal (Extrasensorial Vision, Radial Vision), *Spiritual Core (Vulnerable Point)*

Size: 20 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Notice 75

As its name suggests, a suit of Animated Armor is a metal frame that has been endowed with autonomy through complex mystical rituals. Suits of Animated Armor are not properly alive nor do they have souls; rather, there is a supernatural core inside that provides them with movement and fighting instinct. For a normal person, it is difficult to distinguish such a suit from someone who is simply wearing armor, except for the fact that its movements are often unnatural. However, people with the ability to see the supernatural can faintly glimpse a spiritual aura surrounding them, a kind of blue fire that appears to have its own life.

As creatures without soul or will, Animated Armor suits lack personality. They are cold and silent automata that just obey the directives given by their masters. They do not care about personal safety or even the nature of their existence.

The process for creating these creatures, now lost over time, was developed thousands of years ago by the Devah who used them as guardians. However, it was the old Empire of Yehudah that really perfected this creation, using them to create an invincible army. It is said that, at its height, Yehudah had over 10,000 animated soldiers in its service. Today there are still some suits of animated armor on Gaïa, as ancient guardians of bygone relics (since for them time means little) or in the service of cults who have discovered an occult method of reawakening them. The Order of Yehudah (and to a lesser extent also the Magus Order) have some suits of Animated Armor as servants. Naturally, they are not alone in discovering and mastering these creatures.

Modus Operandi

The tactics of a suit of Animated Armor are very simple, since it is bound by the orders it was given when it was created: attack anyone who would impede its mission. Although it is quite capable in combat, it is unable to plan strategies or counter new tactics, but rather simply takes the most direct path to destroying all opponents.

Weapons: An Animated Armor can have any combination of weapons. The statistics given above reflect the use of a battle axe and a shield, but these can be replaced by others without difficulty. However, any given suit only knows how to use one combination of weapons.

No Mind: An Animated Armor has no mind of its own and is unable to feel any emotions. It is therefore completely immune to psychological effects.

Metal Body: These supernatural creations do not have a real physical body, because their essence is found within metal layers of armor. Therefore, an Animated Armor constantly keeps moving no matter how much damage it has suffered, provided that its spiritual core is not destroyed. Breaking them into hundreds of pieces or crushing them will simply force the energy core to reform their bodies. Thus, the high Life Points value of these creatures represents that the only way to defeat them conventionally is to completely destroy their bodies, so that there is not a single piece that can rise. In addition, this unique power also gives them Damage Barrier 60 with AT 8 against all physical damage. However, they do not recover health normally; they must be repaired to regain Life Points.

Immune to Criticals: The energy of the core maintains the structural coherence of the armor at all times, regardless of damage. For example, even if an arm is cut off, the pieces will float up again instantly, as if it had not suffered damage. Thus, Animated Armor ignores any Critical it suffers.

Immunity: Not having an organic body, a suit of Animated Armor is resistant to certain types of attacks, such as electricity, heat, and cold. Any electricity attack power cannot damage it, and damage from fire or cold is halved.

Through the Metal: The energy core is capable of feeling reality through the metal, so the Animated Armor can see everything around it as if it possessed Extrasensorial Vision and Radial Vision (it can see in a 360 degree radius and does not suffer penalties to its perception as a result of blind spots or positioning).

Spiritual Core: Deep inside an Animated Armor is its core, which gives it life and allows it to move. Normally, the location differs from one suit to another, but every one has this vulnerable point. Because of its spiritual nature, the nucleus is always invisible to the human eye. To find it, a character must have the ability to see spirits and must pass an Almost Impossible (240) Notice check or a Very Difficult (140) Search check. A character can also find it by passing an Absurd (180) Ki Detection check or an Impossible (280) Magic Appraisal check. Having found its location, a character can make a directed attack against it, but given its diminutive size, the attacker must apply a penalty of –80 to his Attack Ability. The core can only be damaged by weapons capable of damaging energy and has 20 Life Points. When it reaches 0, the Animated Armor is automatically destroyed, and its pieces fall harmlessly to the ground.

Possible Powers

An Animated Armor may possess different powers that affect its statistics. Below is a list of the most common variants:

- **Enormous Size:** An Animated Armor can have a much larger body than usual, thereby considerably increasing its strength and power. A Big suit has 800 Life Points and Strength 12, while an Enormous suit has 1,000 Life Points and Strength 14. Animated Armor larger than these are possible, but would have different overall statistics.
- **Several Nuclei:** Although extremely rare, there are some Animated Armors that have multiple cores (up to four). In such cases, it is necessary to destroy them all to cause the armor to stop functioning.
- **Special Alloys:** If a suit of Animated Armor is made of a particularly resistant material (better than Iron or Steel), the Damage Barrier of its Metal Body ability may increase by between 20 and 40 points, and its AT may increase by 1 or 2 points.

Forgotten Formula

An old legend among occultists claims that the formula used by the Empire of Yehudah to create Animated Armor was, ironically, hidden within the body of one of these animated suits. Some say that this suit is currently accompanying Etheldrea the First Witch, while others believe that the armor in question is lost in one of the laboratories of that ancient empire.

Illustrated by Wen Yu Li

Balzak

Servants of the Primeval Gods

Warrior

Level: 2 **Category**: Natural 5
Life Points: 120
Class: Shadow
Str: 8 **Dex:** 7 **Agi:** 6 **Con:** 8 **Pow:** 5 **Int:** 6 **Wp:** 6 **Per:** 8
PhR 45 **MR** 30 **PsR** 40 **VR** 45 **DR** 45

Initiative: 70 Natural
Attack Ability: 90 Claws and Jaws
Defense Ability: 90 Dodge
Damage: 50 Claws and Jaws (Cut/Thrust)
AT: Chitinous Layers Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

Essential Abilities: Aquatic Breathing, Inhumanity, Aquatic Affinity
Powers: Natural Weapons: Claws and Jaws, Physical Armor 2, Complete Night Vision, Amphibian (Aquatic Movement)

Size: 16 Medium **Regeneration:** 2
Movement Value: 6 **Fatigue:** 7

Secondary Abilities: Athletics 25, Climb 20, Hide 60, Stealth 55, Notice 50, Search 35, *Swim 50, Occult 20*

Priest

Level: 2 **Category:** Natural 5
Life Points: 95
Class: Wizard
Str: 6 **Dex:** 7 **Agi:** 6 **Con:** 6 **Pow:** 9 **Int:** 9 **Wp:** 6 **Per:** 8
PhR 40 **MR** 45 **PsR** 40 **VR** 40 **DR** 40

Initiative: 60 Natural
Attack Ability: 5 Claws
Defense Ability: 5 Dodge
Damage: 45 Claws (Cut)
AT: Chitinous Layers Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

MA: 50
Zeon: 720
Magic Projection: 80 Offensive, 60 Defensive
Level of Magic: 40 Water, Darkness, or Necromancy

Essential Abilities: Gift, Aquatic Breathing, Inhumanity, Aquatic Affinity
Powers: Natural Weapons: Claws, Physical Armor 2, Complete Night Vision, Amphibian (Aquatic Movement)

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

Secondary Abilities: *Swim 50,* Leadership 20, Persuasion 20, Notice 20, Search 20, Navigation 20, Occult 35, Magic Appraisal 70

It is a very common error for those who first see a Balzak to think they are only amphibians without intelligence. Actually, they are one of the oldest races on Gaïa, born in the dawn of history. Even before the flourishing of humanity, the Balzak already had a great civilization that was comparable to those of the other major species in the world. In fact, most of the pyramids and ruins of the unexplored areas of the Principality of Itzi are their work. At that time, they frequently interacted with humans, who gave them sacrifices and slaves in return for favors. However, the Balzak's direct

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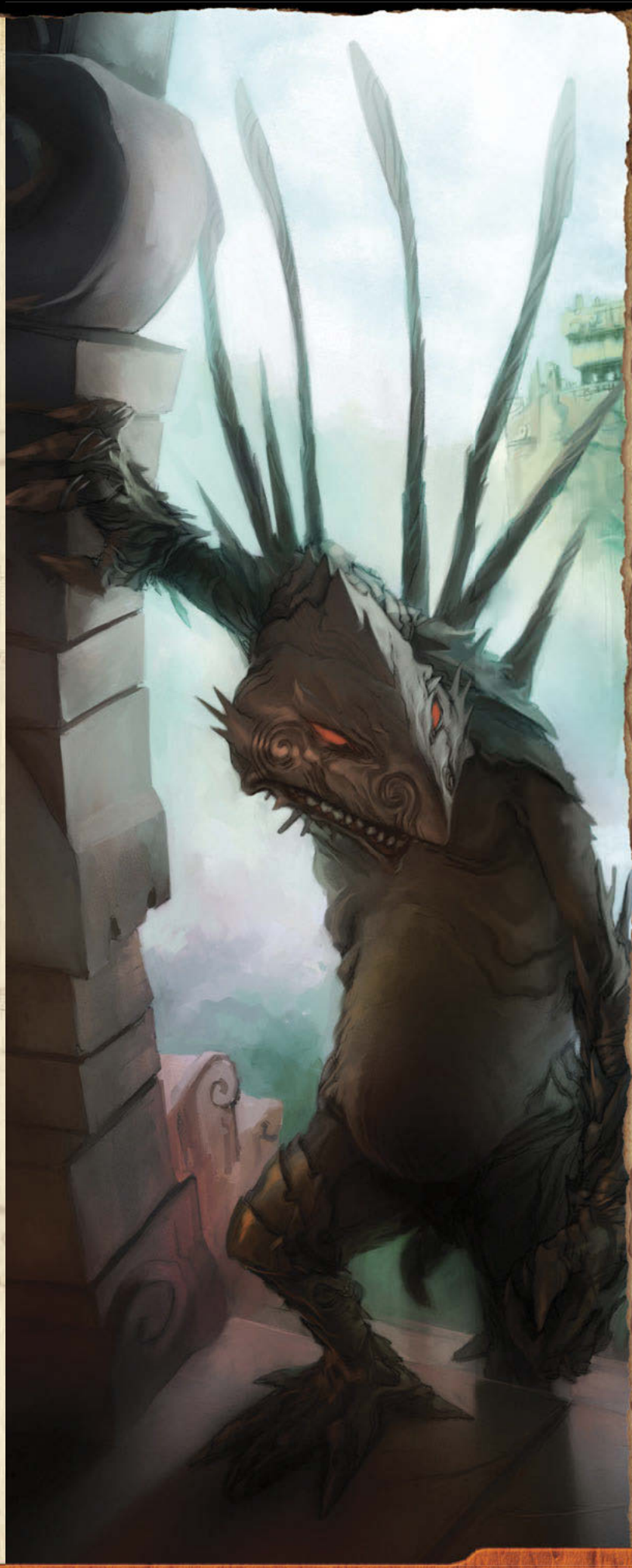

relationship with the degenerate Primeval Gods, the core of their culture and religion, led them to an open confrontation with the Devah and Sylvain and to their subsequent defeat and confinement to the depths of the oceans.

Following the fall and confinement of their deities in the Range of the Winds, the Balzak were reduced to little more than a minority group of creatures that would never regain the power of their past. However, even today they have some influence with humanity, especially with dark cults that are, like them, still waiting for the rebirth of the Primeval Gods.

The Balzak are reptilian humanoid beings with monstrous heads. Their limbs and part of their necks are covered in chitinous plates, and they stand on very long legs. Their arms are longer than their legs, so they walk in a stooping manner similar to gorillas. They do not usually wear clothes, except for the priests and other key members of the religious hierarchy, who wear simple ceremonial robes when necessary.

They are as degenerate and evil as the gods they love. Men used to worship the Balzak to avoid becoming the victims of their dark rituals and experiments. They communicate in their own language (based on hissing and guttural sounds), and although a few rare humans may understand their language, humans cannot physically speak it.

Today, all that remains of the Balzak civilization are a few small groups (there may be less than 3,000 Balzak alive on all of Gaïa), living in ancient settlements submerged under the ocean or in remote areas offshore. However, sometimes they build relationships with small coastal towns, many of which since time immemorial have considered them to be sent by the Lords of the Depths.

Modus Operandi

There are many reasons why the Balzak are dangerous to humans. Although they are not always violent, their natural depravity and degenerate behavior leads them to regard humans as mere subjects for their dark purposes and little more than apes. They usually work in small groups (it is rare to see them alone) of 3–10 individuals, led by a priest. They often fight using their claws or their jaws, but if they must use weapons, they tend towards spears and other polearms, since those are best suited to their particular physiology. Their priests usually learn the Path of Water but often also use spells from the Paths of Darkness or Necromancy as well.

The statistics reflected in this section refer to the warriors and priests who lead small groups of Balzaks. Other members of the race may have slightly different skills.

Amphibian: Balzaks are able to remain underwater or on the surface for long periods of time. For all purposes, they are amphibious.

Aquatic Affinity: Using their dorsal protrusions, they are able to communicate with all reptilian or aquatic creatures in the area. The older Balzak can even give them specific orders, so they may be guarded by predators of considerable size (such as crocodiles, snakes, or schools of carnivorous fish).

Natural Weapons: Although they can use weapons, Balzak routinely use their claws and jaws to attack their enemies.

Complete Night Vision: The eyes of a Balzak are prepared for the depths of the oceans; they do not need light of any kind to see in the dark. By contrast, brightly lit environments are uncomfortable and blinding for them. They suffer the penalty for Vision Partially Obscured should they be in a location with light similar to that of a sunny day.

Y'ha-nthlei

Y'ha-nthlei are ancient runic weapons that some high-ranking Balzak use in combat. They are large dark staves decorated with a large crystal at the top that can discharge energy bolts. These bolts act as a ranged weapon that deals 60 points of energy damage and that has a maximum range of 360 feet. The staff can be fired once per turn, and the ranged attack uses either the Attack Ability of the warriors (as a Fired projectile weapon) or the Magic Projection of the priests.

Banshee

Fairy of Death

Level: 5 **Category:** Spirit 25
Life Points: 160
Class: Acrobatic Warrior
Str: 5 **Dex:** 11 **Agi:** 12 **Con:** – **Pow:** 8 **Int:** 6 **Wp:** 9 **Per:** 8
PhR 60 **MR** 60 **PsR** 60 **VR** 60 **DR** 60

Initiative: 120 Natural, 100 Long Sword
Attack Ability: 150 Instrument of Vengeance, 150 Deadly Voice
Defense Ability: 160 Dodge
Damage: 50 Long Sword (Instrument of Vengeance) (Cut)
AT: None

Essential Abilities: Physical Exemption, Superhuman Physical Characteristics, Inhumanity
Powers: Spirit, Deadly Voice (Armor Modifier –3, Range 150 feet, PhR 140, Pain, Additional Effect: Double Damage, Invisible Attack, Without Limits), Movement Without Weight, Instrument of Vengeance (Interaction with the World, *Conditional*), Death Song

Size: 11 Medium **Regeneration:** 2
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: Notice 45, *Music 180,* Acrobatics 80, Sleight of Hand 55

Considered to be dark spirits and messengers from the beyond, the Women of the Barrows, or Banshees, are female spirits who appear to men to announce their impending death or that of those they love.

Banshees are generally associated with the Lillium religion and the Sidhe. The most widespread legend about them is that they are the spirits of women who died consumed by hatred because they were betrayed by men who loved and left them. At that time, before their souls were claimed by the Land of Mist (the afterlife of Lillium myths), they signed a pact with the Yew to become its messengers. Thus, they were entrusted with announcing the death of important people in history and given the opportunity to seek vengeance on the men who betrayed them or the men's descendants. Similar stories and legends exist among non-human cultures, and it is certain that there are Banshees among the Duk'zarist and Sylvain.

Traditionally, Banshees appear only on stormy days or near the coast, looking like extremely beautiful women, although they always cover their faces with their disheveled hair. They are often dressed in rags, but some have been seen wearing clothes worthy of a queen. They are creatures of sorrow and melancholy, and although they are dark spirits, they are not necessarily evil. They hate to bring bad news to people and are said to always cry when they must announce an impending death. As betrayed women, they hate men, but tend to fall in love easily with people who show kindness to them.

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According to tradition, the death announced by a Banshee can sometimes be avoided by destroying the messenger herself or, on other occasions, by carrying out five services the Banshee demands.

Modus Operandi

Despite their dark origins, Banshees do not normally attack men unless they have a very good reason to do so. The only exception to this rule is the men who betrayed them or those men's descendants. In such cases, Banshee demonstrate a unique malice at laying traps of love and using people's emotions to obtain their desired revenge. They may also fight to protect someone who has recently fallen in love or to defeat those who try to destroy them in a misguided attempt to stop their prophecy of death.

In general, Banshees use weapons only as secondary means of attack and mainly use their Deadly Voice. Their last resort is always their Death Song, which is only used in situations where they are sure that they will slay their victims or they are very desperate.

Spirit: Due to the spiritual nature of Banshees, they are invisible to the human eye and intangible, so they cannot interact with the physical world except by using their Instrument of Vengeance ability. There are two exceptions to this rule. First, on stormy days, when the rain comes into contact with their bodies, they become visible and material (although it is still not possible to damage them with conventional weapons). Second, people who are near death or whose demise was announced by a Banshee also have the ability to see them.

Instrument of Vengeance: Banshees are able to manifest their hatred and resentment through material objects, using their power to possess weapons and other tools in order to inflict harm. They need not wield them in the normal way, but merely need to somehow touch them to wield them with great skill; even touching a weapon with their clothing or a lock of hair is enough. Given that Banshees are usually invisible to those who do not see spirits, those enemies just see animated weapons attacking them. However, a defender does not apply any penalties to defense against the Banshee's attacks even if he cannot see her, because the weapons are still visible, although he may suffer penalties (depending on whether she is visible or not) when attacking her in turn. A Banshee does not need to know how to use a weapon to wield it as an Instrument of Vengeance. The statistics listed previously assume that she is using a long sword, but this can be replaced by other weapons without difficulty.

Deadly Voice: Crying with her full force, a Banshee can vibrate a solid body so much that it will break into pieces. This ability must have a target and is equivalent to a ranged energy attack with a maximum range of 150 feet. Whoever is struck by the attack does not get hurt in a normal way, but has to pass a PhR 140 check or suffer Pain and PhR 120 or suffer damage equal to double the level of failure. Since the attack is based on sound, it is invisible, except for those who succeed in an Absurd (180) Notice check. Deadly Voice is a complete attack action and therefore the Banshee cannot use its Instrument of Vengeance attack in the same turn.

Death Song: Few can bear listening to the song of a Banshee for long. She can use her voice to attack the very souls of her victims, destroying them with all the pain and suffering infused into her song. To use her Death Song, the Banshee must first spend a turn singing. Anyone able to hear her voice must then pass a MR 80 check at the beginning of the next turn or suffer damage equivalent to twice the level of failure. All who can hear her must check again at the beginning of each subsequent turn (provided the Banshee keeps singing), but the difficulty of the check increases by 10 points each turn (up to MR 180). The song lasts a maximum of 10 turns, and if at the end of the song no one has died from it, all the accumulated negative energy turns against the Banshee and devours her from within, destroying her immediately. The Banshee can attack using Instrument of Vengeance at a –25 to her Attack Ability while singing her Death Song, but she is obviously not able to use her Deadly Voice at the same time.

Illustrated by Wen Yu Li

Tears of the Banshee

A strange but true fact is that the tears of a Banshee become pure silver when they touch the ground. This silver is extremely resilient and can carry a great deal of supernatural energy, but since it comes from dark feelings and sadness, those who have items made of it are likely to become the victims of misfortune and hardship. It is said that the 13 weapons in the legend of the Lim Sidhe are made with silver from the tears of Lissandra, Queen of the Banshees, and thus their owners have always met sad ends.

Behemoth

The Sovereign of the Beasts of the World

Level: 11 **Category:** Between Worlds 35
Life Points: 620
Class: Weaponsmaster
Str: 15 **Dex:** 13 **Agi:** 9 **Con:** 15 **Pow:** 10 **Int:** 5 **Wp:** 10 **Per:** 9
PhR 150 **MR** 135 **PsR** 95 **VR** 150 **DR** 159

Initiative: 120 Natural
Attack Ability: 270 Blood Hands + 250 Wing Claws, Tail Sweep 270 + 250 Wing Claws, 250 Jinku Enkido
Defense Ability: 275 Blood Hands
Damage: 130 Blood Hands (Cut/Thrust), 100 Tail Sweep (Impact), 190 Wing Claws (Cut), 100 Jinku Enkido (Energy)
AT: None

Natural Abilities: Area Attack Style Module
Essential Abilities: Supernatural Physical Characteristics, Inhumanity, Unnatural Size, Physical Exemption
Powers: Natural Weapons: Blood Hands (Increased Critical +40), Wing Claws (Additional Attack at –20, Increased Damage +60), and Tail Sweep, Damage Energy, Jinku Enkido, Physical Resistance +40, Magic Resistance +40, Expulsion, Physical Immunity, See the Supernatural

Size: 28 Enormous **Regeneration:** 6
Movement Value: 10 **Fatigue:** 15

Secondary Abilities: Intimidate 40, Notice 25, Search 25, Composure 85, *Feats of Strength 150, Withstand Pain 160*

Legends say that Behemoth is the supreme sovereign of all the beasts that walk the earth, an ancient destructive force whose power is equivalent to that of the oldest dragons. Not much is known about it, and its origin and nature have never been discovered. An old theory is that it is a personification of the violent spirits of all creatures on Gaïa (which would, in some way, make it an Aeon), but there is nothing to support this beyond speculation.

Either way, Behemoth is a titanic humanoid with bluish skin (it is about 25 feet tall when standing fully upright). Its hands are claws that ooze blood constantly, and its back has two appendages sprouting from it that look like a cross between wings and huge claws. It also has a monstrous tail, but its most striking feature is the demonic face located in its chest.

Although it supposedly possesses a certain degree of intelligence, the fact is that Behemoth has never communicated with anyone. It always mysteriously appears in different places, with no apparent connection to each other, and begins to destroy everything it can find while seeking out powerful opponents to fight.

Its title of Sovereign of the Beasts comes from the fact that each time it appears, all sorts of monstrosities come with it following its trail of destruction. It seems that it can convey its ferocity; when it simply walks through the world, all the beings around it feel their natural urges towards violence increase.

Another of the biggest mysteries about Behemoth is whether it is one creature or multiple. Despite its considerable power, it has been destroyed several times throughout history, only to reappear unharmed some time later in a remote location. So no one knows whether there is only one that can return to life, or if there are several of them and only one is seen at a time. Currently, it has been several centuries since Behemoth last appeared, but no doubt it will do so at some unexpected moment and again begin its cycle of destruction.

Modus Operandi

Behemoth is motivated by a desire to fight and to measure its power against any being that does not submit to it. It has no desire to conquer, only to fight. Therefore, each time it appears in the world, it attacks everything that does not follow it, destroying villages and armies alike.

When it finds a person or group of individuals who it sees as worthy opponents, it activates its Jinku Enkido ability, locking its chosen opponents inside an impenetrable dome of energy that allows them to fight uninterrupted. While it does not mind that the creatures that follow it fight at its side against multitudes (as when in the past it has battled large armies), it never allows them to help it in a fight against those it considers to be its personal enemies. In such cases, it only uses its own power.

Blood Hands: Méziré, or the Bloody Hands that Tear All, are the terrifying claws of Behemoth, that have the supernatural ability to rend everything they touch. The Sovereign of the Beasts uses these as its primary means of attack, and if it causes a Critical with them, it gets a bonus of +40 to the roll to determine the effects.

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Tail Sweep: The Behemoth's tail attacks all those who are less than 10 feet away with a single blow.

Wing Claws: Sprouting from the back of Behemoth are the Akamuth, or Wings that Rend the Skies, two colossal limbs ending in sharp claws with unparalleled destructive potential. In combat, it can use them to make an extra attack each turn.

Jinku Enkido: The Sovereign of the Beasts only activates this ability to begin a fight it considers interesting. Behemoth unleashes a vortex of pure destruction that destroys everything within a hundred yards, creating Jinku Enkido, a "World of Perfect Destruction." The face on its chest wakes up and opens its eyes, generating a dome of energy that attacks and devours anyone less than 300 feet away from it. Those who survive are automatically trapped inside the dome. While it is maintained, no one can enter or leave it through any means. No one knows exactly the supernatural characteristics of this space, but it is theorized that it is a place midway between the Wake and reality created from Behemoth's divine power. Only beings with Gnosis greater than Behemoth's are free to enter and leave the area. Inside Jinku Enkido, at the beginning of each turn, roll 1d10 and apply one of the following results:

1-2: Behemoth gets a +20 to Attack Ability for the turn and does not lose its actions even if damaged or put on the defensive.

3-4: At the beginning of the turn, all those who have not obtained a result on their Initiative roll high enough for Behemoth to be Surprised must pass an Agility check with a penalty of –1 or be knocked down automatically. Of course, this only affects individuals standing on the ground. The earthquake is centered on Behemoth, and he is not affected by it.

5-6: Behemoth recovers 100 Life Points at the beginning of the turn.

7-8: The dome is filled with frightening images that penetrate the minds of those within. Those who use their sense of sight to attack must pass a PsR 140 check or suffer from Fear for one turn for each 10 points they failed the Resistance check by. Behemoth is not affected by this power.

9-10: The gravity within the dome warps, so all inside have to pass a Strength check at –1 or suffer a –20 All Action Penalty. If they fail the check by more than 5 points, they are Partially Immobilized for the turn. Behemoth is not affected by this power.

The dome of Jinku Enkido remains active until Behemoth is destroyed or it defeats all the opponents who are inside. After each use of the power, it must wait at least one hour before activating it again.

Expulsion: If desired, Behemoth may expel an individual from Jinku Enkido, and that person will be unable to enter the dome until it disappears. This ability is a complete Active Action, and Behemoth cannot attack in the same turn that it uses this ability.

Physical Immunity: Only weapons and attacks that deal energy damage can affect Behemoth.

Primordial Beast

A darker theory about the Sovereign of the Beasts is that it is not a real living being, but the shadow of the true Behemoth, a greater Aeon that, like its brothers Leviathan and Ziz, has slept in the depths of the earth since the War of Darkness. If so, the entity manifested in Gaïa may be nothing more than an unconscious representation of the Aeon's desires, where it takes possession of the body and soul of a human being that synchronizes with it in its dreams. That would explain its constant recurrence.

Illustrated by Wen Yu Li

Belphe

Greater Elemental

Level: 8 **Category:** Between Worlds, Elemental 30
Life Points: 150
Class: Wizard
Str: 6 **Dex:** 12 **Agi:** 9 **Con:** 8 **Pow:** 14 **Int:** 13 **Wp:** 11 **Per:** 13
PhR 75 **MR** 100 **PsR** 85 **VR** 75 **DR** 75

Initiative: 110 Natural
Attack Ability: 20 Unarmed Combat
Defense Ability: 10 Dodge
Damage: 15 Unarmed Combat (Impact)
AT: None

MA: 110 Light, 70 Darkness, 90 Others
Zeon: 1,700
Magic Projection: 200 Offensive, 220 Defensive
Level of Magic: 90 Light, 60 Other

Essential Abilities: Gift, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Physical Exemption, Elemental Compatibility, Gestureless Casting, Unspoken Casting, Superior Magic Recovery
Powers: Luminous Wings (Mystical Flight 12), Light Screen, Essence of Light (Elemental Form, Voluntary Physical Form, *Conditional*), Master of Supernatural Light, See the Supernatural

Size: 14 Medium **Regeneration:** 2
Movement Value: 9/12 **Fatigue:** Tireless

Secondary Abilities: *Style 50*, Notice 110 (*160*), Search 60 (*110*), *Science 50, Persuasion 100, History 100, Occult 150,* Magic Appraisal 160, Music 55

Belphelium Elhalius, more commonly called Belphe, are a powerful class of greater light elementals. They share the same essence as the Elhaym, the Maidens of Light, but unlike their sisters (who master the art of fighting as much as that of magic), the Belphe focus only on the supernatural, which makes them the most powerful Light wizards known.

Like the Maidens of Light, they have the appearance of beautiful women and can create great wings of energy at will. In fact, they are physically indistinguishable from Elhaym, so some feel they are two different variants of the same type of greater elemental. Many cultures have equated them with angels, not only because of their appearance but also because they radiate a feeling of great harmony that makes those around them feel at peace.

The Belphe are often linked to the doctrines of the Beryls (especially those of Gabriel and Mikael) and try to conform to their ideals. However, while they are often peaceful and value balance, each has a completely different personality, and it is impossible to know exactly what to expect from any given Belphe. They feel a special fascination for humanity and the mortal races, since they themselves are immortal and thus the emotions of mortals are mysterious and appealing to them. However, they are loalth to establish relationships with mortals, because growing close to people destined to die bothers them. Consequently, they do not generally stay too long in one place or with one group of people.

Because they have distinct personalities, it is difficult to discern patterns in their behavior. Many of them live among men, hiding their true nature under false identities (in fact, there are several secretly working for the Church), while others watch mortals from the Wake's most heavenly places.

Modus Operandi

Although they lack the fighting skills of their sisters, the supernatural power of the Belphelium is only equaled by that of the mightiest wizards. Consequently, they are a match for whole battalions of high level supernatural creatures. Moreover, as greater elementals, they do not need to recite incantations or make gestures to cast spells. Although fighting styles vary from one Belphe to another, they usually take advantage of their ability to fly and cast spells from a distance. If this is impossible and they are in danger, they enhance themselves with support spells like Blessing and summon other elementals with Create Being of Light before attacking.

Illustrated by Wen Yu Li

They have no vulnerable points, but the core of their essence resides in their heart.

Luminous Wings: As with the Maidens of Light, the Belphe use their large wings of light to soar through the skies with Flight Value 12. Belphe can summon their wings at will, and although they do not use the wings in a physical sense, they must materialize the wings to fly. If a Belphe uses her wings to form a Light Screen, her flying speed is reduced by half.

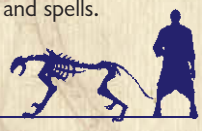
Light Screen: A Belphe can use her wings to protect herself from attacks as if they were a supernatural shield. In doing so, she creates a defensive screen equivalent to the spell Shield of Light. This shield can absorb 800 points of damage before being shattered, in which case the elemental needs at least an hour to regenerate it (and during this period she is unable to fly).

Essence of Light: The Belphe consist of pure light and can draw on external light sources to greatly increase their power. Therefore, they can be tangible or intangible at will and are immune to damage that does not affect energy. While in a well-lit place, they gain a bonus of +50 to their Notice and Search Secondary Abilities (reflected by the statistics in parentheses) and a +30 to Resistance against Light-based effects.

Mastery of Supernatural Light: The power of light that these elementals carry with them alters the very nature of magic present in the environment. Whenever there is some light, however limited it is, a Belphe increases the limit of the spells she can cast innately by 10 Zeon points and can cast spells costing 50 Zeon or less for free. Likewise, all her Light spells (both natural and innate) are enhanced, adding two additional free levels of Added Effects. In addition, if a Belphe lives in an area for a long time, the essence of the magic of the place is altered and grows ever more full of Light magic.

Magic Abilities: Each Belphe can freely invest her remaining 60 unspent Magic Levels to learn other Paths and spells.

Illustrated by Wen Yu Li



Spectral Beast

Independent Minor Spirit

Level: 4 **Category:** Spirit, Undead 20
Life Points: 115
Class: Shadow
Str: 9 **Dex:** 9 **Agi:** 12 **Con:** – **Pow:** 8 **Int:** 3 **Wp:** 6 **Per:** 9
PhR 55 **MR** 55 **PsR** 55 **VR** 55 **DR** 55

Initiative: 140 Natural
Attack Ability: 150 Spectral Claws
Defense Ability: 130 Dodge
Damage: 70 Spectral Claws (Cut)
AT: None

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, Acute Sense, Immune to Pain, *Physical Need (Killing)*
Powers: Natural Weapons: Spectral Claws (Armor Modifier –2, Increased Critical +20, Increased Damage +20), Damage Energy, Spectral Form, Increased Reaction +30, Spectral Eyes (Complete Night Vision, See Spirits), Healing Moon, *Movement Limitation, Visible*

Size: 15 Medium **Regeneration:** 0 *(Special)*
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: Stealth 140, Notice 60 (*90*), Search 55 (*85*), Track 40 (*70*)

The creatures known as Spectral Beasts are undead entities created millennia ago by the Lord of the Wretched Moon. After the imprisonment of their master, they were left free to haunt the human world at will. Born hunters, they feel a special predilection to stalk difficult prey, and humans are one of their favorites.

These undead have the appearance of skeletal predators surrounded by a dark miasma. They looks vaguely like a big lion or panther, although even their bones are nothing but massless spectral fibers. They can run, jump, and move at a speed so devilish that they are hard for ordinary people's eyes to follow; in most cases people do not see more than a blur before the predator is upon them.

Usually, Spectral Beasts remain dormant within some kind of natural object (the most common are strangely shaped rocks) until awakened by a trigger, typically related to lunar cycles and tides. It is also possible that the smell of spilled blood or the aura of an occult ritual will catch their attention and wake them. Once awake, they wander around for seven consecutive days looking for any living soul to feed upon. However, they are mostly active at night.

They are common in Kashmir and Nanwe, but they also exist in much smaller numbers elsewhere on Gaïa in the service of powerful magicians or undead beings.

Modus Operandi

Once awake, Spectral Beasts act as any other large predator, but with greater malice than a simple animal. They know how to hunt both alone and in large groups. Thanks to their spectral nature, they do not require or use the Hide Ability, so once they detect a desirable target, they simply run in at high speed to kill it.

Spectral Beasts have no vulnerable points.

Spectral Eyes: The eyes of a Spectral Beast can see through both light and shadows, so it may ignore any kind of penalty caused by natural darkness. Also, it can see other spiritual beings, but not magic or psychic matrices.

Spectral Form: The body of a Spectral Beast has the same abilities as that provided by the Spectral Form Necromancy spell, so anyone who comes into direct contact with it must pass a MR 90 or PhR 90 check or suffer an All Action Penalty and loss of Life Points equal to half the level of failure. A Spectral Beast can freely touch and attack any material thing, even though it itself cannot be damaged by attacks that cannot damage energy; they simply pass through the Spectral Beast as if it wasn't there.

Spectral Claws: The claws of these creatures have the same properties as their bodies. However, instead of dealing damage normally, the wounds take a few seconds to form and increase in size and impact, giving the unnatural impression that they were caused by a much larger creature. Therefore, a Spectral Beast's

attacks do not cause damage until two turns after the attacks hit. Spectral Beasts use the Cut Attack Type for their attacks and partially ignore armor, reducing the defender's AT by 2 points and increasing the level of any Critical by +20.

Healing Moon: Although Spectral Beasts do not recover damage normally, when they bathe in the light of the new moon, they immediately regain their vitality. On the night of a new moon, they regenerate 10 Life Points each turn they are directly exposed to moonlight.

Movement Limitation: Although they are immaterial beings, Spectral Beasts cannot pass through walls or solid objects. In addition, if a person draws a circle on the ground, the Spectral Beast may not enter the circle as long as the beast is not attacked by someone within the circle. Attacking a Spectral Beast disables the protection not only for the one attacked, but also for any accompanying ones.

Visible: Although they are ghosts, when these creatures are illuminated by some kind of artificial light, they become completely visible to the human eye, even to those who cannot see spirits.

Physical Need (Killing): Spectral Beasts need to kill. If a day passes in which one has not killed people with a total Presence equal to or greater than its own (45), it again falls into a deep slumber.

The Collector

A major collector of Gabriel, obsessed with works of nature, has become infatuated with some strange rocks he discovered in Nanwe and decided to take them by boat to his summer residence, a tiny island in the Inner Sea that has a private museum on it. He intends to host an inaugural exhibition by inviting all his friends, but he is completely unaware that the rocks actually contain scores of sleeping Spectral Beasts. The same night his guests arrive, some of whom may be the player characters, a mysterious murder among the attendees awakens the Spectral Beasts with the smell of blood, thus beginning a terrifying hunt.

Blatoddea

Magical Aberration

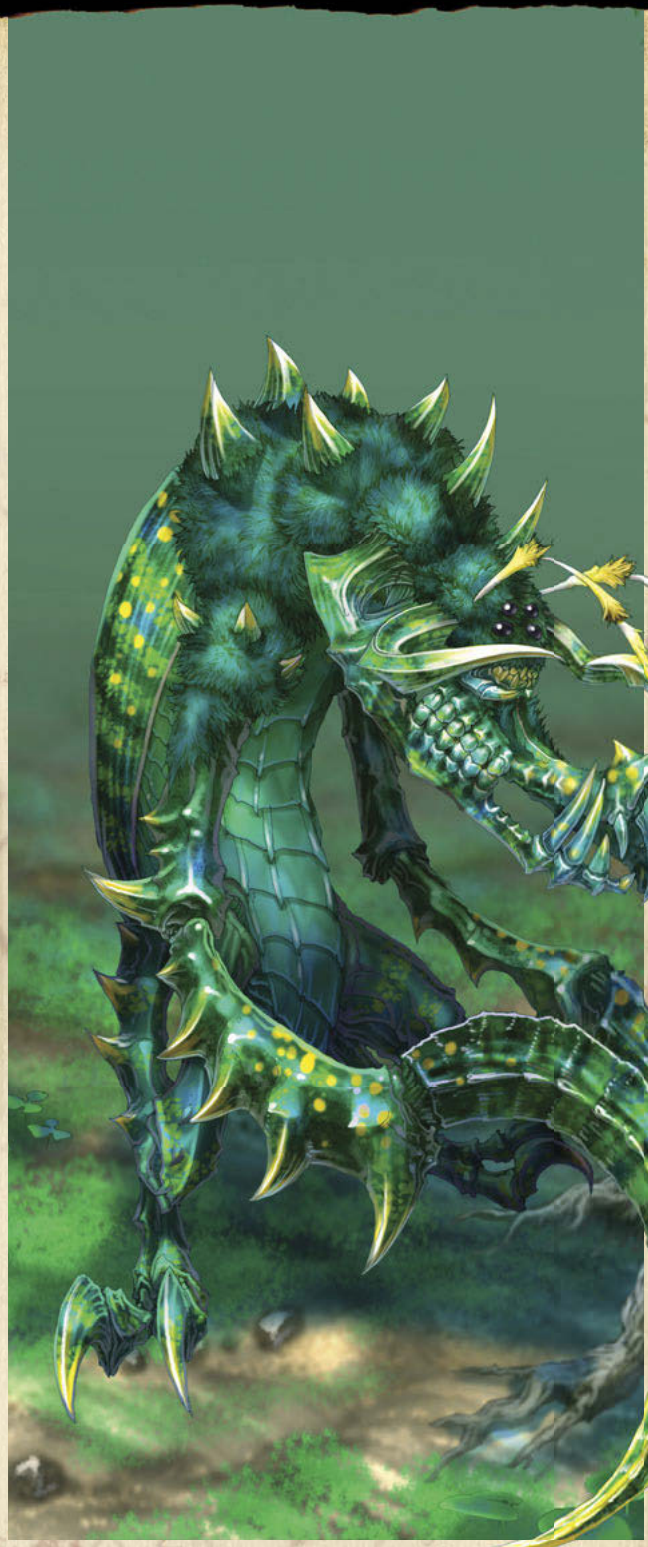
Level: 3 **Category:** Between Worlds 15
Life Points: 140
Class: Warrior
Str: 8 **Dex:** 10 **Agi:** 7 **Con:** 7 **Pow:** 6 **Int:** 2 **Wp:** 6 **Per:** 7
PhR 45 **MR** 75 **PsR** 45 **VR** 45 **DR** 45

Initiative: 70 Natural
Attack Ability: 140 Jaws + 130 Chained Blades
Defense Ability: 135 Chained Blades
Damage: 70 Jaws (Thrust), 40 Chained Blades (Cut)
AT: Scales Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 0

Essential Abilities: Ambidextrous
Powers: Natural Weapons: Jaws (Increased Damage +30), Chained Blades, Scales (Physical Armor 4), Magic Resistance +30

Size: 15 Medium **Regeneration:** 1
Movement Value: 7 **Fatigue:** 7

Secondary Abilities: Notice 20, Search 10, Feats of Strength 45, Withstand Pain 20, Magic Appraisal *(Detection Only)* 30



Illustrated by Wen Yu Li

The anomalies known as Blatoddeas are the result of the unnatural evolution of insects affected by large amounts of waste supernatural energy. These are cockroaches (or other similar insects) whose bodies adapted to their surroundings, enabling them to survive in environments filled with magic. Through mutation after mutation, they eventually became huge magical monsters.

Blatoddeas typically adopt some of the qualities and characteristics of other animals in the area. Thus, there are large differences in their shapes and sizes, but they always maintain a slightly insectoid appearance and are usually not much larger than a human. Despite all these changes, they continue to behave like insects, without concerns beyond their primal instincts to feed and survive.

They are carnivores by preference, although they can eat almost anything, even rocks or soil. Interestingly, while they hunt for prey to eat, their dependence on magic means that they especially target those who are full of mystical energy. Thus, people with the Gift or other supernatural beings are their preferred victims.

It's easy to find Blatoddeas in the vicinity of nodes of magic or the remains of supernatural battlefields, as they are born and breed most easily in these regions. Over the last seven years, most of these creatures were exterminated at the hands of the Inquisition and the Magus Order (who considered them a nuisance), but they have proven extremely difficult to eradicate, and it is always possible to find small colonies of survivors in magic-rich areas.

Modus Operandi

Since Blatoddeas behave like insects, their combat tactics do not extend far beyond finding and devouring anyone who could be remotely considered food. They work both individually and in large groups, although they are unable to coordinate their actions. They attack until they die or kill their enemies, preferentially targeting those who can use magic. As with true cockroaches, they do not have vulnerable points and are even able to live for several minutes without a head.

Chained Blades: In melee combat, a Blatoddea can unleash a series of blows, allowing it to perform an additional attack at –10 to its Attack Ability after making a bite with its Jaws.

Possible Mutations

Depending on the magical environment and the supernatural origin of any given Blatoddea, it may have special abilities. Below is a list of the most common abilities:

- **Air Gash:** The Blatoddeas who have developed this ability can generate a slashing blade of air with a quick blow of their arms that cuts everything within a 30 foot arc in front of them. This attack is so powerful that it passes through blocking materials, reduces the defender's Armor Type by 4 points against it, and if it produces a Critical, adds +40 to the Critical level. It does 80 points of damage and attacks using the Cut Attack Type. If it wants to use this attack, a Blatoddea cannot attack in that turn with its Jaws or Chained Blades.
- **Insect Wings:** These Blatoddeas have two insect wings that allow them limited flight. They can stay aloft up to a maximum of five turns without penalty, but then lose a point of Fatigue each additional turn spent flying.
- **Supernatural Disruption:** Contact with a Blatoddea that possesses this quality is anathema to the supernatural and people with the Gift. Any individual endowed with magical powers who it touches or is touched by one of these creatures must pass a MR 100 check or lose their magical powers for a number of turns equivalent to the level of failure.
- **Coordinator:** Coordinators have the ability to transmit orders to other Blatoddeas, acting as the insects' leaders. As long as a coordinator is within 150 feet, all Blatoddeas get a +10 to their Attack Ability and are able to know where their fellows are. It is not possible for there to be multiple coordinators together in one place because their orders interfere with each other; when two exist in the same territory, they battle until one devours the other.

Void Knight

Praetor of the Undead

Level: 7 **Category:** Between Worlds, Undead 20
Life Points: 185
Class: Technician
Str: 12 **Dex:** 11 **Agi:** 7 **Con:** 11 **Pow:** 13 **Int:** 7 **Wp:** 8 **Per:** 7
PhR 100 **MR** 105 **PsR** 90 **VR** 100 **DR** 100

Initiative: 105 Natural, 30 Two-handed Sword +5
Attack Ability: 190 Two-handed Sword +5
Defense Ability: 180 Two-handed Sword +5
Damage: 140 Two-handed Sword +5 (Cut)
AT: Variable

Ki: Str 20 Dex 20 Agi 20 Con 20 Pow 20 Wp 19 **Total:** 119
Ki Accumulation: Str 3 Dex 3 Agi 3 Con 3 Pow 3 Wp 3
Ki Abilities: Use of Nemesis, Armor of Emptiness, Noht, Ki Cancellation, Magic Cancellation, Matrices Cancellation, Emptiness Extrusion, Body of Emptiness, One with the Nothing, Aura of Emptiness (from ***Dominus Exxet: The Dominion of Ki***)

Essential Abilities: Superhuman Physical Characteristics, Inhumanity
Powers: Spiritual Damage, Black Blood, Void (Area 80 feet, PhR 160, Double Damage), See the Supernatural, Regeneration 4, Necromantic Affinity

Size: 23 Big **Regeneration:** 4
Movement Value: 7 **Fatigue:** Tireless

Secondary Abilities: Riding 20, Jump 35, Climb 20, Style 40, Intimidation 20, Leadership 120, Notice 50, Search 15, Composure 15, Feats of Strength 60, Withstand Pain 30

The Void Knights are necromantic warriors of great power that differ from other undead because they still have some fragments of their souls left, but those remnants are as corrupt and withered as those of the most terrible specters. In a sense, it is almost as if a necromancer's spirit was possessing the body of an animated corpse.

Their exact origin is unknown, but most historians agree that they first appeared at the end of the Cycle of Glory of Stygia, when Meskhenet once again became a huge desert and hundreds of thousands of nomads died on the burning dunes. Other sources claim that they are far older and are undead carriers of the blood of Ulrioka Yama, the God of Death in the forgotten religion of the Aramense.

Their bodies are tall and muscular, appearing almost as perfect as if they were still alive. Only their faces, skulls with bloodshot eyes, reveal their true undead nature. The Knights wear all types of clothing, but usually are dressed in heavy armor composed of black blood, hard as steel and terrifying in appearance. Interestingly, their armor, weapons, and special attacks are all powered by their unholy blood, which is manifested through veins that criss-cross the surface of their skin.

Nobody, not even the Void Knights themselves, has a clear idea of their role in the world, so each acts toward its own objectives rather than following an overarching plan. Most are in the service of powerful beings and act as important agents, but others are completely independent and follow no will but their own.

The Void Knights often seek highly skilled warriors descended from the ancient tribes who inhabited the lands of Al-Enneth and, after mortally wounding them, force them to drink the Knight's unholy blood. In some cases, this blood synchronizes with the victim's body, turning the victim after an excruciating process into a new Void Knight. Luckily for the world, there are very few who have the needed affinity for the Knights' blood. Today, there may be slightly more than 50 Void Knights on Gaïa.

Illustrated by Wen Yu Li

Modus Operandi

The Knights of the Void always prefer direct, face to face clashes. If they start a fight, they openly assault their enemies in the most direct way possible. Since they have no appreciation for life, they sometimes attack people as a pastime, but this is certainly not common; they typically prefer to have a clear objective before killing. They also demonstrate a tremendous ability to lead weaker undead soldiers, making them particularly dangerous if they are commanding similar creatures. Their only vulnerable point is the head. Although their bodies can withstand considerable damage, if they are beheaded, they are destroyed instantly.

Spiritual Damage: The wounds caused by a Void Knight go beyond the merely physical; they destroy the very essence of those struck. Therefore, the damage caused by a Knight's blows regenerate as if they were a Sacrifice (i.e., 10 Life Points per day regardless of Regeneration level), and if a Knight slays a living being, the victim's soul is completely destroyed.

Black Blood: A Void Knight's body creates unholy blood charged with corrupt power that it can mold to its will. With blood, it can create armor, strengthen its weapons, and gain many additional powers. However, this ability has a high price, since it requires the Knight to consume its own blood. Using these powers costs Life Points, which cannot be recovered until the Knight stops using the power. For example, a Knight could spend 30 Life Points to strengthen its armor and 20 on its weapon, and would therefore have 50 less total Life Points until both abilities were deactivated. Life Points lost by using Black Blood recover as fast as any conventional wound once the ability is no longer in use.

Necromantic Armor (Black Blood): Perhaps one of the most striking aspects of the Knights of the Void is their ability to generate a huge suit of armor as a means of protection using Black Blood. By a simple act of will (a Passive Action), blood from their veins forms into a suit of solid metal armor. Depending on how much blood is invested in it, the suit is more or less complete and can range from simple pieces of metal scattered across different vulnerable points to a full suit of body armor. Every 10 Life Points invested in it gives AT 2 against all types of physical attacks (Cut, Impact, Thrust, Heat, Electricity, and Cold) and AT 1 against the supernatural (Energy) up to AT 10 (up to 50 total Life Points).

Weapons of Blood (Black Blood): The blood can be used to strengthen the Void Knight's weapons by transforming any simple object into a weapon of devastating power. By investing 10, 30, or 50 Life Points, the Knight can make its weapon Quality +5, +10, or +15, respectively, while in the Knight's hands.

Wings of Blood (Black Blood): By consuming 30 Life Points, the Void Knight grows wings, allowing it to move through the air with Flight Value 8.

Black Spines (Black Blood): By spending 25 Life Points, the Knight can project hundreds of spines made of hardened blood from the ground to make a single attack against everyone within a radius of 30 feet around it. This ability is a complete attack action.

Void: When a Knight's Life Points reach 0, its body decays and creates a void that consumes all traces of life. Everything in a radius of 80 feet must pass a PhR 160 check or suffer damage equal to twice the level of failure. Everything that is destroyed by this effect completely loses any trace of color and turns white and dissolves into ashes, and anything with a soul has its soul completely consumed by the void.

Nemesis: Despite being dead, the fragments of soul in the Knights' bodies allow them to use many Nemesis Abilities.

Necromantic Affinity: Unless they have been ordered otherwise by their master, all undead with Presence less than 50 feel a natural affinity for Void Knights and will follow the Knights' instructions if not contrary to their nature or their prior orders.

Soul Scavenger

Bird of Death

Level: 1 **Category:** Spirit 20
Life Points: 85
Class: Assassin
Str: 3 **Dex:** 5 **Agi:** 3 **Con:** – **Pow:** 6
Int: 5 **Wp:** 6 **Per:** 8
PhR 35 **MR** 35 **PsR** 35 **VR** 35 **DR** 35

Initiative: 50 Natural
Attack Ability: 40 Claws
Defense Ability: 55 Dodge
Damage: 20 Claws (Cut)
AT: None

Powers: Natural Weapons: Claws, Mortal Coil, Dark Nest, Shadow of Death, Influence of Death, Natural Flight 10, Expulsion, *Natural Weakness*

Size: 5 **Regeneration:** 1
Movement Value: 1/10 **Fatigue:** Tireless

Secondary Abilities: Notice 20, Search 50, Stealth 20, Hide 30, Track 20

Illustrated by Wen Yu Li

Soul Scavengers or Birds of Death are lesser spirits that feed on the residual life force left in the living at their moment of death. These small entities, invisible to the normal human eye, resemble pink skeletal birds that, like vultures of souls, go wherever they predict imminent death.

If they cannot find food naturally, they find a person and perch imperceptibly on his shoulder. They then gradually make his life a living hell, whispering words in his ear and making each of his actions bring him close to death and lead to serious consequences for those around him. Soon, strange accidents begin to happen around the affected person; he may stumble and fall under the wheel of a cart or during sword training accidentally kill his best friend. Those are the moments when the bird takes off to feed on the remains of the deceased's soul.

Although they are originally from Moth, these scavengers have spread around the world like an invisible curse. They multiplied after the recent deaths that occurred during the breakup of the Empire, and now these dark birds are present everywhere death is abundant.

Modus Operandi

Soul Scavengers are not warriors. As much as possible, they stay out of combat. They only fight when their existence is in danger or when they feel that their opponent is so close to death that he is unable to defend himself effectively. Normally, they wait hidden in a dead body for someone to come close enough for them to nest on him. Sometimes, one scavenger is not enough to influence someone with a very strong will. In these cases, several birds will nest on the same person, since the death of such a strong-souled person is a real treat for them.

Because they are spirits, they have no vulnerable points.

Dark Nest: A Soul Scavenger may try to nest in a living being two different ways: either by making a successful attack with its spectral claws (it usually only tries this on people who are not able to see spirits or are asleep) or by waiting inside the dead body of its latest victim for someone to touch the corpse. In either case, the touched person must pass a Resistance check using his base Presence against the bird to prevent it from nesting. A scavenger bird cannot nest in a person who has never killed or witnessed the death of someone, or in a pregnant woman.

Shadow of Death: Sensing the presence of a Soul Scavenger is unusually difficult even for those who can see the supernatural. While the bird is perched on someone's shoulder, no one, including its host, can see, hear, or touch it, except when the observer is on the verge of death (either because his Life Points have dropped below 0, or from some other cause). As another exception, the host can hear the Soul Scavenger when it whispers to him.

The scavenger bird's host merely feels the sensation of something heavy on his shoulders, as if he were carrying an unseen load that can easily be confused with simple fatigue. However, there are two ways of seeing the spirit, at least in theory. First, when the host takes a life, the scavenger appears for a moment (to see it then requires passing an Absurd (180) Notice check). Second, if during the 12 strokes of midnight the host looks in a mirror, he can see the reflection of the scavenger perched on his shoulder. Undead beings or those with Gnosis 40 or higher can always see it.

Influence of Death: The influence created by a Soul Scavenger causes changes in the behavior of its host, at first very slight but growing more pronounced with time. Like a curse, the essence of the specter spreads throughout the host's body while the bird whispers dark words in his ear. Thus, the bird is sometimes able to control the actions of its host at certain times, either putting him into grave danger (normally through causing accidents that he appears to have inadvertently caused) or inspiring momentary periods of depression (which, as they get worse, can lead to suicide). It is also possible that if the host has a great ability to kill, the scavenger will make him prone to outbursts of anger and full of desire to attack others. Each time the scavenger tries to influence the host, the host must must pass a PsR 60 check or obey. The difficulty of the check increases by 5 points for each additional scavenger bird who nests on him (up to a maximum of PsR 140). In addition, while one or more birds are in contact with the host, he loses twice as many Fatigue Points from physical activities and must spend twice the usual number of Fatigue Points to improve physical actions.

Mortal Coil: The host of a Scavenger of Souls is slightly connected to death and has an increased ability to kill. His attacks deal +10 damage, and he gains a bonus of +10 to any Critical roll when attempting to kill his opponent.

Natural Flight: The wings of a Scavenger of Souls allow it to move through the air with Flight Value 10.

Expulsion: Scavengers can be expelled from the host body in two different ways. They can be destroyed by suffering sufficient damage from a supernatural attack launched at them when they are visible (they are only vulnerable at that time), and when the host increases his Presence in some way, he can make a new Resistance check using his new Presence to force the bird away.

Natural Weakness: Since they were created from death, these creatures find new life inimical to their nature. They are unable to approach a pregnant woman, and if there is a birth in their presence, they are terrified and flee in order to seek a new victim.

Cath Flidais

Lion of Thorns

Level: 3 **Category:** Between Worlds 15
Life Points: 125
Class: Acrobatic Warrior
Str: 8 **Dex:** 9 **Agi:** 11 **Con:** 7 **Pow:** 7 **Int:** 3 **Wp:** 7 **Per:** 8
PhR 45 **MR** 45 **PsR** 45 **VR** 45 **DR** 45

Initiative: 100 Natural
Attack Ability: 125 Claws and Jaws of Thorns
Defense Ability: 135 Dodge
Damage: Claws and Jaws of Thorns (Cut/Thrust)
AT: Wood Body Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

Essential Abilities: Physical Exemption, Superhuman Physical Characteristics, Inhumanity, *Natural Vulnerability to an Element (Double Damage, Fire), Blind*
Powers: Natural Weapons: Claws and Jaws of Thorns, World of Odors (Extrasensorial Vision, *Conditional*), Dream Fragrance (Poison, VR 120, Action Penalty), Spinal Flowers, Hell of Thorns, Free Movement Through Nature, Physical Armor 2

Size: 15 Medium **Regeneration:** 1
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Jump 50, Climb 25, Hide 50, Stealth 45, *Notice 50, Search 25, Track 50 (Odor Only)*

The Cath Flidais, or Lions of Thorns, are strange nature spirits incarnated in the physical form of hawthorn trees. Very often they are associated with the Lillium religion and the Great Trees, but there is no proof of a relationship between them. Their appearance, as their name suggests, is that of a small lion or large cat whose body is no more than a collection of roots and thorny branches covered with beautiful flowers. Curiously, they have no eyes; they perceive the world as a jumble of scents and fragrances.

Some Lillium myths say that a Cath Flidais arises when a very old predator dies near a hawthorn and its blood mixes with the plant's roots. At that time, if the animal still has strong ties to the world, part of the animal's essence penetrates the roots of the tree and animates it, shaping the tree to resemble the animal's original appearance. It is also possible that powerful forest spirits such as a Harekawa may voluntarily transform an old animal that they care about into a Cath Flidais, so that it may serve them for centuries more.

Despite their supernatural nature, the behavior of these beings is animalistic; they act entirely on instinct. They are territorial and often violent, but do not usually attack without a motive or reason (although it certainly does not take much to provoke them). Unfortunately, there are cases in which a Cath Flidais decides that someone is an enemy simply because it does not like his smell. They tend to be independent, but sometimes serve forest spirits in important matters.

Given their nature, they only live in wooded areas and jungles. If they are separated from their native forests, they soon wither and die. The majority live in Alberia, but some can be found in any principality of the world where there is vegetation.

Modus Operandi

Cath Flidais are ferocious predators with a natural propensity for combat. They know how to take advantage of the environment and make the most out of the woods they live in. If they want to attack someone, it is normal for them to first stalk their prey from the bushes and covertly try to weaken the target with their poison. When the Cath Flidais fight, they try to lead their enemies to a place conducive to their fighting style (while waiting for their fragrance to take effect).

They only use Hell of Thorns when they are in combat with a great number of enemies, for though it is their best trick to kill an enemy, it also leaves them vulnerable.

Claws and Jaws of Thorns: Because of its tie to the spiritual world, a Cath Flidais is able to damage supernatural creatures with its physical attacks.

World of Odors: A Cath Flidais perceives the world through one sense – smell. Using the flowers on its back, it captures every nuance of the scents in its environment, allowing it to accurately perceive everything around itself. Since it does not need to see, it does not suffer any penalty for darkness or similar factors, and it can see in all directions at once. However, extremely strong odors can disrupt its senses, and beings in an area filled with very strong odors are treated as if they are invisible.

Illustrated by Wen Yu Li

Dream Fragrance: When a Cath Flidais is threatened, it releases an imperceptible poisonous fragrance that numbs its foes. The aroma comes from the flowers all over its body, and after a few moments (three to five turns), the fragrance begins to have an effect on anyone who breathes it. All those in the vicinity of a Cath Flidais who breathe its poison must pass a VR 120 check or suffer –20 to all actions (the penalty decreases by 5 points per minute spent in a place with clean air). The Cath Flidais's environment affects the potency of this poison; in very open areas with strong winds, the fragrance loses effectiveness and the difficulty of the VR check is reduced by 20 points, while in closed places or places where there are many flowers, the difficulty is increased by 20 points. If there are multiple Cath Flidais together, the difficulty is also increased. If there are at least three, the VR check is difficulty 140, and in the unlikely event that more than 10 of these creatures are in the same place, the VR check difficulty becomes 160.

Spinal Flowers: As the flowers that are the eyes of a Cath Flidais are located on its back, if they are damaged it will be unable to perceive the world around itself, becoming Blind and unable to use its Dream Fragrance. For game purposes, these flowers are considered a vulnerable point (–50 to Attack Ability when a directed attack is made against them), and if the flowers suffer a Critical result higher than 20, they are automatically destroyed. If they are kept in good condition, these flowers are quite valuable, because they can be synthesized to create a powerful perfume that acts the same way as the Dream Fragrance poison.

Free Movement Through Nature: The Cath Flidais is completely at home in the forests and aware of every natural element around itself. Thus it ignores any speed penalty to movement caused by being in a forest or jungle.

Hell of Thorns: The body of a Cath Flidais can wrap around an enemy like a living vine. If it does so, it can use a Trapping maneuver, without applying any penalty to its Attack Ability for doing so, at the equivalent of Strength 12. The Trapping maneuver also causes half damage since the creature's body is covered with thorns. If the Cath Flidais achieves a Partially, Mostly, or Completely Immobilized result against its opponent, it gradually constricts, forcing the opponent to make a Strength or Agility check against Strength 12 at the beginning of each turn. For each point by which the opponent fails the check, he suffers 10 damage. The constricted person gets +1 to his rolls for every 2 points of Thrust AT.

Natural Vulnerability to an Element: Since the Cath Flidais are made of wood, thorns, and vines, fire can burn them very easily. Therefore, all fire damage they suffer is doubled.

The Botanist

An expert botanist of Phaion who lives in a mansion on the outskirts of the capital has been able to find and cultivate a Cath Flidais spinal flower. Surprisingly, thanks to her special expertise, the flower can grow without having to be attached to a body. Unfortunately, instead of water it requires large amounts of blood, which the botanist has acquired legally thus far (by purchasing it from a hospital that extracts it from freshly killed bodies). However, unknown to her, the plant has been corrupted by a viral infection. This infection has produced two unwanted effects. The first is that the flower now exudes a subtle aroma only perceivable by Cath Flidais that deeply irritates them. Consequently, a considerable number have begun to attack the mansion and anyone in their path. The second problem is that the infected flower has created, without the botanist's knowledge, a corrupt Cath Flidais. This creature, more powerful than a normal Cath Flidais and deeply evil, will not take long to wake up. Fortunately, a Lord of the Forest has realized that something bad is happening and has asked a Hamadryad to contact a group of human beings to help discover what is happening and stop it.

Hunter (Type-012)

Undead Chimera

Level: 5 **Category:** Between Worlds, Undead (Construct) 20
Life Points: 1,410 Damage Resistance
Class: Acrobatic Warrior
Str: 12 **Dex:** 8 **Agi:** 11 **Con:** 12 **Pow:** 7 **Int:** 3 **Wp:** 4 **Per:** 8
PhR 100 **MR** 55 **PsR** 40 **VR** 100 **DR** 100

Initiative: 100 Natural
Attack Ability: 160 Claws and Jaws, 190 Charge
Defense Ability: Damage Resistance
Damage: 80 Claws and Jaws (Cut/Thrust), 40 Charge (Impact)
AT: Natural + Reinforced Armor Cut 7 Impact 7 Thrust 7 Heat 7 Electricity 7 Cold 7 Energy 5

Essential Abilities: Physical Exemption, Superhuman Physical Characteristics, Inhumanity, Immune to Pain, Psychological Immunity
Powers: Natural Weapons: Claws and Jaws (Armor Modifier –2), Charge (Impact 12, *Conditional*), Reinforced Armor (Physical Armor 2, Damage Barrier 80, *Conditional*), Physical Resistance +30, Extrasensorial Vision, Superior Regeneration, *Primal Rage*

Size: 24 Big **Regeneration:** 12
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 185, Jump 75, Climb 80, Notice 50, Track 25

The Type-012, known by the developers of Black Sun as the Hunter, is an enhanced version of the Cutthroat (Type-010) that has increased speed and reaction time. At the cost of some fighting ability, these undead have amazing mobility for their large size and can run, jump, and climb like cats.

The shape of a Hunter is very similar to that of a Cutthroat: a large undead monster (whose length may reach up to 10 feet excluding the tail) with a body of exposed bones and muscles. However, the Hunters look more animal than humanoid, move on four feet, and have skulls similar in appearance to a lion with horns. They are also covered in metal plates of armor, which rub together and grate loudly every time they move at high speed. Black Sun has been making Hunters for only a very short time; they only developed the first line a few months ago. However, Hunters have proven exceedingly effective and, despite having a tendency to go berserk when damaged, generally obey orders. Consequently, they are now more commonly built than the Cutthroats.

Modus Operandi

As one might expect from their name, these creatures are mighty hunters in combat. Thanks to their remarkable agility, they jump, climb, and run from one place to another with ease, always seeking the best way to eliminate their targets. When one Hunter faces a large group of enemies, it will charge to try to separate them with the initial impact, and then it will attack one target before the rest can come to help. When it is again surrounded, it retreats and charges again.

Claws and Jaws: Hunters are equipped with fierce claws and jaws that they use as weapons. These attacks are especially effective against armor, so all their attacks lower the defender's AT against them by 2.

Charge: When a Hunter locates a group of targets (or objects it wishes to barrel through), it charges them at high speed and tries to overwhelm them with its powerful body. Typically, this charge does not stop when it reaches the first target, but instead continues on so as to hit as many targets as possible. All who are in the line of the charge (usually 100 feet long) are struck by this attack and suffer an impact of Strength 12. If someone makes a successful block against the charge, he can make an opposed check against the creature's Strength in order to stop it short. Very large objects (Size 25 or above) or tough walls also stop the creature. To carry out this attack, the Hunter must run for at least a full turn.

Reinforced Armor: A Hunter's entire body is covered in metal plates designed specifically for it. This armor has been physically and spiritually attached to the beast, so that the armor not only protects the beast in the usual manner, but also provides it with a Damage Barrier of 80 points and increases its Physical Resistance by 30 points. This armor does not cover the head, so any blow to that location (–30 to Attack Ability on the directed attack) has only AT 4 to contend with (and no Damage Barrier or increased PhR).

Extrasensorial Vision: As an undead creature, the Hunter is capable of perceiving supernatural creatures and the supernatural world even without normal physical senses.

Superior Regeneration: The Hunter's body continuously regenerates, allowing the creature to recover 25 Life Points per minute despite its undead nature.

Psychological Immunity: Except for Primal Rage, a Hunter is unable to feel emotion.

Primal Rage: Although Hunters mostly remain impassive and obey their programmed orders, they sometimes go out of control in combat or when injured. Each turn they fight and when they are damaged, they must pass a PsR 60 check or gain the Rage status. Once they lose control, they simply kill all life in their vicinity, completely forgetting their original orders until the combat is over.

Type-011 Proto-hunters

Before the Type-012 models currently favored by Black Sun were refined, the previous version, the Type-011 Proto-hunter, was highly appreciated by Black Sun. They were similar to the Type-012s, but larger and with three heads, which significantly increased their strength at the expense of reduced mobility. Unfortunately, they lacked the Reinforced Armor of the Hunter and lost control even more easily.

Type-011 Proto-hunters have the same attributes as Type-012 Hunters, but do not have any of the benefits of Reinforced Armor, only have Movement Value 8, lack the Charge attack, and suffer a –10 to their PsR check to avoid becoming enraged. However, the damage from their physical attacks is 180 due to the combined power of their three heads.

Illustrated by Wen Yu Li

Chichusei

Spider Lady

Level: 3 **Category:** Between Worlds 15
Life Points: 100
Class: Assassin
Str: 5 **Dex:** 9 **Agi:** 7 **Con:** 6 **Pow:** 6 **Int:** 7 **Wp:** 6 **Per:** 8
PhR 40 **MR** 40 **PsR** 40 **VR** 40 **DR** 40

Initiative: 85 Natural
Attack Ability: 130 Poison Bite, 130 Web
Defense Ability: 100 Dodge
Damage: 50 Poison Bite (Thrust)
AT: None

Essential Abilities: Acute Sense: Sight, Immune to Natural Poisons
Powers: Natural Weapons: Poison Bite (VR 120), Skin of Desire, Web (Range 80 feet, Trapping 12), Shroud, Free Movement (*Conditional*), Spider Lady (Metamorphosis, *Conditional*), Cobwebs, Webdance

Size: 11 Medium **Regeneration:** 1
Movement Value: 7 **Fatigue:** 6

Secondary Abilities: Persuasion (Seduce) 150, Stealth 80, Hide 50, Disguise 80, Poisons 40, Notice 80, Search 75

Sometimes, beauty and desire lead to the ruin of souls. The Chichusei are spider-women who hide their true nature under the guise of beautiful maidens. Their terrible origin was thousands of years ago on the island of Varja as a result of the fragmenting of the Wake and the creation of the Layers of Samsara. They were beings from Preta-gati, the Reality of Hungry Spirits, who slipped into the world using spiders to form their earthly bodies. In this way, they could satisfy their unlimited cravings for for excitement and flesh, feeding off of the desire and then the bodies of their victims.

The Chichusei are half woman and half spider. The bottom part of their bodies is that of a huge spider, while the top is that of a beautiful woman. The only desire of these creatures is to satisfy their eternal longing, so they assume the appearance of young and charming women and seduce men who intrigue them. First, they flirt with them using the power of their beauty and then take them to a secluded spot. There, often after consummating the relationship with sex, they bleed their victims and place them in huge cocoons until the meat rots to perfection, at which point they consume it.

The spider-women live hidden in society, sometimes taking a single identity for years and other times traveling between remote communities in search of easy prey. They usually require between one and two victims per month, which typically requires them to live in large cities (where those disappearances are less noticed) if they want to settle down. They do not interact much with their peers, but generally avoid getting into each other's hunting areas. They are especially numerous in Varja, which may have almost 50 scattered across different parts of the island.

Modus Operandi

Spider Ladies use their charms to entrap their victims, because that is what feeds their need to be desired. However, their mobility and poisonous bites also make them dangerous enemies in direct combat. They always have a lair prepared near where they hunt in case things go against them. If they are forced to fight and believe it may be dangerous, they will lead their enemies to their trap-filled lair to take advantage of the favorable environment.

While their fighting skills are considerable, they are also aware of their vulnerability. Therefore, they sometimes dupe a swordsman or individuals with resources to protect them if they believe they need bodyguards.

Illustrated by Wen Yu Li

Spider Lady: A Chichusei can take human form at will, always becoming an exceptionally beautiful young Eastern woman. While maintaining this appearance, Spider Ladies lose their ability to create webs, but retain their other powers and abilities. However, if they want to use their Poison Bite, they must transform their faces for a few seconds to expose their fangs.

Shroud: They give off a faint magical aura that is very difficult to perceive, and it is virtually impossible to discover the true nature of a spider lady in human form. Doing so requires specifically studying her through supernatural means and obtaining an Inhuman result (320) on a relevant ability such as Magic Appraisal. In general, they just seem like women with the Gift who have not developed their powers.

Skin of Desire: Touching the bare skin of a Chichusei causes delusions and hallucinations. Any living male who contacts them, even with a simple touch, is automatically exposed to a powerful poison that supernaturally alters his behavior over the next few minutes. This toxin causes a total fascination with the Spider Lady who poisoned him, whom he idolizes as the love of his life and desires more than any other woman. The Chichusei does not have real control over her victims, who will behave as if blinded by love and desire, but according to their own patterns of behavior.

In order to avoid this effect, it is necessary to pass a VR 90 check (someone who is truly in love with another person may apply a bonus from +10 to +30 to the roll, depending on the strength of the attachment). If this check is passed, each subsequent contact forces another VR check, but with the difficulty increased by 10 points for each additional contact (up to a maximum difficulty of VR 140). The toxin remains active in the body of the victim for a number of days equivalent to the level of failure.

Poison Bite: Chichusei can manifest great fangs to attack their enemies. If they cause damage to an organic creature with their bite attack, the victim must pass a VR 120 check or lose 100 Life Points (at a rate of 25 LP per turn) because of massive bleeding from his pores. Each additional bite requires a new Venom Resistance check, but with the difficulty increased by 10 points for each additional bite (up to a maximum difficulty of VR 160).

Web: Chichusei can release a sticky substance from their mouths that, in addition to making webs, can immobilize their opponents. When it strikes a target, this mass hardens, becoming an extremely strong silk. Used for offensive purposes, it acts as a Trapping attack at Strength 12 with a maximum range of 80 feet. A Chichusei can only use this attack once per day, since her body requires more than 20 hours to rebuild the used silk.

Cobwebs: With time and dedication, a Spider Lady can weave webs so fine that they are almost invisible to the naked eye. Thus, she can prepare traps for her victims or create dens where it is much easier for her to move and attack. A character has to pass an Absurd (180) Notice check or a Difficult (120) Search check to see these webs, and anyone coming into contact with them automatically suffers a Trapping attack at Strength 12. These filaments are incredibly tough and can withstand 300 points of damage before being destroyed (Impact weapons do half damage and fire does double damage).

Webdance: While fighting inside a den full of cobwebs that she has created, a Chichusei can use the filaments to jump, move, and shift back and forth at full speed, greatly increasing her fighting abilities. Therefore, under these circumstances she applies a +20 to her Attack Ability and Dodge Ability.

Free Movement: Because of special sticky filaments on their legs, the Chichusei are able to move across any surface, partially ignoring the effects of gravity. They can stick to the ceiling or walk up a wall.

The Spider Queen

Theoretically, the Chichusei who actually deserve the name are the descendants of the ancient spirits who fled from Preta-gati millennia ago. These original Chichusei have largely disappeared, but five still remain who are called kumobaba or Spider Queens and whose powers are considered equal to those of some minor Kami. One of them, Barasuishou, has run a brothel for Lannet's most prestigious citizens for years and often acts for and reports information to the spirits of Samsara in exchange for certain favors.

Demons

In the eyes of the world, the term "Demon" can be applied to many different creatures and entities. However, most people commonly overuse and misapply the term. There are some beings, though, who deserve the name and have been called by it since time immemorial. Every known religion has its own demons, whether they are servants of a dark divine pantheon, fallen angels, or entities of a similar nature. Of course, the rumored origins of such creatures are as varied as the beliefs of each people, but despite that, there are common elements in all.

The first demons on record are ancient beings who are solely and purely evil. In this regard, they could be considered elemental evil, living embodiments of a primal force as real as light or darkness. Consequently, their offspring and creations are themselves demons as well, since they are born of pure evil. However, in some religions' pantheons are many people who, to varying degrees, were also born of evil principles. If they are not elemental evil themselves, they still have the same basic nature and can therefore also be considered demons.

Demonic Souls

Not all demons are born as elementals of evil. Many have the basic mortal souls of individuals who were so evil that their essences were used by a Demon Queen as feedstock. At the instant such a person dies, his spirit does not return to the flow of souls, but instead is claimed by a Demon Queen to mold to her liking. In this process, the soul, like clay in her hands, loses all knowledge of its previous existence and is reborn as a new entity. Most demons of the Fourth and Fifth Hierarchies are born this way, although some such demons are so powerful that they require many mortal souls instead of one.

The Demon Queens

The entities that demons call Queens are, with the sole possible exception of the dark gods of the Circles, the most important demonic creatures. They are the only ones among demons who, while not being gods, have the capacity to conceive demons or to be mothers of demons.

The exact origin of these beings is not known. Some have theorized that they are a kind of portal to the flow of souls, making them able to absorb and use the spirits of evil people passing through them, although no one has been able to test this.

Each Queen is completely different, both in powers and in nature; they have nothing in common with each other. In fact, the only similarity they share is the ability to conceive new demons and the spiritual power this consequently gives them.

There are very few Queens (in fact, only six are rumored to exist at present), although all are considered at least demons of the Second Hierarchy. The most famous and important of all Queens is Tiamat, the Mother of Demons; her influence is such that any demon who she temporarily considers her consort is called the King of Demons.

Illustrated by Wen Yu Li

The Demon Princes

The Demon Princes are an ancient group of entities arising from representations of the seven deadly sins. These beings are incarnations of the emotions of wicked mortals and, therefore, appear with different identities in all cultures and religions. Although most of the original Princes have been destroyed over the ages (only Pride has never been slain), every time one of them dies, its essence is automatically transferred to a powerful demon, giving birth to a new Prince.

The Demon Princes are considered to be of the Second Hierarchy but do not belong to any Circle; any demon that attains this rank is automatically excluded from its former place in its Circle.

Hell and Condemned Souls

Contrary to widespread belief, demons do not live in an infernal plane of existence of their own. If there ever was such a place, it was long ago erased from existence. Instead, the more powerful demonic entities reside at the boundary between the flow of souls and the real world, in spaces where different concepts of evil are stronger. The rest do not have a fixed location; they move back and forth between the most frightening places of the Wake and Gaïa.

However, what is certain is that the demons have great interest in the souls of mortals, as this is the raw material they need to create others of their kind and to increase their own power. If they manage to tempt a person into wicked acts, at the time of his death they can siphon off part of his soul's power when it enters the flow of souls through their area of influence. Most so-called demonic contracts have precisely this purpose – to establish a connection with some particularly important mortal soul (mainly someone with a high Gnosis) – for this is the only way for a demon to gain more spiritual power. Not all demons try to corrupt mortals in this way, and many simply prefer to slaughter everything in their path without the least regard for the consequences.

Demonic Hierarchy

Although each group of demons serves different goals and masters, for over a thousand years there has been a general recognition that these entities are part of a larger community. Because of the influence of the Shajad Abbadon, the Primeval Evil, the demons have created a hierarchical structure that, although it does not unite all of them, causes them all to be recognized for their power and nature regardless of their origins. Naturally, not all malevolent creatures of nature fall into this category. For example, many evil spirits linked to the Kami could conceivably be called demons, but since they have no direct relationship with the demonic hierarchies, they are not included in this demonic community. Neither are creatures of the Lillium religion, or the monster children of Jera, or many others.

First Hierarchy

Theoretically, this group includes the dark gods that gave birth to the Circles, such as Shoteth or the Ascended Astaroth, but currently there is no one holding such a position in the demonic hierarchy (although there is a rumor about the existence of a triumvirate that leads the demonic Circles from the shadows, which would make them entities of the First Hierarchy). In any case, the power of such entities is always incalculable, closer to that of a god than a demon. Although her power is far lower than a deity's, Tiamat is also often considered to be a member of the First Hierarchy because of her seniority and influence over her children – but not all demons accept this.

Second Hierarchy

The Second Hierarchy forms the demonic monarchy, the kings and governing princes who rule over all demons and who are thus called the Ruling Order. Currently, without gods to limit them, they are the supreme powers among demons. There are five demons of the Second Hierarchy, although the three most important are Nebiros, Shaitan, and Lucifuge, who are considered kings among demons. Demons of this hierarchy never intervene directly in the world, but rather they use lesser demons to enact their will.

Third Hierarchy

The Third Hierarchy are great demons, ancient and powerful entities. If the members of the Second Hierarchy are equivalent to kings and princes, these would correspond to demonic dukes, earls, and barons. Their roles are varied: some act independently and others are mere intermediaries for the will of their masters. Each is served by a legion or host of servants who act as their agents, although they often become directly involved in the world when they find something worthy of their attention. Eighteen demons of the Third Hierarchy are known by name, although there may be more.

I. Zeamon	II. Agares	III. Marbas
IV. Pruslas	V. Arimon	VI. Barbatos
VII. Buer	VIII. Gusatan	IX. Botis
X. Bathin	XI. Pursan	XII. Abigal
XIII. Lorav	XIV. Balefar	XV. Foran
XVI. Ayperos	XVII. Nuberos	XVIII. Keroberos

Fourth Hierarchy

Fourth Hierarchy demons are powerful demons in the infernal hierarchy. These are not unique creatures, but unusual kinds of demons endowed with great spiritual powers. In many respects, they can be considered an intermediate class between the demonic host and the demonic nobility. Many of these beings directly serve the demons of the Third Hierarchy as agents, but many also act independently. Most of them have their origins in very powerful mortal souls transformed by infernal energies, but some are descendants of demons of great power.

Vulnerable to Holiness

The objects and sacred places of any non-evil religion are the bane of demons of the Fourth Hierarchy. When they enter holy sites, their bodies and souls are rapidly consumed until they are completely destroyed. While in a sacred place, they have to pass a MR 140 check every turn or lose Life Points equivalent to the level of failure. Blessed or sacred weapons are also anathema to their existence. When these weapons are used against Fourth Hierarchy demons, they use the Energy Attack Type and deal double their Base Damage.

Fifth Hierarchy

This hierarchy encompasses many lesser demons and other evil spirits who do not deserve individual consideration. Most lack proper names and are generally called the Infernal Host. During their heyday in the Age of Chaos, there could have been hundreds of thousands of them, but after the activation of Rah's machine at the end of the War of God and the division of existence, they were decimated, and at present their numbers in the Wake and on Gaïa are not much higher than 5,000.

Vulnerable to Holiness

Similar to but weaker than Fourth Hierarchy demons, these minor spirits do not even have the ability to enter sacred places or touch sanctified objects; the demons are automatically destroyed in either case.

Demonic Circles

The demonic Circles are power groups that divide the demonic hierarchy and the entities that compose it. The Circles are based around the origins of each group, i.e., the religion from which each group sprang. Their existence goes back thousands of years, and each Circle joined the demonic community at different times. There is some tension between members of different Circles (sometimes even direct confrontations), but they mostly follow the hierarchical rules of demonic society. To avoid problems, each Circle has certain areas of influence, although the demons rarely pay much attention to such things. The five most important Circles, although not the only ones are:

Circle of Tartarus: Tartarus is the first and oldest of the demonic Circles. It encompasses all the oldest demonic creatures and does not spring from any one particular religion (it appears in several at once under different names). Tartarus has no leader as such, but most occultists believe that its members enact the general will of Shajad Abbadon and are the host of the Primeval Evil. From the traditional perspective of the Christian religion, these demons are the heart of hell and also the greatest demonic kings. Their interests are varied, from hoarding souls to increasing their own power. They control large areas (among which are the Empire and the Azur Alliance) and have influence almost everywhere.

Circle of Shoteth: This Circle contains the demons who are in some way related to the religion of Enneath and Kalih Shoteth and is considered one of the most powerful Circles. It is also the most disciplined, as its members follow a strict and thorough code of conduct and have a predilection for order. Therefore, some call its members the bureaucrats of demons. Some consider that the Djinn could have played a part in the Circle at some point, although given the nature of the genies, this seems unlikely. The Circle controls the land of Al-Enneth and its surrounding areas.

As a curious note, none of the demons in this Circle have ever had any communications with Kalih Shoteth or been able to confirm its existence, so even they do not know for sure whether or not it is real.

Circle of Astaroth: Generally considered one of the weaker Circles, this Circle contains demons who are dependent on the Dark Ascended, mortals who during the Age of Chaos were able to become akin to dark gods. The Ascended created a great demonic host and gathered high-ranking demons, and after their disappearance, these subordinates united to form the Circle of Astaroth and continue their former masters' plans. The Circle controls small territories in the north and is always interested in increasing its power.

Circle of Ravana: Ravana is the most dark and chaotic demonic Circle, whose members barely respect the rules and hierarchies of hell. They are violent and prone to destruction, and their only interest is to end all life on the face of Gaïa. Their views are shaped by the few survivors of the Aramense religion, and their leaders are extremely powerful, even for demon lords.

Circle of Ashurias: Once an important center of power, this Circle was mysteriously exterminated less than a century ago by a single woman and her silent partner (how or why is an enigma to the demonic community). Their territories included Nanwe and part of the plains of Kashmir; the re-allocation of those areas of influence has led to an internal power struggle among the other Circles.

Demons and Summoning

Trying to summon and bind demons on Gaïa is very dangerous. Although in the majority of cases doing so doesn't have negative repercussions for the summoner, sometimes high-ranking demons can be very possessive of their subordinates, either because they genuinely worry about their minions or they simply resent when others use their things. Therefore, a mortal who summons and binds a demonic entity without prior permission is at risk of attracting the attention of demonic dukes and princes. These powerful entities can act directly against the summoner in several different ways and in some cases even cause his death.

To avoid these situations, it is best to reach an agreement with the demon nobility, either by paying a price established by ancient treaties or by offering some sort of allegiance to a demon lord. In general, a summoner who has any connection with a demon of the First or Second Hierarchies may invoke subordinate demons without any need to bind them, since they obey their master's instructions.

Demonic Familiars

A demon is always free to become the Familiar of a mortal if, for whatever reason, the mortal is so inclined. Since such a covenant is always voluntary, high-ranking demons do not interfere with these unions, mainly because they always end up being beneficial to demonic causes in the long run. Such demonic ties can change a person's soul, since a piece of pure evil begins to nest in his heart.

As a result of this unnatural union, the character can develop one of the following Demonic Gifts. He is also free to choose two, but in that case the evil that dwells in him becomes so great that he is treated as an evil creature for the purposes of abilities that effect good or evil beings. Of course, if the link is broken, the character loses all the advantages that the demonic Familiar provides.

Demonic Soul: The character gets a +1 bonus to his Power Characteristic.

Inhuman: The character gains Inhumanity and all the advantages that this entails.

Demonic Power Sharing: The character can spend his own DP to acquire Powers (but not Essential Abilities) that the demon acquires when the two gain a level. If the link breaks, any DP invested in these powers are lost, possibly lowering the character's level.

Demonic Sight: This gift allows the character to see spiritual beings.

Heartless Monster: The head and the heart of the character are no longer vulnerable points (i.e., he can survive even if they are pierced by something), but he will die instantly if he is decapitated.

Illustrated by Wen Yu Li

Ignis

Demon of the Fourth Hierarchy

Level: 5 **Category:** Between Worlds, Elemental 15
Life Points: 170
Class: Acrobatic Warrior
Str: 11 **Dex:** 11 **Agi:** 12 **Con:** 8 **Pow:** 7 **Int:** 6 **Wp:** 9
Per: 7
PhR 60 **MR** 55 **PsR** 60 **VR** 60 **DR** 60

Initiative: 130 Natural
Attack Ability: 170 Flame Claws, 170 Consume
Defense Ability: 170 Dodge
Damage: 90 Flame Claws (Heat/Cut)
AT: None

Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Inhumanity, Natural Immunity to an Element (Complete, Fire)
Powers: Natural Weapons: Flame Claws (Elemental Attack, Armor Modifier –3, Breakage +15, Increased Damage +30), Veil of Ashes, Consume (Innate Psychic Power: Consume, Range 80 feet, Without Limits, *3 Turns of Preparation*), Essence of Fire (Regeneration 16, *Conditional*), Aura of Fire (Aura, 5 feet, PhR 100, Damage), *Extreme Vulnerability*

Size: 19 Medium **Regeneration:** 2/16
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 75, Intimidate 25, Notice 20, Search 10, Withstand Pain 45

Ignis is the most common name given to the incandescent Demons of Ashes. They are creatures born from cruel souls who knew only anger in life. This primary emotion nourishes the demon's essence, becoming the flames that surround the creature's body for the rest of its existence.

At first glance, an Ignis is nothing more than a huge skeleton (sometimes reaching more than six feet tall) whose body may flare up at any time in a large burst of flame. They could even be confused with fire elementals if not for the infernal symbols that adorn their limbs. They are extremely violent and have a taste for savagery that few can match; they are full of anger, save only for the enjoyment they feel when they kill people. Interestingly, the nature of the flames they give off depends on their mood: the angrier they are, the more fiercely their flames burn.

There are several types of Ignis (or different versions of this kind of demon) working for the nobility of hell. Their role within the hierarchy is that of warriors and destroyers. Any time a high-ranking demon wants to cause devastation and chaos without worrying about anything else, it will send an Ignis to do the job.

An Ignis can be invoked by mortals to destroy things, if it is offered a satisfying blood sacrifice. If the Ignis doesn't feel that the sacrifice is sufficient, it will attack the summoner and all those who accompany him to claim their souls for itself.

Modus Operandi

The Ignis have a very simple but spectacular style of combat. They jump about while engulfed in flame, trying to set everyone alight with their bodies. Sometimes they have sufficient time and distance to use their Consume power, but they usually prefer direct combat so they can watch the people they are fighting burn.

The head is their only known vulnerable point.

Illustrated by Wen Yu Li

Flame Claws: The Ignis focus their most powerful flames into their claws, automatically melting everything they come into contact with. Accordingly, the claws not only have Breakage 19, but they also subtract 3 points from the defender's AT against them.

Veil of Ashes: Since they are usually surrounded by flames and smoke, all ranged attacks against an Ignis suffer a –30 penalty to Attack Ability because of the attacker's limited vision. Those with more than 10 Perception or who pass an Absurd (180) Notice check or Very Difficult (140) Search check can ignore this penaly.

Essence of Fire: The body of an Ignis is mainly composed of extremely concentrated fire, so the Ignis can feed off other flames to heal rapidly. If one of these demons stands in a fire of at least 10 Intensities, he gains Regeneration 16.

Consume: By concentrating its psychic power in one spot, the demon can produce immense heat inside a body (organic or inorganic) that leaves behind little more than a pile of ashes. Consume behaves in a manner equivalent to the Psychic Power with the same name, and it is considered an 80 foot ranged attack that is invisible to anyone who cannot see psychic matrices. This power ignores all armor, and if it hits the target, the person struck must pass a PhR 120 check or lose 80 Life Points. Activating this power requires three turns of preparation.

Immunity: Heat and fire do not affect Demons of Ashes, so they are completely immune to the effects of that element unless it comes from a creature whose Gnosis is more than 10 points higher than their own.

Aura of Fire: An Ignis generates so much heat that any character closer than 3 feet to it must pass a PhR 100 check at the beginning of each turn or suffer damage equivalent to the level of failure. If the character is wearing flammable items such as clothing or wood, the difficulty of the PhR check increases to 110, and if the check is failed, the character immediately becomes In Flames.

Extreme Vulnerability: Just as heat gives them life, cold water is like acid to them. If a non-flammable liquid covers at least a third of the Ignis's body, the Ignis must pass a PhR 140 check or suffer damage equivalent to the level of failure. If the Ignis is completely immersed, the Physical Resistance difficulty is increased to 160 and it must repeat the check every turn. Similar effects occur if an Ignis crosses an icy surface or is in a snowstorm: it must make a Physical Resistance check with a difficulty varying between 120 and 160 every five turns.

Forced

When an Ignis is summoned and forced to act against its will, its speed is reduced and its powers are greatly diminished. It is believed that this weakening is because their level of anger is minimized when they are bound. In this case, the Ignis's movement is halved and it cannot use the Consume power.

Cerberus

Infernal Guardian of the Fourth Hierarchy

Level: 7 **Category:** Between Worlds 25
Life Points: 300
Class: Acrobatic Warrior
Str: 12 **Dex:** 12 **Agi:** 11 **Con:** 12 **Pow:** 8 **Int:** 6 **Wp:** 7 **Per:** 9
PhR 80 **MR** 70 **PsR** 65 **VR** 80 **DR** 80

Initiative: 170 Natural
Attack Ability: 210 Claws, Jaws, and Tail , 210 Fire of Hades
Defense Ability: 200 Dodge
Damage: 110 Claws (Cut), 90 Jaws (Thrust), 80 Tail (Impact), 100 Fire of Hades (Heat)
AT: None

Ki: Str 13 Dex 14 Agi 12 Con 14 Pow 8 Wp 7 **Total:** 68
Ki Accumulation: Str 2 Dex 2 Agi 2 Con 2 Pow 1 Wp 1
Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension
Ki Techniques: Gates of Hades

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, Natural Immunity to an Element (Complete, Fire)
Powers: Natural Weapons: Claws, Jaws, and Tail (Increased Reaction +30, Increased Damage +20), Three Heads, Synergy, Infernal Frenzy, Fire of Hades (Range 150 feet, Area 80 feet, Without Limits), Bound, Devour Techniques, Extrasensorial Vision, *Powerless Against the Pure*

Size: 24 Big **Regeneration:** 5
Movement Value: 11 **Fatigue:** 12

Secondary Abilities: Athletics 55, Jump 100, *Climb 60, Intimidation 100, Notice 240,* Search 30, *Track 120,* Withstand Pain 25

Contrary to what many occultists believe, Cerberus or the Guardian of Hades is not a single entity, but an unusual type of powerful demon. As their name suggests, these entities always serve as guardians for particularly evil places and for the portals that lead to the darkest parts of the Wake.

Cerberi may have different shapes (some are vaguely humanoid, while others have a canine body), but all of them possess three demonic canine heads, each acting and thinking independently of the other two. Cerberi lack skin and instead are covered in rough red muscle scarred with demonic runes. Their size is always considerable, and they measure between 10 and 15 feet in height, depending on whether they walk upright or on four legs.

Like the demons they are, Cerberi are wild and evil creatures. They do not feel the slightest appreciation for anything, and all they care about is properly fulfilling their role as watchdogs. However, although they do not actually need to eat to live, they have a strong desire to devour dead bodies, and they always eat all the flesh off their victims. Consequently, their dens are commonly filled with the bones of those they have killed.

Today, it is virtually impossible to find even one of these creatures on the surface of Gaïa. They usually reside in the Wake and only manifest in the world when someone approaches the place or object they are guarding. However, they may appear permanently at sites where there is great spiritual turmoil or which serve as a portal between different layers of existence.

Modus Operandi

Getting in the way of a Cerberus nearly always leads to combat, because these bellicose entities destroy anyone threatening who approaches them. In battle, despite having three minds in one body, they act with terrifying coordination; fighting against them is almost like facing an army of demons.

Synergy: A Cerberus has three heads that think and act independently to perfectly coordinate each limb's actions. To represent this, it can accomplish three things at once without penalty. For example, one head could control some of the body to move at full speed, one could attack physically, and the third could trigger Fire of Hades. If the three heads focus on attacking physically, the Cerberus is capable of performing up to two additional attacks without applying any penalty. However, since the Cerberus is limited by its body, these attacks cannot be divided normally. Each one must be based on a different method of attack: Claws, Jaws, or Tail.

Three Heads: The three heads of a Cerberus are linked to the general state of the creature, so if it suffers a lot of damage, heads become disabled. Each 100 Life Points a Cerberus loses knocks out one of its heads, causing the Cerberus to lose one of the additional actions from its Synergy ability. It is also possible to make a directed attack on any of the heads, in which case the attacker must apply a –40 penalty to his Attack Ability and roll a Critical with a result greater than 20 to remove a head.

Infernal Frenzy: When only one head remains active, a Cerberus enters a state of frenzy which increases its Attack Ability by +20.

Fire of Hades: When faced with numerous opponents, a Cerberus unleashes the Fire of Hades, launching columns of fire that leave its foes reduced to ash. When it uses this ability, the infernal guardian must focus the attention of one of its heads to create a sphere of crackling energy in its hands or mouth. It then throws the sphere at its foes, where it explodes. Fire of Hades has a maximum range of 150 feet and a radius of 80 feet. Each head must wait five turns before it can re-use Fire of Hades, but nothing prevents the creature from using three of them simultaneously in a single turn.

Infernal Nature: Cerberi are immune to any effects and damage produced by fire.

Ki Techniques: Cerberi are masters of the use of Ki and very skilled in their own combat techniques.

Gates of Hades

Level: 1 **MK:** 20

One of the heads of the Cerberus howls at the top of its lungs and tears the fibers of reality, creating an opening to Hades. Immediately, dozens of sinners' arms emerge through the gap and try to grab and Trap the creature's enemies. This Ki Technique gives the Cerberus a +50 to Attack Ability, and if the attack hits, the target suffers the effect of a Trapping maneuver with the equivalent of Strength 12 opposed to the target's Power. This attack does not deal damage. If the attack is successful, one of the heads of the Cerberus must focus on maintaining the Trap, while the other two may bite and throw the target without suffering the penalty for maintaining a Trap.

DEX 5 ***STR*** 6 ***CON*** 6

Effects: Attack Ability (Single) +50, Trapping 12 *(Spirit Trap)*

Disadvantages: Reduced Damage *(No Damage)*

Bound: While guarding a place, a Cerberus is considered a bound creature and is immune to any Summoning Ability.

Devour Techniques: Cerberi have the impressive ability to master any Ki Technique known by a sinner whose body they have eaten. In fact, the only technique they innately know is Gates of Hades; the rest are always gained from the knowledge of their victims. Cerberi can retain mastery of the techniques of three individuals at a time.

Powerless Against the Pure: Cerberi are completely incapable of harming anyone who has never committed a sin, and know innately when they are facing someone like that.

Keeper of the Gate

The myth that Cerberus is a single being is based on the existence of Keroberos, father and first of all the guardians of Hades. He is a Third Hierarchy demon who almost equals some Demon Princes in power. He serves the infernal gods of all religions, and mythologically, his function is to protect the gates of Hades.

Illustrated by Wen Yu Li

Baroque

Distortion Demon of the Fourth Hierarchy

Level: 5 **Category:** Between Worlds 25
Life Points: 235
Class: Warrior
Str: 11 **Dex:** 8 **Agi:** 8 **Con:** 12 **Pow:** 9 **Int:** 4 **Wp:** 9 **Per:** 6
PhR 70 **MR** 60 **PsR** 60 **VR** 70 **DR** 70

Initiative: 70 Natural
Attack Ability: 150 Distortion Claws (1 to 5 attacks)
Defense Ability: 150 Protecting Wings
Damage: 80 Distortion Claws (Cut)
AT: None

Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Inhumanity, Psychological Immunity
Powers: Natural Weapons: Distortion Claws, Damage Energy, Protecting Wings, Distortion Aura (*Variable Area, Special*)

Size: 23 Big **Regeneration:** 5
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Notice 20, Search 10, Feats of Strength 55, Withstand Pain 90

Even among other demons, Baroques inspire disgust and revulsion. They are completely chaotic creatures, created from the union of dozens of small fragments of different evil souls with a minor Fifth Hierarchy demon. As a result, these twisted creatures are born with the power to alter natural laws; everything around them constantly mutates. Their bodies, large masses of flesh filled with arms, legs, wings, and heads, continually change. Every moment, new limbs emerge while others disappear, creating a strange feeling of instability in those who see them. They do not have a particular native color, but rather slowly alter it across the visible spectrum.

The Baroques are, at least compared to other demons of the same status, ignorant and undisciplined. They tend to disobey orders and to act on their own initiative. Their interest in the souls of the dead is limited to a voracious appetite that drives them to consume, but they care very little for the power they gain. Killing someone just to taste the spiritual remains of his soul is more than enough. They dislike the company of other demons, except other Baroques, and only follow the instructions of Third Hierarchy demons when violently forced to. They cannot communicate in any known language, but merely produce monstrous growls and screams.

Baroques do not deal with mortals under any circumstances. They immediately attack anyone whose path they cross unless they are forced to do otherwise by a superior in the demonic hierarchy or by a summoner. Many live in diverse dark places across Gaïa, such as old temples dedicated to malignant deities or dark portals to the Wake.

Modus Operandi

Baroques launch themselves after any living being they see; they do not feel a need to find a reason to fight. Malignant and violent, these demons need no motivation to kill. Their combat tactics solely involve attacking their enemies continuously until none are left alive, completely ignoring the benefits they receive from their aura.

Its head (or heads, in cases where its form generates more than one) is a vulnerable point.

Distortion Claws: The ever-changing body of the Baroque generates a variable number of claws and other similar physical weapons every turn. To determine how many attacks it may make each turn, roll 1d5 before determining Initiative (roll 1d10 and halve the value, rounding up).

Protecting Wings: Baroques protect themselves from attacks using the wings that randomly sprout from different parts of their bodies (which, ironically, are too small to allow them to fly). For the purposes of blocking projectiles, these wings are considered equivalent to a shield.

Aura of Distortion: Wherever a Baroque goes, the laws of reality actually stop working. Its mere presence causes all kinds of unpredictable changes and alterations in the world around it. This ability is involuntary; the mere presence of the demon in a place makes things change constantly. The range of this ability is variable, depending on the amount of chaos that is in the environment. In places filled with supernatural energy, the aura can extend up to 50 or 60 feet, while in more mundane places, it might only extend from 10 to 15 feet. Each turn, roll 1d10 and determine the effect from the list below. Multiple effects can be in force at the same time. Creatures with a higher Gnosis than the Baroque are not affected by this ability.

1-2 Reverse Gravity: This effect works as the level 66 Path of Earth spell of the same name cast at its base Zeon value. The Magic Resistance check to avoid its effect is at difficulty 120. Reverse Gravity remains active for those who failed their Magic Resistance check for 1d10 turns.

3-4 Twisted Spiral: Everything around the demon starts to coil and twist, which causes serious damage to living beings and destroys most materials. Any character within the area of effect of this aura must pass a MR or PhR 120 check or suffer damage equal to twice his level of failure. This damage automatically causes a Critical to those affected, as if they had suffered an attack on a vulnerable point. Material objects that do not pass the Resistance check lose a degree of quality or, if they cannot, are automatically destroyed.

5-6 Changing Light: The ambient light is altered by the demon's power, causing intense glare in lit places and complete darkness in dark places. When the Baroque is surrounded by light, anyone close to the demon must pass a PhR 120 check or be blinded for a number of turns equal to his level of failure. When the Baroque is surrounded by darkness, it increases to the point that even creatures able to see in the dark are unable to see anything. Beings that do not use light to see are not affected by this ability. This effect remains active for 1d10 turns.

7-8 Modify Temperature: Depending on whether the demon is in a cool or hot climate, its surroundings are altered in radically different ways. Cold places become extremely hot and most things burn suddenly, while in warm places, everything suddenly freezes. In the first case, the people and objects within the aura that are capable of igniting are automatically Burning (with a value of 180 from **Table 73** in ***Anima: Beyond Fantasy***). In the latter case, all those who are affected by the aura must pass a PhR 120 check or be Partially Immobilized from ice. This effect remains active for 1d10 turns.

9 Change of Position: This effect teleports everyone within the Aura of Distortion from one place to another. When this effect is rolled, everything within the aura has to pass a MR 120 check or be transported to a random place from 100 to 1,000 feet from the creature (roll 1d10 and multiply by 100).

10 Final Alteration: The most devastating of the alterations a Baroque can cause is to create random changes in the physiology and structure of those surrounding it. People change their appearance or age, objects are transformed, etc. Anyone who does not pass a MR 120 check is affected by this power and his body changes dramatically. He can age, rejuvenate, become a completely different creature, or even die from the alterations. The change is permanent, but can be canceled using a ritual that requires the heart of the Baroque that caused it. Unfortunately, this solution only works for a single person, because the heart is destroyed in the course of the ritual.

Illustrated by Wen Yu Li

Illustrated by Wen Yu Li

Stribog

Wind Demon of the Fourth Hierarchy

Level: 4 **Category:** Between Worlds, Elemental 20
Life Points: 1,800 Damage Resistance
Class: Warrior
Str: 11 **Dex:** 12 **Agi:** 11 **Con:** 8 **Pow:** 8 **Int:** 8 **Wp:** 8 **Per:** 9
PhR 55 **MR** 55 **PsR** 55 **VR** 55 **DR** 55

Initiative: 80 Natural
Attack Ability: 150 Claws, 150 Arium Alpha/Arium Beta
Defense Ability: Damage Resistance
Damage: 80 Claws (Cut), 60 Arium Alpha/Arium Beta (Impact)
AT: Natural 6

Essential Abilities: Supernatural Physical Characteristics, Inhumanity, Unnatural Size
Powers: Natural Weapons: Claws, Arium Alpha (Elemental Attack), Arium Beta (Elemental Attack), Whirlwind (30 foot Area, Impact 12, Duration 3 Turns, *1 Turn of Preparation*), Maelstrom Wings (Mystical Flight 10, *Special*), *Vulnerable to Damage*

Size: 23 Big **Regeneration:** 2
Movement Value: 11/10 (16) **Fatigue:** 8

Secondary Abilities: Notice 40, History 55, *Occult 50, Composure 40,* Athletics 75

Stribog is an ancient category of demons of elemental winds believed to have power over whirlpools and typhoons. The natives of Itzi called them Xihuitlcoatl, which means "The Serpent Comet," and legends say that every time a tornado ravages the land, it is an announcement that a new Stribog is about to be born.

As the Itzian nickname suggests, their shape is very unusual; despite having a vaguely humanoid figure (at least as far as arms and legs are concerned), their bodies are made of serpentine forms, spheres, and spirals. Standing erect, Stribogs measure about 15 feet high, though the mass of wind that forms wings from their backs gives them the appearance of being much taller.

These entities, demons of the Fourth Hierarchy, have been present in Gaïa for more than 5,000 years and have generated many myths. There are cultures that believe Stribogs are servants of the dark gods sent to punish men who have committed sacrilege against those gods.

Stribogs' personalities are marked by their absolute lack of emotions and their unpredictability. They almost seem to be automatons performing their tasks in a cold and distant manner. Sometimes, however, they have inexplicable changes in behavior. Even in the midst of a battle, they may to decide to leave for no apparent reason, losing all interest in what had their attention moments before.

Despite being demons themselves, they maintain some ties with air elementals and render tribute to the Arias Vayu as the Queens of the Winds. Provided that it does not go against the orders of a Third Hierarchy demon, they will answer the calls of these air spirits and help them without demanding a price.

These wind demons can be hired by mortals to perform various functions such as protection, transport, or assassination. Depending on the difficulty of the job, the requested payment can vary widely, but they usually demand the soul of a family member of the one who made the deal with them. This sacrifice must be thrown off a high peak while still alive.

Modus Operandi

As unpredictable in combat as at all other times, Stribogs exploit their aerial mobility and control over the wind to attack their opponents. When they are surrounded by many opponents, they generate a maelstrom to reduce the number of their enemies and prevent others from approaching while they create gusts of wind at a distance.

They have no specific vulnerable points, but their whole body is vulnerable to massive damage.

Arium Alpha: The demon can generate a powerful wave of air that strikes all those in a 30 foot radius of it. The creature cannot designate targets within this zone, and the attack is considered a complete attack action; therefore, the creature cannot perform any other action (or divide attacks) when using this attack. Arium Alpha is an elemental air attack.

Arium Beta: Same as above, except that the demon focuses the power of the wind on a single target within 300 feet. In addition to taking damage, any creature struck by it suffers a Strength 10 impact.

Whirlwind: Channeling the flow of air from its wings, a Stribog can unleash a terrible whirlwind that engulfs everything in its path. The demon generates a vortex with a 30 foot radius centered on itself. The force produced is such that anyone within the radius suffers an automatic impact of Strength 12, which tosses him into the sky, where he remains until the whirlwind ends (at which time, he falls, potentially from a great height). The whirlwind remains active for three turns after being created, and since the demon uses its wings to produce it, the demon is unable to fly while using this ability.

Maelstrom Wings: Thanks to its wings of air, a Stribog can move mystically through the skies with the equivalent of Flight Value 10. However, if there are strong, favorable natural wind currents and the Stribog flies in a straight line for at least three consecutive turns, its speed increases up to 16 as it is carried away like a comet. Unfortunately, in this situation it is unable to maneuver.

Vulnerable to Harm: The creature's body, thin and delicate, is extremely vulnerable to massive damage. If it suffers an attack that causes the loss of half its current Life Points, a Stribog is automatically destroyed.

Manfeitor

Assassin Demon of the Fourth Hierarchy

Level: 6 **Category**: Between worlds 25
Life Points: 150
Class: Shadow
Str: 11 **Dex:** 12 **Agi:** 13 **Con:** 9 **Pow:** 10 **Int:** 9 **Wp:** 6 **Per:** 8
PhR 65 **MR** 70 **PsR** 60 **VR** 65 **DR** 65

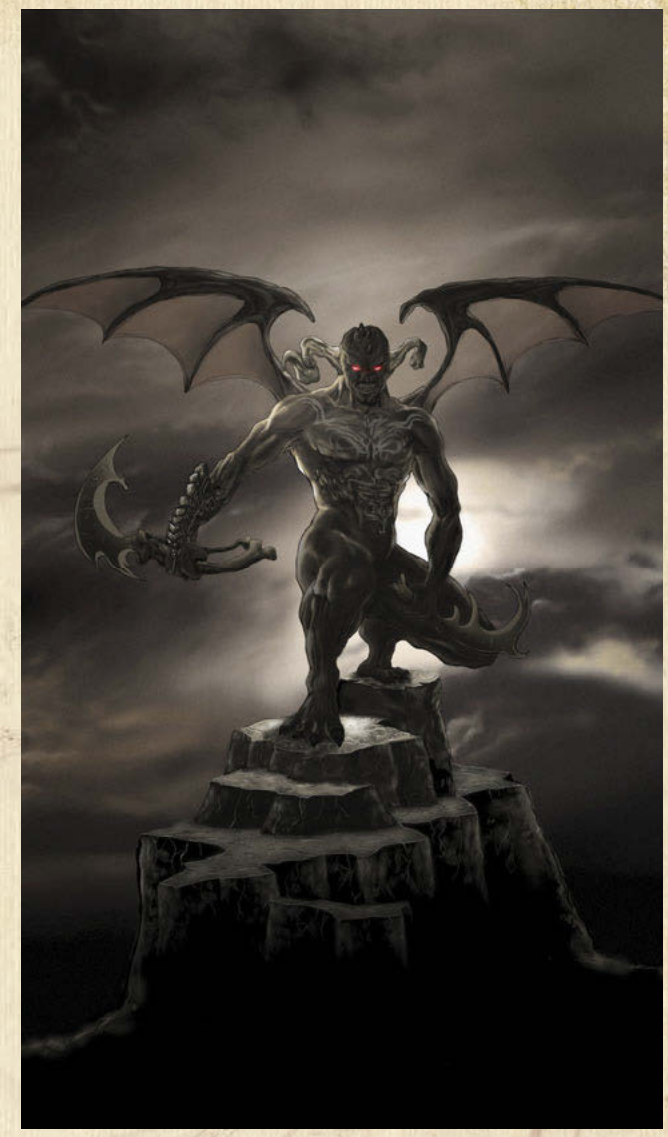
Initiative: 145 Natural, 130 Bone Sword
Attack Ability: 180 Bone Sword + 170 Bone Sword
Defense Ability: 190 Dodge
Damage: 70 Bone Sword (Thrust)
AT: Phase Armor Cut 8 Impact 8 Thrust 8 Heat 8 Electricity 8 Cold 8 Energy 0

Natural Abilities: Throwing Module
Essential Abilities: Superhuman Physical Characteristics, Inhumanity, *Vulnerable to Attack Type: Holy Weapons*
Powers: Bone Weapons, Phase Movement, Phase Armor (Physical Armor 8, *Conditional*), Glide, *Extreme Vulnerability (Holy Places, MR 140, Damage Equal to the Level of Failure*), *Holy Cancellation*

Size: 20 Medium **Regeneration:** 2
Movement Value: 13 **Fatigue:** 9

Secondary Abilities: Athletics 35, *Intimidate 50*, Hide 140, Stealth 180, Notice 100, Search 90, *Track 120*, *Composure 50*

Manfeitors act as infernal murderers among the demons of the Fourth Hierarchy. These creatures possess an innate talent for killing and then disappearing without a trace. They shift freely between realities, and it costs them very little energy to step between the real world and the Wake, which suits their assigned task perfectly. No one knows exactly which combination of feelings gives rise to these demons, but they are believed to arise from the souls of murderers who died without paying for their crimes.



Illustrated by Sergio Melero

They look similar to extremely muscular men with dark skin and a torso covered in white tattoos. However, their faces, hands, and legs are completely demonic, and they have a skinny pair of wings on their backs and twisted horns crowning their foreheads.

Each Manfeitor has a personality marked by seriousness and a total lack of any sense of humor (which is unusual among demons). Even if it has not made a pact, it takes its word very seriously and will not break any commitment, even at the cost of its life.

There are not many Manfeitors, but almost all the demon lords have at least one in their service, since their skills are appreciated in the demonic Circles of power. In fact, it is normal for a high-ranking demon to send a Manfeitor to destroy an annoying summoner or someone who has otherwise caused offense.

These beings will work as assassins for mortals in exchange for a sinister pact. If the demon completes its task, it may try three times to kill the summoner, first after one year has elapsed, then five, and finally a decade later. If the summoner survives, the demon will not bother him further, but if he dies at the demon's hands, his soul belongs to the Manfeitor.

Modus Operandi

Born killers, Manfeitors inevitably end up near their designated targets and relentlessly pursue their targets wherever they go. Wherever possible, they avoid taking more lives than necessary to fulfill their mission (not out of pity, but because they detest killing for free). Their most common tactic is to use their Phase Movement to suddenly attack from behind and surprise their victims and then teleport away moments later. Thus, in the unlikely event that the target survives, he will have no one to attack. When they are discovered, they engage in direct combat with their twin bone swords or teleport from one place to another, throwing their weapons from a distance. Despite their demonic nature, the heart and head remain vulnerable points.

Phase Movement: A Manfeitor can move through supernatural folds in space, jumping from place to place. These jumps allow it to teleport a maximum of twice per turn up to a distance of 150 feet. So one could, for example, teleport to attack an enemy, strike, and immediately jump to a place away from danger. Phase Movement is considered an Active Action, so there is a penalty of –25 to any other Active Action that turn (regardless of whether the demon makes one or two teleports). If it wants to use Phase Movement to escape a melee combat, it does not suffer the Flank penalty for moving, although its opponents remain entitled to an attack if they still have actions left.

Phase Armor: Because its body continuously fluctuates in and out of reality, damaging a Manfeitor with a physical weapon is extremely difficult. It has AT 8 against any attack that cannot damage energy, but loses this protection if it is paralyzed or imprisoned for any reason.

Glide: Although its wings do not enable it to fly properly, the demon can glide if dropped from an elevated position. In combination with its Phase Movement, it is able to teleport to great heights and use the fall to move aerially at the same speed as it would on the ground.

Bone Weapons: A Manfeitor can form small short swords from its bones. It needs between one and three turns to form a full sword, as it flows almost instantly from one of its forearms. These are equivalent to supernatural weapons of Quality +5 and are throwable (Rate of Fire 80), but after being created, they lose their special qualities rapidly and end up breaking after a few minutes. Therefore, Manfeitors continually create such weapons and can throw them as projectiles or use them to kill their victims in melee.

Holy Cancellation: In addition to the normal damage received by a demon of the Fouth Hierarchy upon entering a holy place, Manfeitors also lose their Phase Movement and Phase Armor when within such a place.

Infernal Duke

Demon of the Third Hierarchy

Level: 11 **Category:** Between Worlds 30
Life Points: 240
Class: Warlock
Str: 11 **Dex:** 12 **Agi:** 12 **Con:** 11 **Pow:** 13 **Int:** 13 **Wp:** 8 **Per:** 9
PhR 100 **MR** 105 **PsR** 90 **VR** 100 **DR** 100

Initiative: 135 Natural
Attack Ability: 270 Natural Weapons
Defense Ability: 260 Dodge
Damage: 80 Natural Weapons
AT: Demon Armor Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 2

MA: 75
Zeon: 1,370
Magic Projection: 220 Offensive
Level of Magic: Variable (total Level 150)

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Physical Exemption, Inhumanity, Gestureless Casting, Unspoken Casting
Powers: Natural Weapons: Varies (Increased Damage +20), Damage Energy, Infernal Immunity (Presence Less than 120), See Sin, Human Appearance (Basic Metamorphosis, *Conditional*), Personal Hell, Invocation Immunity, Unholy Sacrifice, Demonic Specialty, See the Supernatural

Size: 22 Medium **Regeneration:** 4
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: *Style 80*, Intimidation 55, *Leadership 150*, Notice 50, Search 50, *Occult 200, History 200, Magic Appraisal 150*

Infernal Duke is the title normally given to the powerful Third Hierarchy demons who rule over other infernal beings. They are extremely powerful and ancient entities that have interacted with man for millennia, the highest nobility among the demons. Although they all occupy the same level of the hierarchy, each Duke has its own interests, its own personality, and its own particular way of doing things. In fact, all they have in common is the overflowing evil in their souls and the enormous personal power they wield. Of course, they also tend to be extremely intelligent and have the ability to communicate fluently in virtually all known languages.

The physical appearance of the Infernal Dukes is also very varied, although most have humanoid forms with some demonic characteristics such as wings, horns, or other monstrosities.

Usually, each controls a particular territory on Gaïa from its private hell, a place that it uses as its base of operations and headquarters to organize the actions of its subordinates. It is extremely rare for any of them to venture out beyond their kingdoms, as they have countless demonic servants to bring them anything they wish. That does not mean they are unable to walk in the real world, but only that their millennia of existence has taught them to be cautious about entering a plane of existence where their power is weaker.

It is unknown exactly how many Infernal Dukes there are, but at least 18 are known.

Illustrated by Wen Yu Li

Modus Operandi

Each Duke acts with its own particular personal style, so it is impossible to define a general modus operandi for them. Also, the statistics in this section refer only to the average or typical powers and abilities of these creatures. It is quite possible for there to be Third Hierarchy demons with little similarity to the creatures described here as Infernal Dukes.

Infernal Immunity: Only extremely powerful creatures or weapons are capable of harming an Infernal Duke. Consequently, only attacks from creatures with a Presence of 120 or higher or spells dealing energy damage can affect it.

See Sin: The demons of the Third Hierarchy can see the intrinsic evil in a person's soul simply by looking into his eyes or smelling his aura. In either case, the person concerned must pass a MR or PsR 140 check or the Duke will learn all the things he has done that trigger feelings of guilt or are truly evil in nature.

Human Appearance: Some Dukes can adopt human form at will, but typically they must choose one mortal form to transform into and cannot change it.

Personal Hell: Through its demonic power, a Duke can convert a site imbued with negative feelings into its particular hell. This conversion means that the location is transported to an intermediate point between the Wake and the real world and the demon is practically a god there. Inside, the Duke can control everything as if he had Gnosis 40 (with all the additional powers this implies) and can innately invoke the Fifth Hierarchy demons that are in its service. This hell is always artificially formed and reflects an aspect related to the nature and character of the Duke, which may range from a place of blood and gore to a refined palace of the most exquisite beauty. This site can never extend more than a one mile radius in the real world, but inside, space can be deformed in an unnatural way. To get in and out of these places, a person must either be invited by the Duke or gain access (there should be at least one way in from the real world in the immediate vicinity) by completing certain requirements. These hells are tied to an object or person (which is usually called the Great Condemned) somewhere inside. If someone kills or destroys this object or person, the hell will collapse on itself in a few minutes, burying all who remain inside. An Infernal Duke can only have one particular hell at a time, and if the hell is destroyed, the Duke's Gnosis is temporarily halved and the Duke must wait several centuries to regain its strength.

Invocation Immunity: While in its hell, a Duke cannot be affected by Summoning Abilities, unless it permits it. Creatures with Gnosis 40 or higher can ignore this rule.

Unholy Sacrifice: The Duke may absorb souls to increase its capabilities. When it kills a person, it devours his essence to strengthen its powers temporarily, gaining a bonus to all actions and its final Magic Accumulation equal to the victim's Power Characteristic for five turns.

Demonic Speciality: The Infernal Dukes may possess many different powers. The following are three possibilities, and each demon may pick one:

- **Monstrosity:** The Duke is a true monstrosity, endowed with terrifying attributes. Consequently, it has the equivalent of 200 DP to acquire monster powers.
- **Infernal Skill at Arms:** The Dukes more used to personal combat possess a weapon that is formed from their own essence. These weapons can be anything imaginable, from demonic swords that spring from inside their bodies to wings of blades and darkness. Despite being physical weapons, these are considered to be +15 Quality, with everything this entails (+30 Base Damage, +15 Attack Ability and Block Ability, and –3 to the defender's AT), and use the Energy Attack Type.
- **Master of Infernal Power:** The Infernal Dukes who specialize in magic gain a +40 bonus to Magic Projection and have Magic Projection as a Defense. Also, they have 50 additional Magic Levels to acquire individual spells and Paths of Magic.

Illustrated by Wen Yu Li

Djinn

Few of the creatures that exist on Gaïa are as strange as the Djinns or genies. Their origin and exact nature are unknown. According to the myths of the Enneath religion, they are ancient demons born of smoke and formed by the star who sacrificed herself to give birth to the world, while occultists consider them to be incarnations of lost civilizations tied to the customs of their peoples. Be that as it may, these are creatures of great spiritual power with the capacity, to a greater or lesser extent, to alter the course of history.

The followers of Jihamath believe that the Djinn offer easy roads to men. Although they are bound to follow rules that limit their choices, they still try to separate mortals from the right path and divert them from their efforts to reach enlightenment.

The Djinn are structured in a rigid hierarchy that is divided into three groups according to their power: the four Al-Aroth Yaqaayes, the Al-Djinn, and the Yinnun.

Al-Djinn

Manipulators of Destiny

Level: 9 **Category:** Spirit 35
Life Points: 245
Class: Wizard
Str: 8 **Dex:** 10 **Agi:** 8 **Con:** – **Pow:** 15 **Int:** 14
Wp: 11 **Per:** 10
PhR 100 **MR** 100 **PsR** 90 **VR** 100 **DR** 100
Initiative: 110 Natural

Attack Ability: 20 Unarmed Combat
Defense Ability: 10 Dodge
Damage: 20 Unarmed Combat (Impact)
AT: None

MA: 120 (140 with Surath)
Zeon: 2,000
Magic Projection: 210 (230 with Surath)
Level of Magic: 90 Creation, 80 Illusion

Essential Abilities: Gift, Supernatural Spiritual Characteristics, Inhumanity, Gestureless Casting, Unspoken Casting
Powers: Superior Alter Destiny, Thousand Veils (Incarnation, Advanced Metamorphosis), Mystical Flight 8, Absolute Change, Discerning Eyes, Immortal Spirit, *Containers, Surath, Seven Rules*

Size: 16 Medium **Regeneration:** 7
Movement Value: 8/8 **Fatigue:** Tireless

Secondary Abilities: *Persuasion 240, Notice 140, Search 140, History 200, Memorize 200, Occult 200, Appraisal 200,* Magic Appraisal 195, Sleight of Hand 50.

The Al-Djinn, or Grand Masters, are the highest-ranking Djinn, surpassed only by the Al-Aroth Yaqaayes, the four major Lords of the Elements. According to the legends, as creatures endowed with god-like powers, these immortal spirits dared to alter the course of destiny and were punished by the Kalih. Because of this boldness, they were eventually bound in containers and subjected to seven absolute rules that they could never disobey.

To ordinary people, these creatures of absolute power are no more than a myth of ancient eras, but many travelers crossing the burning dunes of Kushistan and Stygia say that they are real and it is still possible to meet them on some moonless nights.

In fact, the Al-Djinn normally dwell in old desert ruins inside ancient artifacts with sufficient Presence to contain their power. When they present themselves to the world, what is seen is a mere fraction of their real form, as their true self is trapped inside the container. They do not have a particular native shape, but are usually vaguely humanoid in form, with enigmatic eyes and a strange mixture of smoke and spiritual material. Because they can take on whatever appearance they wish, when they appear before men they often take more mundane forms.

As a result of their immortality and boundless intelligence, the Al-Djinn are mages of unparalleled power who have mastered the Paths of Creation and Illusion in a vain attempt to equal the gods and continue challenging the Kalih. Not all are truly evil, but certainly the vast majority are completely amoral and will stop at nothing to achieve their goals. As whimsical as they are proud, those who are still locked away want more than anything in the world to be freed from captivity by finding their Surath, or key, a device that would allow them to break part of the curse that the Kalih imposed on them. The rare times they get to travel across Gaïa, they seek to cause chaos and disrupt the course of history – anything that could represent an act of rebellion against their hated captors.

They still maintain part of the divine powers that allowed them to alter destiny, but now these are much more limited and can only be used to carry out the requests of those mortals who hold the containers with their essence. That is the origin of the myth that genies are able to grant wishes to men...though not always in the way the men intended.

Modus Operandi

Despite their incredible mystical powers and absolute mastery of magic, so many limitations have been imposed on the Al-Djinn that they tend to avoid direct combat if they can. Instead, they prefer manipulation and deception to achieve their goals, and especially enjoy persuading companions to confront each other through illusions and lies. To ancient entities like them, direct conflict is tedious and unnecessary.

On occasion, many Al-Djinn use their expertise in magic to create servants that can fight for them or be their liaisons with the world. These are usually golems, who work for their dark masters in exchange for a promise that if they serve well they will be given a soul.

If an Al-Djinn is eventually forced to fight, it will seize upon the power of its servants and use them as its weapons, while it supports them from a distance with spells and illusions. Only those who have recovered their Surath can directly involve themselves in combat, changing continuously at all times to tap the power of the hundreds of forms they can take.

Superior Alter Destiny: Like Yinnun, Al-Djinn can alter a person's fate, although unlike with the lesser genies, they can direct such changes to cause the events that interest them most. When they use this ability, the Al-Djinn's power is almost unlimited and it works like the Free Access spell Predestination with a difficulty of MR 160. However, the rules imposed on the Al-Djinn greatly limit the scope of this power. For starters, the genie is completely incapable of activating the power itself; a person holding the container with the Al-Djinn's essence must clearly express the desire for the event to happen. Nor can the Al-Djinn affect the fate of the individual who possesses its Surath or beings

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An Al-Djinn and Various Yinnun

Illustrated by Wen Yu Li

with a Gnosis greater than 30 or with Natura +20 (See ***Gaïa: Beyond the Dreams***). Moreover, the wishes exact a considerable price from those who make them. Each time the Al-Djinn activates this power to satisfy someone's request, the possessor of the container immediately loses 10 points of Presence (although this does not change his level). When his Presence reaches 0, he loses his physical form and becomes a lesser spirit enslaved by the genie.

Thousand Veils: The Al-Djinn, manipulators by nature, rarely show their true form to mortals. Despite being a spirit, a genie can become corporeal as an Active Action and imitate any creature it wants, however mundane or bizarre it is, from a simple and harmless trader to a mighty dragon. Even if it becomes physical, it retains its immunity to weapons that cannot damage spirits; they sink into its body as if into a tarry substance. This ability only has two limits: the ability cannot alter the Al-Djinn's size to more than ten times greater or lesser than its original volume and the Al-Djinn does not acquire the abilities and powers of the creature it imitates.

Mystical Flight: An Al-Djinn ignores gravity at will and may move at the same speed on the ground or through the air.

Discerning Eyes: The Al-Djinn are not only able to see all kinds of supernatural powers and spiritual beings clearly, but they can also naturally determine the Gnosis and Natura of any mortal who meets their gaze.

Immortal Spirit: As quasi-divine entities condemned for eternity, the Al-Djinn are virtually immortal. When an Al-Djinn's Life Points are reduced to 0 or less, instead of being destroyed, it loses its form and is again imprisoned within its container until a mortal releases it. To deal definitively with an Al-Djinn, a character must use a weapon inscribed with the Al-Djinn's name or break the container before seven hours have elapsed since the Al-Djinn's physical form was destroyed. Beings with Gnosis greater than 30 or Natura +20 can ignore the Al-Djinn's immunity to destruction.

Absolute Change: With its Surath in its power, an Al-Djinn's metamorphosis abilities increase to their peak. Therefore, by employing Thousand Veils, he can mimic all the powers and abilities of the form he is copying. For the purposes of play, the Al-Djinn can become any creature or being and adopts all its game statistics, as long as it has 30 or less Gnosis or less than Natura +20. In all its forms, the genie retains its Life Points, unless it becomes a creature with Damage Resistance, in which case it acquires the creature's Life Points but maintains its original percentage of damage suffered. While using this power, the Al-Djinn loses its ability to use spells.

Containers: Due to the curse of the Kalih, each Al-Djinn is attached to an object or place powerful enough to contain its Presence. Therefore, it cannot manifest in the material world unless a mortal comes into contact with its container. In the case of an object, its owner must have the container close to his body for this to happen, whereas if the genie is bound to a place, a mortal must remain in its interior at least 10 minutes before the Al-Djinn's essence is released. Once it materializes, the genie is bound never to go more than one mile from its container, and as long as the holder or holders are in contact with the object or place, the Al-Djinn will be visible to him or them (although nothing prevents the Al-Djinn from taking different forms).

Surath: A Surath is an artifact of power that is tied to the essence of a particular Al-Djinn and contains a part of its soul. Each may be a very different object, but they are usually some sort of valuable jewelry, like a ring or necklace. Whenever possible, a genie will try to regain its Surath; if it does so, it is released from its container and acquires the ability to move freely about the world. Unfortunately, the object could be anywhere, and the Al-Djinn has only a vague idea where it is located. In addition to granting the genie freedom, the Surath increases its magical abilities and grants the Absolute Change ability to it.

Seven Rules: All Al-Djinn are bound by the seven absolute rules the Kalih placed upon them, limiting their actions and causing terrible consequences for any Al-Djinn breaking them. Any Al-Djinn that intentionally breaks them will be destroyed within seconds. Any Al-Djinn that accidentally breaks them suffers great pain and is returned to its container. An Al-Djinn cannot be forced to break one of the seven rules, even by direct request of the possessor of its container. The seven rules are:

1st: Cannot initiate offensive action or directly damage a mortal unless the mortal has previously attacked or offended the genie.

2nd: Cannot alter a mortal's destiny unless the one who possesses its container requests it.

3rd: Cannot reveal its real name to a mortal, unless it is the desire of the possessor of its container.

4th: If the name of Jihamath is pronounced in a genie's presence, it must bow its head in submission.

5th: Cannot alter the fate of an individual in order to directly cause that person's death, unless that individual has lost the will to live.

6th: An Al-Djinn is bound to meet at least one direct request made by the possessor of its container. However, the Al-Djinn is free to interpret the request as it wishes.

7th: Cannot take possession of its Surath for itself: it must be delivered by a mortal without the mortal knowing the true purpose of the object.

One Way to Change Destiny

One character has been affected by the Alter Destiny power of an Al-Djinn and is doomed unless he fetches the creature's Surath. Only by possessing the object will he be able to escape the ominous fate that has befallen him. Of course, finding it is not going to be easy, and the time of his foretold doom is rapidly approaching.

Yinnun

Minor Genies

Level: 3 **Category:** Spirit 25
Life Points: 190
Class: Illusionist
Str: – **Dex:** 10 **Agi:** 5 **Con:** – **Pow:** 13 **Int:** 12 **Wp:** 10 **Per:** 8
PhR 65 **MR** 65 **PsR** 50 **VR** 65 **DR** 65

Initiative: 80 Natural
Attack Ability: 15 Ash Strike
Defense Ability: 10 Dodge
Damage: 5 Ash Strike (Cut)
AT: None

MA: 60
Zeon: 650
Magic Projection: 100
Level of Magic: 50 Creation, 50 Fire

Essential Abilities: Gift, Superhuman Spiritual Characteristics, Physical Exemption, Gestureless Casting, Unspoken Casting
Powers: Spiritual Invisibility, Dark Whispers, Alter Destiny, Veil (Manifestation, Metamorphosis, *Conditional*), Force Disaster

Size: 9 Medium **Regeneration:** 6
Movement Value: 5 **Fatigue:** Tireless

Secondary Abilities: Persuasion 145, *Hide 120, Stealth 100, Notice 80,* Search 25, Occult 30, Magic Appraisal 45, Sleight of Hand 40

Yinnun is the term that the Enneath religion uses to define a category that encompasses the less powerful Djinn. They are immortal wandering spirits who, as a pastime, enjoy meddling in the fates of men.

They do not have any physical form; each is actually a collection of ashes constantly swirling about and forming faces. Normal people can almost never see them if the Yinnun do not wish it, and even those with the power to see spirits perceive them as looming, ever-changing chaotic swirls.

They are old and crafty, and their enormous intelligence makes them extremely dangerous creatures for mortals, who they consider little more than toys to kill their boredom.

The Yinnun are solitary by nature and wander deserts and wastelands without a fixed destination in mind. They love to come across others of their species to share stories or to make bets that, unfortunately for mortals, often have as their object the fate of some unlucky traveler. Sometimes several of them join the service of some Al-Djinn who has been released from its container, becoming its faithful servants and guardians.

Modus Operandi

Despite being dark and mischievous creatures, the Yinnun do not like direct violence, and they shun fighting if at all possible (especially if they do not have help). When fighting at the orders of an Al-Djinn or for its own amusement, a Yinnun always uses its considerable magical abilities, in addition to its Spiritual Invisibility, to gain an advantage over its adversaries. Given their facility with fire magic, they are very likely to use offensive spells that produce large explosions; seeing things on fire fills them with an unusual excitement.

Veil: The Yinnun are capable of taking human appearance to blend in among people and to better wreak havoc wherever they go. They cannot fully manifest as other greater Djinn can, so although they become visible and acquire mortal appearance, they are still intangible and incapable of physically interacting with the world. Only through the use of spells and other supernatural powers can they overcome this deficiency and trick people into believing that they are truly mortal.

Dark Whispers: The Yinnun are able to send their voices great distances, whispering words and short phrases that are carried by the wind. These messages can be directed to a given location and heard by whoever is on the way or at the chosen location. This ability has created many legends in the deserts, as the sands are the genies' favorite places to create messages that confuse travelers and lead them into disaster.

Alter Destiny: Undoubtedly the most bizarre and fascinating ability of the Yinnun is their unique gift to manipulate events to come. This power acts in a chaotic and uncontrolled way, for the genie cannot choose the consequences of its power, but rather can only increase a person or group's chances of encountering unusual and impossible situations, as if they had a very high Gnosis. Normally these events are negative or dangerous, serving as a source of misery for the folk targeted by this power. To use this ability, the Yinnun must know the name of the person to be targeted by the ability, and when the ability is used, the Yinnun slightly interweaves its own fate with that of its victim.

Force Disaster: If a Yinnun directly opposes an enemy, it can bring its powers of fate manipulation to bear against that enemy in the form of a huge amount of bad luck. The target of this power has his Fumble chance increased by 6 points when involved in any opposed action against the genie, as long as the genie is aware of the enemy. For example, a character affected by this power will fumble on a roll of 9 or less in any field in which he has not attained Mastery. This power takes effect automatically without any effort on the part of the genie and does not allow Resistance checks to avoid it; the genie merely needs to be aware of its opponent and desire the power to take effect. The power cannot affect beings with Gnosis 25 or greater or with Natura +20 (See ***Gaïa: Beyond the Dreams***), and it can only affect one target at a time.

An Ill-met Bet

By chance, three Yinnun met in the middle of a desert path and began discussing which of them had caused the most harm to humans. Because they were unable to determine a winner, they decided each would choose a single person from the next group of travelers that crossed their path and would curse and trick that person until he became unhappy enough to kill himself. The rules of the bet are simple: each Yinnun in turn will perform one act that affects its chosen victim, and all three will continue doing so until one of the chosen victims commits suicide or declares publicly that he wants to die. Naturally, the characters will be among those chosen.

Ice Maiden

Greater Ice Elemental

Level: 8 **Category:** Between Worlds, Elemental 25
Life Points: 175
Class: Acrobatic Warrior
Str: 8 **Dex:** 12 **Agi:** 13 **Con:** 8 **Pow:** 10 **Int:** 8 **Wp:** 8 **Per:** 9
PhR 75 **MR** 80 **PsR** 80 **VR** 80 **DR** 80

Initiative: 165 Natural
Attack Ability: 180 Diamond Strike
Defense Ability: 180 Dodge
Damage: 50 Diamond Strike (Cold/Impact/Cut)
AT: None

Ki: Str 8 Dex 14 Agi 16 Con 8 Pow 10 Wp 8 **Total:** 64
Ki Accumulation: Str 1 Dex 2 Agi 2 Con 1 Pow 3 Wp 1
Ki Abilities: Use of Ki, Ki Control
Ki Techniques: Hyoushin, Ice Eruption; Sensuishokakera, Thousand Fragments of Crystal; Shinkyou, Celestial Mirror

Essential Abilities: Unnatural Size, Superhuman Physical Characteristics, Inhumanity, Physical Exemption, *Soul of Ice (Physical Need, Cold)*
Powers: Natural Weapons: Diamond Strike (Elemental Attack), Ice Storm, Eternal Cold (PhR 140, All Action Penalty, Double Damage, *Vital Sacrifice*), Ice Kiss (PhR 140, Complete Drain, *Conditional*), Translucent Body

Size: 12 Medium **Regeneration:** 2
Movement Value: 13 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 145, Jump 105, Persuasion 50, Stealth 35, Notice 45, Search 25, Composure 35

Most folklores tell of strange women, as mysterious as they are beautiful, who have power over cold and are made completely of snow. These women, sometimes benign, other times heartless monsters, have been found in the myths of many peoples under different names. Although rumors of their existence are considered to be simply old wives' tales by many, the fact is that the Ice Maidens are a powerful type of greater elemental who live in icy places.

The true nature of these beings is very complex. They are living representations of the hearts of cold places, who for reasons unknown move away from their homes and take female form. In this way, they become the daughters of frozen landscapes, while a new heart is formed in the vacuum left behind. There are occultists who consider this to be a natural mechanism that allows places detached from human emotions to create an independent body to interact with mortals, but the truth of this is unknown.

Completely unpredictable, each Ice Maiden has her own identity and personality (probably a distorted reflection of the place that gave her birth). They generally live alone in permafrost zones with only the occasional company of minor elementals.

That being said, Ice Maidens have a special predilection for humans as partners, friends, or even lovers. If a human captures a Maiden's attention for some reason, she is likely to follow or help that person for the mere pleasure of being with him. More than once an Ice Maiden has served as a subordinate to a powerful individual with whom she was infatuated, whether for good or for ill.

Modus Operandi

Although cold in nature (ironically, in more ways than one), it is amazing how violent Ice Maidens can become when they have a real reason to fight. If someone corners or offends an Ice Maiden until she loses patience, she will fight with a ferocity matched only by the harmonious beauty of her movements.

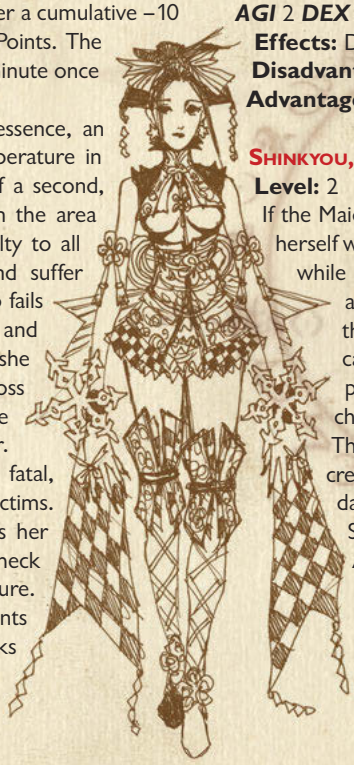
Ice Maidens are great martial artists and are masters of a style that allows them to harness the elemental power of their limbs in combination with their expertise in the use of Ki. They always know one or two special techniques that they use to supplement their lack of pure physical strength. They also have the tactical savvy to create or seek out environments where they can best use their control over ice; creating an ice storm around themselves at the start of a combat is a typical tactic of theirs.

Diamond Strike: Ice Maidens use their limbs, in combination with their particular martial arts style, as devastating weapons. Their natural attacks use the Cold, Impact, or Cut Attack Types, as the Maiden wishes, without penalty. Regardless of the Attack Type used, these attacks are all elemental cold attacks.

Ice Storm: At will, an Ice Maiden is capable of unleashing a terrible storm of snow and ice that freezes everything around her in a few moments. Her body is at the center of the storm, and the wind and snow cover a 150 foot radius. The blizzard is so thick that all Perception checks are reduced by one level of success, and because of the cold, anyone who remains within the area for more than five turns begins to suffer the effects of low temperatures. Everyone must pass a PhR 120 check at the beginning of the sixth turn and then each third turn after that or suffer a cumulative –10 penalty to all actions and the loss of 10 Life Points. The penalties disappear at a rate of 10 points per minute once the temperature returns to normal.

Eternal Cold: By sacrificing half of her essence, an Ice Maiden can dramatically reduce the temperature in a 30 foot radius around her for a fraction of a second, freezing everything. All physical bodies within the area must pass a PhR 140 check or suffer a penalty to all actions equivalent to the level of failure and suffer damage equal to twice that level. Anyone who fails the check by more than 60 points crystallizes and dies. When the Maiden activates this power, she loses of half her total Life Points (85 LP). This loss can completely destroy her if she does not have more than 85 LP when she activates this power.

Ice Kiss: The Kiss of an Ice Maiden can be fatal, as she absorbs body heat and freezes her victims. If she makes a successful attack, she can kiss her opponent, forcing him to pass a PhR 140 check or suffer damage equivalent to the level of failure. This damage increases the Ice Maiden's Life Points as if it were drain damage. This ability only works on living beings with the ability to breathe.



Translucent Body: In the middle of frosty areas or snow storms, it is very hard to see the semi-translucent form of an Ice Maiden. Therefore, if she does not want want to be seen, anyone trying to detect her must pass a Very Difficult (140) Notice check or a Moderate (80) Search check.

Soul of Ice: Since her very existence depends on cold, an Ice Maiden cannot live in warm climates. If she is continually exposed to a temperature above 70 º F, she suffers a cumulative penalty of –10 to all actions per week (or even more often if the temperature is extremely hot). Unfortunately, causing an Ice Storm or Eternal Cold does not eliminate the need for a cold environment for the Maiden, because the cold fueling those powers is actually drawn from her. While Ice Kiss can satisfy a Maiden's need for cold slightly, if she is not in cold weather at least once a month, she risks death.

Ki Techniques: Ice Maidens are experts in the use of Ki and masters of their own combat Ki Techniques. Below is a list of the most common ones.

Hyoushin, Ice Eruption

Level: 1 **MK:** 40

The Ice Maiden focuses the cold of her body into one of her extremities (usually her right fist) and punches the ground, creating an eruption of ice crystals that moves in a line towards her target. This technique is a ranged attack with a range of 150 feet, affecting all who are touched by the attack path. The damage from the eruption of ice is linked to the elemental's essence, so it is determined by adding her Power to twice her Presence (i.e., a Base Damage of 140). Ice Eruption attacks using the Thrust Attack Type.

AGI 5 ***DEX*** 5 ***POW*** 5

Effects: Long-distance Attack (Single) 150 feet *(Trail of Destruction)*

Disadvantages: Elemental Binding *(Water)*

Advantages: Ki Reduction 1

Sensuishokakera, Thousand Fragments of Crystal

Level: 1 **MK:** 30

Using the cold in her surroundings, the Ice Maiden enables her body to move like a thousand flowing crystals, easily dodging any attack directed against her. This technique gives the Maiden a +50 bonus to her Dodge Ability against a chosen attack.

AGI 2 ***DEX*** 2 ***POW*** 2

Effects: Dodge Ability (Single) +50

Disadvantages: Elemental Binding *(Water)*

Advantages: Ki Reduction 3

Shinkyou, Celestial Mirror

Level: 2 **MK:** 50

If the Maiden is in an area of intense cold, she can surround herself with six identical images of herself made of ice. Then, while she maintains the Ki Technique, these images can act as independent beings alongside her. Of course, they are not real, so they cannot touch things or cause harm, but realizing their nature requires passing an Almost Impossible (240) Ki Detection check or having the ability to see through illusions. The images have the same combat abilities as their creator, but any one of them receiving the slightest damage is automatically destroyed. To maintain Shinkyou, the Maiden must pay 7 Ki points per turn.

AGI *7 (Maint. 3)* ***DEX*** *7 (Maint. 2)* ***POW*** *7(Maint. 2)*

Effects: Mirage *(6 Images, Non-detection: Almost Impossible (240), Maintained)*

Advantages: Ki Reduction 3

Disadvantages: Elemental Binding *(Water)*, Elemental Requirements *(Greater Intensity)*

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C'iel Dragon

The Seed of Light

Level: 13 **Category:** Between Worlds, Elemental 35
Life Points: 8,355 Damage Resistance
Class: Warlock
Str: 17 **Dex:** 13 **Agi:** 6 **Con:** 17 **Pow:** 15 **Int:** 12 **Wp:** 13 **Per:** 13
PhR 145 **MR** 160 **PsR** 120 **VR** 145 **DR** 145

Initiative: 95 Natural
Attack Ability: 260 Claws + 240 Bite, 210 Tail, 260 Breath
Defense Ability: Damage Resistance
Damage: 170 Claws (Cut), 210 Bite (Thrust), 150 Tail (Impact), 150 Breath (Thrust)
AT: Natural + Crystal Scales Cut 12 Impact 12 Thrust 12 Heat 12 Electricity 12 Cold 12 Energy 10

MA: 110 Light, 90 Other
Zeon: 960
Magic Projection: 230 Offensive
Level of Magic: 90 Light

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Gift, Zen, Natural Immunity to an Element (Complete, Light), Gestureless Casting, Unspoken Casting, *Vulnerability to Darkness*
Powers: Natural Weapons: Claws, Bite (Additional Attack –20, Armor Modifier –4, Increased Damage +40), and Tail, Luminous Nature (Elemental Attack), Breath of Feathers (Range 1 mile, Area 150 foot Radius, Armor Modifier –5, Without Limits, MR 140, Calm, *2 Turns of Preparation, Limited*), Damage Energy, Physical Armor 4, Natural Flight 12, Wing Beat, Physical Resistance +20, Magic Resistance +40, Damage Barrier 160, Teardrop of the C'iel (See the Supernatural, Extrasensorial Vision), Heart of Light

Size: 34 Colossal **Regeneration:** 10
Movement Value: 9/12 **Fatigue:** 17

Secondary Abilities: Notice 240, Search 100, *History 100, Memorize 140, Occult 150,* Magic Appraisal 175, Feats of Strength 100, *Withstand Pain 120,* Persuasion 80, Art 80, Music 80, *Style 100*

The elegance of an archangel and the destructive power of the largest demons are combined in the almost divine C'iel Dragons. Called Angelus by the Sylvain people, these ancient entities are the seven sons and daughters of the Beryls, born from a tiny fragment of their essences mixed with the most powerful species in all creation.

They appeared at the dawn of Gaïa, when the world was young and forces incomprehensible even to the gods had just made their mark on reality. They were born because the Beryls wanted to establish a stronger link with Gaïa, in order to have something of theirs in existence. They settled on the dragons, because they were creatures both timeless and deadly.

In contrast to the Dark Wyrms, the Angelus did not originate with the voluntary union of a dragon and a Shajad through the sacrifice of a part of the dragon's life. In the case of the Beryls, who wanted to engage more closely with their creations, each of the Daughters of Light introduced some of her blood into seven dragon eggs destined to die, giving them new lives and completely altering their existence. The result was the birth of seven angelic dragons imbued with the pure power of light.

Although they mostly appear to be dragons, the Angelus are completely covered with white feathers instead of scales and their wings are similar to those of an angel. Moreover, their shapes are sinuous and almost feminine (although only five of them are actually females), so watching them move is like seeing living poetry.

The Seven are virtually eternal, for even if their physical forms are temporarily destroyed, they will always be reborn. Although they are generally thought of as saviors throughout history, the truth is that not all the Angelus are benign or even care about the world; each one has its own beliefs (usually based on the Beryl who gave it life) and acts accordingly.

They were caught in the holocaust unleashed by Rah and fell temporarily dormant, but most awakened recently. However, they were left weakened, and deciding that it would be best for them not to show themselves openly in the world for the moment, they have mostly remained stationary or hidden in the Wake until the appropriate time.

The Seven

It is believed that five of the seven living Angelus currently reside on Gaïa and at least one still remains in its human embodiment. Below is a list of the Beryls those five are linked to and their names:

Mikael: Unitas Eldereige (Female)
Edamiel: Levanah Zoroaster (Unknown)
Azriel: Kirie Klarium (Female)
Barakiel: Cherubim (Male)
Gabriel: Ahura Vainya (Female)

Modus Operandi

It is very difficult to measure the quasi-divine abilities of an Angelus, because there is little that can withstand even a few seconds of battle with one. They move easily either when flying or on the ground, and combine this agility with their sheer physical power and spells. If they want to avoid fighting, they use their Breath of Feathers to calm their enemies, but when they wish to fight, they do not hesitate to unleash their full potential amplified by their precognitive abilities. Because of their supernatural origins, they do not have any vulnerable points.

Luminous Nature: All of a C'iel Dragon's attacks are considered to be based on Light and are sacred in nature. Their attacks can also affect intangible and supernatural beings whose Presence does not exceed the Angelus's own.

Bite: A C'iel Dragon's mouth is filled with crystalline teeth that can pierce flesh or metal with the same casual ease. Because of this, its bite has increased damage and reduces the defender's AT against the attack by 4. The bite counts as an extra natural attack, so it may be used in the same turn that the dragon attacks with its claws without suffering any penalty to Attack Ability for doing so. The bite has Breakage 28.

Tail: Like other dragons, when faced with a large number of adversaries, the Angelus is able to use its tail to carry out an Area Attack with a radius of 300 feet. If this attack is used, the dragon cannot use its claws or bite during the same turn.

Illustrated by Wen Yu Li

Wing Beat: The dragon can beat its wings with great power to build a powerful storm of air in a 300 foot long cone directly in front of it. Anyone within that area must successfully defend against a Final Attack result of Almost Impossible (240) or suffer a Strength 9 impact from the force of the air.

Breath of Feathers: The C'iel Dragons have one breath weapon. They can launch a shower of feathers made of light energy from their jaws. These feathers cut through everything in their path with ease, reducing any defender's AT by 5 against the attack. However, the Angelus can choose not to cause damage with this attack, instead forcing anyone struck by it to pass a MR 140 check or be imbued with a deep sense of peace that takes away every violent instinct for a number of hours equal to the level of failure. The maximum range of this attack is one mile and it affects a 150 foot radius area.

Teardrop of the C'iel: The powers of each Angelus comes from a luminescent crystal called the Teardrop of the C'iel. This crystal is in its chest and gives it the ability to predict the future with a fair probability of success. This ability is the reason that they are said to be able to see a person's future, especially if they have previously obtained some of his blood. The dragon can use this ability in combat (requiring an Active Action to initiate), which grants it a +30 bonus to all actions for five turns against opponents with Gnosis no greater than its own. The Tear also constantly gives each Angelus a +20 bonus to MA for spells of Light and a +20 to Magic Projection, as reflected in the creature's statistics. Since it is within the dragon's breast, until the Angelus is destroyed, the Tear cannot be extracted in any way. If held in someone's hands, it gives the holder the same bonus to Light spell MA and Magic Projection, plus uncontrollable visions of possible futures. Depending on which Beryl was linked to the dragon, the crystal can grant additional powers.

Heart of Light: Although their bodies are mortal, the essence of each Angelus is eternal. When one dragon's earthly form dies, its essence transmigrates into the flow of souls, becoming one with the light. Part of the dragon remains there, while a fragment of its spirit is born into the world as a human baby (usually of the same sex as the dragon itself). With no memory of its true identity, the boy or girl roams the world looking unknowingly for the Teardrop, and when his or her blood touches the gemstone, the Angelus arises fully-grown immediately.

Natural Flight: The huge wings of the C'iel Dragons give them Flight Value 12. Unlike other fliers, they only lose 1 Fatigue Point per two hours of flight.

Light Elan: Each has gifts from one Beryl that are together equivalent to a being with Elan 80.

Immunity: The C'iel Dragons are completely immune to any attack based on Light.

Vulnerability to Darkness: Any attack based on Darkness deals double damage to them.

The Omen

Currently one of the seven Angelus is a human being looking for, without knowing it, its destiny. It has constant visions produced by the residual powers of the Heart of Light, telling it what to do next. Unfortunately, there are two serious challenges in its path. First, a group of greater light elementals are seeking to kill or destroy it (although they do not know what its human guise is). They fear it is Levanah, The Dragon of the Void, who could plunge the world into darkness, although they are not certain. They will do anything to prevent that event from occurring. Second, the First Circle of the Order of Yehudah is also trying to find it, believing that by using the appropriate rituals they can gain control of the dragon for themselves. In the midst of all these conflicts, the Angelus could cross paths with the characters and believe that they are important to its destiny, or it is even possible that one of them is the dragon itself.

Gaira Dragon

The Seed of Darkness

Level: 13 **Category:** Between Worlds, Elemental 35
Life Points: 8,550 Damage Resistance
Class: Warlock
Str: 17 **Dex:** 10 **Agi:** 6 **Con:** 17 **Pow:** 15 **Int:** 12 **Wp:** 13 **Per:** 13
PhR 145 **MR** 160 **PsR** 120 **VR** 145 **DR** 145

Initiative: 85 Natural
Attack Ability: 260 Claws + 240 Bite, 210 Tail, 260 Breath
Defense Ability: Damage Resistance
Damage: 170 Claws (Cut), 210 Bite (Thrust), 150 Tail (Impact), 150 Breath (Thrust)
AT: Natural + Black Steel Scales Cut 12 Impact 12 Thrust 12 Heat 12 Electricity 12 Cold 12 Energy 10

MA: 110 Darkness, 90 Other
Zeon: 955
Magic Projection: 230 Offensive
Level of Magic: 90 Darkness

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Gift, Zen, Natural Immunity to an Element (Complete, Darkness), Gestureless Casting, Unspoken Casting, *Vulnerability to Light*
Powers: Natural Weapons: Claws, Bite (Additional Attack at –20, Armor Modifier –4, Increased Damage +40), and Tail, Dark Nature (Elemental Attack), Breath of Chains (Range 1 mile, Area 150 feet, Strength 16), Damage Energy, Physical Armor 4, Natural Flight 12, Wing Beat, Physical Resistance +20, Mystical Resistance +40, Damage Barrier 160, Eye of Gaira (See the Supernatural, Extrasensorial Vision), Heart of Darkness

Size: 34 Colossal **Regeneration:** 10
Movement Value: 9/12 **Fatigue:** 17

Secondary Abilities: Notice 210, Search 60, *History 100, Memorize 150, Occult 150,* Magic Appraisal 175, Feats of Strength 150, *Withstand Pain 120,* Persuasion 80

The Gaira Dragons, called the Seven Dark Wryms, are entities with enormous spiritual power, practically considered lesser deities. Unlike dragons whose essences stem from the four basic elements, the nature of the Seven depends on the pure darkness that shapes their immortal souls.

Their origin is so ancient that the world forgot it long ago. In the period known as the Birth of Gaïa – when Shajads and Beryls walked the earth with mortals, gods, and demons – dragons were still very young but their unique nature drew the attention of the Lords of Light and Darkness. Intrigued by these beasts emerging from the very roots of creation, the Lords of Light and Darkness were content to observe them for centuries, interested in what the future held for the dragons. Finally, the Shajads took the first step and interfered with their lives. They chose seven dragons, the ones with the greatest affinity for their personal philosophies, and offered them the chance to join the darkness. No one knows why the Shajads decided to do such a thing, whether out of curiosity, for entertainment, or for some other reason inexplicable to mortals.

Illustrated by Wan Yu Li

Orgus Zangros

Illustrated by Wen Yu Li

Fascinated by those who dwarfed the gods, the great serpents signed a pact sacrificing their sight to the shadows. In exchange, they were reborn and baptized by the pure power of darkness, receiving new names and a gift that forever transformed their vision of the world. This union also produced profound changes in their bodies. Although they retained the appearance of huge reptiles, their scales became completely black and their entire backs were covered in sharp metal edges coated with red runes. Their mouths were filled with hooks, their eye sockets were sewn shut with barbed wire, and in their forehead was embedded an Eye of Gaira, a gem that glowed with pure darkness.

The greatest of their powers comes from this eye; it is an indestructible object containing their essence. Therefore, despite having been killed countless times throughout history, the Dark Wyrms have been reborn again and again through the bodies of those who own the artifact.

Contrary to what many wizards and occultists have claimed for centuries, Gaira Dragons are not malignant by nature. While it is true that they have strong destructive instincts, their motivations are usually much deeper and more unfathomable. Each acts according to the ideals of the Shajad who gave it its new existence. Thus, one may run a powerful network of supernatural agents from the shadows, while another may only be concerned with promoting open conflict and war.

As with most other ancient dragons, the activation of the Machine of Rah seriously weakened the Gaira Dragons and forced them to go dormant for centuries. However, their vast minds often come into contact with individuals with particularly receptive minds who they use as tools, usually by sending them dreams or visions.

The Seven

There are only seven Gaira Dragons in total, and only five are in Gaïa at present. The others were either lost during the Separation or are in Khalis or Lunaris. Below is a list of the Shajads those five are linked to and their names:

Jedah: Legion Ramses (Male)
Erebus: Manah Razz (Female)
Noah: Orgus Zangros (Male)
Meseguis: Arhiman Obscura (Female)
Zemial: Svalkistalazar, The Last Judgement (Male)

Modus Operandi

The power of the Seven is unstoppable. In combat, each one is a destructive power that devastates everything in its path, leaving nothing alive. They move with equal ease on the ground or in the air, but usually prefer to fight from the air. They are able to make two attacks each turn, first with their claws and then with their bite, but also possess many additional abilities. Although their physical abilities are far more powerful than their supernatural ones, their considerable mystical knowledge gives them a wide range of options. Because of their natural facility for magic, they have no need for chants or gestures. Unlike other types of dragons, they tend to only use their breath against large opponents, paralyzing them and then drawing them back to their huge jaws. Because of their supernatural nature, Gaira Dragons have no vulnerable points.

Dark Nature: All the attacks a Gaira Dragon makes are considered Darkness attacks and can affect supernatural creatures and intangible beings.

Bite: Their mouths, full of teeth of black metal, are able to pierce metal and flesh with equal ease. Thus, they have increased damage and reduce the defender's AT by 4 against the attack. The bite counts as an extra natural attack, so it may be used in the same turn that the dragon strikes with its claws. The bite has Breakage 28.

Tail: Like other dragons, when faced with a large number of adversaries, a Gaira Dragon is able to use its tail to carry out an Area Attack in a radius of 300 feet. If this attack is used, the dragon cannot use its claws or bite during the same turn.

Breath of Chains: The Gaira Dragons are unable to breathe a burst of fire, electricity, or cold as other dragons do. Instead, they unleash a tempest of wires and razor-sharp hooks from their mouths, which entangle and shred their opponents. These appear to be metal, but in reality are solidified darkness, thereby affecting even supernatural creatures. This breath has a Base Damage of 150 points, has a range of one mile, and extends from the impact point with a radius of 150 feet. The chains immobilize anyone they strike using the rules for a Trapping maneuver of Strength 16. Once a victim is immobilized to some degree, the dragon can retract the chains and drag the enemy back to its jaws.

Natural Flight: The huge wings of the Gaira Dragons give them Flight Value 12. Unlike other fliers, they only lose 1 Fatigue Point per two hours of flight.

Wing Beat: The dragon can beat its wings with great power to build a powerful storm of air in a 300 foot long cone directly in front of it. Anyone within that area must successfully defend against a Final Attack result of Almost Impossible (240) or suffer a Strength 9 impact from the force of the air.

Eye of Gaira: The powers of darkness that have been conferred upon these creatures are manifested fully in the Eyes of Gaira, obsidian stones that are embedded in each dragon's forehead.

This object acts as a substitute for their lost eyes, giving them a view of everything around them. With it, the dragons can see in all directions, even through walls or barriers of a supernatural nature. In addition, the Eye of Gaira has great supernatural powers. It provides a +20 bonus to the MA of Darkness spells and +20 to the dragon's Magic Projection, as reflected in the creature's statistics. It also generates an aura of darkness that automatically forces any supernatural being based on Darkness with Gnosis 20 or less to submit to the dragon's mastery.

While the dragon is alive, it is impossible to remove its eye. Whoever possesses the eye receives the same bonuses to MA and Magic Projection as the dragon did, as well as a bonus of +40 to all their perceptual abilities. Sometimes it can also develop other powers appropriate to the Shajad the dragon is associated with

Heart of Darkness: Although their bodies are mortal, the essence of the Seven Dark Wryms cannot be destroyed. Therefore, at the time one's earthly form dies, its spirit transmigrates into the flow of souls becoming one with the darkness. The dragon remains there until its Eye of Gaira is plunged into the heart of a living being born under a prophecy to be its new host. This rebirth can only be attempted once in a lifetime, so if the ritual is not successful on that person, the dragon remains dead for a century longer.

Dark Elan: Each has gifts from one Shajad that are together equivalent to a being with Elan 80.

Immunity: The Gaira Dragons are completely immune to any attack based on Darkness.

Vulnerability to Light: Any attack based on Light deals double damage to them.

Illustrated by Wen Yu Li

Fin Island

Just two years ago, on a small island six miles to the west of Remo, a large area was discovered filled with strange black monoliths coated with metal runes. Naturally, this discovery has left no one indifferent. Several noblemen organized an excavation under the excuse that they are studying important archaeological sites of the Empire, but in reality all of them are interested in consolidating their personal power on the island. They hope to find something of real value before Tol Rauko can intervene and seal the entire place. The characters can be hired by one of these men as scouts or mercenaries who must protect the archeological mission from other nobles and the natives of the island, who maintain that this site is a cursed place. Unfortunately, these pillars are not part of any construction, but belong to the spine of a Gaira dragon who has lain there since Rah activated his machine. In fact, if excavations continue for too long, there is a very serious possibility that it will wake up, causing chaos and devastation in its wake. Thus, in the event that the characters do not realize and prevent what is happening, they may be thrown into a true hell trying to escape from the nightmare.

Legion Ramses

Legion, the Gaira Dragon affiliated with the Jedah, the Puppet Master, is one of the most unusual of the Seven. After being destroyed generations ago, he was reborn using the body of an old Pharaoh of Stygia, Ramses. However, instead of taking full possession of its host, Legion was so intrigued by the Pharaoh's personality that he stopped the transformation process in the middle and merged them. Therefore, instead of gaining the gargantuan size and full appearance of an ancient dragon, he is half draconic, a huge draconian being with a human aspect. Legion Ramses, as he now calls himself, is curiously one of the most important Fallen Angels of Samael and acts to regulate the organization and to make sure everything works well in it. He's smart, manipulative, and hates violence, but in front of everyone he behaves as if he were a terrifying monster – after all, he believes he ought to be feared.

Dullahan

Infernal Knight

Level: 9 **Category:** Between Worlds 25
Life Points: 400
Class: Weaponsmaster
Str: 12 **Dex:** 12 **Agi:** 5 **Con:** 12 **Pow:** 8 **Int:** 9 **Wp:** 10 **Per:** 6
PhR 90 **MR** 80 **PsR** 85 **VR** 90 **DR** 90

Initiative: 95 Natural, 55 Infernal Sword and Shield
Attack Ability: 240 Physical Attack, 250 Infernal Sword, 250 Shield
Defense Ability: 240 Physical Attack, 250 Infernal Sword, 270 Shield, 240 Absorption
Damage: 40 Physical Attack (Impact), 105 Infernal Sword (Cut), 60 Shield (Impact)
AT: Infernal Armor Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 3

Natural Abilities: Knight Weapon Module
Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Inhumanity, Natural Immunity to an Element (Half Damage, Fire, Cold), Immune to Pain
Powers: Infernal Sword, Infernal Armor (Physical Armor 6, Mystical Armor 3), Absorption, Devourer of Souls, Hellfire, Unholy Power, Maw of Metal, Mystical Flight 6, Mystic Vision (Extrasensorial Vision, See the Supernatural), Separation, *Overload, Maintenance*

Size: 24 Big **Regeneration:** 5
Movement Value: 5 **Fatigue:** Tireless

Secondary Abilities: Ride 140, Notice 85, Search 55, Feats of Strength 75, Intimidate 180, *Leadership 200*

The Dullahan are the dark generals that rule over the majority of dark creatures, hell knights born from the union of dozens of powerful evil spirits with the soul of a fallen hero. It is believed that every time a man begins to lose hope in the future and his feelings of despair grow stronger, he fuels the power of a Dullahan.

Despite what many think, the Dullahan are not actual demons or dark elementals; they are directly related to the dark spirits of Lillium myth – the most powerful Banshees that exist in the world. Their appearance is that of formidable black knights wearing heavy armor that protects their essence. They do not have heads, but instead have demonic faces that are part of their breastplates, and through their eyes and mouth holes, one may see the crackling malignant energy that gives them life.

Few creatures are more malicious and cruel than a Dullahan. Were it not for their sense of honor, they could be said to be devoid of any positive aspect. They enjoy suffering, despair, and cruelty more than any other known entity, laughing at the misfortune and death of the innocent.

They are often surrounded by lesser evil spirits (commonly called the Dark Court) who assist them with the fanatical devotion of patriots serving their king. Creatures such as Gwyllgi or Hawthorn Hamadryads are their most common agents.

The Dullahan are experienced riders who often ride nightmare horses from one place to another. Once a year for a full week they ride along the roads, beheading those travelers who cross their paths in order to remind the world that evil is still present in it.

By their nature, these exceptional creatures are rare; it is possible there are no more than three or four of them throughout Gaïa. It is known for certain that at least one is in Alberia and another is in Moth, although the locations of the rest are a mystery.

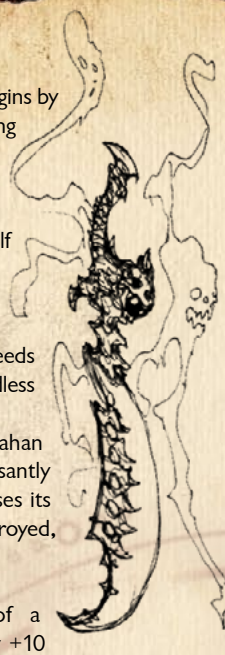
Modus Operandi

There are few warriors more dangerous than these hellish horsemen; a single one of them rivals the might of hundreds of the best mortal soldiers. They always fight so as to cause the greatest horror to their opponents before killing them. They especially love to fight against a multitude of enemies, because they enjoy the fear on many faces at once while they kill them.

Illustrated by Wen Yu Li

At the start of a battle, a Dullahan always begins by fighting in a relatively mundane manner, stopping physical attacks with its shield (breaking or seizing weapons with its Maw of Metal) and swallowing energy discharges with the Absorption power of its torso. If it considers itself to be in danger or facing too many enemies, it releases Hellfire from its shield. Unfortunately for the Dullahan, it feels a keen desire for power that can never be satisfied, and thus it usually feeds on all the supernatural power that it can, regardless of whether it is already overloaded.

After losing half its Life Points, a Dullahan separates into several fragments and incessantly attacks its opponents. Meanwhile, the torso uses its powers to recreate appendages that are destroyed, until the Dullahan is slain or its foes are.



Illustrated by Wen Yu Li

Infernal Sword: The Infernal Sword of a Dullahan is equivalent to a weapon of Quality +10 with all the advantages that this entails. It also has the Vorpal quality, which allows it to carry out directed attacks at enemies' heads and suffer only a –20 penalty to Attack Ability for doing so, while adding +20 to any Critical result obtained.

Immunity: The body of a Dullahan is exceptionally resistant to fire and freezing, so it only suffers half damage from attacks based on heat and cold.

Absorption: A Dullahan's torso is shaped like a huge demonic face. Through its jaws, it is capable of devouring supernatural forces and feeding on them to increase its own power. Each time the Dullahan is struck by a purely supernatural attack (a Light Beam spell, a ranged attack from a Ki Technique, the Immolate Psychic Power, etc.), the Dullahan will try to swallow it using the Absorption defense ability. If it stops the blow successfully, the attack does no damage and instead empowers the creature. The Dullahan gains a Power Point for every 150 points of Zeon absorbed from offensive spells, one for every 10 points of Ki Techniques, or one for every two levels of difficulty obtained by a Psychic Power above Difficult (120).

Devourer of Souls: A Dullahan can feed on the souls of people it kills the same way it does on supernatural forces. The creature gains a Power Point for every 10 points of Presence that the soul of the deceased had over 30.

Unholy Power: Intoxicated by the power it has absorbed, a Dullahan's combat ability increases as its Power Points increase. While it is fully assembled in a single body, it has a +5 bonus to its Attack and Block Abilities for every two Power Points it possesses.

Hellfire: The Dullahan can spend some of its power to trigger a huge blaze of supernatural energy through the jaws of its shield that consumes the body and soul of all it touches. This power is equivalent to a magic attack with a maximum range of 60 feet and width of 15 feet. Anyone suffering damage from Hellfire is temporarily wrapped in flames from beyond the grave, so at the beginning of each of the following five turns, he must pass a MR or PsR 120 check or suffer damage equal to half the level of failure. Using this attack costs the Dullahan one Power Point.

Maw of Metal: The Dullahan's shield is as alive as the rest of the armor and has the ability to trap in its metal jaws any weapon used to physically attack the infernal creature. When the creature successfully blocks, the shield can either catch the weapon in its mouth or bite down to shatter it into pieces. For game purposes, every time a Dullahan blocks successfully with its shield, it can choose to make an automatic Trapping maneuver at the equivalent of Strength 8 or cause the weapon to suffer an impact of Breakage 22.

Mystic Link: The torso of a Dullahan is able to see supernatural and spiritual forces. Since all its body parts are spiritually connected, even if they fight separately, they all possess this ability.

Separation: A Dullahan always starts battle in a single body, but after losing 200 Life Points, it breaks into five different parts: torso, right arm, left arm, right leg, and left leg. Each is an independent being floating through the air, fighting on its own, and with its own Life Points. Even if one or more parts are destroyed, as long as the torso (where the heart is) still exists, the Dullahan is not destroyed. All fragments have the same AT and resistances as the original body (for example, its natural immunity to heat and cold).

Torso

Initiative: 105
Damage: 40
Attack Ability: 240
Block Ability: 240
Life Points: Special
Special: The body has the same Life Points that the Dullahan had before separating, as well as the abilities of Absorption and Devourer of Souls. It can use three Power Points to recreate a destroyed limb, which reappears floating with full Life Points.

Right Arm (Sword)

Initiative: 70
Damage: 105
Attack Ability: 250
Block Ability: 250
Life Points: 50
Special: The right arm has the Infernal Weapon power.

Left Arm (Shield)

Initiative: 70
Damage: 60
Attack Ability: 250
Block Ability: 270
Life Points: 50
Special: The left arm has the Maw of Metal and Hellfire powers.

Right and Left Leg

Initiative: 105
Damage: 40
Attack Ability: 240
Dodge Ability: 220
Life Points: 70 / 70
Special: Even though their statistics are identical, both legs move and act independently as different creatures.

Overload: If a Dullahan absorbs too much energy, it is at risk of an overload. When it reaches 10 Power Points stored, it must pass a PhR 120 check to avoid being destroyed. Each point it gains above 10 increases the difficulty of the check by +10 and requires another PhR check to be made.

Maintenance: A Dullahan loses one Power Point it has absorbed per day. Losing Power Points doesn't cause it any ill effects, but it constantly craves more nonetheless.

The Head of a Dullahan

A legend tells that one Dullahan has as its core the soul of a corrupted hero who lost his head and that if anyone were able to find the head, they could control the creature or return it to the afterlife.

Emeth

Battle Golem of Solomon

Level: 6 **Category:** Between Worlds (Construct) 20
Life Points: 515
Class: Weaponsmaster
Str: 13 **Dex:** 8 **Agi:** 6 **Con:** 14 **Pow:** 8 **Int:** 6 **Wp:** 8 **Per:** 7
PhR 80 **MR** 65 **PsR** 65 **VR** 80 **DR** 80

Initiative: 65 Natural
Attack Ability: 180 Fists of Adamantium
Defense Ability: 170 Fists of Adamantium
Damage: 120 Fists of Adamantium (Impact)
AT: Metal Shell Cut 7 Impact 7 Thrust 7 Heat 7 Electricity 0 Cold 7 Energy 3

Essential Abilities: Supernatural Physical Characteristics, Physical Exemption, Natural Immunity to an Element (Half Damage, Fire, Cold), Mechanical Bodies (Immune to Pain), Psychological Immunity, Unnatural Size, Technomagical Construction, *Natural Vulnerability to an Element (Double Damage, Electricity)*
Powers: Natural Weapons: Fists of Adamantium (Armor Modifier –1), Damage Energy, Metal Shell (Physical Armor 7, Mystical Armor 3, Damage Barrier 100), Spiritual Receivers (Night Vision, See the Supernatural), *Energy Core (Vulnerable Point), Regeneration 0*

Size: 25 Enormous **Regeneration:** 0
Movement Value: 7 **Fatigue:** Tireless

Secondary Abilities: Notice 50, Search 50, Feats of Strength 80, *Memorize 200*

In the boom times of the Empire of Solomon, the Senate, headed by Emperor Andromalius, started the manufacture of what would be the most powerful army that ever existed on Gaïa. Countless technomagical weapons, built with the latest scientific and supernatural advances, were created to give Solomon absolute supremacy in war. It was between wars when the Emeth were created, the mass production golem model in the wars of Solomon. They were powerful soldiers with enormous combat potential, weapons intended to overcome all other armies.

The Emeth are enormous humanoid constructs 11 feet in height. They are robust, but look very advanced compared to other Lost Logias. They are usually white, and lines of light and mystic runes are lit all over their bodies when the Emeth are active. They have an advanced artificial intelligence system allowing them to make decisions, but they completely lack personality. They can talk in a very limited fashion and never say anything more than the few phrases that they were programmed with.

Although the vast majority were completely destroyed during the Seven Hours of Fire, a large number of Emeth (maybe even a few thousand) were distributed across different Solomonic bases and survived the disaster. It is therefore relatively likely to find some of these war golems in good condition in many locations. Unfortunately, Emeth run off of an energy generator with an average lifetime of about a century. Thus, virtually all that remain are little more than useless gadgets, because they lack sufficient power reserves to move. Only a few hibernated in time to preserve their energy reserves, allowing them to rise if necessary to fulfill their original programming, whatever that might be.

Modus Operandi

An Emeth is not at all violent by itself, since it is an automaton that follows its programming. If its orders say to protect something, it will regardless of who the enemy is. If it is told to destroy, it will use its knowledge of war to obliterate its enemies. It fights mechanically, but even so, its enormous power is something that always leaves its opponents speechless. The only vulnerable point on a Golem of Solomon is the energy core.

Fists of Adamantium: The limbs of an Emeth are made of reinforced alloys that enhance the impact of their blows. Therefore, their attacks reduce their opponents' AT by 1 with respect to the attacks, and they are capable of damaging energy.

Metal Shell: Apart from the high AT the Golem's structure grants, the metal shell absorbs any physical damage, unless the attack can damage energy or the damage exceeds 100.

Mechanical Bodies: As technomagical creations, these golems are completely incapable of feeling pain. Consequently, only Criticals involving amputations have any effect on them.

Spiritual Receivers: An Emeth is prepared to face almost any enemy in any conditions. Its advanced technomagical receptors are able to see in darkness (halving the penalties for both natural and magical darkness) and can see Psychic Powers, magic, and spiritual entities unless they have Gnosis greater than 25.

Psychological Immunity: The mind of an Emeth is little more than the set of commands and basic guidelines that form its original program. As a result, it cannot suffer from any kind of psychological or emotional effect.

Technomagical Construction: Because of its technomagical construction, an Emeth is not affected by Summoning Abilities.

Energy Core: An Emeth requires a generator for power. A directed attack against this generator (at –60 to Attack Ability) that produces a Critical of greater than 50 will destroy the golem immediately. Naturally, anyone who has not studied the inner workings of an Emeth does not know of the existence or position of this core.

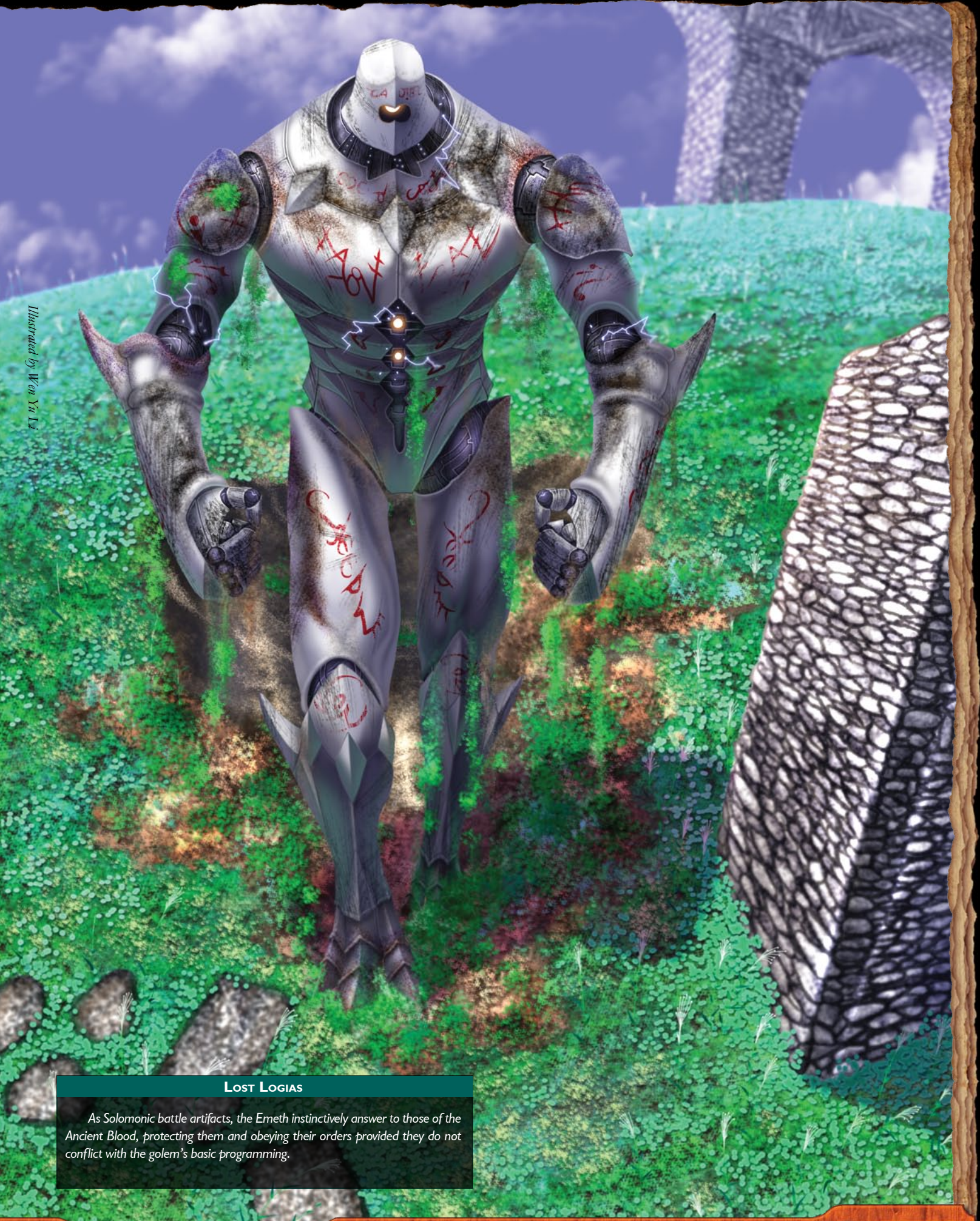
Electrical Vulnerability: Due to its mechanical structure, the Emeth does not have adequate protection against electric attacks, and its metal shell spreads them through its entire structure, overloading its systems. Electricity attacks deal double damage to it and ignore the benefits provided by Metal Shell.

Regeneration 0: Unfortunately, as a construct, an Emeth is unable to regenerate any damage its body has suffered. Only an expert in science with appropriate tools can repair it.

Legate Cannons

While the Emeths' skills are mainly centered on close combat, when they went to war, most were equipped with a long-range weapon called a Legate Cannon. These are technomagical artifacts that fire energy blasts and shrapnel with a speed, power, and precision far greater than the best gunpowder weapons. All Emeth are able to use a Legate Cannon safely (they are programmed to do so), using the same Attack Ability as their physical attacks use. Unfortunately, the power generators in such weapons had a very limited duration, and even without being used, the passage of time has now rendered them inoperable, unless repaired by an expert in science.

*A Legate Cannon fires a bolt equivalent to a Fired projectile attack with a maximum range of 2,400 feet, a Final Damage of 100 (independent of the Strength of the user), and an Initiative modifier of –30. It can fire five turns in a row without overheating, but then must cool down for a turn. Because of their Enormous size, only someone with Strength 13 or higher and of at least Big size is able to wield them. In addition, a Legate Cannon does not have a trigger or other traditional activation method; it only shoots if used by a Golem of Solomon or someone who has Ancient Blood (See **Gaïa: Beyond the Dreams**).*



Illustrated by Wen Yu Li

Lost Logias

As Solomonic battle artifacts, the Emeth instinctively answer to those of the Ancient Blood, protecting them and obeying their orders provided they do not conflict with the golem's basic programming.

Sphinx

The Eternal Guardian

Level: 7 **Category:** Between Worlds 25
Life Points: 3,280 Damage Resistance
Class: Warrior
Str: 12 **Dex:** 8 **Agi:** 9 **Con:** 13 **Pow:** 10 **Int:** 12 **Wp:** 10 **Per:** 8
PhR 85 **MR** 75 **PsR** 75 **VR** 85 **DR** 85

Initiative: 65 Natural
Attack Ability: 190 Claws, 190 Rain of Feathers, 190 Power Discharge
Defense Ability: Damage Resistance
Damage: 120 Claws (Cut), 60 Rain of Feathers (Thrust), 100/150/200 Power Discharge (Energy)
AT: Natural 6

Essential Abilities: Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Inhumanity, Immune to Natural Poisons, Immune to Natural Diseases, Immune to Climatic Phenomena
Powers: Natural Weapons: Claws, Damage Energy, Power Discharge (Range 300 feet, *Variable Base Damage,* Without Limits, *1 Turn of Preparation*), Rain of Feathers (80 foot Area, Without Limits, *1 Turn of Preparation*), Delayed Death, Flesh of Knowledge, Natural Flight 12

Size: 26 Enormous **Regeneration:** 5
Movement Value: 10/12 **Fatigue:** 13

Secondary Abilities: Athleticism 20, Notice 50, Search 30, *Science 200, Occult 240, History 240, Persuasion 200*

The Muse of Evil Omen, Guardian of the Dead, or the Eternal Guardian are among the many unusual titles that the Sphinx has received. These huge, four-legged, flesh-eating beasts have bodies completely covered in beautiful white feathers. Graceful and horrendous at the same time, beneath their beauty hides grotesque claws and jaws capable of killing men in the most horrific ways. However, perhaps most surprising is that their bodies have a human head on the torso, with a face that appears angelic but hides a monstrous nature.

The origin of these beings is unknown. They are sometimes associated with manticores and chimeras, while others say that they are the creations of forgotten ancient gods. They always appear as guardians of churches, cemeteries, and other sacred places. For some mysterious reason, they are bound to protect these places at all costs, preventing others from entering them to sully or steal their treasures.

Sphinxes are extremely intelligent creatures, who clearly outclass the best mortal thinkers. They know dozens of languages, many myths, and all sorts of intellectual games (in which they are usually considered unbeatable). However, they are also malicious and horribly cruel. They like to play with their victims, answering their questions or giving them a chance to survive if they somehow manage to defeat the Sphinx in an intellectual contest. Curiously, they usually keep their word, although they are experts at distorting the meanings of words to achieve their desires even when they lose a contest.

Sphinxes, although rare, are much more common in the south of the Old Continent, especially in Stygia, Baho, and Kushistan, than in other places. That does not mean it is not possible to find them in other remote locations, but it is extremely unusual.

Modus Operandi

Despite their cruelty and enjoyment of death, Sphinxes only attack when they are forced to do so. Generally, they prefer to talk and entertain themselves with the foolishness of mortals. They enjoy puzzles and games, as well as the despair of those who are unable to respond appropriately to their questions.

Illustrated by Wen Yu Li

In battle, they use their intelligence and abilities to eliminate their enemies. They usually begin battle by using Rain of Feathers and then use both physical attacks and Power Discharge. Only when their Life Points are reduced to below half of their total will they stop using their claws and begin alternating between Power Discharge and Rain of Feathers each turn.

Power Discharge: A Sphinx is capable of firing up to three energy beams through its eyes at the same time. All are considered supernatural discharges with a Base Damage of 100 and a maximum range of 300 feet. Each beam may have a different target, but if the Sphinx uses two or more against one target, they merge into a single attack with increased potency. If two beams are fixed on a single enemy, the Base Damage of the attack increases to 150, while if three are focused, it increases to 200. To carry out this attack, a Sphinx needs to passively accumulate energy for a turn (during which time it can still attack and move freely).

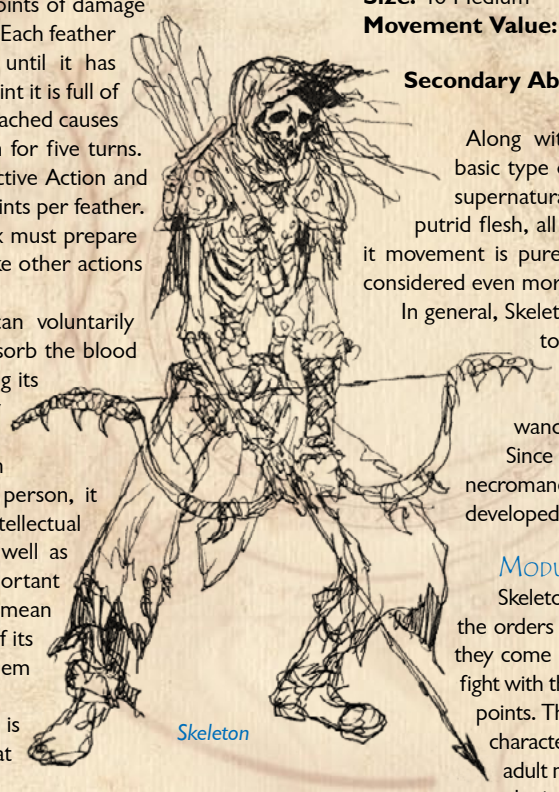
Rain of Feathers: The feathers covering a Sphinx are razor-sharp, and at will, it may shake some from its wings in a shower of blades that strikes everything within an 80 foot radius of it. Terrifyingly, when they contact a living being, the feathers begin to absorb blood, becoming red in the process. For every 20 points of damage someone suffers from this attack, one feather becomes attached to the victim (thus, an individual suffering 60 points of damage would have three feathers attach). Each feather absorbs 5 Life Points per turn until it has drained 25 Life Points, at which point it is full of blood. So having three feathers attached causes the loss of 15 Life Points per turn for five turns. Pulling out feathers requires an Active Action and causes the victim to lose 15 Life Points per feather. To perform this attack, the Sphinx must prepare its feathers for a turn, but may take other actions while doing so.

Delayed Death: A Sphinx can voluntarily make its feathers not begin to absorb the blood of its victims until it wants, delaying its victims' deaths in order to enjoy more macabre fun and games.

Flesh of Knowledge: When a Sphinx devours the flesh of a person, it automatically acquires the entire intellectual knowledge of that individual, as well as parts of his memories. It is important to emphasize that this does not mean it can use the abilities or powers of its prey, but rather that it knows them intellectually.

Natural Flight: A Sphinx is equipped with two great wings that allow it to fly at Flight Value 12.

Illustrated by Wen Yu Li



Skeleton

Muses

Perhaps because of their vast intelligence or because of some strange gift, Sphinxes may give inspiration to artists by giving them their feathers. Naturally, given their evil nature, they will never do this without compensation, whether demanding some kind of challenge or charging the artist to fulfill an obscure request.

Skeleton

Animated Corpse

Level: 1 **Category:** Between Worlds, Undead 10
Life Points: 70
Class: Warrior
Str: 6 **Dex:** 7 **Agi:** 6 **Con:** 4 **Pow:** 3 **Int:** 2 **Wp:** 2 **Per:** 5
PhR 25 **MR** 20 **PsR** 10 **VR** 25 **DR** 25

Initiative: 55 Natural, 35 Long Sword
Attack Ability: 65 Long Sword
Defense Ability: 70 Long Sword
Damage: 55 Long Sword (Cut)
AT: Natural Cut 1 Impact 0 Thrust 4 Heat 0 Electricity 2 Cold 2 Energy 0

Natural Abilities: Weapon Module (Variable)
Essential Abilities: Physical Exemption, Without Emotions (Psychological Immunity), Immune to Pain, *Regeneration 0*
Powers: Vision of the Dead (Extrasensorial Vision), Body of Bones (Physical Armor 4, *Conditional*)

Size: 10 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Jump 25, Climb 20, Notice 35, Search 20

Along with zombies, Skeletons are the most common basic type of undead – the bones of a corpse animated by supernatural means. However, unlike zombies with their putrid flesh, all that holds a Skeleton's body together and gives it movement is pure necromantic power. Thus these creatures are considered even more dangerous than zombies.

In general, Skeletons are inanimate and mindless, having no ability to reason and an innate desire for violence. If they have a bond with a necromancer, they may act in an organized manner, but otherwise, they just wander aimlessly and kill everything in their path.

Since Skeletons are usually bound with traditional necromancy and mysticism, they are not among the creations developed by Black Sun using the *Book of the Dead*.

Modus Operandi

Skeletons have no natural pattern of behavior but obey the orders of their master or simply kill any form of life that they come across. They tend to wield weapons, but can also fight with their bare hands and teeth. They have no vulnerable points. The statistics reflected in the stat block represent the characteristics of the animated corpse of an average-sized adult male. Women, children, or people with exceptional physical attributes in life may be very different.

Weapons: Skeletons can carry any possible combination of weapons. The statistics reflected above assume a long sword, but this can be replaced by other weapons without difficulty.

Without Emotions: A Skeleton has no emotions and, consequently, is not affected by any psychological or emotional effects.

Vision of the Dead: Despite having no eyes, Skeletons can sense the world around them, and they can sense spirits and supernatural beings without difficulty. They are not penalized by illumination levels or effects that affect the sense of sight.

Body of Bones: Because their bodies are made of bones, Skeletons have special protection against certain types of attack, but they are unable to recover Life Points normally.

Special Types

Depending on the nature and the supernatural means of the Skeletons' creation, they may have various powers that are not listed in their statistics. Below is a list of the main types of special Skeletons, although these are certainly not the only ones.

- **Blood Skeleton:** Blood Skeletons are able to absorb the blood of their victims to heal their broken bodies. They recover Life Points equal to the damage they do to living beings.
- **Immortal:** The so-called Immortals are the most dangerous and terrible type of Skeletons known. No matter how much damage they suffer, these nightmares have the ability to automatically rebuild at the end of each turn, reassembling from their broken fragments. Therefore, they never suffer All Action Penalties, and they are not destroyed even if their Life Points drop below 0. The only way to destroy an Immortal is to deal a Critical with a result greater than 50, in which case the whole structure of the creature bursts apart, scattering fragments through the air.
- **Guardian:** These Skeletons have the ability to stay inactive as a mere pile of bones until a living being passes near them. At that time, they rise at full speed and attack. A person who is thus attacked by a Skeleton guardian must pass a Difficult (120) Notice check or automatically suffer an attack with surprise.

Etrien Gnosos

Vacuum Elemental

Level: 9 **Category:** Spirit 30
Life Points: 300
Class: Warrior
Str: 11 **Dex:** 13 **Agi:** 13 **Con:** – **Pow:** 13 **Int:** 7 **Wp:** 10 **Per:** 8
PhR 95 **MR** 95 **PsR** 85 **VR** 95 **DR** 95

Initiative: 125 Natural
Attack Ability: 250 Void Claws
Defense Ability: 240 Absorption
Damage: 120 Void Claws (Cut)

Essential Abilities: Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Physical Exemption, Inhumanity, Shifting Size, Psychological Immunity
Powers: Natural Weapons: Void Claws (Armor Modifier –5, Increased Critical +40, Increased Damage +40, Ki Eater, Magic Eater), Unrecoverable Critical, Absorption, Another Existence (Damage Reduction 50), Void Aura, Extrasensorial Vision, Mystical Flight, See the Supernatural, Influence of Nothing, *Visible, Vulnerable to Extreme Existence*

Size: 15–23 Special **Regeneration:** 5
Movement Value: 13 **Fatigue:** Tireless

Secondary Abilities: *Notice 100, Search 50*

If all that exists has a reverse, life finds its opposite in nothingness. And there, in the deepest chasms of nothingness, the Etrien Gnosos enter the world.

The emergence of these entities is a slow and terrifying process. When a person with some level of importance in the world begins to feel empty inside and feels that he lacks a reason to live or die, little by little he becomes synchronized with nothing. If this continues for a long time, people start to ignore him, even to the point of completely forgetting everything about him. In his final moments, the individual soul disappears from the world and becomes part of the vacuum, which tears a momentary hole into the void, and in that moment an Etrien Gnosos forms. All the spiritual matter of the person becomes negative energy, and in the middle grows a blank eye, the true empty core of its being.

Etrien Gnosos lack personality, though they are intelligent and able to make good decisions instinctively. They generally seem impassive and do little more than let events around them happen. They are unpredictable, however, since they sometimes devour the existence of those near them and other times completely ignore those around. Some say they only target "special people," but it is impossible to prove or disprove that claim. The only fact known for absolute certain is that they never hurt people who are in the process of becoming one of them.

The Etrien Gnosos appear in various places where existence is fragile and there is much emptiness in the environment. That means that there are always at least one or two present in all temples devoted to some aspect of the Beryl Edamiel. However, they can sometimes populate sites where great powers have affected the supernatural order of reality or certain parts of the Wake.

Modus Operandi

Chaotic and unpredictable, these powerful beings are virtually impossible to stop. Nobody knows when they will attack or why, but their mere presence drains the special powers of their opponents and diminishes those opponents' abilities. Normally, their method of combat is as simple as it is effective: destroy their enemies with their claws and drag what is left of those enemies into their vortex, until nothing remains. They have no vulnerable points.

Illustrated by Wen Yu Li

Illustrated by Wan Yu Li

Psychological Immunity: The mind of an Etrien Gnosos is elemental. It has no feelings and therefore it cannot suffer any kind of altered psychological state, whether natural nor supernatural.

Void Claws: From the nothing that forms an Etrien Gnosos emerges dozens of spectral claws that try to capture and consume everything within their reach. The claws make a single mass attack (rather than attacking separately) that is both supernatural and intangible. This attack can be blocked only by supernatural means or by those capable of blocking energy, and it subtracts 5 points from the defender's AT against it. Additionally, this damage both physically and spiritually injures the target, destroying Zeon equal to the damage dealt and half that number in Ki points. Any injuries caused by these claws are not visible to the naked eye, since they work by tearing apart the spirit. Damage from the claws heal at a rate of only 10 LP per day and cannot be healed through supernatural means (i.e., the Life Points heal as if they were a Sacrifice; see the Vital Sacrifice spell from the Path of Fire).

Unrecoverable Critical: If the Void Claws cause a Critical result above 50, the Life Points lost to the attack are permanently gone. If the Critical result exceeds 100, not only is the damage completely irreversible, but the attack can devour the very existence of the being touched; the victim must pass an MR 140 check or be destroyed, as per the Sever Existence spell from the Path of Destruction.

Another Existence: The Etrien Gnosos dwell on another level of existence than the rest of the world, and thus they are virtually non-existent in the real world. Not only are they immune to attacks that cannot damage energy, but they also reduce the damage of any hits by 50 points.

Mystical Flight: Etrien Gnosos ignore most basic laws of movement and fly through the air with a Movement Value of 13. However, they cannot rise more than 60 feet above a surface.

Void Aura: The presence of an Etrien Gnosos causes reality to weaken, triggering serious changes in supernatural abilities. Therefore, all those who are less than 150 feet away from one suffer several negative consequences. Magic users have their MA reduced by 20 points, Ki Accumulation is decreased by 2 points, Psychic Powers have their effect reduced by one level, and Summoning Abilities suffer a –80 penalty. Additionally, anyone within 150 feet must pass a PhR 140 check or suffer a –20 to all actions because of the terrible spiritual emptiness. All of these effects operate using the same rules as Nemesis abilities (from ***Dominus Exxet: The Dominion of Ki***), so they are affected by anything that works against those.

Absorption: Instead of trying to fend off attacks, an Etrien Gnosos devours them one after another without the penalty for additional defenses. For the purposes of defending, it neither blocks nor dodges, but operates as if it had a supernatural shield and a Magic Projection score of 240. The shield has unlimited Life Points and so never shatters, regardless of how much damage it stops.

Shifting Size: The size of an Etrien Gnosos varies continuously, and it may change from Medium to Big and back in just a matter of seconds.

Influence of Nothing: The presence of an Etrien Gnosos has negative effects on all beings that are in its vicinity (usually within four or five miles). After some days, people stop dreaming and lose their zest for life. Therefore, it is common for mass suicides to occur when an Etrien Gnosos has manifested itself in the vicinity.

***Visible*:** Etrien Gnosos are visible despite their spiritual nature.

Vulnerable to Extreme Existence: Etrien Gnosos are affected by the feelings and the sensations of natural beings with an exceptionally high Gnosis, as the intensity of those being's feelings can actually overload its emptiness. If one finds itself in the presence of a being with Natura +15 (See ***Gaïa: Beyond the Dreams***) that, for some reason, is full of some strong emotion, the Etrien Gnosos is dazed at first and is unable to perform Active Actions for a period of two or three turns. In addition, these creatures are completely incapable of harming a being with Natura +20 and, in fact, lose 10 Life Points per turn simply by being near such a being.

Ghost

Undead Spirit

Minor

Level: 2 **Category:** Spirit 10
Life Points: 100 **Class:** Freelancer
Str: – **Dex:** 6 **Agi:** 6 **Con:** – **Pow:** 7 **Int:** 6 **Wp:** 9 **Per:** 7
PhR 40 **MR** 40 **PsR** 45 **VR** 40 **DR** 40

Initiative: 50 Natural
Attack Ability: 80 Poltergeist
Defense Ability: 75 Ghostly Defense
Damage: As Thrown Object
AT: None

Essential Abilities: Physical Exemption
Powers: Poltergeist (Interaction with the World), Ghostly Defense, Spectral Beings, Reminiscences, *Spiritual Link, Undead*

Size: 11 Medium **Regeneration:** 1
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: *Variable*

Major

Level: 4 **Category:** Spirit 15
Life Points: 110 **Class:** Freelancer
Str: – **Dex:** 7 **Agi:** 8 **Con:** – **Pow:** 7 **Int:** 9 **Wp:** 10 **Per:** 7
PhR 55 **MR** 55 **PsR** 60 **VR** 55 **DR** 55

Initiative: 60 Natural
Attack Ability: 105 Major Poltergeist
Defense Ability: 105 Ghostly Defense
Damage: As Thrown Object
AT: None

Essential Abilities: Physical Exemption
Powers: Major Poltergeist (Interaction with the World), Ghostly Defense, Spectral Beings, Mystical Flight 6, Reminiscences, *Spiritual Link, Undead*

Size: 11 Medium **Regeneration:** 1
Movement Value: 8/6 **Fatigue:** Tireless

Secondary Abilities: *Variable*

Arcane

Level: 9 **Category:** Spirit 25
Life Points: 135 **Class:** Freelancer
Str: – **Dex:** 8 **Agi:** 9 **Con:** – **Pow:** 12 **Int:** 8 **Wp:** 11 **Per:** 7
PhR 90 **MR** 90 **PsR** 90 **VR** 90 **DR** 90

Initiative: 85 Natural
Attack Ability: 175 Major Poltergeist
Defense Ability: 170 Ghostly Defense
Damage: As Thrown Object
AT: None

Essential Abilities: Superhuman Spiritual Characteristics, Physical Exemption
Powers: Major Poltergeist (Interaction with the World), Ghostly Defense, Spectral Beings, Mystical Flight 7, Reminiscences, *Spiritual Link, Undead*

Size: 11 Medium **Regeneration:** 1
Movement Value: 9/7 **Fatigue:** Tireless

Secondary Abilities: *Variable*

According to scholars of the occult, a Ghost is the soul of a natural being that resisted the Calling after its death. Most of the time their appearance is directly related to necromantic practices or the magic of the dead, but rarely a Ghost will come into being spontaneously because of someone's own will or due to a strange concurrence of circumstances.

As mere souls in pain, Ghosts exist on a different level of existence than normal people, so they cannot be seen or heard by most humans. They take many forms, from more or less accurate copies of their bodies when they were alive to cadavers clearly made of ectoplasm.

Usually, Ghosts are chaotic creatures unable to think clearly. Without a body, their minds can only hold disjointed concepts and ideas, and vague memories of their past life appear suddenly only to disappear just as rapidly. They also do not perceive time in a natural way; they may often see decades pass like minutes. Although their personalities usually remain intact at first (this is also the time when they are most confused), their gradual transformation into an undead being overshadows their original nature. Each moment, they remember less of their past and grow ever more disgusted with the living.

Ghosts exist in all corners of the world. Sometimes they live among people who know nothing of their presence or serve some powerful undead necromancer who is directly responsible for their existence.

Types of Ghosts

Depending on the natural potential of the deceased's soul, as well as various other factors, the innate power of Ghosts varies widely; there are both very weak Ghosts and unusually powerful ones. This diversity is reflected by dividing them into Minor, Major, and Arcane Ghosts. Minor Ghosts represent spirits with little power and whose ability to interact with the world is limited to little more than moving objects, while the Major ones are beings with great supernatural power. Finally, Arcane Ghosts are ancient spirits who are masters of the undead and possess monstrous capabilities.

Modus Operandi

A Ghost may attack a person for any imaginable cause, from feeling upset to receiving an order from its master. As ectoplasmic forces formed purely from the spiritual potential of the deceased, they do not retain their abilities from life. Instead, their abilities are based on their innate power, although they often adopt the combat style they had in life. Thus, the Ghost of a warrior would use its Poltergeist power to attack with flying spectral weapons, while a wizard might simulate spells and incantations.

Ghostly Defense: Ghosts defend themselves by altering their position and shape; they can make short hops through space, create shields with Poltergeist, or defend themselves with imaginary ectoplasmic weapons. As a result, they can choose each turn to either dodge or block as they wish.

Poltergeist: A Ghost can alter physical reality on a small scale, producing changes in the material world due to the residual strength of its soul. In this way, it can interact with living beings by writing messages, frightening them, or even attacking them. Poltergeist is the innate ability of Ghosts to perform such manipulations, which allows them to move objects remotely using their Power as Strength. They need not even be in contact with the objects they want to move; it is enough to see the objects and to be no more than 12–15 feet from them. Unfortunately, Poltergeist consumes considerable amounts of energy, so a Ghost is unable to keep it active for more than a few seconds. Thus, one could throw something or write a quick message, but not fight with a sword. Poltergeist also can be used as a means of attack, in which case the Base Damage depends on the weapon used, to which the Ghost's Power is added if the weapon is thrown.

Major Poltergeist (Only Major and Arcane Ghosts): When a Ghost is sufficiently strong, it gains the ability to directly attack with ectoplasm without needing to manipulate physical objects. Typically, this ability imitates the style of combat that the deceased used while alive, manifesting weapons, spells, or even stranger items (for example, a writer could attack with pages from a book). These attacks deal energy damage and affect both material and spiritual targets. Additionally, the Ghost can have one of the following special abilities (two if it is an Arcane Ghost):

- **Distance Attack:** The Ghost's attacks have a range of 90 feet and are considered Fired projectiles.
- **Added Damage:** The Ghost's attacks deal 30 points more damage.
- **Area Attack:** The Ghost can perform the Area Attack maneuver and apply only a –25 to its Attack Ability for doing so.
- **Spectral Weapon:** The Ghost's attacks have the same effect as if someone had come into contact with its body, as described under Spectral Beings.
- **Precise:** The Ghost's attacks have the Precision weapon trait.

Spectral Beings: Ghosts are immaterial spirits and are invisible to the naked eye, with all that that entails. In addition, once they are fully undead, Ghosts become specters, so any living being coming into contact with their bodies has to pass a Magic Resistance or Physical Resistance check of difficulty 60 (Minor), 90 (Major), or 140 (Arcane) or suffer a penalty to all actions and lose Life Points equal to the level of failure.

Reminiscences: Ghosts have a few memories of their past lives, so they can use their Secondary Abilities at half their original values.

Spiritual Link: A Ghost is unable to exist by itself, as resisting the Calling demands that it have something holding it to the world. Most of them (especially if they have been raised by necromancy) depend on the necromancer who created them, who automatically becomes both their link and their hierarchical superior. If, instead, a Ghost was born alone, it is tied to an object or place that had special significance for it during its lifetime or at its death (its terrestrial remains, a mansion, a picture, etc.). A Ghost cannot travel far from the object or person it is linked to (although the exact distance differs in each case), and if this connection is somehow destroyed, the Ghost will also also cease to exist.

Undead: A Ghost who remains in the world will begin as a spirit (i.e., a spirit that has not been removed from the cycle of life and death), but in time its essence rots and it becomes an undead. This process is inevitable, regardless of power or whether or not the Ghost wants it to happen. The transformation normally takes place over a number of hours equal to the Ghost's Power times the Gnosis of the deceased. At the end of that period, it acquires the status of undead and all that status entails.

Ghosts and the Specters of the Wake

It is important to distinguish Ghosts from the so-called specters of the Wake, because while the former are spirits who have escaped the Calling, the latter are soulless incarnations of beings' emotions that have become independent in the Wake. It is believed that if the Ghost of a dead man encounters his specter in the Wake, both will be destroyed immediately.

Illustrated by Wen Yu Li

Ginnungaus

Abyssal Devourer

Level: 7 **Category:** Between Worlds 30
Life Points: 2,450 Damage Resistance
Class: Warrior
Str: 14 **Dex:** 5 **Agi:** 7 **Con:** 12 **Pow:** 10 **Int:** 3 **Wp:** 10 **Per:** 5
PhR 80 **MR** 105 **PsR** 75 **VR** 80 **DR** 80

Initiative: 70 Natural
Attack Ability: 200 to 160 Brand of Chaos (Variable)
Defense Ability: Damage Resistance
Damage: 120 to 50 Brand of Chaos (Variable)
AT: Natural 5

Essential Abilities: Supernatural Physical Characteristics, Physical Exemption, Variable Size, Inhumanity, Atrophied Movement
Powers: Natural Weapons: Brand of Chaos *(Variable Attacks)*, Primal Scream (MR 120, *Variable Effects*), Damage Energy, Damage Barrier 80, Magic Resistance +30

Size: 23/28 Variable **Regeneration:** 7
Movement Value: 3 **Fatigue:** Tireless

Secondary Abilities: Notice 40, Search 25, *Track 50, Withstand Pain 50*

For the northerners who believe in the Aityr religion, the monstrous Ginnungaus are the spawn of the end times, nightmares arising from Ginnungagap, the primordial abyss of chaos. Legend tells that they originated from the sin the goddess Jera committed by stealing a drop of the blood of the giants to create the three Great Beasts. It was then that, attracted by the smell of the open wound, numerous void spirits were born in the depths of the abyss and were endowed with eternal hunger and the desire to consume all life in the world. However, although these creatures are usually associated with the Aityr religion, many other cultures have their own theories. The Duk'zarist consider them to be linked to Zemial (and to a lesser extent, Edamiel) in some way, while the Sylvain and the Devah theorize that they are fetal Aeons unable to form a true identity.

Ironically, perhaps all these theories are correct.

It is certain that the entities known as Abyssal Devourers are monsters composed of meat, emptiness, and pure chaos. Their whole being changes without stopping, creating claws, mouths, eyes, and myriad other nightmarish appendages every moment.

They prefer cold places and are more commonly found in the north (in fact, there are many in the Range of the Eternal Ice), though they have spread to all corners of both Gaïa and the Wake. However, most are dormant, sleeping in caves or old buildings while waiting for a living being to approach.

They lack personal identity, appear to have no objective other than destruction, eat all kinds of beings, and sleep a great deal. Interestingly, even a sleeping or lethargic Ginnungaus immediately notices when blood is shed in its vicinity, even if it is only a tiny drop. If this happens, it wakes up right away.

Illustrated by Wen Yu Li

Ginnungaus

Illustrated by Wen Yu Li

Modus Operandi

Even without being truly intelligent, Ginnungaus possess the instincts of a killer, which give them an unnatural knowledge of the best places to slay their targets. Sometimes they will block an escape route or get in front of a door that their prey must pass through. So it doesn't matter that they aren't very fast, because they are a nightmare that is very difficult to avoid. Their fighting style is completely chaotic; they overcome their enemies with continuous waves of attacks, leaving nothing alive within their reach.

Abyssal Devourers have no vulnerable points.

Brand of Chaos: An Abyssal Devourer's combat skills change continuously along with its body. Each turn, its attacks are different; sometimes it may attack with powerful jaws, other times with huge limbs, and still other times with dozens of tentacles. To determine its number of attacks, its Attack Ability, and its damage, roll 1d10 at the start of each turn (before determining Initiative) and find the result below.

D10	Attack	# of Attacks	Damage	Special
1 or 2	200	1 Attack	Damage 120 (Cut)	Armor Modifier –2
3 or 4	190	2 Attacks	Damage 100 (Imp)	
5 or 6	180	3 Attacks	Damage 80 (Thrust)	Critical +20
7 o 8	170	4 Attacks	Damage 60 (Cold)	
9 o 10	160	5 Attacks	Damage 50 (Thrust)	Precision Weapon

Primal Scream: Every time a Devourer loses 1,000 Life Points, it produces a cry of pure chaos. Anyone around who has the ability to hear (even if only slightly) must pass a MR 120 check or suffer a random effect (lasting one minute per point that the Resistance check was failed by) determined by the roll of 1d10:

D10	EFFECT
1–2	Terror
3–4	Rage
5–6	Pain
7–8	Weakness
9–10	Madness

Variable Size: The real dimensions of a Ginnungaus are difficult to determine, as its body grows and shrinks continuously in all directions. Therefore, its size alternates between Big and Enormous without stopping, so its Natural Armor Type and Life Points are calculated as if its size were halfway between the two.

Resistance to Damage: A Ginnungaus has Damage Barrier 80 against any conventional attack.

Atrophied Movement: Although they have functional limbs, the chaotic nature of Abyssal Devourers means that those limbs may disappear and reform at any moment. Thus, in actuality they move with great difficulty, and no matter what their Size and Agility are, their Movement Value never exceeds 3.

Gurmah-Gharus

The Calamity of the Desert

Level: 13 **Category:** Natural 20
Life Points: 12,500 Damage Resistance
Class: Ranger
Str: 19 **Dex:** 6 **Agi:** 10 **Con:** 17 **Pow:** 10 **Int:** 3 **Wp:** 8 **Per:** 10
PhR 165 **MR** 155 **PsR** 100 **VR** 165 **DR** 165

Initiative: 80 Natural
Attack Ability: 280 Bite
Defense Ability: Damage Resistance
Damage: 250 Bite (Thrust), 100 Coil (Impact)
AT: Natural + Chitinous Armor Cut 13 Impact 13 Thrust 13 Heat 13 Electricity 13 Cold 13 Energy 10

Essential Abilities: Divine Physical Characteristics, Zen, Acute Sense (Hearing), *Blind*
Powers: Natural Weapons: Bite (Armor Modifier –5, Increased Damage +70), Earthquake, Energy Damage, Superior Underground Movement, Increased Movement +1, Physical Resistance +40, Magic Resistance +50, Chitinous Armor (Physical Armor 6, Damage Barrier 160, Damage Reduction 40), Emerge, Coil, Gastric Juices (PhR 160, Damage), Sound Sight

Size: 36 Colossal **Regeneration:** 10
Movement Value: 14 **Fatigue:** 17

Secondary Abilities: Notice 245, Search 235, Track 235, Feats of Strength 260

Of all the creatures that dwell in the burning deserts of Gaïa, not one can even approach the power of the terrifying Serpent of the Sands, a being more suited for the legends of ages past than for the real world. It is called Gurmah-Gharus (which in the language of the inhabitants of the dunes means the Calamity of the Desert), and it is a nightmare that has plagued the land of Al-Enneth for nearly 2,000 years.

Gurmah-Gharus is a titanic worm whose body is completely covered with thick, onyx-colored chitinous armor. Some think it is more than a mile long, but nothing can be further from the truth: that is only the part of its body that can be seen when it attacks. In fact, its length is about ten times greater than anything yet seen. Surprisingly, it is neither an Aeon nor a supernatural monster, but simply the greatest natural being ever born. It is not known how it could acquire such a scale, whether it happened naturally or because of some strange magical process.

The Calamity of the Desert has a very definite life cycle. It sleeps for entire decades deep in the sand and only wakes up for limited periods of time that generally do not exceed a week. When it awakes, it has an overwhelming thirst that it satisfies by traveling to the nearest oasis and swallowing it completely. Of course, it often also ends up engulfing any poor unfortunates who are present at the oasis. Over the centuries, thousands have been devoured by its jaws. While active, it moves through the sand as if the sand were nothing, provoking with each movement a little earthquake because of its colossal dimensions. It usually moves through the ground, guided by the sounds and vibrations of the earth to seek out noises associated with water. Gurmah-Gharus is considered one of the Sleepers, a group of monsters whose awakening might mean the end of human civilization. Fortunately, the temporary awakenings of Gurmah-Gharus do not endanger civilization; were it to remain awake constantly, however, it could. In addition, some people worship the nomadic creature as a vengeful god, believing that if they make the appropriate sacrifices, it will sleep much longer.

The Serpent of the Sands currently resides in the Principality of Salazar, but when awake it may travel to areas of Stygia and Kushistan. It will not be long before it awakens again, which greatly worries the rulers of those desert lands.

Modus Operandi

As already mentioned, Gurmah-Gharus is attracted to water and usually pays little attention to anything else. Since people are insignificant to such a creature, it ignores them except in the unlikely event that someone manages to harm it. If such a thing should occur, the Serpent of the Sands would explode with anger and use its enormous head to smash its enemies.

Because of its unbelievable size, Gurmah-Gharus has no known vulnerable points.

Bite: The jaws of Gurmah-Gharus are unique, and are much more than just a mouth. They are a set of dozens of circular jaws with tusks tougher than the strongest steel. Therefore, when it bites something, it completely destroys that thing, regardless of whether it is huge or as tiny as a human body. The bite reduces the defender's AT by 5 points against it and adds +50 to the result of any Critical obtained. Because of Gurmah-Gharus's size, its bite affects a 200 foot radius area. If it obtains a Critical, regardless of whether or not the Critical has any effect, it automatically swallows any opponent of Enormous size or less, immediately subjecting them to its gastric juices.

Energy Damage: Even without being a supernatural creature, Gurmah-Gharus's Presence is so high that its attacks are capable of damaging immaterial beings, and it uses the Energy Attack Type when doing so, although in that case its Base Damage is reduced to half.

Sound Sight: Gurmah-Gharus has no eyes, but its auditory and tactile senses act as a sonar that allows it to sense things around it. The creature is even capable of noticing the vibrations of a person walking on the sand from miles away. Therefore, even though it lacks sight, it acts as if it were able to see, even in darkness.

Earthquake: Simply by moving, Gurmah-Gharus causes earthquakes that shake the land wherever it goes. Each turn, all beings within 1,500 feet of its body must pass an Agility check with a penalty of –2 or a Very Hard (140) Acrobatics check to maintain their balance and not fall down. Similarly, structures with Damage Barrier 60 or less are automatically destroyed, while all others suffer damage equivalent to that caused by the Earthquake spell from the Path of Earth.

Underground Movement: When it awakes, Gurmah-Gharus moves like a huge worm, partly moving under the ground and partly on the surface as it seeks oases to devour. Accordingly, fragments of its body may arch above the horizon while others remain buried under the sand. This allows it to move at its maximum Movement Value underground; only energy barriers or hard materials can slow it down.

Illustrated by Wen Yu Li

Gurmah-Gharus and a large Worm of the Depths

Illustrated by Wen Yu Li

Chitinous Armor: Gurmah-Gharus has a chitinous layer of armor as thick as a wall that makes it virtually immune to damage. This layer not only grants it a very high AT, but also allows it to ignore any non-supernatural attack with a Base Damage of less than 160. In addition, all hits that can harm it (either by overcoming its Damage Barrier or by dealing energy damage) have their Base Damage decreased by 40 due to its colossal size and lack of vulnerable points.

Emerge: When Gurmah-Gharus emerges from the depths, it creates a huge hole that pulls anyone less than 150 feet away into the sands. To avoid this effect, targets must pass an Agility check with a penalty of –2 or be trapped between 60 and 120 feet underground.

Coil: This is not a proper attack, but rather just the consequences of being in Gurmah-Gharus's path when it moves. All people who are in its way (which is usually a 300 foot stretch of ground) must defend against an attack with an Almost Impossible (240) Final Attack that, if it causes damage, automatically buries them 30 to 60 feet under the sand.

Gastric Juices: Its corrosive stomach acids allow Gurmah-Gharus to consume anything, no matter how tough. Consequently, anything submerged in its gastric juices must pass a PhR 160 check each turn or suffer damage equal to half the level of failure.

Enhanced Regeneration: Gurmah-Gharus recovers 1 Life Point per turn instead of the 1 per minute Regeneration 10 usually allows.

Desert Horn

An old legend repeated by the nomads of the dunes says that in the desert near the border of Salazar stands a tiny Kushistani temple with a device called the Horn. Apparently, this is a musical instrument whose sound has the ability to awaken Gurmah-Gharus and make it move towards the place where the Horn was sounded. Unfortunately, it does not give power over the creature itself, which brings violence and terror in its wake. Although he is not sure whether it's authentic or not, the Enlightened Kushistani Jaser Sal Kahlim is secretly trying to transport an object that could be the Horn to Argos and sound it there. In that way, he is sure that he can both start and finish the war between the principalities.

Worms of the Depths

Desert Serpents

Level: 3 **Category:** Natural 0
Life Points: 2,205 Damage Resistance
Class: Ranger
Str: 13 **Dex:** 6 **Agi:** 6 **Con:** 13 **Pow:** 5 **Int:** 2 **Wp:** 6 **Per:** 10
PhR 65 **MR** 40 **PsR** 45 **VR** 65 **DR** 65

Initiative: 45 Natural
Attack Ability: 120 Bite
Defense Ability: Damage Resistance
Damage: 125 Bite (Thrust)
AT: Natural + Chitinous Armor Cut 8 Impact 8 Thrust 8 Heat 8 Electricity 8 Cold 8 Energy 6
Essential Abilities: Superhuman Physical Characteristics, Inhumanity, Acute Sense (Hearing), *Blind*
Powers: Natural Weapons: Bite (Armor Modifier –1, Increased Critical +10), Sand Trapping, Drag into the Depths, Underground Movement, Chitinous Armor (Physical Armor 4, Damage Barrier 60), Sound Sight

Size: 26 Enormous **Regeneration:** 6
Movement Value: 7 **Fatigue:** 13

Secondary Abilities: Notice 150, Search 150, Track 120, Feats of Strength 85

Worms of the Depths are huge serpents that live in the deserts of Salazar. They are large earthworm-like predators that hide in the sand waiting for passing prey on which to feed. Their hunting method is to dig large pits and wait patiently in the center for a traveler to slide inside. At that time, when their victim is hurt and unable to escape, they lunge suddenly to the surface to devour him.

The bodies of Worms of the Depths are often more than 45 feet in length (some have even measured 150 feet) and are covered with copper-colored chitinous plates that are very resistant to conventional attacks. Their behavior is completely animalistic; they are driven by their predatory instincts and are unable to understand or speak any language. Rarely, they gather in flocks, taking control of large hunting grounds and creating what has been called Worm Chasms. In these cases, they may attack large caravans, appearing by surprise when their victims are completely surrounded. Some biologists believe that these beings are directly related to Gurmah-Gharus, the latter being either a mutation of the former species or a huge parent.

Modus Operandi

Worms of the Depths rarely deviate from their usual hunting method; unless they are extremely hungry, they always wait for their victims to approach. They do not have vulnerable points.

Bite: Worms of the Depths mainly attack with their sharp-toothed maws, which reduce the defender's AT by 1 against the attack and add +10 to the result of any Critical obtained.

Underground Movement: As their name implies, Worms of the Depths are able to move underground at their full Movement Value. However, they are unable to penetrate hard ground or ground filled with rocks.

Chitinous Armor: Worms have layers of chitinous armor that give them a high natural AT as well as Damage Barrier 60.

Sand Trapping: Worms of the Depths dig holes in the sand and wait patiently for someone to pass close by, slip, and fall inside. At that time, they rise to the surface at full speed while the victim can hardly move because of the sandy walls and kill the victim without giving him a chance to escape. Anyone who fights inside a sand trap without the Ki Ability Weight Elimination (or some similar power) suffers a penalty of –30 to his Attack and Block Abilities and –50 to his Dodge Ability because of the difficulties involved in fighting in such an environment.

Drag into the Depths: If they wish, the worms can grasp the extremities of their victims with their teeth and then plunge the victims into the sand and drown the victims there. In this case, the worms can execute a Bite attack on their target at a –20 penalty to their Attack Ability and make an opposed Strength check. As long as the Worm achieves a result of at least Partially Immobilized, it may make a second check at the beginning of the next turn to drag its target into the sand. Once the victim is buried, the sand smothers the poor wretch, who is unable to move freely (treat as Partially Immobilized) and is subject to the rules for lack of oxygen.

Sound Sight: Worms of the Depths do not have eyes, but their auditory and tactile senses allow them to detect everything around themselves in a 150 foot radius.

The Mobile Chasm of Worms

Something really unusual is happening in some small towns on the border of Kushistan. Inexplicably, a group of Worms of the Depths are attacking the inhabitants at night and destroying their homes. Naturally, no one fully understands why this is happening, and the authorities in the large cities do not believe the stories of the onslaught of Worms that the survivors tell. Therefore, local leaders met and agreed that they ought to hire mercenaries to determine the cause of the attacks and, if possible, eradicate the attackers. The truth is that what is happening has been organized by a group of looters who, by accident, obtained pheromones that attract Worms to the places the looters choose, so that they can then take everything of value in the destroyed villages.

Gwyllgi

Infernal Hound

Level: 3 **Category:** Between Worlds, Undead 15
Life Points: 110
Class: Assassin
Str: 8 **Dex:** 8 **Agi:** 10 **Con:** 7 **Pow:** 5 **Int:** 4 **Wp:** 7 **Per:** 9
PhR 45 **MR** 40 **PsR** 45 **VR** 45 **DR** 45
Initiative: 95 Natural

Attack Ability: 110 Jaws and Claws, 130 Shadow Leap
Defense Ability: 100 Dodge
Damage: 50 Jaws and Claws
AT: None

Essential Abilities: Physical Exemption
Powers: Natural Weapons: Jaws and Claws, Infernal Howl (MR 80, Fear), Shadow Leap (Increased Movement +3, Attack +20), Spiritual Invisibility *(Conditional)*, Hunter's Sight (Extrasensorial Vision, *Conditional), Regeneration 0*

Size: 15 Medium **Regeneration:** 0
Movement Value: 10/13 **Fatigue:** Tireless

Secondary Abilities: Jump 25, Climb 25, Hide 80, Stealth 130, *Notice 120, Search 120, Track 120*

Illustrated by Wen Yu Li

Illustrated by Wen Yu Li

Among the many stories that have grown out of the dense forests, that of the spectral Gwyllgi, or hounds of hell, is the most widespread. These black dogs are dark spirits of death who bring bad luck and end the lives of those who have the misfortune to cross paths with them. They are large undead hounds with cadaverous faces and long chains hanging from nails that extend through their dead bodies. They are very large, exceeding even the largest mastiffs in size. Sometimes they also lack skin, giving them an even more monstrous appearance.

The Gwyllgi are naturally invisible and no normal people, except those who they choose as prey, can see them. It is, however, possible to detect them by the strong smell of sulfur they leave, which permeates the air and makes it difficult to breathe. Another of their unusual features is that when they walk, their tracks burn the ground, leaving behind charred footprints that disappear at dawn.

These hellhounds always manifest close to the place where they are going to kill their prey. They act either alone or in a pack composed of an odd number of hounds (five and seven are the most common groups). They do not understand language or communicate in any way, and their only interest seems to be finding people to hunt.

No one knows how they choose their victims and whether there is some hidden logic in their choices. Although they were first detected in Alberia, that principality of eternal rain is not their only hunting ground. In fact, Gwyllgi can appear virtually anywhere, and nobody in Gaïa is really safe from the threat of these infernal hounds.

Modus Operandi

The hounds of hell are continually looking for prey. When they smell the scent of someone who they instinctively know deserves to die, they howl to announce the beginning of their hunt. Thereafter, they ignore everything around them, giving absolute priority to finding and slaughtering their victim. If, when they finally reach their victim, he still is not aware of what is going on, the first Gwyllgi will use subterfuge abilities to approach him and, when at an appropriate distance, launch a surprise attack on him from behind using Shadow Leap. Otherwise, they will simply howl again and then launch themselves at the prey. The hunting always ends when the first rays of the sun shine down in the morning. At that time, the hounds disappear, but if they have not managed to kill a prey they were stalking, they return that night to continue the hunt.

A Gwyllgi's vulnerable point is its head.

Infernal Howl: When a Gwyllgi begins to hunt a particular prey, it announces that fact by emitting a piercing howl that freezes the blood of all those who hear it and petrifies them with fear. Everyone who hears the cry must pass a MR or PsR 80 check or suffer Fear. Additionally, everyone affected will have a rough idea of the position of the Gwyllgi going forwards (although not its exact location) as the hound is the very source of their fears.

Spiritual Invisibility: As a spiritual being, a Gwyllgi is invisible to those who are not able to see spirits. However, individuals who are selected by the hounds as their prey are able to see them clearly, like a dark premonition of death.

Hunter's Sight: For Gwyllgi, there is nothing else in the world but their prey, and their senses are focused only on that individual. As a result, their perceptual abilities are very accurate when used for anything directly related to the prey, whether searching for tracks, following an odor, or noticing a silhouette in the middle of darkness. On the other hand, their senses do not capture the rest of the world clearly, so anything unrelated to their prey is treated as being invisible (other than everyday objects like fallen logs).

Shadow Leap: Shadow Leap is a special skill the Gwyllgi commonly use to pounce on enemies who have not noticed them. Instead of moving normally, the hound may jump up to 250 feet and attack its victim in the same turn, without suffering any penalty to its Subterfuge Abilities for its movement.

Hamadryad

Forest Spirit

Level: 4 **Category:** Between Worlds 20
Life Points: 115
Class: Wizard
Str: 5 **Dex:** 8 **Agi:** 8 **Con:** 7 **Pow:** 12 **Int:** 10 **Wp:** 8 **Per:** 9
PhR 50 **MR** 65 **PsR** 55 **VR** 90 **DR** 50

Initiative: 80 Natural
Attack Ability: 120 Thorn Wood, 10 Unarmed Combat
Defense Ability: 10 Dodge
Damage: 60 Thorn Wood (Thrust), 10 Unarmed Combat (Impact)
AT: None

MA: 60
Zeon: 910
Magic Projection: 120 Offensive, 130 Defensive
Level of Magic: 40 Essence, 60 or 80 (Path Varies by Tree)

Essential Abilities: Gift, Superhuman Spiritual Characteristics, Superhuman Magic Recovery *(Conditional)*, Natural Knowledge of a Path (Essence 40), Physical Need *(Proximity to Twin Tree), Vulnerability to a Natural Element (Double Damage, Fire)*
Powers: Thorn Wood (Range 30 feet, Without Limits, *Conditional*), Spiritual Bond, Superior Underground Movement, Rebirth, Venom Resistance +40, Recovery (Regeneration 10, *Conditional*), See Spirits, *Life Link*

Size: 12 **Regeneration:** 1/10
Movement Value: 8 Fatigue: 7

Secondary Abilities: Swim 20, Climb 20, Persuasion 50, Hide 20, Stealth 20, Poisons 30, Notice 20, Search 15, Track 20, Animals 25, Herbal Lore 45, History 25, Medicine 25, Magic Appraisal 65, Music 65, Sleight of Hand 15

The Hamadryads or dryads are female personifications of the essence of certain extremely old and powerful trees that, according to Lillium beliefs, are unwitting agents of eight major ancient spirits. They appear to be unusually beautiful women whose hair is made of wood, flowers, or leaves. Sometimes they also have other attributes linked to nature, such as greenish skin or flowers springing directly from different parts of their bodies.

While they can act independently like any normal living being, a Hamadryad is actually only half of a whole. The other part of the creature, and the basis of her soul, is her tree of birth, which she usually refers to as her twin tree. Hamadryads are not immortal, but can live a long time (often up to several hundred years).

When a Hamadryad is born in a wooded area, it is common that three or four more will appear in a short period of time. Thus, they form small groups of friends, and they often ally with other local nature spirits and Lillium priests. The personalities of these creatures are greatly influenced by the types of trees they are tied to.

Modus Operandi

Each type of Hamadryad acts differently, but they always make good use of their magical abilities in battle. Powerful mages, their experience in the use of spells and rituals makes them difficult opponents.

Both their heart and their head are vulnerable points.

Physical Need: A Hamadryad cannot stray too far from her twin tree. If she is more than a mile away for two or more days, she begins to suffer a cumulative penalty of –5 to all actions every day. If she does not return within a month, both the Hamadryad and the tree will wither and die. This process may be delayed by performing certain mystical rituals or if the Hamadryad renounces her supernatural life, in which case she loses all supernatural abilities (and magical powers) and becomes a mere human woman.

Superior Underground Movement: While less than a mile from her tree, a Hamadryad can enter the ground and move at full speed if it is soft ground or half speed if it is hard ground.

Spiritual Bond: Because a Hamadryad's essence lives in her twin tree, she cannot properly be said to have a soul. Consequently, spells that affect emotions are not able to affect her directly; they have to be targeted at the tree in order to affect her.

Recovery: While she is underground and in contact with the roots of her tree, a Hamadryad can feed on the life around her. When doing so, she gains Regeneration 10 and double Zeonic regeneration.

Rebirth: Even if her body is destroyed, a Hamadryad will not die if her twin tree is alive. She is even able to regenerate damage that should kill her. If she dies from physical damage, she melts and her remains sink into the ground. Within a month, a new body will sprout from the roots of her tree, although her memories may take much longer to return.

Thorn Wood: By innately spending 50 points of Zeon, a Hamadryad can perform a special attack with her hair. She can plunge her hair into the ground and create a thorn that attacks an enemy up to 30 feet away. This attack uses her Magic Projection.

Vulnerable to Fire: A Hamadryad's body is particularly flammable, so damage based on fire causes her great harm. If she is struck by fire, she takes double damage and is unable to regenerate these Life Points at an increased rate while buried underground, but instead can only recover them at her normal rate. If the body of a Hamadryad is completely consumed by fire, it is burned beyond regeneration and she cannot use her Rebirth ability. Nevertheless, her soul still resides inside her twin tree, and she can cast spells through it as if it were her physical form (but with her MA reduced to half).

Life Link: Because the twin tree is essential to a Hamadryad's life, any damage it suffers causes great pain to her (depending on how serious, it can be considered to cause either Pain or Extreme Pain). If the tree is destroyed, the Hamadryad dies as well, because her soul is also destroyed in the process.

Tree Protectors

Since each Hamadryad is tied to a different type of tree, her behavior and magical abilities vary depending on the type of tree she protects. Following are the most common types and their distinctive features:

Oak

Appearance: Their appearance is mature and regal. They have a noble bearing, and they often wear crowns of wood. They have skin and hair of pale green wood.

Personality: Serious, majestic, and dreadfully belligerent, these Hamadryads behave as if they were the leaders of their kind. They are neither inclined to help mortals nor to hate them especially, but if they feel they have been offended, they will try to destroy those who have insulted them, whatever the cost.

Modifiers: If coming from an oak tree, a Hamadryad has 30 Magic Levels in Destruction, 30 in Light, and a base of 100 in Leadership.

Special: As spirits of war, the oak Hamadryads can cover their body with armor and weapons made of wood drawn from their hair, allowing them to physically attack and defend using their Magic Projection. The weapon damage of this attack is the same as that of Thorn Wood, but they also gain AT 4 against any attack type except for Heat and Energy. Each turn they must spend 50 points of Zeon to maintain this ability.

Apple

Appearance: The appearance of these Hamadryads is quite ordinary, and they have no particularly distinctive features.

Personality: Always willing to reach a deal, these Hamadryads display the absolute limits of both goodness and cruelty. They value life and death alike and request appropriate payment to help or harm people.

Modifiers: An apple Hamadryad has 60 Magic Levels in Creation and +60 to Medicine.

Special: These Hamadryads have Regeneration 10 even when they are not in contact with the roots of their tree. In addition, blood is a vital substance for them, and it increases their Regeneration by 2 points (up to a maximum of 16) for a full day each time they drink a cupsworth of it.

Willow

Appearance: They are always lush, with exotic touches like strange flowers decorating their body or hair of unusual colors. Sometimes, they also have mystical tattoos on their arms or back.

Personality: Capricious, manipulative, and mysterious, their behavior is at times jovial and at other times malicious, sometimes reaching dangerous extremes. They are vindictive, but they behave well with those they find funny or attractive.

Modifiers: Willow Hamadryads gain 20 Magic Levels in Air, Water, Fire, and Earth, a +40 to Music and a minimum base of 10 in all Secondary Abilities.

Special: They are extremely skilled witches, and if they are near their twin trees, their MA increases by 10 points.

Birch

Appearance: These Hamadryads always look pure and holy. Their bodies are covered with white flowers and their head crowned with bright golden hair.

Personality: They are usually completely benign creatures who dedicate their lives to secretly helping those in need and ending any evil entity that threatens their territories or loved ones.

Modifiers: Birch Hamadryads gain 60 Magic Levels in Light and a base of 40 in Leadership.

Special: These Hamadryads are considered holy beings, so any dark or evil creature that approaches within 30 feet must pass a MR 120 check every turn or suffer damage equal to twice the level of failure.

Holly

Appearance: These Hamadryads appear as younger women (usually girls or teenagers), and they are graceful, beautiful, and charming.

Personality: They are activists and volunteers with a strong sense of duty, so these Hamadryads usually patrol the vicinity of their twin trees to ensure that everything runs smoothly. They behave heroically and will even put themselves in danger to help those in need. Unfortunately, they are also obstinate and stubborn, and once they have made a decision, it is difficult to get them to change their minds.

Modifiers: Holly Hamadryads gain 20 additional Magic Levels in Essence and 40 Magic Levels in one element of their choice. Additionally, they have a base of 80 in the Style Secondary Ability.

Special: They gain a +10 bonus to their offensive Magic Projection.

Hazel

Appearance: These Hamadryads are by far the most beautiful of all. Their eyes, skin, and hair can be of any color, and these Hamadryads always shine with a freshness and charm that captivates those who see them.

Personality: Charming, clever, and highly intelligent, these Hamadryads like to socialize with mortals once they are sure that they are in no danger. They like to both learn and teach, and they are often willing to help people in exchange for a good story. They feel a special aversion to foolish people and those who do not respect beauty. In such cases, they have no qualms about punishing them properly.

Modifiers: Hazel Hamadryads gain 40 Magic Levels in Light and 20 Magic Levels in Creation. They also receive +20 to History, Medicine, and Music.

Special: The Intelligence of these Hamadryads is a point above normal.

Yew

Appearance: Despite being extremely beautiful, these are middle-aged women with ashen hair and off-gray eyes. Sometimes their faces have a deathly appearance, and their skin is white like the dead.

Personality: Eternally melancholy, these Hamadryads shy away from contact with other living beings. They like solitude and, except in unusual circumstances, simply hide under trees to avoid being discovered. They are only violent when faced with undead or necromancers.

Modifiers: Yew Hamadryads gain 60 Magic Levels in Destruction and have a base of 100 in Occult.

Special: The spirits of Yew, the tree of funerals, are directly associated with fire and death, so these Hamadryads do not suffer extra damage from heat-based attacks. In addition, they can speak with the spirits of people who have died recently, before their essences are claimed by the flow of souls.

Hawthorn

Appearance: Their hair is usually white and their skin is pale, which contrasts with their red or blue eyes. Their hands end in sharp claws, and at times, they also have slightly elongated incisors.

Personality: Cruel and malicious, these Hamadryads are dark souls that tend to enjoy wreaking havoc and destruction. They deceive and kill in unpleasant ways simply because it amuses them. In many respects, they often act like real demons.

Modifiers: Hawthorn Hamadryads gain 40 Magic Levels in Darkness, gain 20 Magic Levels in Destruction, and have a base of 60 in Intimidate.

Special: The blood of these Hamadryads is extremely poisonous. Anyone who comes into contact with it (usually as a result of having caused damage with an attack) must pass a VR 100 check or suffer Pain and damage equivalent to the level of failure.

Illustrated by Wen Yu Li

Sigma Hecatondies

Ultimate Combat Golem

Level: 12 **Category:** Between Worlds (Construct) 30
Life Points: 300
Class: Warrior
Str: 14 **Dex:** 13 **Agi:** 11 **Con:** 13 **Pow:** 13 **Int:** 12 **Wp:** 10 **Per:** 12
PhR 105 **MR** 105 **PsR** 100 **VR** 105 **DR** 105

Initiative: 125 Natural
Attack Ability: 295 Dragon Claws (or 295 Blade Wings) + 275 Prehensile Tail x2, 295 Destroyer Dome
Defense Ability: 280 Dragon Claws, 300 Blade Wings
Damage: 85 Dragon Claws (Cut), 80 Blade Wings (Cut)
AT: Metal Shell Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 6

Ki: Str 28 Dex 24 Agi 10 Con 26 Pow 24 Wp 8 **Total:** 120
Ki Accumulation: Str 3 Dex 2 Agi 2 Con 3 Pow 3 Wp 2
Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Improvised Combat Techniques (from ***Dominus Exxet: The Dominion of Ki***)
Ki Techniques: Repulsion Field, Spiritual Barrier, Dimensional Cube

Essential Abilities: Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Unnatural Size, Natural Immunity to an Element (Complete, Fire, Cold), Physical Exemption, Ambidextrous, Inhumanity, *Physical Need (Energy Charges)*
Powers: Natural Weapons: Claws, Blade Wings (Armor Modifier –3), Prehensile Tails (Additional Attack –20 x2, Trapping 16), Mangle, Energy Damage, Destroyer Dome (Innate Spell, *Conditional, 1 Turn of Preparation*), Energy Core, Ki Incrementor, Mystical Flight 14 (*Conditional*), Metal Shell (Physical Armor 6, Mystical Armor 6, Damage Barrier 100), System Commander, Infinity Core (Zero), Weapons of Annihilation (Deus), See the Supernatural, *Regeneration 0*

Size: 24 Big **Regeneration:** 0
Movement Value: 11/12 **Fatigue:** Tireless

Secondary Abilities: Style 25, Notice 70, Search 55, Track 25, Science 70, Memorize 100, Ki Detection 180

Millennia ago, when Emperor Andromalius and the Senate of Solomon created their final army, the Hecatondies were the culmination of all their studies of war and filled most of their production runs. However, secret even from the Senate itself, the Emperor designed and built three unique Hecatondies models, a trio of creatures made to protect and respond only to him. These are his final agents, the very embodiment of the earthly power of Solomon: the Sigma Hecatondies.

Within the classification of the Logias of Solomon, Sigma Hecantodies are at the theoretical level Dyeus, which encompasses the greatest supernatural technology advances known. Although their power does not reach that of the One System or Gravestone, which are only spoken of briefly in legends, the truth is that their personal destructive power surpasses anything seen or known. These soldiers are truly the epitome of soldier constructs.

A Sigma Hecatondies is physically very similar to other models in the series, a technomagical golem eight feet tall made of titanium and white steel. However, it has a pair of prehensile tails instead of one and huge wings on its back. All of its body is covered with red runes that glow and change when it activates any of its powers. Usually, it will walk through the air two feet above the ground with the poise of an emperor and the grace of a cat. It exudes an air of enormous power, and all who see it feel instinctively that they face a high-order creature, something closer to the realm of the gods than to that of mortals.

It is believed that the three Sigmas were destroyed during the fall of Solomon, but the truth is that despite being terribly damaged, all three survived. Each one has endured thousands of years in different ways.

Despite being artificial creations, they are almost alive, as their artificial intelligence programs allow them to behave like human beings. They are extremely intelligent and can adapt to any circumstance with ease.

Unlike normal Hecatondies, which can be controlled via verbal codes, each Sigma model obeys only those who have Ancient Blood that descends directly from Andromalius and who know its personal password (for more about Ancient Blood, see ***Gaïa: Beyond the Dreams***).

Zero, Ein, and Deus

The names of the three Sigma Hecatondies are Zero, Ein, and Deus. Below is the history of each and their main features.

Zero Sigma: Zero is the first Sigma Hecatondies, the prototype created by Andromalius personally and after which both Ein and Deus were modeled. Although it did not receive the destructive systems installed on its two younger brothers, Zero was the one who developed true artificial intelligence, rapidly acquiring human features and even feelings. It survived the fall of Solomon, but was deactivated for thousands of years when its energy generator, damaged in the conflict, was exhausted. Just a few centuries ago, Eljared inserted one of the 30 pieces of black metal to reactivate it, and it has since traveled from one principality to another, observing what kind of place the world is becoming. Today, it has a deal with Prince Lucanor Giovanni and works for Wissenschaft in exchange for the maintenance it requires to remain fully functional.

Deus Sigma: Deus was the last of the Sigmas to be made, and was given the greatest destructive power of the three. Its body was equipped with weapons of such magnitude that they could easily annihilate a conventional army in a single shot.

Unfortunately, it was in a period of lethargy during the fall of Solomon, which prevented it from being activated (but also saved it from destruction). Carried away on a Solomonic combat platform, it remains in the depths of the Akquo Marsh, where it rests, waiting to be reactivated, in the middle of the enormous platform. Deus is completely faithful to the last wishes of Andromalius; it wants to destroy all enemies of Solomon. Tragically, to it that means to end the world as it is today.

Ein Sigma: Ein is the most perfect model of Sigma Hecatondies, the definitive work of Andromalius. Its power does not stem from personal skills or superior combat capability, but from a direct connection to the One System, a living program that has the ability to control all the Logias of Solomon. There is little that is known about Ein, because it was long believed destroyed during the Seven Hours of Fire. Recently, Zero has noticed that Ein's systems are active, but Zero remains completely ignorant of Ein's location and whether or not its brother is conscious.

Modus Operandi

Each Hecatondies has its own motivations and manner of behavior, but when they enter combat, they all operate using advanced military tactics. Although it is rarely required (since their personal power is unmatched), they are able to build complex traps for their enemies and exploit even the slightest advantage. When in melee, they always perform three to four attacks per turn, combining the use of their claws and two tails.

Their vulnerable point is in their chest, where the energy core is located (directed attacks at the core are at –60 to Attack Ability). A Critical to that region with a final value exceeding 50 disconnects it after two to three turns, leaving the golem without power.

Illustrated by Wen Yu Li

Prehensile Tails: The long and powerful tails of a Sigma are specially built to wrap around their opponents and detain them. Unlike normal Hecatondies, these three golems have an additional tail which can be used to hold an opponent more easily or to catch a second enemy. The Sigma is capable of using either of the two tails to try to catch an individual whose size does not exceed its own. Attacks with the tails are additional attacks, and they can be used at the same time the Sigma strikes with its claws with only a –20 to its Attack Ability on the tail attacks. If a tail successfully hits, the defender must pass an opposed check against Strength 14 or be Immobilized, according to the general rules for the Trapping maneuver. If it uses both tails against an enemy, it only performs a single additional attack, but the Strength that must be opposed increases to 16. Of course, nothing prevents it from using each tail against a different opponent.

Even while keeping someone imprisoned, a Sigma is able to continue fighting normally. For the purposes of suffering attacks, each tail counts as a vulnerable point of the golem (–30 to the Attack Ability of anyone seeking to make a directed attack against it). If a Critical against a tail exceeds 20, the tail is rendered completely useless, but the Sigma does not suffer an action penalty or any additional disadvantage. If a subject is held by two tails and one is destroyed, the Hecatondies immediately releases the victim to protect the remaining tail.

Mangle: Once an opponent trapped by one of its tails is at least Partially Immobilized, the golem can start squeezing, forcing the victim to make an opposed check against Strength 14 (if held by one tail) or Strength 16 (if held by two) at the start of each turn. The victim adds +1 to his Strength check for each 2 points of AT he has against the Impact Attack Type. For each point by which the held person fails the check, he suffers 10 damage.

Energy Core: Sigma models have a central power core that fuels all their systems and that they can use to activate or enhance their various special abilities. This core has the equivalent of 15 energy charges the Sigma can spend to increase its Ki Accumulation, use its Destroyer Dome ability, or generate its energy screens. The core can be recharged only by absorbing supernatural energy through special processes from items of power that fall into the Sigma's hands. Even without special usage, over an extended period of time (perhaps years), normal functioning of the Sigma will deplete energy charges. A Sigma with 0 energy charges will become increasingly sluggish and will eventually shut down until recharged.

Blade Wings: Each Sigma is equipped with two special wings that can be used to defend or to attack, depending on the mode they are set to. In defensive mode, the wings of a Sigma Hecatondies cover the body of the golem and generate an energy field that allows it to block attacks as if it had a supernatural shield. For every 500 points of damage suffered by the shield, 1 energy charge is expended.

If, however, it uses them offensively, the Sigma can combine the attack of the blades with the rest of its body, allowing it to replace its claw attack with the blades of the wings, which have the ability to cancel up to 3 points of the defender's AT against them.

Destroyer Dome: Each Sigma is equipped with combat systems that can fire powerful energy bolts from its limbs. When these rays strike a target, the rays burst, destroying everything within a radius of 60 feet. They have a Base Damage of 90 and attack using the Energy Attack Type. For game purposes, this burst is equivalent to a Dome of Destruction spell from the Path of Destruction, launched with a Zeonic value of 120. To use this power, the golem must concentrate power in its limbs for a full turn, so during that turn it may not make any attacks with its claws or Blade Wings. Like many other Sigma powers, this ability depends on the reserves remaining in the energy core; each shot consumes an energy charge.

Ki Incrementor: The Sigmas can use their energy core to increase their Ki Accumulation for a turn. For the purposes of Ki Accumulation, the Sigmas add 1 to the six Characteristics that are used by Ki for each energy charge they spend (up to a maximum of 3 charges).

Ki Techniques: The Sigma Hecatondies are programmed with Ki Techniques created especially for them. Below is a list:

Repulsion Field

Level: 1 **MK:** 45

The Sigma creates a field of runes that technomagically merges with its claws. This field violently shoves away anything that comes into contact with it, allowing the Sigma to throw its enemies through the air and away from melee with a simple touch. In game terms, the Sigma makes a claw attack with a bonus of +40 to its Attack Ability. If it hits the opponent (without counting AT), it causes an impact of Strength 12. Naturally, it is also a conventional attack, hitting and dealing damage normally regardless of whether the field sends the enemy flying.

DEX 3 ***STR*** 3 ***POW*** 3 ***WP*** 3

Effects: Attack Ability (Single) +40, Impact *(Strength 12)*

Advantages: Reduction of Ki 2

Spiritual Barrier

Level: 1 **MK:** 50

The Sigma's systems create a barrier that reduces the power of attacks directed against it. Its body becomes covered in a crystal surface full of moving runes that rearranges reality for a few seconds and provides a +40 bonus to Block Ability against all attacks the Sigma suffers that turn.

DEX 3 ***AGI*** 3 ***STR*** 3 ***POW*** 3

Effects: Block Ability (Multiple) +40

Advantages: Reduction of Ki 3

Dimensional Cube

Level: 2 **MK:** 50

The Sigma creates a small transparent cube in front of itself that absorbs a ranged attack, whether physical or supernatural. The cube stores the attack for a moment and then releases it aimed at a target of the Sigma's choice. This cube also absorbs supernatural attacks, so it can redirect spells and Psychic Powers. In game terms, if the Sigma successfully blocks, it can redirect the attack at a target of its choice without using an action. Counterattack bonuses may be added to this redirected attack, but only if it is directed against the original attacker. This technique only works against ranged attacks.

STR 7 ***POW*** 7 ***WP*** 7

Effects: Attack Mirroring *(Target Choice, Mirroring Esoteric Abilities)*

Mystical Flight: The Sigma Hecatondies have a much better flight capability than the standard models. They can mystically fly at Flight Value 14 as long as they can use their wings to help. If these are damaged or are being used in another way, the Flight Value is reduced to 12.

Immunities: The outer shell of each Sigma is an enhanced version of Hecatondies armor. This version is completely resistant to the effects of cold and fire, and the Sigma is immune to any attack that is made with these elements.

System Commander: The Sigmas have a program that gives them control of all Solomonic golems they encounter that are not protected or shielded especially against them.

Infinity Core *(Zero Only)*: Zero Sigma's energy core is currently powered by one of the legendary 30 pieces of black metal, allowing it to continuously regenerate core energy. Each turn, it recovers 1 charge of energy, up to its maximum of 15 charges.

Illustrated by Wen Yu Li

Weapons of Annihilation *(Deus Only):* Deus Sigma is equipped with technomagical weapons of mass destruction that allow it to obliterate miles of territory. These weapons are four thermonuclear devices attached to its back that can be fired like short-range missiles (with a range of up to two miles). To avoid being too easily activated or launched in error, each of them has an arming system that requires a long numerical code that takes Deus a full minute to enter. Upon reaching the designated target, the device explodes with a radius of nearly a mile. Anyone who is less than 300 feet from the point of impact suffers a Zen attack (i.e., Final Attack 440) with a Base Damage of 300 points. Those who are up to 1,500 feet away suffer an Inhuman attack (i.e., Final Attack 320) with a Base Damage of 200 points. Finally, those who are up to 5,000 feet away suffer an Impossible attack (i.e., Final Attack 280) with a Base Damage of 100. Deus has only four of these devices, and Deus lacks the knowledge or means to rearm itself with more.

Regeneration 0: Like normal Hecatondies, the Sigma Hecatondies are not able to regenerate damage. They must find or manufacture spare parts to repair themselves.

Illustrated by Wen Yu Li

Gnidium Helleborum

Spore Launcher

Level: 1 **Category:** Between Worlds 5
Life Points: 60
Class: Assassin
Str: 3 **Dex:** 6 **Agi:** 7 **Con:** 4 **Pow:** 2 **Int:** 3 **Wp:** 2 **Per:** 3
PhR 25 **MR** 5 **PsR** 5 **VR** 25 **DR** 25

Initiative: 65 Natural
Attack Ability: 60 Lash
Defense Ability: 40 Dodge
Damage: 25 Lash (Cut)
AT: None

Essential Abilities: Physical Exemption, *Vulnerability to an Element (Double Damage, Fire)*
Powers: Natural Weapons: Lash, Spores (Range 80 feet, Radius 15 feet, VR 110), Spore Replacement, Extrasensorial Vision, Domination (PhR 80, Possession, Conditional), Green Zombie, Host Modification

Size: 7 Small **Regeneration:** 1
Movement Value: 5 **Fatigue:** 4

Secondary Abilities: Climb 10, Stealth 40, Hide 20, Notice 40, Search 20

The terrifying plants known as Gnidium Helleborum are not natural creations; aberrations like these could never have been born from the bosom of nature. They are biological weapons developed by supernatural science laboratories with no other purpose than to cause unimaginable harm. The Helleborum are a plant species that, driven by basic instinct, has the ability to move freely across the ground. Not very big (they measure up to two feet in height), they somewhat resemble an octopus with a dozen crystal clusters of spores in the upper part of their bodies. Although they are weak individually, the real danger of these plants is their unique life cycle. Once they mature, they use living beings as hosts and take over the hosts' minds. This process gradually ends the host's life, who turns into a huge plant and gives birth to new Helleborum.

The behavior of these plants is erratic. They are not very smart, but they possess some predatory instincts that help them search for and capture their victims. Once they control a host, they help other Helleborum find their own hosts. They have become numerous enough to represent a real danger to small towns at least twice in the last 200 years. Each time, these plants took full control of the population of one or more villages. Nobody knows how the Gnidium Helleborum, which failed as a weapon of war, could end up appearing in distant corners of Gaïa later. One theory is that someone spent centuries distributing seeds in various places across Gaïa, programmed to wake up in due time for some unknown purpose.

Currently there are several places on Gaïa where there are active plants that have avoided detection by the general population.

Modus Operandi

Given its limited combat capabilities, if it does not have a body under its control, a Helleborum will always try to get the most out of its poisonous spores. One method used by the Helleborum is to launch spores from a distance at targets who are sleeping or who have not noticed its presence in order to ensure they cannot escape. On other occasions, especially if they outnumber their opponents, they may try direct combat, sacrificing several host bodies if necessary to generate enough poison in the environment. Sometimes, if they have brought together a considerable number of Green Zombies, they will attack in larger groups, creating an avalanche of bodies accompanied by dozens of plants seeking to claim new bodies.

Lash: A Helleborum can use its legs like knives, causing deep cuts.

Spores: The main weapon of a Helleborum is its poisonous spores, which it uses to neutralize its enemies without killing them or damaging their bodies. They are arranged throughout the top of the stem and can be used in two ways. First, spores automatically explode if the Helleborum receives a strong impact and expand immediately within a radius of 15 feet. Second, the plant is capable of launching spores voluntarily up to 80 feet away, creating a poisonous area in approximately a 15 foot radius. The spores' poison needs to be breathed to operate fully, but contact with skin or eyes is enough to cause harmful effects. Anyone who is within a spore-filled area for even part of a turn must pass a VR 110 check (if the spores are inhaled) or a VR 70 check (if the spores merely contact skin or eyes). If the check is failed, those affected suffer a cumulative –5 All Action Penalty each turn (–10 on the second turn, –15 on the third turn, and so on) until, once a minute has passed, they fall unconscious for several hours. Once the VR check has been failed, additional spore exposure does not affect the victim's All Action Penalty, but can extend the length of time the victim remains unconscious. The cloud created by the spores remains effective for about a minute before it dissipates and the area becomes safe (although, if there is a strong wind, it can be dispersed in only two or three turns).

Spore Replacement: A Helleborum usually carries between 10 and 12 clusters of spores and replaces damaged or used ones at a rate of one per week. In the highly unlikely event that the plant is killed without damaging the spores, they can be extracted for later use, but will only live for between three and four weeks if separated from the Helleborum.

Domination: If a Helleborum gets close to a helpless person or animal, it plunges a sting into the central part of his spinal cord. Then it begins extending tiny filaments into the person's nervous system and gains control of his mind and body. It requires between three and five hours to complete the process. Once the process is complete, the victim must pass a PhR 80 check or be dominated by the Helleborum's consciousness. If he succeeds, he must repeat the Physical Resistance check every hour until he fails or is separated from the plant. If he fails, he becomes dominated by the plant and host modification begins.

Green Zombies: Green Zombie is the name for a person or animal who has fallen under the control of a Gnidium Helleborum. These individuals are simply an extension of the will of the plant and lack any self-consciousness.

Their appearance varies considerably depending on the length of time they have been infected by the plant. During the early days, they simply appear to be humans or animals with a plant stuck in their back, but over time various stems and leaves sprout from their ears, eyes, and finally their whole bodies. In addition, they gradually lose their original color as their blood becomes replaced by chlorophyll, causing them to take on their characteristic green hue. A Green Zombie retains any physical abilities it previously had, suffers a –20 to all actions, and loses all its supernatural powers whether from its nature, Ki, psychics, or magic. After a week has elapsed, it also gains the ability to exhale Helleborum spores at will, creating a poisonous area in a 15 foot radius.

Host Modification: During the first 12 hours of domination, the affected party still has a vague awareness of what is happening around him, so he may attempt a PsR 120 check every three hours and when forced to do something that is completely against his nature to regain control. However, after 12 hours, his mind is completely subsumed.

The only way to save the victim is to violently remove the plant from his body within a week, which causes great pain and can even kill him. When the plant is removed, the host must pass a PhR 80 check or die, and even if it is passed, he suffers a –60 penalty to all actions, which diminishes at a rate of –5 per day. After a week, the plant has completely integrated itself into the host's body so that they cannot be separated in any way. In effect, the possessed individual has died leaving behind a zombie plant. About two or three years later, the host is fully converted into a stationary plant that then blooms and gives birth to new Helleborum.

Vulnerability: Due to their plant-based nature, fire causes double damage to a Helleborum and also consumes its spores, causing them to explode before they can be launched.

Another Will

A theory developed by Prince Lucanor Giovanni of Lucretio is that Gnidium Helleborum respond to a kind of ancestral species programming. According to this theory, there is some coordination in the Helleborum's apparently disjointed actions, although it is quite impossible to prove this theory or determine whose legacy the Helleborum are.

Child of Baal

Lesser Demon Spawn

Level: 4 **Category:** Between Worlds 20
Life Points: 115
Class: Shadow
Str: 12 **Dex:** 8 **Agi:** 8 **Con:** 7 **Pow:** 7 **Int:** 4 **Wp:** 7 **Per:** 9
PhR 50 **MR** 50 **PsR** 50 **VR** 50 **DR** 50
Initiative: 100 Natural

Attack Ability: 150 Claws, 140 Ultrasound, 110 Grip, 120 Bite
Defense Ability: 155 Dodge (120 on the ground)
Damage: 60 Claws (Cut), 40 Ultrasound (Impact), 50 Bite (Thrust)
AT: None

Essential Abilities: *Fear of Light*
Powers: Natural Weapons: Claws, Bite, Grip, Ultrasound Attack (Range 150 feet, Invisible Attack), Natural Flight 12, Night Eyes (Complete Night Vision), Fade into the Shadows (Chameleonic Camouflage, *Conditional*)

Size: 19 Medium **Regeneration:** 1
Movement Value: 8/12 **Fatigue:** 7

Secondary Abilities: Athletics 20, *Intimidate 50,* Hide 120, Stealth 70, Notice 70, Search 70

Baal, the Gate of Hell, is one of the 21 entities that the Church of Abel believes are the Messengers of the Apocalypse who are destined to destroy existence. The creatures that are called its children are one of the many creations of this monstrosity, demonic minions born from its blood to serve it and cover the world with darkness. They are not real demons, but are born without souls to serve evil.

Children of Baal are similar to large, dark gray, humanoid bats. They measure around eight feet in length, but their wingspan can extend more than 12 feet. They are not very intelligent, but have a fine intuition for cruelty. As innately evil beings, they enjoy causing terror and provoking bloodshed.

The first appearance of these creatures dates back to just over 400 years ago, when the arrival of Baal on Gaïa sparked the War of Darkness. While it is true that their main function was to serve their master, many remained after the fall of Baal, wandering the world and the Wake. Currently, they are often used by summoners as servants or by real demons that have no armies of their own, because they do not require contracts or have demons of a superior hierarchy to watch over them. It is well known that the Order of Yehudah uses Children of Baal as shock troops.

Modus Operandi

Like elementals of pure evil, the Children of Baal kill for the intrinsic pleasure it gives them. They always try to prolong the suffering of their victims, reveling in their fear and despair as if it were a delicious meal. They always strike at night or in dark places because they feel an irrational fear of light. They operate both individually and in large groups, and can instinctively coordinate their actions as if they were a dark army. They usually prefer to strike in open spaces, where their wings give them a great advantage over land-bound creatures. They catch their victims in their claws and rise into the air to drop them, or strike from a distance using their sonic attacks. Both the head and the heart are their vulnerable points.

Illustrated by Wen Yu Li

Claws: The hind limbs of the Children of Baal have sharp claws that can tear flesh and metal alike as they fly through the air. However, they are unable to use them properly from the ground, where they depend solely on their bite and Ultrasound Attack.

Grip: One of the main combat tactics of the Children of Baal is to grasp opponents with their claws, fly to a great height, and drop them. Surprisingly, they can even bear creatures up to double their size. Using this Trapping maneuver does not reduce their base claw damage, and the penalty to Attack Ability has already been factored in.

Ultrasound Attack: In addition to its claws and bite, a Child of Baal can also generate a powerful sonic attack. Using its throat as a resonance box, it creates sonic waves that produce a strong impact when they strike their targets. This ability works like a ranged attack with a range of 150 feet, but its sonic nature makes it very hard to determine the direction of the attack. A defender must pass an Absurd (180) Notice check or a Difficult (120) Search check or suffer the Blindness condition when trying to defend against the attack. A Child of Baal can only use this ability once every three turns, but has no other limit on how many times it may be used.

Natural Flight: Children of Baal have a pair of wings that enable them to fly with Movement Value 12. The bonuses this provides are already reflected in their claw attacks and Dodge statistics.

Fade into the Shadows: A Child of Baal has the capacity to blend in with the shadows, changing the tone of its skin to match the darkness around it. If a Child of Baal stands still in a dark place for more than 10 turns, finding it requires passing an Absurd (180) Search check or an Almost Impossible (240) Notice check.

Night Eyes: Childen of Baal have specially adapted eyes that enable them to see perfectly in total darkness.

Fear of Light: As creatures bound to the shadows, Children of Baal have an absolute terror of light. They shun all light sources brighter than a group of torches and are unable to do anything but flee for the shadows if exposed to the light of day.

Illustrated by Wan Yu Li

Red Ant

Monstrous Insect

Worker

Level: 1 **Category:** Natural 0
Life Points: 60
Class: Acrobatic Warrior
Str: 5 **Dex:** 7 **Agi:** 6 **Con:** 4 **Pow:** 3 **Int:** 2 **Wp:** 2 **Per:** 6
PhR 25 **MR** 20 **PsR** 10 **VR** 25 **DR** 25

Initiative: 55 Natural
Attack Ability: 70 Mandibles, 70 Poison Sting
Defense Ability: 70 Dodge
Damage: 40 Mandibles (Cut), 10 Poison Sting (Thrust)
AT: None

Essential Abilities: Improved Vision
Powers: Natural Weapons: Mandibles, Poison Sting (VR 80, Weakness), Free Movement

Size: 9 Medium **Regeneration:** 1
Movement Value: 6 **Fatigue:** 4

Secondary Abilities: Athletics 35, Jump 75, Climb 70, Notice 30 *(60)*, Search 25 *(55)*

Warrior

Level: 3 **Category:** Natural 0
Life Points: 125
Class: Acrobatic Warrior
Str: 8 **Dex:** 7 **Agi:** 8 **Con:** 7 **Pow:** 3 **Int:** 3 **Wp:** 3 **Per:** 7
PhR 25 **MR** 20 **PsR** 10 **VR** 25 **DR** 25

Initiative: 85 Natural
Attack Ability: 120 Mandibles, 120 Poison Sting, 120 Acid Spit
Defense Ability: 125 Dodge
Damage: 90 Mandibles (Cut), 10 Poison Sting (Thrust), 40 Acid Spit (Heat)
AT: Warrior Armor Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

Essential Abilities: Improved Vision
Powers: Natural Weapons: Mandibles (Increased Critical +20, Increased Damage +40), Poison Sting (VR 100, Coma), Acid Spit (Range 80 feet, PhR 80, Damage, Armor Modifer –3, *1 Turn of Preparation*), Free Movement, Physical Armor 2

Size: 15 Medium **Regeneration:** 1
Movement Value: 8 **Fatigue:** 7

Secondary Abilities: Athletics 45, Jump 45, Climb 45, Notice 30 *(60)*, Search 15 *(45)*

The so-called Red Ants are a strange swarm of giant insects native to southern Gaïa. Their existence has never been officially recognized by any ruler in the area, who all consider them little more than a local myth, but the truth is that they have hunted for centuries in the deserts of Kushistan and the forests of Nanwe.

Some occultists and zoologists have deduced that these beings originated from a supernatural mutating event similar to that experienced by Blatoddeas. However, unlike those magical aberrations, the evolution of the ants was much slower and more controlled, so even though they grew to impossible proportions, they retained their essential nature as ants. Who or what caused this exposure to mutating magic is a mystery, but whatever it was, it must have taken place over 1,000 years ago.

As their name suggests, these insects are very similar to red ants, but are almost the same size as a human being or even larger. Most live in a huge, hollow mountain in the wilderness of Natara in Kushistan that serves as a nest. This place is also reputedly the home of a legendary creature, half human, half insect, called T'arazza, Queen of the Ants. She supposedly has the power to control all Red Ants, but has been dormant ever since the activation of the Machine of Rah.

These insects are nocturnal. Every night, they hunt in the vicinity of their lair for large prey to feed upon. They generally prefer to capture their victims alive, weakening them enough with the poison of their stings to transport them to the nest and then disassemble them later. All this is possible thanks to the hundreds of underground tunnels that network throughout their territories and through which the ants can travel without being seen by surface-dwellers. Red Ants are not particularly intelligent (they are little more than giant bugs) and do not act in an organized manner. They often fight among themselves and mill about chaotically.

However, their intelligence seems to be linked to that of their queen, because when she rises temporarily from her lethargy (which has become increasingly common), they demonstrate initiative and much better coordination.

While the Kushistan nest is the center of their activity on Gaïa, there are other areas, ranging from semi-arid regions to lush forests, where they live and hunt in much smaller groups.

Types of Ants

There are two different types of ants: the workers, responsible for maintaining the nest and capturing prey, and the warriors, created for combat and protection of the nest. Both are similar in appearance, but the warriors are much bigger and are covered in chitinous armor that is more ornate and darker in color.

The head is a vulnerable point, but their bodies can still act for just under a minute even after the head has been chopped off or destroyed.

Modus Operandi

Red Ants are fearsome fighters. They nimbly jump from one place to another while dodging attacks and then suddenly throw themselves onto their enemies to kill them with their mandibles and sting. If hunting prey, their goals are simple: sting the victims to weaken them and then drag them back to the nest. If, instead, they consider someone a threat (for example, someone who has killed several of them or who is trying to enter their nest), they will simply try to kill him.

Improved Vision: The eyes of Red Ants allow them to observe their surroundings with absolute precision up to 300 degrees around them (in other words, they see everything except what is directly behind them). They are also extremely adept at noticing movement, so if they use their Notice or Search Secondary Abilities to look for a moving object, they use the values in parentheses.

Mandibles: Red Ants have mandibles they use to dismember their prey. Those of the warrior ants have an especially harmful serrated shape, which grants them a bonus of +20 to the result of any Critical obtained with them.

Free Movement: Because of their insectoid legs, Red Ants can can climb along walls or ceilings freely with only a –2 to their Movement Value.

Poison Sting (Workers): This stinger secretes a poison that weakens intruders long enough for reinforcements from the nest to arrive. If a sting attack deals damage, it injects a potent poison into the body of the victim, who must pass a VR 80 check or suffer a –1 penalty to Agility, Strength, Dexterity, and Constitution, plus an additional –1 to each per 10 points the check was failed by. This weakness lasts a number of hours equivalent to the level of failure. If a victim is stung multiple times, he only suffers Characteristic penalties from the sting that caused the greatest penalty, not from all of them.

Poison Sting (Warriors): The poison of the warriors is much stronger than that of the workers. Instead of producing weakness in enemies, it causes a coma, which facilitates transportation to the nest so that enemies may be eaten later. If a warrior ant causes damage with its sting, the victim must pass a VR 100 check or fall into a coma for a number of hours equivalent to the level of failure.

Acid Spit (Warriors): The warrior ants can also spit a powerful acid, produced in their salivary glands, to burn the bodies of their enemies. They need a full turn to prepare the attack (although they can perform other actions in the meantime), which has a maximum range of 80 feet. Given its nature, the acid ignores 3 points of the defender's AT, and if the acid deals damage, the defender must pass a PhR 80 check each turn for the following three turns or suffer damage equivalent to the level of failure.

Huldra

Lady of Nature and Music

Level: 6 **Category:** Between Worlds 20
Life Points: 125
Class: Wizard
Str: 6 **Dex:** 8 **Agi:** 7 **Con:** 7 **Pow:** 12 **Int:** 12 **Wp:** 8 **Per:** 8
PhR 60 **MR** 75 **PsR** 75 **VR** 60 **DR** 60

Initiative: 80 Natural
Attack Ability: 10 Unarmed Combat
Defense Ability: 5 Dodge
Damage: 15 Unarmed Combat (Impact)
AT: None

MA: 80 Essence, 60 Other
Zeon: 1,660
Magic Projection: 150 Offensive, 180 Defensive
Level of Magic: 50 Essence

Essential Abilities: Gift, Elemental Imbalance (Essence), Superhuman Spiritual Characteristics, Immune to Natural Poisons *(Conditional)*, Immune to Natural Diseases *(Conditional)*, Superior Magic Recovery *(Conditional), Need Music*
Powers: Ladies of the Emotions, Communion with Nature (Regeneration 14, *Conditional*, Free Movement in Natural Environments), Music of the Soul, See Spirits

Size: 13 Medium **Regeneration:** 1/14
Movement Value: 7 **Fatigue:** 7

Secondary Abilities: Swim 15, Style 30, *Persuasion 80, Leadership 120*, Poisons 25, Notice 25, Search 20, Animals 30, Herbal Lore 30, Magic Appraisal 100, *Music 200*

The traditional folklore of many cultures speaks of the Huldrae as female supernatural beings who mediate the affairs of man in the afterlife. Commonly they are considered to be creatures associated with nature, similar to dryads or the Harekawa, but their ties are slightly shallower than those of these two. Some even equate them to the sirens of the forest because of their supernatural voices and their habit of having relations with men who are attracted to them.

The Huldrae are always extremely attractive women whose backs are hollow. When viewed from behind, their spines look like old tree trunks, sprouting plants and roots above the ground. However, dressed properly they can pass as normal women. Their hair color is naturally green, but they may modify the color as they prefer at will (especially if they want to take on a human aspect).

The Huldrae have many functions within supernatural and mundane societies. In many cases, they act as intermediaries between spirits and mortals, connecting both or acting as ambassadors of peace (as they are very skilled at stopping unnecessary conflict). More than once, some of them have ended up working in secret as a counselors of feudal lords or warlords to make their domains grow prosperous while at the same time ensuring that humans do not unnecessarily bother the local spirits. They also act as muses for artists who have lost their inspiration or their zest for life. Finally, to a lesser degree, they are associated with hunts, either helping those in their good graces find the best prey or, conversely, preventing some hunters from finding anything to kill.

The personalities of Huldrae vary, but they are usually pleasant and not prone to violence. They can communicate in many languages, both mortal and supernatural, and are even capable of transmitting thoughts and ideas to those spirits that do not understand any oral or written language. Their main hobbies are music and art, as their innate artistic ability is superior to that of any mortal and their angelic voices are only matched by the Elhaym. Almost half of them are affiliated with Samael or have good contacts in that society, while the rest live in rural areas where they direct the actions of local supernatural beings.

Modus Operandi

Although they are formidable combatants thanks to their mastery of powerful magic, Huldrae are sufficiently intelligent and reflective to always search for peaceful solutions to any conflict. However, that does not mean they are stupid; they know perfectly well when struggle is the only way or that killing a person at a certain moment may be the best for the majority. Their contacts with supernatural forces make them even more dangerous, since they can enlist the support of many creatures and spirits, such as Cath Flidais and several types of elementals.

Ladies of the Emotions: Due to their nature, Huldrae most often synchronize with the Beryl Gabriel to increase their artistic skills and create an aura of peace around themselves. Usually their synchronization is around 40 (Artistic Aptitude, Grace, Positive Empathy, and Peace Maker being the most common gifts), but in rare cases some of them may achieve a much higher value.

Communion with Nature: While in a forest or natural area, the heart and soul of a Huldra recovers at a dizzying pace. As a result, she acquires Regeneration 14 and doubles her Zeon recovery. She also is not hindered by any terrain when moving through such areas and is immune to all poisons and natural diseases while there.

Magic Abilities: Each Huldra can freely invest 20 Magic Levels to learn other Paths and spells.

Soul Music: The most powerful ability of a Huldra is her power to convey feelings and emotions directly with her songs and musical performances. If she can play or sing for a minimum of three full turns, she can force anyone who listens to make a MR or PsR check against a difficulty equivalent to half the value of the highest result reached in the Music check (up to a maximum of 180). Anyone who fails is affected by the emotion the Huldra has included in the song (sadness, pain, joy, desire, etc.) for a number of turns equal to the level of failure. If anyone still hears the song after having passed the initial check, the check must be repeated again every five turns, but this time with a bonus of +20 to the victim's Resistance check.

Need Music: To carry out their spells, the Huldrae need to use music or songs. If they cannot play music or sing, they are unable to cast spells.

Illustrated by Wen Yu Li

Ambassador

Hasf Sigdal is a Huldra who is currently working to mediate a thorny issue. After the death of the lord of the Alberian province of Nairn, who was a devoted follower of the Lillium religion, his son, the young Duke Keiran Athol, has completely banned any sacrifices to the local spirits as abhorrent acts. This ban has upset many supernatural entities, but they cannot harm the Athol family because of a pact signed in ages past, so they plan to make the populace suffer so that they will rise up against the duke. Sigdal hopes to defuse the crisis by convincing the spirits to wait a generation in order to work with Keiran's son (who can see inexplicable things as his grandfather could), who will in the future likely allow the practices of the Lillium religion to resume. However, there are factions among the spirits that disagree with this solution, so they have decided to counter this solution by the most direct means – disposing of Sigdal. She, suspecting that she may be in danger but trying to show the spirits that mortals are reliable, has decided to hire a group of human bodyguards to help her while she carries out her plan. Ironically, her enemies have chosen to use mortals as their tools to eliminate her.

Humbaba

Totem Guardian

Level: 7 **Category:** Between Worlds (Construct) 25
Life Points: 4,815 Damage Resistance
Class: Weaponsmaster
Str: 13 **Dex:** 8 **Agi:** 6 **Con:** 13 **Pow:** 10 **Int:** 5 **Wp:** 6 **Per:** 6
PhR 85 **MR** 75 **PsR** 65 **VR** 85 **DR** 85

Initiative: 70 Natural
Attack Ability: 180 Guardian Arm + 180 Guardian Arm
Defense Ability: Damage Resistance
Damage: 150 Guardian Arm (Impact)
AT: Natural + Spiritual Rock Cut 10 Impact 10 Thrust 10 Heat 10 Electricity 10 Cold 10 Energy 6

Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Psychological Immunity
Powers: The Eleven Horns, Spiritual Rock (Physical Immunity to Presence Less than 120, *Conditional*, Physical Armor 8, *Conditional*), Carved (*Regeneration 0*), Guardian Arms (Range 60 feet, Additional Attack +1, Without Limits), Damage Energy, See the Supernatural, The Twelfth Horn

Size: 26 Enormous **Regeneration:** 0
Movement Value: 7 **Fatigue:** Tireless

Secondary Abilities: Notice 110, Search 50, *Track 35, Intimidate 120, Feats of Strength 200*

Humbabas are enormous totem guardians from the Jayan culture. Each of the major tribes had one, which was considered an emblem of all virtues. The Jayans regarded them as divine representations of the virtues of kings, powers embodied in the world to be worshipped. However, far from being simple statues, these totems could wake up for short periods of time and walk the earth as living beings.

The physical form of a Humbaba differs slightly depending on its tribe of origin, but typically they are great humanoid figures between 10 and 15 feet tall built of granite. Their bodies are decorated with 11 horns representing the virtues of the Jayan, in which rest the spirits that give them power.

Hanamel

Unfortunately, not all the Huldrae are linked to Gabriel. A small number of them, who are often called Hanamel, have a relationship with Edamiel, the Spirit of the Void, and consequently their behavior is much more terrifying. These creatures seek neither peace nor war, but only to end all conflict by consigning existence into oblivion. Most use their sexuality to confuse and manipulate people to use them as tools in their plans. Unlike their sisters, the Hanamel have an affinity for Destruction rather than Essence and have mastered a special style of song they call Symphony of Nothing (if they use Soul Music and a target fails its Resistance check by more than 20 points, the target loses all its emotions and memories).

Although in the past some of them went to battle with their tribes to fight as champions, the main function of Humbabas has always been to safeguard the sacred lands of their people. So it was easy to find them erected in temples, cemeteries, or other places of worship. They usually remain in constant lethargy, but when they perceive any threat or sacrilege within their domains, they rise to crush the potential enemy. They do not speak or give warnings, but simply destroy everything in their path.

Since the Jayan culture is extinct, it is practically impossible today to find a Humbaba on Gaïa. Most of the remaining ones are located on the great plains of the New Continent, where the main territories of their people were, as well as in the forested areas of Nanwe.

Modus Operandi

As the divine representations that they are, the Humbaba totems are extremely powerful creatures to be feared in battle. Luckily, they only attack those who defile the sacred areas they protect, either by injuring sacred remains, entering taboo places, or hurting those who are descendants of its people. Otherwise, they remain as huge, immobile statues. In battle, they take advantage of their huge physical strength combined with the brutal violence of their attacks, making the most of their ability to separate their arms from their body and attack with them freely.

Like most golems, they do not have vulnerable points.

Illustrated by Wen Yu Li

The Eleven Horns: The real power of a Humbaba rests in the 11 horns that are spread throughout its body. While even one of them is intact, its powers are immense. A character may try to destroy them specifically by directing an attack against them and applying a –40 penalty to Attack Ability. Each one can take 200 points of damage (independent from the total Life Points of the creature) before breaking and does not have the protection offered by Spiritual Rock. When 11 have been destroyed, the Humbaba loses the Spiritual Rock ability and can only make one Guardian Arm attack per turn.

Spiritual Rock: Through the spiritual power conferred by its horns, a Humbaba has almost complete immunity to physical damage. The central body of the totem is completely immune to any physical attack or effect from someone with Presence less than 120, and even if someone manages to overcome this protection, the Humbaba has AT 10.

Guardian Arms: The main weapons of a Humbaba are its massive arms, powerful limbs floating around its body without forming a true part of it. The totem can use them to attack creatures at a distance (no more than 60 feet away), and since each one is completely independent, the Humbaba can make two separate attacks each turn.

Carved: The body of a Humbaba has been created from rock, and it is thus unable to recover normally from damage. In order to heal, it needs an expert sculptor to rebuild it with time and dedication.

The Twelfth Horn: In addition to the 11 visible horns that give a Humbaba its power, there is a twelfth located on the inside of its torso that gives it life. This horn only becomes apparent when the creature has suffered massive damage and the creature's Life Points have dropped to 0 or less; the horn must then be specifically attacked to completely destroy the creature. While this horn remains intact, the creature continues moving despite its wounds.

Nature's Wrath

Dual Elemental

Level: 7 **Category:** Between Worlds 25
Life Points: 3,300 Damage Resistance
Class: Weaponsmaster
Str: 14 **Dex:** 8 **Agi:** 6 **Con:** 12 **Pow:** 6 **Int:** 5 **Wp:** 5 **Per:** 7
PhR 80 **MR** 65 **PsR** 60 **VR** 80 **DR** 80

Initiative: 70 Natural
Attack Ability: 195 Lava Arms, 170 Burning Spray
Defense Ability: Damage Resistance
Damage: 125 Lava Arms (Heat), 125 Burning Spray (Heat)
AT: Natural 6

Natural Abilities: Area Attack Style Module
Essential Abilities: Supernatural Physical Characteristics, Physical Exemption, Zen
Powers: Natural Weapons: Lava Arms (Elemental Attack, Armor Modifier –2, Increased Critical +40), Burning Spray, Damage Energy, Superior Underground Movement, Eruption, Stone Body (Damage Barrier 100/70), Earthquake, Revenge of Nature, *Vulnerability (Water, Cold)*

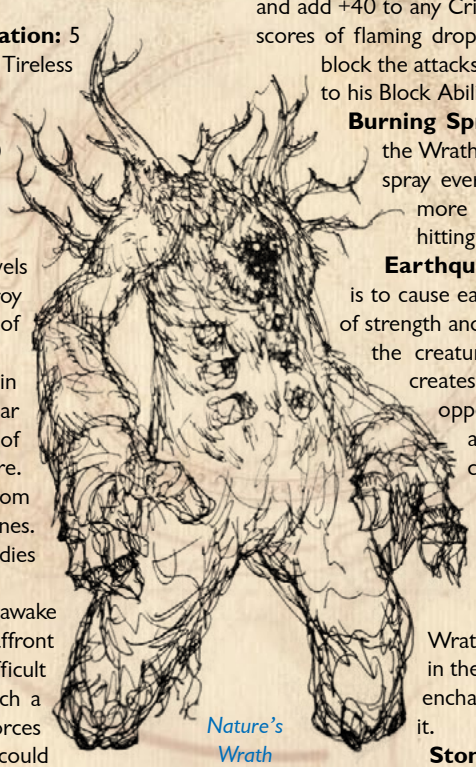
Size: 26 Enormous **Regeneration:** 5
Movement Value: 7 **Fatigue:** Tireless

Secondary Abilities: Intimidate 25, Notice 60, Search 25, *Track 150,* Feats of Strength 210

Those who think that nature is unable to defend herself could not be more wrong. There are creatures sleeping in the very bowels of the earth whose objective is to destroy anyone that desecrates the land – the wrath of nature incarnate.

These strange creatures normally exist in lands imbued with power. They have similar characteristics to elementals, but are formed of several different elements, usually earth and fire. They assume very different appearances, from vaguely humanoid forms to more animalistic ones. However, they always have huge stone bodies covered with plants and moss.

They sleep deeply much of the time and awake when the earth feels the need to avenge an affront committed against her. Naturally, it is very difficult to determine the actions that may cause such a monstrosity to rise, and its revenge and the forces that control it are always very subjective. It could be that some hunters started a fire that devastated miles of forest just to get better prey, a feudal lord diverted a river for a faraway city, letting a marsh dry, or a supernatural entity of great power drained the territory's mystical energy until its spirit died. In these cases, the Nature's Wrath leaves the ground and begins to walk instinctively towards the guilty person. While on its way, it does not initiate an attack against anyone else, but any person or thing that stands in its way is ruthlessly destroyed. It is not a benign or malignant force, nor righteous or cruel. It simply advances and destroys.



Nature's Wrath

Illustrated by Wen Yu Li

Most of the time, after finishing its mission it will return to the depths, but sometimes the damage caused to the land is so great that it does not have a place to return to. This creates an unprecedented problem, because the creature loses its function and begins to wander aimlessly, often destroying all in its path.

Since they spend most of the time sleeping, it is unclear how many of them continue to exist on Gaïa today.

Modus Operandi

The combat tactics of a Nature's Wrath can be described in a single word: wild. The creature fights with unmatched violence and remains committed until there is no one alive to oppose it. It usually begins a confrontation in one of two ways: by causing an earthquake from a distance to knock down its enemies or by walking through the ground and bursting forth by surprise in the middle of them, causing a volcanic eruption. It then begins to strike with its fists and create new eruptions to destroy its foes. A Nature's Wrath has no known vulnerable points

Lava Arms: The upper extremities of the Nature's Wrath are formed of lava and incandescent rocks, so mere contact with them can be deadly. The Wrath uses its Lava Arms to pummel, grab, and crush its enemies, melting their bodies with abrasive molten rock. Lava Arms reduce the defender's AT by 2 points against their attacks and add +40 to any Critical result obtained. Since each impact causes scores of flaming droplets to spray outwards, anyone who tries to block the attacks with a shield or weapon suffers a –40 penalty to his Block Ability when doing so.

Burning Spray: If it is surrounded by many opponents, the Wrath can spin its arms and launch lava droplets that spray everyone within 30 feet of it. It can also hurl a more focused glob of lava over a greater distance, hitting a single enemy that is less than 80 feet away.

Earthquake: One of the favorite tactics of the Wrath is to cause earthquakes with its extraordinary combination of strength and elemental power. Stamping with all its might, the creature triggers a tectonic plate movement that creates deep cracks in the earth and unbalances its opponents. Everyone within a radius of 150 feet around the point of impact must pass an Agility check (with a +2 bonus) or lose their balance and fall down. Causing an earthquake takes a complete combat action, so the Wrath cannot make additional attacks when doing so.

Underground Movement: A Nature's Wrath is able to move at half of its Movement Value in the depths of the earth, even through rock. Only enchanted and supernatural areas are able to stop it.

Stone Body: Its stone body makes the Wrath invulnerable to the vast majority of weapons. It has Damage Barrier 100 except against Impact attacks, against which the Damage Barrier is reduced to 70.

Eruption: The Nature's Wrath can thrust part or all of its body into the ground so as to cause a powerful volcanic eruption when it emerges. In doing so, the resulting huge column of lava affects everyone who is within range, showering them with molten rock.

Eruption has two possible modes of attack. If the Nature's Wrath plunges its entire body underground, the eruption takes place in the same turn that the Nature's Wrath resurfaces. If instead it plunges only part of its body into the ground, the eruption takes place at the beginning of the next turn, centered at a location within 30 feet of the Nature's Wrath (during that next turn, the Nature's Wrath can attack normally as well). In either case, characters can try to perceive the center of the eruption chosen by the Nature's Wrath before the actual eruption occurs, but this requires them to pass an Absurd (240) Notice or Difficult (120) Search check. When the eruption takes place, if there is someone within 15 feet of the center, he suffers an automatic attack at a Final Attack of 280 and 150 Base Damage. For those more distant (between 16 and 80 feet), the Final Attack and damage are reduced to 240 and 120, respectively.

Eruption attacks use the Heat Attack Type, reduce the defender's AT by 4 points against them, and add +40 to the result of any Criticals obtained with them. To use this ability, the Wrath needs soil or rock that it can move lava and its body through, so this attack cannot be used in areas where that is impossible for it to do so, such as in supernatural areas or on ice sheets.

Revenge of Nature: The creature only executes this final attack as a last resort and only if it faces someone who was directly responsible for its awakening. Releasing enormous energy from deep within its body, the Nature's Wrath unleashes a chain of devastation upon its enemy in the form of a series of attacks. First, it hits the ground, causing many supernatural plants to sprout quickly and trap its opponent in their branches. This first attack is equivalent to a Trapping maneuver with Strength 15, but without any penalty to Attack Ability. If it is successfull in at least Partially Immobilizing the target, in the same turn the Wrath forms a crack in the ground that swallows its victim and then closes, crushing him. This second attack, which benefits from any penalty the defender has from the initial Trapping maneuver, has a Final Attack of 240 and a Base Damage of 150 (Impact). Finally, if the previous attack caused damage, the Nature's Wrath automatically executes an Eruption under its victim, whose body is launched from inside the earth and goes flying into the air. Revenge of Nature can only be used once a week, and only if the Nature's Wrath's Life Points have been reduced to less than half.

Vulnerability: Although the Nature's Wrath itself is not particularly vulnerable to the effects of cold or water, its arms lose some of their properties if exposed to those effects. When underwater or in areas with intense cold, the Lava Arms lose all their special attributes and simply become natural weapons that use the Impact Attack Type. The Wrath's Attack Ability and damage with them remain unchanged, however.

Illustrated by Wen Yu Li

The Machine

Thousands of years ago came a timeless nightmare, more horrific than the most terrifying myths, that nearly engulfed the world in metal. Now, little more than a legend lost in the currents of time, that terror has been forgotten by mortals and immortals alike.

And yet, it still exists.

As it did yesterday. As it always will.

The origin of that which, for want of a better name, is called the Machine is a complete mystery. It arose in one of the unknown periods of the history of Gaïa, shortly after the end of the War of Darkness. At first, it was thought that the creatures of the Machine were a parasitic species that altered people's bodies and transformed them into bizarre forms, but it was soon discovered that their appearance was the beginning of something much bigger. These creatures were part of a species with a hive mind, an aberration of metal, flesh, and science that the world had never seen before. Soon, the infection spread throughout Gaïa, swallowing the populations of entire continents. Nothing could stop their advance. For each one that fell, 10 more were built. It is believed that several deities from different cultures directly intervened, but even they were unable to stop the Machine. Finally, the intervention of various unknown powers succeeded in halting the threat. The five neurological points of hive mind control, called the Mothers, were neutralized, causing a chain reaction that killed all those infected.

Since then, the Machine has never completely re-activated, but throughout history there have been minor outbreaks when Mothers started to wake from their slumber.

Larvae

All Machine components are originally living beings who have been inoculated with larvae. At first, the larvae are small pieces of glass, metal, and flesh that are unable to move by themselves. They must be implanted in a body through a complex surgical procedure. Once inserted, they start to change their host, turning them into members of the Machine. There are different types and sizes of larvae, depending on the kind of creature that is to be created. In some cases, such as Carriers, dozens of them are required to give birth to a single entity.

Physical Transformation

The transformation caused by a larva modifies the body of the host at the cellular level and alters its natural function, but for more advanced components of the Machine, surgery is required to complete the transformation. In this way, various mechanical systems can be installed that would kill any individual who had not been previously infected with a larva.

Hive Mind

Although the most advanced components retain a certain individuality, as a whole the Machine is controlled by a communal mind and responds to a single will. If a Mother is awake and coordinating the actions of the Machine, each and every one of its members are interconnected; they see and feel through the other components as if they were a single entity. If there is no Mother maintaining central control, the hive mind acts in a piecemeal fashion and is unable to behave as a single being. In these instances, Technocrats control the Drones that are in their vicinity (no more than a mile away), and Praetorians do the same the same for Carriers and Technocrats.

The Mothers

The entities known as the Mothers are the royalty of the Machine, but it would be more appropriate to call them its heart. If the structure of the Machine were compared to a swarm of ants, many people would think the Mothers were the ant queens. However, the truth is much more: they are the very soul of the Machine.

These entities have two main functions. First, they create larvae to allow the Machine to reproduce and spread. Second, they act as the hub of the hive mind, coordinating and controlling the actions of all the components. They are shaped like oversized geometric crystal structures between 150 and 300 feet across. However, in those rare instances when they communicate with mortals, they always use the spectral image of women known to those mortals. They cannot move by themselves and have no known combat abilities, but their telepathic abilities are quasi-divine. It is unknown whether they can be destroyed or damaged; past conflicts managed to seal them off, but not a single one suffered damage despite suffering direct attacks of divine magnitude.

There are five Mothers divided between Gaïa, Khalis, and Lunaris, although none are currently active. All, to varying degrees, have remained dormant for thousands of years, and it does not seem that they can awaken themselves.

Adaptation

One of the most terrifying capabilities of the Machine is its ability to adapt to any kind of attack or damage in a very short time. The hive mind analyzes any kind of danger to its components and quickly responds by changing their bodies and patterns of action. Thus, it is prepared to defeat any type of threat that it may face.

These rules apply to all components of the Machine, from Drones to Praetorians. However, they only apply across the Machine as a whole if there is at least one Mother coordinating the components' actions. Otherwise, they only apply to the components controlled by the same supervisor. For example, all the Drones that depend on one Technocrat might enjoy certain bonuses, while other members of the Machine, unrelated to them, would not receive any of the same advantages.

Combat Adjustment: *The Machine can adapt to an individual's combat tactics after fighting him for a long period of time. Thus, if someone fights for more than three consecutive turns against components of the Machine, the components receive +10 to any combat roll against that opponent starting at the beginning of the fourth turn. This bonus increases gradually with time, up to +20 if the fighting lasts more than 10 turns and up to +30 if it continues for more than a minute. This bonus ends once the combat is over.*

Physical Invulnerability: *When members of the Machine take ongoing damage from a particular class of weapon, they modify their bodies to become resistant to those attacks. When three or more Machine components have been destroyed by a particular class of weapon, after a minute the other components reduce the Base Damage of any attack from that class of weapon by 10 points. This benefit increases gradually depending on how many components have been destroyed by such weapons. If more than 10 have been destroyed, the damage is reduced by 20 points, and if more than 25 have been destroyed, the damage is reduced by 30 points. When a hundred or more have been destroyed, the reduction reaches –40. Multiple classes of weapons can be protected against at once. For unknown reasons, something in the nature of the Machine prevents this ability from working against magical attacks, so damage from spells is not reduced. This benefit ends once a combat is over.*

Drone

The Machine

Level: 2 **Category:** Between Worlds, Special
Life Points: 130
Class: Acrobatic Warrior
Str: 6 **Dex:** 9 **Agi:** 8 **Con:** 8 **Pow:** 4 **Int:** 3 **Wp:** 9 **Per:** 10
PhR 45 **MR** 0 **PsR** 45 **VR** 45 **DR** 45

Initiative: 70 Natural
Attack Ability: 100 Reaper Legs + 80 Stinger
Defense Ability: 100 Dodge
Damage: 40 Reaper Legs (Cut), 40 Stinger (Thrust)
AT: Natural Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 0

Essential Abilities: Psychological Immunity, Physical Exemption, Unnatural Size, Immune to Pain, Atrophied Limbs
Powers: Natural Weapons: Reaper Legs (Armor Modifier –2), Stinger (Additional Attack at –20, *Conditional*), Natural Flight 10, Physical Armor 4, Restructuring, *Control Crystal (Vulnerable Point), Vulnerable to Magic*

Size: 8 Small **Regeneration:** 1
Movement Value: 2/10 **Fatigue:** Tireless

Secondary Abilities: Notice 50, Search 50, Stealth 20, Hide 20

The Drones are the simplest of all the components of the Machine. Although they possess considerable offensive capabilities, if they were compared to ants, they would clearly be the worker ants. Unlike more advanced members, they do not require an infected organic body to be birthed; they arise from long assembly lines where the tiny larvae are injected with blood and are equipped with a multitude of mechanical parts. The resulting biomechanical creatures are small, between one and two feet in length, and are similar to a robotic fly with crystalline wings.

The Drones have many functions in the hierarchical structure of the Machine, from guarding to building all kinds of facilities. They also collect genetic material of potential targets (which they store in their stingers) and even fight if required. They usually operate in large groups (never less than five), organized by a Technocrat, and act with perfect coordination even if there are hundreds of them. Despite being completely tireless, they deactivate for three hours a day to do a systems check and ensure proper functioning. During that time, they are perfectly still; it is the closest they get to sleep.

Drones have no intelligence, and their behavior is completely robotic; they are unable to make their own decisions and merely follow the orders that have been ingrained in their memory. If they are left without guidelines and there is nobody to give them new instructions, they wander erratically until they find a safe place to enter a dormant state and await further instructions. This dormant state can last centuries or millennia. Only in very rare cases will some of them stay active to protect the others against threats.

There are various locations across Gaïa where thousands of Drones have rested since the last Mother disappeared nearly 10,000 years ago. Except for a few active guards elsewhere, Kirdar Island (in the Inner Sea) is the only place where a considerable number of them are awake.

Modus Operandi

The Drones' combat effectiveness stems from their great numbers and their ability to rebuild themselves as many times as needed as long as their core is not destroyed. This ability to restructure allows them to fight over and over again until they adapt to their enemies' tactics and are able to overcome those enemies.

Immune to Pain: The Drone is a machine and is incapable of suffering any type of pain (natural or supernatural) or any effect caused by pain.

Reaper Legs: A Drone's legs are equipped with sharp blades that serve as a means of attack. These tips vibrate at high speeds, enabling them to cut through almost anything and decreasing the defender's AT by 2 against them.

Stinger: If it successfully hits with its legs, a Drone can make an extra attack with its sting.

Body: Drones' bodies are made of alloys of crystal and high-strength steel, which gives them a high AT against any attack not of the Energy Attack Type. However, located in each Drone's abdomen is the control crystal that animates it, completely exposed. Directed attacks against it suffer a penalty of –60 to Attack Ability, but it has no armor there.

Restructuring: Drones, as members of the Machine, are virtually indestructible entities. If a Drone has its Life Points reduced to 0, it falls to the ground in pieces, apparently destroyed. However, within four to six turns, the control crystal reconstructs the whole structure of the Drone, which rises with all its Life Points as if nothing had happened. To avoid this eventuality, it is necessary to destroy the crystal before it has the chance to rebuild the Drone.

Natural Flight: Drones use their crystalline wings to fly, moving through the air with Flight Value 10. However, they are quite clumsy on the ground, so if they are unable to fly, their Movement Value is reduced to 2 and their Attack Ability and Dodge to 20.

Control Crystal: If the control crystal suffers over 50 points of damage, a Drone is automatically destroyed, losing its structural integrity and breaking into hundreds of pieces.

Vulnerable to Magic: The Drones are extremely vulnerable to magic, since it is something alien to their bodies and they are unprepared for it. Not only do they have MR 0, but any attacks based on supernatural power deal double damage to them.

The Dark Crystal Theory

Centuries ago, some Duk'zarist researchers developed the terrifying theory that those stones that people have come to call psychic crystals are but fragments of the Machine. They think that these increase the mental powers of those who use them by synchronizing them in some way with the consciousnesses of the Mothers and that the more of these crystals that are used, the more risk there is that some of the Mothers will awaken. Fortunately, so far there is no evidence to confirm this possibility.

Illustrated by Wen Yu Li

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Technocrat

The Machine

Level: 6 **Category:** Between Worlds, Special
Life Points: 265
Class: Mentalist
Str: 8 **Dex:** 10 **Agi:** 6 **Con:** 10 **Pow:** 4 **Int:** 10 **Wp:** 13 **Per:** 8
PhR 100 **MR** 20 **PsR** 80 **VR** 70 **DR** 70

Initiative: 85 Natural
Attack Ability: 15 Unarmed Combat, 180 Cohesion
Defense Ability: 5 Dodge
Damage: 20 Unarmed Combat (Impact), 100 Cohesion (Thrust)
AT: Natural Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 0

Psychic Potential: 120
Free PP: 15
Psychic Disciplines: Psychokinesis
Psychic Powers: Minor Psychokinesis, Psychokinetic Impact, Psychokinetic Shield, Psychokinetic Armor, Psychokinetic Trap, Ballistics, Repulsion, Shatter, Motion Detection, Psychokinetic Flight
Innate Slots: 3
Psychic Projection: 180

Essential Abilities: Physical Exemption, Psychological Immunity, Access to Psychic Disciplines, Passive Concentration, *Psychic Consumption, Psychic Exhaustion*
Powers: Physical Resistance +30, Physical Armor 4, Absorption, Cohesion, Vortex, Complete Transformation, *Vulnerable to Magic*

Size: 18 Medium **Regeneration:** 3
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Notice 80, Search 80, Science 180, *Memorize 240*

The Technocrats are the most dangerous members of the Machine, the elite warriors of the nest. They are born from the unnatural fusion of an advanced larva with a human or Duk'zarist body (for some unknown reason, only those two species are viable hosts) that then goes through delicate surgery to replace parts of its anatomy with technological parts and psychic crystals. The result is a humanoid form filled with mechanical implants that possesses unique psychic abilities.

Most Technocrats are completely hairless (they lose their hair during processing) and wear dark ceremonial robes, so they look very much like a sinister priest. They move mechanically, but they have a proud and solemn bearing, as if each and every one of them was an ambassador the Machine sent into the world.

They only follow the dictates of logic, acting more like machines than living beings. They can speak all languages, and if deemed necessary, they can communicate with other beings. Unfortunately, they only find the need for this ability on very rare occasions. At most times, they are surrounded by Drones, which they order about using the natural mental connection that unites all members of the Machine.

Virtually all the Technocrats were destroyed thousands of years ago, although many larvae remain buried that could create new ones. They are only known to have reappeared on the island of Kirdar, but nothing says more of these ancient monstrosities cannot be revived in various parts of the globe.

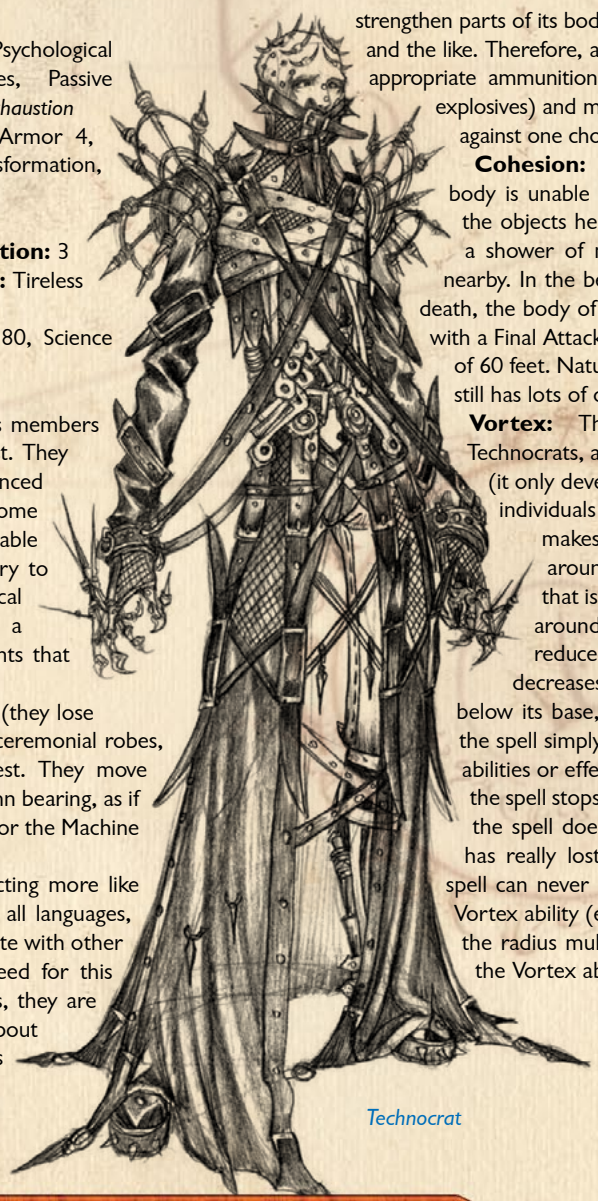
Modus Operandi

The power of the Technocrats lies in their immense psychic and psychokinetic abilities. Thanks to their Psychic Powers, they are able to protect themselves and attack numerous enemies at once. They usually use two of their Innate Slots to keep Psychokinetic Shield and Psychokinetic Armor active around themselves (which increases their natural AT by 2). Their usual method of attack is with the Ballistics Psychic Power (using the ammunition that their own bodies store) or the Shatter Psychic Power, boosted with many PP when they want to make sure to finish an opponent. In general, they target any adversary who they know or suspect to have magical abilities first, as spells are their greatest weakness.

Absorption: A Technocrat has the capacity to absorb all kinds of inorganic material inside its body, storing it as if it were a container with nearly unlimited capacity. Using its psychic abilities to compress matter within itself, it can store up to 20 to 30 times its own body mass in volume without altering its own weight. Subsequently, it may eject any stored matter as it wishes to obtain ammunition for Ballistics, strengthen parts of its body against certain types of attacks, and the like. Therefore, a Technocrat usually possesses the appropriate ammunition for its attacks (from spikes to explosives) and may increase its armor by 2 points against one chosen attack type.

Cohesion: When a Technocrat dies, its body is unable to withstand the pressure of all the objects held inside and explodes, releasing a shower of metal shards that hits everyone nearby. In the beginning of the turn following its death, the body of a Technocrat launches an attack with a Final Attack of Absurd (180) within a radius of 60 feet. Naturally, this only occurs if the body still has lots of objects inside itself.

Vortex: This ability is very rare in Technocrats, as less than 5% of them possess it (it only develops in those using the bodies of individuals who possessed the Gift). Vortex makes the fibers of magic weaken around the Technocrat, so any spell that is cast or enters a radius of 60 feet around the creature is automatically reduced by 10 Zeon points. If this decreases the Zeonic value of the spell to below its base, the magic cannot manifest and the spell simply dissipates. Unlike with Nemesis abilities or effects of cancellation, if the focus of the spell stops being inside the vortex of magic, the spell does not regain its original value; it has really lost that much Zeon. A particular spell can never lose more than 10 Zeon to the Vortex ability (even if the spell enters and leaves the radius multiple times or if it is in range of the Vortex ability of two Technocrats).



Technocrat

Illustrated by Wen Yu Li

Complete Transformation: It's completely impossible to restore a person who has been transformed into a Technocrat; nothing remains of the original person, and his body lives on via the will and the technology of the Machine.

Vulnerable to Magic: The Technocrats have a vulnerability to magic similar to that of the Drones. Not only do they have MR 20, but any attacks based on supernatural power deal double damage to them.

The Technocrats of Kirdar

Recently a scholar named Augustus found signs of a sleeping Mother on the island of Kirdar, in the Inner Sea. Thinking he could control the power he discovered, he managed to recreate some Technocrats using unsuspecting villagers as experimental subjects. Thanks to the knowledge he has gained from his creations, and with the absolute conviction that he is in control of everything that happens, he has started work to wake the Mother. Naturally, the Technocrats have done nothing but obey him as a means to reach their own goals, as Augustus's skills are still absolutely necessary to wake the Mother.

However, a few of Kirdar's Technocrats are unstable. While they retain their Psychic Powers, their physical forms are inelegant and their movements are uncertain; they totter continuously and have a stooped walk. In addition, their ability to psychically compress objects that they have absorbed is, at best, precarious. If they suffer an attack that produces a Critical (regardless of its level), they automatically explode according to the rules for Cohesion.

Illustrated by Wen Yu Li

Carrier

The Machine

Lesser Carrier

Level: 7 **Category:** Between Worlds, Special
Life Points: 5,500 Damage Resistance
Class: Warrior Mentalist
Str: 14 **Dex:** 6 **Agi:** 7 **Con:** 16 **Pow:** 4 **Int:** 8 **Wp:** 12 **Per:** 10
PhR 90 **MR** 55 **PsR** 80 **VR** 90 **DR** 90

Initiative: 55 Natural
Attack Ability: 190 Swarm of Drones + 140 Defensive Blades
Defense Ability: Damage Resistance
Damage: 80 Defensive Blades (Thrust), 200 Swarm (Cut) (40+ components), 160 Swarm (Cut) (30+ components), 120 Swarm (Cut) (20+ components), 100 Swarm (Cut) (10+ components)
AT: Natural 8

Psychic Potential: 80
Psychic Disciplines: Telepathy
Psychic Powers: Mental Communication, Psychic Connection (40), Area (100)
Innate Slots: 2
Psychic Projection: 10

Essential Abilities: Physical Exemption, Divine Physical Characteristics, Superhuman Spiritual Characteristics, Unnatural Size, Access to Psychic Disciplines, Zen, Psychological Immunity, *Atrophied Limbs*
Powers: Drone Carrier, Nexus of Control, Natural Weapons: Defensive Blades (Armor Modifier –2), Swarm of Drones, Damage Barrier 80, Mystical Flight 8, *Artificial Body (Regeneration 0), Vulnerable to Magic*

Size: 29 Giant **Regeneration:** 0
Movement Value: 0/8 **Fatigue:** Tireless

Secondary Abilities: *Notice 180*

Lesser Carrier

Greater Carrier

Level: 8 **Category:** Between Worlds, Special
Life Points: 6,200 Damage Resistance
Class: Warrior Mentalist
Str: 15 **Dex:** 6 **Agi:** 7 **Con:** 16 **Pow:** 4 **Int:** 8 **Wp:** 12 **Per:** 10
PhR 95 **MR** 60 **PsR** 85 **VR** 95 **DR** 95

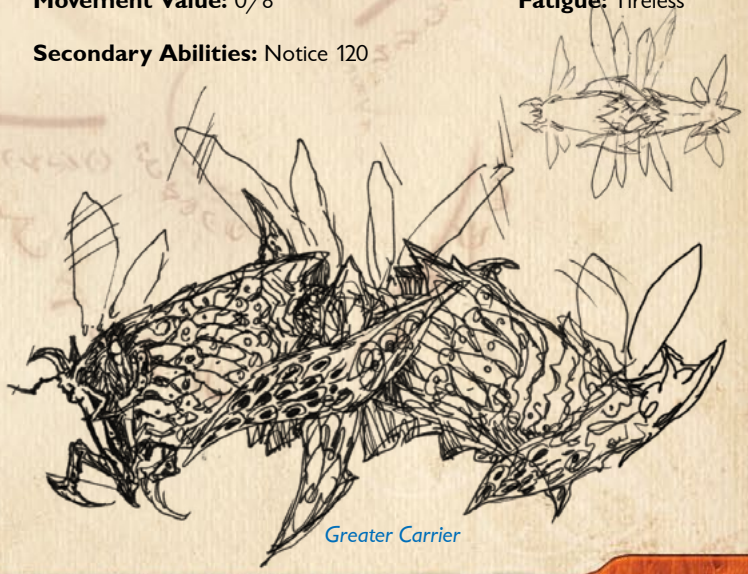
Initiative: 60 Natural
Attack Ability: 200 Swarm of Drones + 140 Defensive Blades, 180 Main Cannon + 140 Defensive Blades.
Defense Ability: Damage Resistance
Damage: 80 Defensive Blades (Thrust), 200 Swarm (Cut) (40+ components), 160 Swarm (Cut) (30+ components), 120 Swarm (Cut) (20+ components), 100 Swarm (Cut) (10+ components), 250 Main Cannon (Energy)
AT: Natural 8

Psychic Potential: 80
Psychic Disciplines: Telepathy
Psychic Powers: Mental Communication, Psychic Connection (40), Area (100)
Innate Slots: 2
Psychic Projection: 10

Essential Abilities: Physical Exemption, Divine Physical Characteristics, Superhuman Spiritual Characteristics, Access to Psychic Disciplines, Zen, Psychological Immunity, *Atrophied Limbs*
Powers: Drone Carrier, Nexus of Control, Natural Weapons: Defensive Blades (Armor Modifier –2), Main Cannon (Range 1 mile, 30 foot Area, Without Limits, *5 Turns of Preparation*), Swarm of Drones, Damage Barrier 80, Mystical Flight 8, *Artificial Body (Regeneration 0), Vulnerable to Magic*

Size: 31 Giant **Regeneration:** 0
Movement Value: 0/8 **Fatigue:** Tireless

Secondary Abilities: Notice 120



Greater Carrier

Carriers are immense masses of living metal that, as their name suggests, transport hundreds of Drones inside themselves. In fact, they are more than creatures, and it would not be entirely inappropriate to consider them warships that the Machine uses for large-scale attacks.

They are between 120 and 300 feet in length and weigh more than a hundred tons. Visually, they look like a mixture between a giant beehive and a huge insect made entirely of metal. On the bow is a figurehead of a female human (between 10 or 20 times larger than a real person would be), and their upper wings are covered in crystals. Only if someone gets very close can he see that there are small veins and nerves traveling all across its metal body.

Given their immense size, Carriers require almost a hundred larvae, dozens of living beings, and a considerable amount of metal to construct. They have a remarkably logical mind, but cannot be said to have anything remotely resembling a personality. They are completely mechanical and never communicate with anyone except, of course, other components of the Machine.

Although they have Psychic Powers, these are always devoted to coordinating and enhancing the combat effectiveness of the Drones they carry. Coordinating Drones is their most dangerous ability, because while they are directed by a Carrier, the offensive capabilities of the Drones increase exponentially.

It is doubtful that any Carriers survived on Gaïa after the last war, and so far, none have been made in Kirdar.

Carrier Types

Depending on their size, carriers are divided into two different types, as reflected in their statistics. The Lesser ones are between 120 and 150 feet long and lack a Main Cannon, while the Greater ones are about 160 to 300 feet long and are equipped with a Main Cannon.

Modus Operandi

Carriers fight using Drones that they carry on and in their bodies. They travel slowly through the air until they reach their target (usually a big city), at which time they release a multitude of Drones that fills the sky like a dark cloud. Next, they determine which areas may be the greatest threats (places with artillery, stronger walls, etc.) and use their Main Cannons to blow them into dust.

If they encounter one or more especially powerful or problematic enemies, they will bring together a group of Drones and control them directly as a swarm, while they retreat as far as possible from combat and provide supporting fire with the cannon.

Illustrated by Wen Yu Li

Drone Carrier: A Greater Carrier can carry 500 Drones in its interior and a Lesser one 200. At will, either can release up to 50 per turn, launching them at high speeds from various parts of its body.

Nexus of Control: The Carrier maintains a mental link with all the Drones around it in a two mile radius, influencing their behavior and increasing their combat capabilities remarkably. While they are within a Carrier's control area, Drones get a +20 to their Attack and Defense Abilities and are able to perform complex tactical maneuvers.

Defensive Blades: The body of a Carrier is protected by a defensive system that generates sharp blades to automatically attack any enemy that approaches. Therefore, anyone who is engaged in close combat with the body of a Carrier (or is less than 15 feet away) who is not recognized as a member of the Machine suffers an attack from the blades at the beginning of each turn. As with the Reaper Legs of the Drones, these weapons lower the defender's AT by 2 points against the attack.

Swarm of Drones: A Carrier has the ability to attack in a truly unique way, by controlling a set of Drones as an extension of its body. Thus, the swarm behaves in a similar way to a huge creature, one gigantic being continually changing shape at the will of its master. To use this attack, the Carrier must have at least 10 Drones, although it can control up to 50. Given the enormous concentration of creatures in a confined space, the swarm may target no more than six enemies, all of whom must be within 30 feet of each other. The damage of the attacks varies depending on the number of Drones in the swarm, but the swarm attacks always decrease their opponents' AT by 4 points against them. As part of a swarm, the Drones behave like a single creature with Damage Resistance and 150 Life Points for each member of the group. If the number of Drones is reduced to less than 10 (in other words, 1,500 Life Points), the swarm is unable to maintain the swarm shape. Using a swarm is considered a complete attack action, and the Carrier cannot make further attacks (except for the automatic Defensive Blades attacks) or fire the Main Cannon.

Mystical Flight: Carriers generate a field of weightlessness that allows them to float in the air, and thanks to their wings, they are able to maneuver with the equivalent of Flight Value 8. This is their only way to move, as their limbs do not allow them to move themselves otherwise.

Main Cannon (Only Greater Carriers): Although the Carrier is not designed for direct combat, while the Drones fight, a Greater Carrier is able to attack at long range by channeling the full power of its generator through its Main Cannon (which is located between its front limbs). This weapon allows it to shoot huge electrical discharges up to one mile away that burst in a 30 foot radius.

The Carrier takes five turns to focus the necessary energy for each shot, but there is no limit to the number of shots that it can fire.

Artificial Body: The metal structure of a Carrier is unable to regenerate damage. It can only be repaired manually by other individuals or components of the Machine.

Vulnerable to Magic: Carriers have the inherent vulnerability to magic possessed by all members of the Machine, so their Magic Resistance is low (see statistics) and any magical attacks deal double damage.

Illustrated by Wen Yu Li

Praetorian

The Machine

Level: 9 **Category:** Between Worlds, Special
Life Points: 265
Class: Warrior Mentalist
Str: 13 **Dex:** 13 **Agi:** 12 **Con:** 13 **Pow:** 4 **Int:** 12 **Wp:** 15 **Per:** 10
PhR 95 **MR** 30 **PsR** 100 **VR** 95 **DR** 95

Initiative: 130 Natural
Attack Ability: 230 Living Weapon
Defense Ability: 230 Living Weapon
Damage: 140 Living Weapon (Cut/Thrust)
AT: Natural Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 0

Psychic Potential: 120
Free PP: 10
Psychic Disciplines: Psychokinesis, Physical Increase
Psychic Powers: Psychokinetic Impact, Psychokinetic Shield, Psychokinetic Trap, Ballistics, Repulsion, Shatter, Psychokinetic Flight, Increase Strength, Increase Ability, Increase Reaction
Innate Slots: 3
Psychic Projection: 185

Natural Abilities: Psychic Projection Module
Essential Abilities: Superhuman Physical Characteristics, Supernatural Spiritual Characteristics, Physical Exemption, Unnatural Size, Access to Psychic Disciplines, Zen, Amplify Sustained Power, *Psychic Consumption, Psychic Exhaustion*
Powers: Natural Weapons: Living Weapon (Armor Modifier –5, Increased Damage +20, Variable), Damage Energy, Systematic Mind, Vortex, Restructuring, Physical Armor 6, Complete Transformation, *Control Crystal, Vulnerable to Magic*

Size: 22 Medium **Regeneration:** Special
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: *Notice 180,* Search 80, Track 40, Science 200, *Memorize 280*

The unfathomable entities known as Praetorians are the ultimate creations of the Machine, impossible amalgams at the cellular level of the world's greatest advances in technology and living organisms. They go far beyond anything ever seen in the world before, a creature of flesh and metal perfectly melded. A Praetorian is born from the union of a particular type of larva (called a Queen Larva usually) with the body of a genetically suitable person. Naturally, both are extremely rare, so the number of Praetorians has always been very small.

The function of these entities within the structure of the Machine is usually to protect a Mother (from which they derive their name of Praetorian), so they do not usually stray far from the principal nest. However, if the Mothers need highly powerful agents to complete complex missions, they might send some of them off alone.

Naturally, all other components of the Machine innately obey the Praetorians, since only Mothers are above them in the hierarchy.

Unlike other components of the Machine, the Praetorians retain some individuality; their minds remain part of the hive, but they have a degree of freedom that makes them different. It allows them to express opinions, provide alternative perspectives on the Machine's plans, and act even while isolated from the whole. This separateness is shown through quite a simple thing: each of them has a proper name.

Despite their hints of independent personalities, all have an absolute devotion to the Mother who created them. They care about nothing in the world except serving her.

Illustrated by Wen Yu Li

Given their enormous strength, it is possible that some Praetorians still remain dormant in the ground near their Mothers. At least two have been discovered in Kirdar (despite being damaged apparently beyond repair), and Augustus himself seems to have the appropriate genes to become one.

Modus Operandi

The Praetorians are weapons of incalculable power, combining Psychic Powers with huge combat ability. Normally they always maintain the Psychic Power Psychokinetic Flight with sufficient PPs to move through the air with Flight Value 12, and also Increase Strength and Increase Ability, which increases both their Strength and Dexterity by +3. Naturally, depending on the circumstances, their selection of Psychic Powers may be different. When in combat, they combine physical attacks (adapted as appropriate) with psychic attacks such as Shatter or Ballistics, and they hold off their most challenging opponents with Psychokinetic Impact or Repulsion.

Living Weapon: The body of a Praetorian is a true living weapon, since one of its limbs is equipped with blades and other offensive systems that make it an implacable adversary. All of them are also imbued with the same power source as the Mothers they protect, so they are able to damage virtually anything with little difficulty. They lower their opponent's AT by 5, can damage energy, and ignore any kind of special protection. The Praetorian can use such weapons in close combat in combination with its Psychic Powers (for example, along with Shatter or Ballistics). In addition, its combat system is adapted to determine the ideal means to fight its enemies at any given moment, so each turn, before determining Initiative, it may choose one of the following special qualities:

- **Chained Blades:** The Praetorian can make a second attack at –20 Attack Ability.
- **Prehensile Tail:** The Praetorian can perform a Trapping maneuver without any penalty for doing so that counts as having Strength 12. This attack causes only half damage.
- **Cutthroat:** For the purposes of this attack, all of the opponent's body is considered a vulnerable point.
- **Expandable Blade:** Resolve this attack against everyone who is within 15 feet of the Praetorian.
- **Thousand Cuts:** The Praetorian gets a bonus of +40 to Initiative.

Vortex: Just like a select few Technocrats, all Praetorians have the ability to alter the fibers of magic about themselves. Any spell that is cast or enters a radius of 150 feet around the creature is automatically reduced by 10 Zeon points. If this decreases the Zeonic value of the spell below its base, the magic cannot manifest and the spell simply dissipates. Unlike Nemesis abilities or spells of cancellation, if the focus of the spell stops being inside the vortex of magic, the spell does not regain its original value; it has really lost that much Zeon. A particular spell can never lose more than 10 Zeon to the Vortex ability (even if the spell enters and leaves the radius multiple times or if it is in range of the Vortex ability of a Technocrat or another Praetorian).

Systematic Mind: The mind of a Praetorian functions at a different level than its body and is not impaired by minor damage. Thus, even if it is put on the defensive or is damaged, it is able to use Psychic Powers like a creature with Damage Resistance. It is perfectly able to suffer damage during the turn and then, when its turn arrives, use Psychokinetic Trap, Ballistics, or another Psychic Power. This ability does not work in a turn when a Praetorian suffers a Critical, regardless of whether or not it has an effect.

Restructuring: Praetorians have a capacity to rebuild themselves after suffering severe damage as the Drones do, but a thousand times more sophisticated. If a Praetorian's Life Points are reduced to 0, its remains fall to the ground, its control crystal becomes visible, and it emits

a Psychokinetic Shield to protect the body while it is reconstructed. This shield has the equivalent of 2,500 Life Points and a Defense Ability of 220. If after five turns the control crystal has not taken at least 50 points of damage, the Praetorian stands up with all its Life Points fully recovered.

Complete Transformation: It's completely impossible to restore a person who has been transformed into a Praetorian; nothing remains of the original person, and their body lives on via the will and the technology of the Machine.

Control Crystal: Inside the body of each Praetorian is a crystal (the same size as a human heart) that serves as a nucleus. If the crystal suffers more than 100 points of damage, the Praetorian is automatically destroyed. If an opponent is aware of the location of the crystal, he can make directed attacks against it, with the same penalty as attacking a human's heart (i.e., –60).

Vulnerable to Magic: Praetorians have the inherent vulnerability to magic possessed by all members of the Machine, so they have only MR 30 and any magical attacks deal double damage.

Illustrated by Wen Yu Li

Lapsia

Spider Flower

Level: 2 **Category:** Natural 0
Life Points: 65
Class: Assassin
Str: 4 **Dex:** 5 **Agi:** 8 **Con:** 4 **Pow:** 5 **Int:** 3 **Wp:** 2 **Per:** 6
PhR 30 **MR** 35 **PsR** 25 **VR** 70 **DR** 30

Initiative: 85 Natural
Attack Ability: 60 Stinger
Defense Ability: 60 Dodge
Damage: 30 Stinger (Thrust)
AT: None

Essential Abilities: Spider Sovereign (Affinity for Spiders), Inhumanity
Powers: Natural Weapons: Stinger, Jumping Spider, Sidhe Poison (VR 100, Immobilization), Shining Iris (30 foot Aura, PsR 60, Fascination, *Conditional*), Resistance to Poison (Venom Resistance +40)

Size: 8 Small **Regeneration:** 1
Movement Value: 6 **Fatigue:** 4

Secondary Abilities: Jump 90, Climb 20, Hide 35, Stealth 50, Notice 45, Search 35

The Lapsia are a strange species of spider native to the northern forests of the Old Continent and Varja. Scholars are still discussing whether they are insects, animals, animated plants, or a strange mixture of the three.

Not much smaller than a mastiff, these creatures are commonly nicknamed the Spider Flower for their unusually shaped abdomen, which looks like a huge blossom with many glowing stamen. They often live alone, but sometimes form hives or hunting parties of up to 10 spiders. They are dangerous predators and hunt all types of prey (including humans) for food. Their appetite is voracious, and they require large quantities of meat to feel completely satisfied. Although they were very numerous in the past, now they are almost extinct. For over a century, they were hunted to end the threat they posed to the inhabitants of small villages and travelers who ventured too far into the woods, and few now remain.

It is well known to occultists and Lilliums that the Lapsia have a strong bond with nature and often act as servants to supernatural forest beings; thanks to their their paralyzing poison, they are ideal for capturing enemies without causing serious damage.

Modus Operandi

The Lapsia are not naturally adept at combat, because they lack natural weapons and the strength to do much damage. However, they instinctively know how to get the most out of their abilities to capture prey. They have two main tactics in combat. Usually, they act individually or in small groups of between two and four spiders. If they detect their victims without being noticed themselves, they will pounce from a distance in order to inject their poison and then immediately flee so the poison has time to take effect. At other times (especially in the evenings), they will make their irises shine in order to attract their victims' attention and leave them standing fascinated. Then, after their victims are enraptured and cannot fight back, the spiders simply kill them with their sting.

Spider Sovereign: A Lapsia emits an aroma that influences all smaller spiders in the vicinity as if it were their queen, and it can direct them through phereomones. However, the Lapsia is unable to give individual orders, since it must transmit the information through scents, so all arachnids under its control will act the same way.

Jumping Spider: Despite their unusual appearance, Lapsia are extraordinary jumpers. They use this ability to cross gaps, to pounce on a target to sting it, and to flee if threatened. One jump can carry a Lapsia up to 90 feet horizontally. However, such a jump is very exhausting, and the Lapsia loses 1 Fatigue Point for each jump it makes after the first without waiting at least a minute.

Sidhe Poison: The sting of a Lapsia contains a potent toxin (Level 60) that attacks living bodies quickly. Anyone who takes damage from one of its attacks must pass a VR 100 check or suffer Total Paralysis after about a minute (20 turns). The penalties for this state diminish at a rate of 5 points every half hour as the victim gradually regains his mobility.

Shining Iris: The glowing stamen that decorate a Lapsia's abdomen emit a faint light that confuses its prey. The light forces all those who look closely at it (from no further than 30 to 50 feet away) to pass a PsR 80 check or fall into a state of absolute Fascination, unable to do anything other than watch the flower, spellbound. If someone passes the check and continues to look at the spider, he must repeat the check once every five turns. Someone affected by this Fascination can repeat the check to break free each minute or each time they take damage.

Resistance to Poison: The blood of the Lapsia has the ability to filter out poisonous substances in its body, helping it withstand all types of toxins. This blood can be made into a wide variety of antidotes. If it is drunk, the imbiber gains +20 Venom Resistance (the bonus diminishes at the rate of –5 per hour).

Shadow Master

Cabal of Zenobius

Level: 9 **Category:** Between Worlds, Elemental 30
Life Points: 155
Class: Wizard
Str: 7 **Dex:** 13 **Agi:** 7 **Con:** 8 **Pow:** 13 **Int:** 12 **Wp:** 10 **Per:** 11
PhR 80 **MR** 95 **PsR** 85 **VR** 80 **DR** 80

Initiative: 115 Natural
Attack Ability: 25 Unarmed Combat
Defense Ability: 5 Dodge
Damage: 15 Unarmed Combat (Impact)
AT: Shadow Armor Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 4

MA: 120
Zeon: 1,725
Magic Projection: 220 Offensive, 240 Defensive
Level of Magic: 90 Darkness, 20 Other

Essential Abilities: Gift, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Natural Immunity to an Element (Complete, Darkness), Superior Magic Recovery, Physical Exemption
Powers: Shadow Armor (Physical Armor 4, Mystical Armor 4), Elemental Form, Invocation Resistance, Mystically Undetectable +150, Dark Sight (Complete Night Vision, See the Supernatural), Dark Disciples, Dark Gifts

Size: 15 Medium **Regeneration:** 2
Movement Value: 7 **Fatigue:** Tireless

Secondary Abilities: Leadership 30, *Persuasion 125*, Hide 100, Stealth 30, Notice 50, Search 25, *History 120, Occult 150, Magic Appraisal 250*

The Nine Masters of Shadow, also known in some occult circles as the Cabal of Zenobius, are a group of powerful elementals gifted with vast and evil supernatural powers.

The Nine were a cabal of great and evil archmages of the Empire of Yehudah who, foreseeing their inevitable fall, decided to undertake a sinister experiment to become immortal and one with the shadows. To avoid drawing the attention of the Valkyries or antagonizing the three Fates, they created supernatural suits of armor and sealed powerful elementals inside them, draining the elementals until they were deprived of any will or intelligence. Then the Nine took their own lives and fed their souls to the elementals. Usually such an act would have completely destroyed the sorcerers, but since the elementals who consumed them lacked any mind or soul of their own, the spirits of the sorcerers took control. Thus, the elementals and souls came together to give birth to a new type of being, the Masters of the Shadow. Over the centuries, the Nine have lost all sense of humanity. They are now dark creatures unable to evolve, whose goals in life are no more than to satisfy the interests they had when they were alive millennia ago. Each of them has some grand goal that takes up most of its time, a kind of personal driving force that makes it want to continue onwards. Without these goals, they would be no more than masses of darkness filled with negative emotions.

For many years, the Cabal has remained separated as its members pursue their individual interests, so now they do not feel particularly connected to each other (sometimes, one will disappear for centuries). Immensely intelligent and with the wisdom that only immortal life can grant, they are able to deal with mortals and supernaturals alike at their convenience. Each has a vast network of contacts, who they often use behind the scenes as agents in their worldly affairs, buying loyalty with wealth or fear. Of course, being completely amoral, they do not worry too much about disposing of such individuals once they have completed their work.

Most of the Nine are not associated with any secret organization, but at least three of them have some sort of relationship with Samael and another is a professor in the Magus Order.

Modus Operandi

Shadow Masters are, above all, manipulators who prefer to avoid direct conflict. Since they have lived for thousands of years, they consider their own safety paramount, and do not hesitate to run away (abandoning plans or wealth if necessary) when they believe themselves to be in danger. Thanks to their extensive experience, they always have an escape route prepared for any eventuality. In combat, they generally have their Dark Disciples fight for them, supporting the disciples with spells and other long-range attacks without exposing themselves to real danger.

Their vulnerable point is the head, where lies the core of their immortal souls.

Shadow Armor: The suits of Shadow Armor are the physical bodies that contain the dark essences of the Shadow Masters. These are considered to be supernatural armor that gives them AT 4 against any kind of attack.

Elemental Form: A Shadow Master is formed of pure darkness and, consequently, is completely immaterial. Any attack that is not supernatural in nature has no effect on it. In addition, the Shadow Master is immune to all damage based on darkness (unless its attacker has a higher Gnosis than it). As part of the Shadow Master's body, the Shadow Armor is also immaterial in this way. Nevertheless, Shadow Masters can manipulate physical objects without difficulty as if they have the Interaction with the World Spiritual Ability.

Invocation Resistance: Knowing that Between Worlds creatures are extremely vulnerable to Summoning Abilities, the Nine protected themselves against these when they created their new bodies. Thanks to the runes on their Shadow Armor, they are considered to be level 11 when determining the difficulty on checks to summon or control them.

Mystically Undetectable: A Shadow Master usually avoids direct conflict and uses its disciples to fight while it remains in a remote position, using its innate abilities to avoid detection. Each master has a bonus of +150 to its Resistance against any kind of supernatural detection, whether magic or psychic.

Dark Sight: The senses of a Shadow Master enable it to see in total darkness (even supernatural darkness), and it can see both Psychic Powers and spiritual beings.

Magic Abilities: Each Shadow Master can freely spend 30 Magic Levels to acquire individual spells or levels in additional Paths of Magic.

Dark Disciples: Shadow Masters have extensions of their beings called Dark Disciples. These entities, acting independently from their creators while still being spiritually tied to them, are the Shadow Masters' main weapons. The master can order them about like

fanatically loyal followers or control their every move like puppets, and the master can see and hear through their senses at will. The disciples must remain within a mile of their master or fade from existence. Each master can have from one to five disciples at a time. It takes an entire minute to create each disciple (although the master can perform other actions normally during that time), which appears in the presence of its creator. However, it merely takes a Passive Action to dismiss any number of them from existence, and the master can do so from any distance. The master has the option of giving a disciple free will (see Nyx on page 104), in which case it no longer counts as one of the master's disciples, can go where and do what it wants, and can no longer be dismissed at whim. Some former disciples choose to serve their previous masters as independent agents.

Dark Gifts: A master can imbue its different disciples with dark powers when they are created to fulfill the master's goals more effectively. The number of powers a disciple has depends on the number of disciples in existence at once: the more disciples the master has, the less power it can divide among them. If the master has up to two disciples, it can give them up to four different powers, whereas if it has three, four, or five disciples, the number of powers is reduced to three, two, and one, respectively. If creating a disciple causes already existing ones to exceed their power limit, the existing ones lose powers of the master's choice so that they fall within the limit. However, the reverse is not true; if the number of disciples decreases, each remaining disciple does not gain more powers, unless the master creates them anew. The master freely chooses powers for each disciple at creation from the following list:

- **Arcane Weapon:** The disciple's weapon increases in power, crackling with a corona of dark energy. For all purposes, the weapon acquires all the properties of a +10 Quality weapon that attacks using the Energy Attack Type and is an intangible weapon (i.e., it cannot be blocked by conventional weapons).
- **Shadow Scythe:** The disciple's weapon becomes a massive scythe of living shadows. As an attack action, once per turn, the disciple can perform an Area Attack in a 15 foot radius without any penalty to its Attack Ability for doing so. If this power is combined with Shadow Arms, only the main attack may use this benefit.

Illustrated by Wen Yu Li

Shadow Master and Nyx

• **Shadow Claws:** Whenever the disciple performs an attack, spectral arms emerge from the soil trying to catch the defender's shadow. If they are successful, the defender is supernaturally paralyzed and unable to move freely. For the purpose of play, whenever the disciple deals damage, the opponent must pass a MR 120 check or suffer Partial Paralysis for as many turns as the level of failure.

• **Shadow Arms:** The body of the disciple is covered with arms, weapons, and joints that allow it to strike its enemies dozens of times at once, which in turn gives it an additional attack per turn (without any reduction to its Attack Ability). This power can be given to a disciple more than once.

• **Final Explosion:** This power hides part of the master's destructive power in the essence of the disciple. Either when the master wills it or when the disciple is destroyed, the disciple explodes, releasing splinters of darkness that attack everything within 60 feet. Those who are affected must defend against an elemental attack with a Final Attack of 280 and Base Damage of 100.

• **Concealment:** The disciple's subterfuge abilities are increased to Hide 200 and Stealth 200. It also gains a +50 bonus to any Resistance check against supernatural detection.

• **Extended Action Radius:** The range over which the master can control the disciple becomes unlimited.

• **Dome of Shadows:** The disciple gains the ability to create a dome of shadows around itself, wrapping everything within a 30 foot radius in shadows. Anyone inside other than a Shadow Master or Dark Disciple must pass a Notice 240 or Search 140 check or act as if Blinded.

Enmity for Deymos

Although it was the undead being Deymos who helped the Cabal of Zenobius learn the skills needed to perform the ritual that allowed them to become Shadow Masters, Deymos's sole purpose was to use them as guinea pigs in its experiments. When the sorcerers discovered that they had been used, they swore they would someday get revenge against Deymos. Ironically, even thousands of years later, they still have been unable to manage this.

Trade War

Epictetus, one of the Nine Masters, is obsessed with trade. Buying and selling things, entering new markets, and finding new business fill him with pleasure. He has created a strong entrepreneurial firm, known as Veis Industries, which he controls from the shadows using a human puppet named John Cambry. Recently his business has faced strong opposition by a rival firm linked to Black Sun. Disgusted, Epictetus opted to use his disciples and other mercenaries to annihilate the rival company, including all its stores and warehouses. Ignorant of the identity of its enemy, the Black Sun firm has quickly recruited mercenaries to protect its commercial interests and at the same time discover and destroy the source of the threat. Naturally, the characters could be on either side of this conflict.

Nyx

Nyx

Dark Disciple

Level: 6 **Category:** Between Worlds, Elemental 15
Life Points: 200
Class: Warrior
Str: 9 **Dex:** 12 **Agi:** 12 **Con:** 8 **Pow:** 7 **Int:** 6 **Wp:** 9 **Per:** 8
PhR 65 **MR** 60 **PsR** 65 **VR** 60 **DR** 60

Initiative: 110 Natural
Attack Ability: 200 Sword of Shadows
Defense Ability: 175 Sword of Shadows
Damage: 80 Sword of Shadows (Cut)
AT: Shadow Armor Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 0

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, Natural Immunity to an Element (Half Damage, Darkness), Physical Exemption
Powers: Natural Weapons: Sword of Shadows (Armor Modifier –1, Increased Damage +30), Damage Energy, Dark Body (Elemental Shape, Physical Armor 4), Elemental Form, Complete Night Vision, Dark Link

Size: 17 Medium **Regeneration:** 2
Movement Value: 12 **Fatigue:** Tireless

Secondary Abilities: Notice 25, Search 20, Feats of Strength 30, Withstand Pain 80, Hide 40, Stealth 40

Nyx is the name given to certain spirits that occultists consider darkness elementals of middling power. These creatures are created to serve the Shadow Masters and other high elementals of great power, such as the Lords of Darkness. That is why they are often called Dark Disciples

Made of pure darkness, the Nyx are living shadows whose appearance closely resembles that of a demonic skeleton. With no personality or will, they are little more than simple slaves with absolute devotion to their masters and a desire to obey every order they are given, even if it means their own destruction. However, their master can give them freedom by giving them a name. This simple act completes their essences and allows them to live independently. From then on, they can develop their own personalities as they will. Freed Nyx lose the Dark Link ability, but sometimes may still work of their own volition for their former master.

Nyx agents are often associated with the Shadow Masters and accompany them wherever they go. As a result, they use their masters' network of contacts to hide from society and act only when called upon.

Modus Operandi

Disciples fight only by order of their master or when, to their limited minds, they are acting in their master's best interests. They are skilled, and their fighting style and martial behavior are similar to that of an elite soldier who fights effectively without getting carried away by emotion or sentimentality. They simply fulfill their mission and return to their master once it is done.

Sword of Shadows: The disciples are able to manifest weapons made of darkness. These tend to be swords and, although there are cases in which they have taken different forms, always have the same profile. These weapons are of +5 Quality, can damage energy, and reduce the defender's AT by 1 against their attacks.

Dark Body: Like many darkness elementals, the Nyx are made of pure darkness. Any attack that is not supernatural has no effect on them, and they are immune to damage based on darkness (unless the attacker has a higher Gnosis than them). This ability also provides AT 4.

Dark Link: If it is linked to a Shadow Master, a Nyx gains additional powers (See Shadow Master on page 103).

Manticore

Devourer of Men

Level: 6 **Category:** Between Worlds 20
Life Points: 190
Class: Shadow
Str: 12 **Dex:** 10 **Agi:** 11 **Con:** 12 **Pow:** 8 **Int:** 5 **Wp:** 7 **Per:** 10
PhR 75 **MR** 65 **PsR** 60 **VR** 75 **DR** 75

Initiative: 125 Natural
Attack Ability: 180 Claws + 150 Poison Tail, 150 Poisonous Spines
Defense Ability: 190 Dodge
Damage: 100 Claws (Cut), 80 Poison Tail (Thrust), 80 Poisonous Spines Single Attack (Thrust), 50 Poisonous Spines Area Attack (Thrust)
AT: Skin Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

Essential Abilities: Superhuman Physical Characteristics, Acute Sense (Smell), Inhumanity
Powers: Natural Weapons: Claws (Increased Damage +20) and Poison Tail (Additional Attack at –30), Poisonous Spines (Distance 80 feet, Base Damage 40, VR 140), Damage Energy, Natural Flight 8, Resilient Skin (Physical Armor 2)

Size: 24 Big
Regeneration: 5
Movement Value: 11
Fatigue: 12

Secondary Abilities: Athletics 35, Jump 25, Climb 25, Hide 120, Stealth 190, Notice 80 (*110*), Search 80 (*110*), Track 25 (*55*)

The Manticore, known in the old legends as the "man-eater," is one of the most terrible beasts. Indeed, were it not for the existence of Archchimeras, there would probably be no more powerful beast on the surface of Gaïa. It is believed that their native land disappeared after the activation of the Machine of Rah, where they were the ultimate predators, a kind of defense mechanism created by nature to stop the advance of humanity and the rest of the great races.

The Manticore is a type of chimera with a lion's head, man's torso, scorpion's tail, and bat's wings. Standing erect, they measure about 12 feet tall and are an impressive sight. These large predators feel an insatiable hunger for human flesh. They delight in its taste and lose their heads every time they think they can get even a bite. However, they are considerably more intelligent than a simple animal, and rather than acting on instinct, they are able to make complex plans and judge logically the best way to achieve their goals.

Illustrated by Wen Yu Li

These beasts can be found in many environments, from forests and dense jungles to mountainous and arid areas. Either way, they prefer to build their dens in places far removed from civilization because while they crave human flesh, they are astute enough to understand that they cannot let themselves be seen openly by men. Therefore, they do not mind traveling long distances to lightly traveled roads to search for prey.

They are usually solitary (flocks of Manticores are unheard of, but a pair may work together), yet are not at all territorial; several of them may hunt a given area without friction. It is not known how many may be currently in Gaïa, but there are likely less than 100.

Modus Operandi

Simply based on their size, no one could imagine that an animal as large as a Manticore could move with as much agility as it does. They can jump from side to side with the grace of a panther and the ferocity of a lion, switching from standing on two legs to four legs as they please. Their speed is such that normal people can see little more than a moving blur before being devoured. They are obsessed with devouring flesh, especially human flesh, and attack without hesitation any person who crosses their path to satisfy their huge appetite. They usually prefer to kill their victims in one blow by surprise, diving from the sky in silence so their prey does not even have the opportunity to react. They also often attack from the air with poison spines to weaken problematic enemies before descending.

Both the head and the heart are its vulnerable points.

Poisonous Spines: A Manticore can use spines from its tail and wings to attack its opponents. Instead of using its Poison Tail attack during a turn, it can shoot a burst of deadly projectiles (it is able to continue attacking with its claws during the same turn as well). This attack has two different modes: the spines can be targeted at a single enemy or they can be spread in an area. In the first case, the attack has an effective range of 80 feet, whereas in the second case, they affect everyone within 30 feet of the creature and cause less damage. One way or another, if the spines cause damage, those hurt suffer the effects of Manticore Venom. New spines take two to three turns to be ready to fire, so the Manticore must wait at least that long after firing to re-use either mode.

Natural Flight: Manticores have wings that allow them to fly with Flight Value 8. Unfortunately, they cannot fly for long periods of time and gain a point of Fatigue for every 5 minutes they are in the air.

Poison Tail: In combination with its claws, a Manticore uses its tail every turn in battle to attack its opponents. If the tail attack deals damage, the opponent suffers the effects of Manticore Venom.

Manticore Venom: The real danger of a Manticore's spines is that they are imbued with a terrible poison that causes those who are struck to be gradually immobilized. Anyone hit first loses feeling in his limbs and then, within a minute, finds himself unable to move. To avoid the poison's effects, the victim must pass a VR 140 check or be Partially Immobilized after five turns, Mostly Immobilized after 10 turns, and finally Fully Immobilized after 20 turns (one minute). The effects last for about 24 hours.

Acute Sense (Smell): Manticores are predators and have highly developed senses of smell. They always receive a bonus of 30 to their Notice, Search, and Track checks if they are able to smell.

Marionette

Animated Golem

Lesser

Level: 2 **Category:** Between Worlds (Construct) 10
Life Points: 95
Class: Shadow
Str: 5 **Dex:** 9 **Agi:** 6 **Con:** 6 **Pow:** 4 **Int:** 2 **Wp:** 4 **Per:** 6
PhR 40 **MR** 30 **PsR** 30 **VR** 40 **DR** 40

Initiative: 75 Natural
Attack Ability: 100 Puppet Needle + 90 Puppet Needle, 100 Weapon
Defense Ability: 100 Dodge
Damage: 40 Puppet Needle (Thrust) or as Weapon
AT: None

Essential Abilities: Physical Exemption, Ambidextrous, Psychological Immunity, Immune to Pain
Powers: Personalization, *Constructs (Regeneration 0)*

Size: 11 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 40, Jump 25, Climb 20, Theft 20, Notice 55, Search 45

Greater

Level: 5 **Category:** Between Worlds (Construct) 15
Life Points: 110
Class: Shadow
Str: 7 **Dex:** 10 **Agi:** 8 **Con:** 7 **Pow:** 4 **Int:** 5 **Wp:** 5 **Per:** 7
PhR 55 **MR** 45 **PsR** 50 **VR** 55 **DR** 55

Initiative: 115 Natural
Attack Ability: 160 Puppet Needle + 150 Puppet Needle, 160 Weapon
Defense Ability: 155 Dodge
Damage: 45 Puppet Needle (Thrust) or as Weapon
AT: None

Essential Abilities: Physical Exemption, Ambidextrous, Psychological Immunity, Immune to Pain
Powers: Personalization, *Constructs (Regeneration 0)*

Size: 13 Medium **Regeneration:** 0
Movement Value: 8 **Fatigue:** Tireless

Secondary Abilities: Acrobatics 80, Jump 45, Climb 30, Theft 25, Notice 80, Search 70

Marionettes are puppets animated by supernatural means, beautiful works of art fashioned by a talented craftsman that subsequently have received some kind of power that allows them to move by themselves.

Their shapes can vary as widely as the imagination of their creators. Most appear to be human, but they can have any appearance, from animals to things both usual and unusual. Similarly, there are many supernatural processes that allow them to move freely until they gain a soul as an energy source.

Currently, there are quite a few animated puppets on Gaïa (at least, many in comparison to the limited number of supernatural entities in the world), and they fall into many different categories.

Possible Classes

Depending on their manufacture, the supernatural forces used in their construction, and the actual shape of the puppet, these creatures can vary widely. However, there are certainly some types of puppets that are well known in supernatural circles. The following are the most important.

Karakuri: The Karakuri are puppets of Eastern manufacture whose bodies were constructed by a master craftsman and then animated by the power of a lesser Kami or Greater Oni. Usually they appear as fragile, beautiful women dressed in beautiful kimonos and armed with naginatas or katanas. They do not have personalities, but they are blindly loyal to whoever is appointed as their master, which is determined by writing the name of an individual on their bodies with blood. They are normally found in Varja, both individually and in large groups, but never act on their own; they are always the servants of a person or entity.

These puppets have the special abilities of Assassin and Throw Pins, add +6 to their Agility, and add +140 to their Acrobatics. They can also use any Ki Techniques that they have been imbued with by their master, provided each technique does not have a MK cost greater than 30 and its total cost in Ki is no more than 10 points. They do not recover Ki once it is spent, so their master must then use the Ki Technique to imbue them with new Ki points before they can use the Ki Technique again. Most Karakuri use the statistics of a Lesser Marionette, but some particularly well-constructed ones have been imbued with powers sufficient for them to be considered Greater.

Harlequins: These horrors are, in all likelihood, the most terrifying kind of puppet that someone might encounter in Gaïa. No one knows for sure who their manufacturer was in ancient times, but they are scattered across all the principalities of the world. They are human-sized puppets (both male and female) dressed as harlequins or dolls and have strange spectral fibers attached to them that serve as strings. Consequently, they move in a completely unnatural way, as if some unknown force was operating them from afar at every moment. Their sole purpose is to kill and to spread fear among people. They do not usually obey any master, although there have been cases in which they instinctively followed creatures that embodied a powerful destructive force. The Harlequins have the special abilities of Puppet Needle, Puppet Wires, Drain Blood, and Walk on Air. Curiously, they may be paralyzed for 5–10 turns if someone with the ability to see spirits makes a directed attack against the strings that hold them up (–40 to directed attacks) using a weapon capable of damaging energy and causes at least 20 points of damage.

Harlequins usually appear in groups in the depths of less traveled regions. Although they lack independent personalities, they have a special attachment to old abandoned houses and theaters, where they like to stand as mere inanimate puppets until someone approaches close enough for them to awaken. There are both Lesser and Greater Harlequins, although the former are much more common.

The Marionettes of Palias: Long ago, an extremely powerful archmage called Origal created a host of supernatural puppets on the small island of Palias in the Inner Sea. These creations were different from other puppets in that human souls were infused into them as their energy source: the souls of the previous inhabitants of the island. Consequently, the so-called Marionettes of Palias are exact copies of living beings who pretend to be normal in all respects. They live on the island, hiding their secret from visitors, and do not hesitate to kill anyone they consider a threat to Origal or his daughter Alice.

The archmage has much more powerful puppets endowed with unique powers and profiles, but the normal people of Palias are generally lesser puppets equipped with the abilities of Looks Real and Rational, along with some additional ability chosen from the options for customization.

Illustrated by Wen Yu Li

Modus Operandi

Each puppet acts differently depending on its nature, but puppets usually blindly obey their masters or mechanically follow the guidelines they were given upon creation.

Weapons: The puppets can have any possible combination of weapons. The previous statistics reflect those who wield an exclusive weapon type called the Puppet Needle, but this type can be replaced by others without any problem. However, a given puppet can know how to wield only one weapon combination.

Immunity to Psychology and Pain: A puppet has no feelings and is immune to psychological states, such as Rage or Fear. Similarly, it ignores all penalties caused by pain, whether natural or mystical.

Constructs: Being artificial constructs, puppets are not able to recover from damage naturally. Instead, they must be repaired by someone with the proper expertise and tools.

Personalization

Puppets are often very different because of the wide range of options that their creators have at their disposal when building them. Below is a list of the powers, abilities, and typical elements that a puppet might have. Any combination is possible, although it is normal for a puppet to have two or three qualities, and many have four or five.

• **Looks Real:** The puppet's features are so perfect that it is difficult to differentiate it from a real living being. To realize that it is an artificial creature, a character must pass an Almost Impossible (240) Notice check or a Very Difficult (140) Search check. If the puppet also possesses the Rational ability, its gestures become human enough that the difficulty increases to Impossible (280) and Absurd (180), respectively.

• **Metal:** The puppet's physical structure is composed of a supernatural metal alloy that resists both physical and supernatural blows. The puppet has AT 5 against all types of attacks except those of the Energy Attack Type and has Damage Barrier 60.

• **Enormous:** The puppet's size is great, reaching between 10 and 15 feet in height. Consequently, the puppet gets +6 to Strength and +4 to Constitution, as well as +100 Life Points. For the same reason, its weapons are considered Enormous, with the consequent increase in their Base Damage. However, its size also slows its reactions and it applies a –30 penalty to Initiative.

• **Rational:** Without a doubt, this is the most advanced and unique quality that a puppet can develop. A Rational puppet can think, make complex plans, and simulate a human personality and human feelings. A puppet with the Rational ability has Intelligence 6 and 200 points to distribute between its Intellectual and Social Secondary Abilities.

• **Puppet Wires:** The puppet can partially control its strings, allowing it to supernaturally use them from a distance to capture and restrain its opponents. This ability allows it to use the Trapping maneuver at Strength 12 without suffering any penalties to its Attack Ability for doing so. This is a complete Active Action and deals no damage.

• **Self-Destruction:** The puppet has an explosive device inside itself that detonates when the puppet is destroyed or its body is broken. Anyone who is less than 30 feet from the puppet at the beginning of the turn after its death suffers a Heat attack with a Final Attack Ability of Absurd (180) and a Base Damage of 100.

• **Assassin:** The puppet was created with a special emphasis on Subterfuge Abilities, allowing it to make subtle movements and eliminating any sound from its joints. Consequently, it has a base of 100 in the Secondary Abilities of Stealth and Hide.

• **Drain Blood:** The hands of the puppet are built to drain blood from its victims, filling it with energy that it can use to heal. If one of its attacks causes damage, the affected party must pass a PhR 80 check or suffer additional damage equivalent to the level of failure, while the puppet recovers half the additional damage in Life Points.

• **Invisible:** The puppet is equipped with special pigments in its body and clothes that adapt to the environment around it like a chameleon. For someone to notice its presence while it remains still, he must pass an Absurd (180) Search check or an Almost Impossible (240) Notice check. If the puppet is moving, the difficulty of the check is reduced to Very Difficult (140) and Absurd (180), respectively.

• **Additional Limbs:** Equipped with secondary arms, the puppet is able to perform an additional attack each turn without any penalty for doing so. This option can be chosen several times (up to a maximum of three), giving the puppet an extra attack each time. If the puppet has the Looks Real ability, the limbs are initially hidden inside its body and only appear when it enters combat.

• **Natural Weapons:** The puppet has claws, fangs, or other types of natural weapons useful in combat. These weapons have a Base Damage of 50 and use the natural Initiative of the creature. If the puppet has the Looks Real ability, the weapons only appear when the puppet enters combat.

• **Poison:** The puppet's weapons are connected to its body, which secretes a powerful poison that is injected into its victims when the weapon cuts or punctures them. The toxin can be anything the creator desires, but must be a type that takes effect when injected into the bloodstream.

• **Walk on Air:** The puppet's supernatural strings allow it to walk through the air, without needing the ground to support its feet. Thus, it can move freely with Flight Value 6.

• **Self-Repairing:** The physical form of the puppet is built to repair itself, supernaturally replacing damaged parts with any inorganic material that it can find. This ability gives it Regeneration 10.

• **Throw Pins:** The puppet has the ability to shoot a pin at great speed from its arms or fingers. This action is equivalent to a Fired projectile attack with a Base Damage of 60 (Thrust) and a range of 100 feet. Depending on the size of the puppet, it may have sufficient pins for 5–10 shots.

• **Puppet Needle:** The puppet needle is a weapon mainly used by Harlequins like a giant stiletto. It is a hand weapon and is so sharp that, although it does not have a Quality modifier, it reduces the defender's AT by 2 points against it. These needles are usually wielded with one in each hand, allowing the puppet to perform two attacks per turn (as with an additional hand weapon).

• **Mimicry:** The puppet has the ability to mimic the movements of its controller from a distance like a real supernatural puppet. Thanks to this, it uses the Combat Abilities of its master (up to a maximum of 200 each in Attack and Defense Abilities). The puppet, of course, retains its own attributes (Characteristics, Base Damage, and Life Points) and is unable to use any supernatural powers that its creator has (such as magic or Ki). The controller can also see through the puppet's eyes, but for every 150 feet of separation, the puppet suffers a –10 penalty to its Attack and Defense Abilities.

Harlequin

Medusa

Lady of the Snakes

Level: 5 **Category:** Between Worlds 10
Life Points: 145
Class: Acrobatic Warrior
Str: 6 **Dex:** 9 **Agi:** 9 **Con:** 7 **Pow:** 8 **Int:** 7 **Wp:** 8 **Per:** 6
PhR 55 **MR** 60 **PsR** 60 **VR** 55 **DR** 55

Initiative: 110 Natural or as Weapon
Attack Ability: 140 Poisonous Claws, 100 Snake Hair, 140 Weapon
Defense Ability: 130 Dodge
Damage: 45 Poisonous Claws (Cut), 30 Snake Hair (Thrust), 45 Arrow (Thrust), 35 Serpent Arrow (Thrust)
AT: None

Natural Abilities: Throwing or Projectile Modules
Essential Abilities: Serpent Affinity, Natural Immunity to Poison
Powers: Natural Weapons: Poisonous Claws (VR 120, Extreme Pain) and Snake Hair (Additional Attack at –40, VR 120, Full Immobilization), Sense of Danger, Serpent Arrow, Petrification (Aura, MR 120, Special Area, *Conditional*), Winding Movement

Size: 13 Medium **Regeneration:** 1
Movement Value: 9 **Fatigue:** 7

Secondary Abilities: Acrobatics 60, Jump 60, Notice 40, Search 25, Disguise 40, Hide 40, Stealth 40, History 20, Music 30, Persuasion 30, Style 30

An old myth says that the first Medusa was born as the result of the curse of a dark god, who caused a pregnant woman and the three daughters she bore in her womb to become nightmare creatures on which no man could gaze. True or not, these ladies of the snakes have been a terrible burden on the world since time immemorial

Medusae are beautiful women and monsters at the same time. They have snakes instead of hair, and the lower half of their bodies is a huge reptilian tail. Sometimes they also have other inhuman traits, such as deformed claws or fangs.

They are supposedly immortal, but in reality they simply live for very long periods of time (some for more than 2,000 years).

Contrary to widespread belief, not all are evil by nature. In fact, the only reason they tend to be aggressive is because their curse makes most people only want to kill them. Thus, most Medusae develop a considerable hatred toward the people trying to kill them and are accustomed to being feared and persecuted throughout their lives.

Medusae reproduce through relations with a man they have chosen as a companion. During a single night during their lives, through a strange ritual known as the Moon of the Snake, a Medusa will take on the form of a human (or another humanoid race of her choice) and mate with a man. These relationships always result in 13 daughters who inherit the curse of their mother.

Today, there are few Medusae in Gaïa, but some can still be found hidden around the world. Many live alone (because it helps them avoid attention), but sometimes several sisters live and work together towards a common goal.

Illustrated by Wen Yu Li

Modus Operandi

Their personalities differ greatly, and even the most trivial of reasons could potentially start a confrontation with a Medusa. Given their natural distrust of others, they often attack without immediate provocation. In combat, they wind back and forth with the swiftness of a snake and the sensuality of a voluptuous woman, avoiding attacks and instinctively seeking the best position to fight back.

Although their hair and nails are remarkably effective in combat, many Medusae know how to use projectile weapons, such as bows or knives. They have the same vulnerable points as any human being: the head and the heart.

Poisonous Claws: A Medusa can lengthen and harden her nails at will, turning them into formidable natural weapons. Not only do they cut with the same ease as sharp knives, but they secrete a terrifying supernatural poison (level 70). Anyone scratched by them must pass a VR 120 check or suffer Extreme Pain.

Snake Hair: A Medusa's hair has its own life; the snakes that compose it writhe about constantly and bite if they sense any danger. The snakes make an extra attack independent of the Medusa's, which never suffers bonuses or penalties even if the Medusa makes additional attacks or otherwise has an attack penalty. Although their damage is not very high, the snake venom delivered is a powerful supernatural poison (Level 70) that numbs the bodies of its victims almost instantly. Anyone who suffers damage from the snakes' bites (even an inorganic being) must pass a VR 120 check or be totally paralyzed within a few turns.

Sense of Danger: A Medusa has a sixth sense for danger. She can never be surprised unless she is beaten in Initiative by more than 150.

Serpent Arrow: When a Medusa uses a bow in combat, one of her bizarre abilities is that she may pull snakes from her hair to use as arrows. She must spend an entire turn pulling out and preparing the snake, so she can only use this unusual ammunition once every two turns at most. The snake acts like a conventional arrow, except that if the victim suffers damage he is injected with snake venom and is treated as if he had been bitten by the Medusa's Snake Hair.

A Medusa can also use this method to wield her hair as throwing knives, with identical results. Pulling out hair is not a major injury for a Medusa, but she does lose 1 Life Point each time she does so.

Petrification: Anyone who stares into the face of a Medusa suffers her curse. Therefore, every living thing that sees her must pass a MR 120 check or instantly become stone. There are some methods to slightly alleviate this power of petrification, such as using a mirror or a semi-translucent veil, in which case the MR difficulty decreases by 10 or 20 points. Upon the death of the Medusa, her victims return to life, provided that the statues are still in good shape.

Winding Movement: Because of her serpentine body, a Medusa has the ability to move easily over even the most complicated and obstacle-filled terrain. Therefore, she is never slowed down when moving, even if the space would normally be a squeeze.

Serpent Affinity: All snakes and most reptiles recognize Medusae as their queens and instinctively obey all their wishes.

The Three Gorgons

If the legendary origin of the Medusae is real, there are (or least there were) three creatures that gave rise to their race. These were the Gorgons, the three sisters who started this cursed race, named Medeus, Steno, and Eulyale. These apparently immortal women are condemned to live in the shadows, watching as their descendants carry the weight of their sentence. They feel a strong hatred towards all creatures in the world, and their only desire is to destroy all the beauty in it.

Meragrifo

Predatory Beast

Level: 4 **Category:** Natural 5
Life Points: 2,500 Damage Resistance
Class: Ranger
Str: 13 **Dex:** 6 **Agi:** 5 **Con:** 12 **Pow:** 6 **Int:** 4 **Wp:** 6 **Per:** 11
PhR 65 **MR** 50 **PsR** 50 **VR** 65 **DR** 65

Initiative: 45 Natural
Attack Ability: 130 Claws, 100 Beaks x3, 130 Tear
Defense Ability: Damage Resistance
Damage: 125 Claws (Cut), 80 Beaks (Thrust), 125 Tear (Thrust)
AT: Natural 6

Essential Abilities: Superhuman Physical Characteristics, Inhumanity
Powers: Natural Weapons: Claws, Three Heads (Additional Attack at –30), Tear (Increased Critical +60, *Conditional*), Natural Flight 12, Owl Eyes (Night Vision)

Size: 25 Enormous **Regeneration:** 5
Movement Value: 6/12 **Fatigue:** 12

Secondary Abilities: Notice 85, Search 115, Feats of Strength 30, Track 40, Athletics 40, Memorize 20

The wild beasts known as Meragrifos are one of the most dangerous species of predators that openly roam the skies of Gaïa. They have the body of a lion, three eagle heads, and a pair of inverted wings. They are double the size of a warhorse, and their adult plumage is tinted by a wide range of colors, from vivid to subdued. Surprisingly, despite their unnatural appearance, they are not magical creatures.

Meragrifos are solitary hunters and rarely gather into flocks. They usually build their nests in wooded mountains or remote locations where only flying creatures can reach them. These beasts are believed to have always lived savage, free lives, hunting their prey in the Great Plains as majestic predators of the skies. However, the truth is that for centuries they were used as flying mounts by some races such as the Sylvain and Devah, through either supernatural domination or arduous training beginning at birth.

Today, although the existence of these beasts is known, so few remain that many people consider them little more than a myth, since none have been seen in certain areas in a lifetime.

Illustrated by Wen Yu Li

Modus Operandi

A Meragrifo is a predator that has learned not to fear men. For them, humans are but prey. In addition, for some unknown reason they despise horses, and if they can, they will viciously attack them purely for the sake of killing them, even at the cost of greater difficulty in killing the rider.

The Meragrifos begin combat in the air by grabbing their prey with their claws, lifting them up, and then slaughtering them mercilessly. After a couple of passes (three to four turns), they descend and begin to attack from the ground with their beaks, until their enemies are dead or the Meragrifos are forced to retreat.

They have the same vulnerabilities as any natural animal: the head and the heart.

Illustrated by Wen Yu Li

Claws: A Meragrifo's claws can dig deeply into anything. If an attack with them gets a minimum score of 50% on the Combat Table (ignoring Armor), the Meragrifo drives its claws deeply into its prey's body (or, alternatively, embeds them into his armor) and the victim must pass an opposed Characteristic check (using his Strength or Agility) against the Meragrifo's Strength or be Partially Immobilized. Once the prey is caught, the Meragrifo immediately flies higher so that it can Tear at its prey undisturbed. The Meragrifo cannot fly higher if it is holding a creature of Enormous size or greater, but it can still Tear because it is still holding its prey.

Three Heads: The Meragrifo possesses three heads and always uses its beaks to fight on the ground. Since each head thinks independently, the Meragrifo may make up to three attacks per turn with them.

Tear: Having grabbed its victim with its claws, the Meragrifo latches on with its beaks and pulls in different directions, literally tearing its unfortunate prey apart. When carrying out this attack, the creature always releases its target (so no penalty applies to its Attack Ability), but the victim still suffers the penalties for being Partially Immobilized to his Defense Ability. Given the brutality of the attack, if the Meragrifo causes a Critical, it receives a +60 bonus to the roll to determine the Critical level. Since the creature generally lifts its prey to a high altitude before making this attack, the victim must withstand the fall as well in order to survive this attack.

Natural Flight: The Meragrifo has a pair of wings that allow it move through the air with Flight Value 12.

Owl Eyes: Apart from having finely tuned senses, Meragrifos have some ability to see in the dark, halving any penalties for darkness.

Treasure Guardians

The old myth that the Meragrifos are the guardians of great treasure is true for two reasons, both far less mystical than in most legends. First, since they often carry the bodies of their victims to their nests, these nests soon accumulate all kinds of artifacts and valuables. Second, these animals feel a special fascination for things that gleam in the sun, so they tend to keep everything sparkling that they see while traveling through the hills, from glittering gold to a variety of gems and crystals.

Minotaur

Beast of Moloch

Level: 5 **Category:** Natural 5
Life Points: 380
Class: Weaponsmaster
Str: 12 **Dex:** 7 **Agi:** 8 **Con:** 12 **Pow:** 6 **Int:** 4 **Wp:** 7 **Per:** 7
PhR 100 **MR** 55 **PsR** 55 **VR** 100 **DR** 100

Initiative: 70 Natural
Attack Ability: 165 Claws and Horns
Defense Ability: 150 Claws and Horns
Damage: 90 Claws and Horns (Cut/Thrust)
AT: Natural Cut 2 Impact 2 Thrust 2 Heat 2 Electricity 2 Cold 2 Energy 0

Essential Abilities: Fatigue Resistance (x2), Inhumanity, Superhuman Physical Characteristics
Powers: Natural Weapons: Claws and Horns (Increased Damage +10), Bestial Body (Physical Resistance +30, Damage Barrier 80, Physical Armor 2), Berserker, Unstoppable Charge, At the Limit

Size: 24 Big **Regeneration:** 5
Movement Value: 8 **Fatigue:** 16

Secondary Abilities: Swim 20, Jump 50, *Intimidate 100,* Notice 40, Search 15, Composure 25, Feats of Strength 150, *Withstand Pain 50*

The Minotaurs' name is closely tied to their origin. Thousands of years ago, Minotaurus was the wildest of all the Jayan tribes of the great western plains, whose cruelty and violence were legendary. In their arrogance, they tried to gain control of the other clans, but were defeated by an alliance of the Jayan chiefs. The survivors, filled with a furious desire for revenge, came to an unholy pact with the demon god Moloch to give them the power to destroy their enemies in return for their third eye. While the god partially fulfilled its promise, giving them great physical strength, they were also betrayed; their bodies became grotesque and their minds those of unintelligent beasts. Since that day, they left behind their previous existence and became savage monsters dominated by the desire to fight. Unfortunately, without the ability to formulate complex plans or strategies, they were again defeated and the remaining few scattered across the world.

A Minotaur (or Beast of Moloch, as they are called by occultists) is a huge creature between 12 and 15 feet tall. Its head resembles that of a bestial bull, it has hooves instead of feet, and its whole body is covered with dark or white fur.

These creatures are intelligent enough to partially understand words and signs, but not smart enough to speak. Sometimes, less violent Minotaurs collaborate with other Minotaurs or with other species such as Grendels, but normally they live alone, hidden from human eyes in remote areas or the ruins of lost civilizations. They are very territorial, and once they have claimed an area as their own, they consider anyone entering it to be an enemy.

The last time a group of Minotaurs combined to work for a common goal was during the War of God, when many of them were employed by the armies of Rah as shock troops. Since then, their numbers have significantly decreased, as their intelligence and appearance did not allow them to become part of Samael and thus the Inquisition eliminated the majority of them. The only places where some may still be found are on some islands of the Inner Sea, in Bekent, and in remote areas of the New Continent.

Illustrated by Wen Yu Li

Modus Operandi

A Minotaur does not really need a reason to fight. The innate urges towards violence that run through its veins impel it to attack anyone who approaches. Savage and brutal, it never uses complex tactics. It charges the first opponent in its path and does not stop fighting until its enemies are dead, or it is. Given its incredible resistance to fatigue, if its enemies are very skilled, it will continuously use Fatigue Points to improve its attacks until it is hurt enough to go berserk and destroy them. Beasts of Moloch have the same vulnerable points as any Jayan: the head and the heart.

Unstoppable Charge: If a Minotaur declares a charge against a creature more than 50 feet away, it can continue the attack even if it is put on the defensive or takes damage; it simply continues on like an unstoppable mass. Only a hit that causes a Critical (regardless of whether or not it has an additional effect) will stop its attack.

Bestial Body: Given the incredible physique of a Beast of Moloch, small or weak weapons are virtually useless against it. Not only does its skin give it natural armor equivalent to leather, but it has a Damage Barrier against any normal weapon that does no more than 80 Base Damage.

Berserker: When a Minotaur is reduced to half its Life Points (190 or less), it enters a state of uncontrolled anger and loses all trace of reasoning. From then on, it attacks any enemy within range with a +20 to its Attack Ability and a –10 to its Defense Ability. This state also allows it to ignore any penalties caused by physical pain or fatigue.

At the Limit: When a Minotaur has less than a quarter of its Life Points remaining (95 or less) and feels that its life is in danger, it goes into an even greater frenzy and gains a bonus of +20 to all actions. This bonus is added to the bonuses and penalties from Berserker.

Illustrated by Wen Yu Li

Matchitehew

Deep in the New World has risen a great threat: a Beast of Moloch called Matchitehew, a descendant of the leader of the Minotaurs, has managed to assemble and lead a few dozen Minotaurs. Soon, he plans to begin violently attacking towns and cities with his makeshift army, caring little for anything except the chance to cause a great slaughter.

Necrogolem (Type-042)

Undead Aberration

Level: 8 **Category:** Between Worlds, Undead (Construct) 20
Life Points: 3,620 Damage Resistance
Class: Warrior
Str: 15 **Dex:** 9 **Agi:** 6 **Con:** 15 **Pow:** 10 **Int:** 2 **Wp:** 10 **Per:** 8
PhR 95 **MR** 80 **PsR** 80 **VR** 95 **DR** 95

Initiative: 75 Natural
Attack Ability: 210 Physical Weapons + 200 Slave Attack (Special), 210 Emerge
Defense Ability: Damage Resistance
Damage: 130 Physical Weapons (Cut), 200 Emerge (Thrust)
AT: Natural 6

Essential Abilities: Physical Exemption, Unnatural Size, Supernatural Physical Characteristics, Inhumanity
Powers: Physical Weapons, Curse of the Flesh (MR 120, Penalty to All Actions, Damage), Damage Energy, Emerge (Area 80 feet, Swallow, Without Limits, *3 Turns of Preparation, Conditional*), Underground Movement, Consume, Necromitude (Regeneration 17), Assimilate Corpse, Extrasensorial Vision

Size: 28 Enormous **Regeneration:** 17
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Notice 30, Search 15, Feats of Strength 250

Terror and despair follow in the wake of a Necrogolem, one of the most terrible necromantic weapons developed by the organization Black Sun. This nightmare of artificial flesh, metal, and death has become the only thing that rivals the destructive power of the Raziel.

The Necrogolems, whose technical name within Black Sun is Type-042, are huge undead chimeras (the largest the organization makes) built from the corpses of hundreds of humans and supernatural beasts. All these bodies are combined using surgery to construct a complete mechanical system that serves as an exoskeleton. The result of this process is an immense serpentine form around a core body (called the heart) with dozens of fearsome heads and limbs that together form a grotesque undead horror.

Unfortunately for Black Sun, as ultimate weapons these creatures have two huge problems. First, their production cost is excessive, since they require not only hundreds of living bodies at the time of manufacture, but also many medical teams working for months to complete one. Second, they have a very limited intelligence and seem to be impossible to control, for once awoken they kill everything in their path, digesting new bodies to add to their central structure. It is believed that using a liberal interpretation of the *Book of the Dead*, Sergei Colbert, one of the most brilliant Black Sun researchers, developed several Necrogolems while trying to create his masterpiece, but it is unlikely that the organization has more than 10 in total.

Given their limited value except as weapons of mass destruction, they remain dormant until they are unleashed on an enemy position in a relentless symphony of destruction.

Illustrated by Wen Yu Li

Modus Operandi

Lacking intelligence and any instinct other than an urge to destroy, a Necrogolem, once activated, sweeps forward searching for and eliminating all life. Its methods are quite simple: it tunnels through the ground and emerges somewhere, killing everyone within scores of feet. Then it buries itself again and repeats the operation in a nearby area, until there is nothing alive in the vicinity. When it has nothing left to kill, it waits patiently in the depths for new victims to approach, even if it must wait for weeks, months, or years. They are at least sufficiently intuitive to wait until their targets are too close to escape.

Necromitude: Despite being undead, Necrogolems have an astounding resilience. They heal physical damage within moments and can even rebuild completely destroyed parts. Therefore, they regenerate 125 Life Points each turn and recover from any penalties at a rate of 10 points per turn.

Curse of the Flesh: Merely touching a Necrogolem causes a terrible allergic reaction in any organic creature, making the creature's flesh swell and rot in a few seconds. Either as a result of an attack by the Necrogolem that causes damage or a voluntary touch by the victim, anyone coming into contact with a Necrogolem must pass a MR 120 check or suffer damage and a penalty to all actions equivalent to the level of failure. Given the unusual nature of the wounds caused by this ability, this damage cannot be healed by any regenerative abilities the victim possesses, forcing the victim to recover Life Points at a rate of 10 points per day (as if the loss were due to a Sacrifice).

Underground Movement: Like a huge worm, the Necrogolem can move through solid surfaces or the depths of the earth at full speed. However, it cannot tunnel through extremely hard rock or other similar materials.

Emerge: If it is underground or beneath a solid surface, a Necrogolem can emerge by surprise, devouring its victims and causing a huge explosion of necromantic energy. When it does so, it attacks all targets within an 80 foot area, and if an individual of Big size or less is in the place where it emerges, that person must make an opposed Characteristic check (as with a Trapping maneuver) against the Necrogolem's Strength to avoid being swallowed. If the character fails the check (even if he is just Partially Immobilized), he is swallowed by the Necrogolem and suffers from the Consume ability. Using this ability requires three turns of preparation.

Consume: If a living person is swallowed by a Necrogolem, he is automatically Partially Immobilized and suffers increased effects from Curse of the Flesh, checking every turn (MR increases to 160). However, the creature does not possess weapons inside itself, and if the consumed person deals 300 or more points of damage, the Necrogolem must expel them. Someone who dies within the Necrogolem is automatically absorbed by it.

Assimilate Corpse: A Necrogolem can adapt the structure of other organic beings to increase its own destructive capabilities. It must swallow a dead body and spend at least three turns assimilating it. After it does so, it grows a new organ or appendage in its structure using the body as a base. A Necrogolem has the capacity to have a maximum of three different bodies absorbed at any one time, and each body provides one of the following capabilities (although nothing prevents the Necrogolem from having the same ability several times):

- **Slave Attack:** The Necrogolem can make an additional attack. To make use of this ability, the Necrogolem must absorb a body that has fighting abilities, and the damage and type of attack are based on the weapons the corpse carried (as they are also partially adopted by the creature). This appendage can be destroyed if it takes 400 or more points of damage (these Life Points are independent of the Necrogolem's).
- **Mortal Pustules:** When a Necrogolem absorbs a body that died from Curse of the Flesh, it can create a sac full of infected blood. At will, the aberration is able to cause it to explode in a rain of blood. In the turn after the sac is broken, everyone within 80 feet of the Necrogolem automatically suffers the effects of Curse of the Flesh, requiring a check against MR 140. This sac can be destroyed if it takes 50 or more points of damage (counted separately from the Necrogolem's Life Points), but if destroyed it automatically explodes.
- **Defensive Appendage:** Using large, bulky bodies, the Necrogolem can create a defensive appendage to protect itself from attacks. This ability allows it to add 40 points to its defense roll as a creature with Damage Resistance (additional appendages used for this purpose increase its defense by 70 and 100 points, respectively). A defensive appendage can be destroyed if it takes 300 or more points of damage (counted separately from the Necrogolem's Life Points).
- **Cannon of Bodies:** This ability allows the Necrogolem to use devoured bodies as ammunition for ranged attacks. Instead of using a normal attack, it fires a body with a range of 800 feet, which explodes, affecting all those within an area of 30 feet with Curse of the Flesh. A size Medium body gives enough raw materials for five shots, while a Big one can provide up to 10 shots.

Ancient Nightmares

While all known Necrogolems were developed by Black Sun, they are believed to be only a recreation by the organization of other similar beings portrayed in the Book of the Dead. Some of these beings, with identical capabilities but much more handcrafted appearances, may have lain dormant in various parts of Gaïa for thousands of years, waiting for some event to awaken them.

Ancient Nightmare

Illustrated by Wen Yu Li

Spectral Observer

Wandering Ghost

Level: 4 **Category:** Spirit, Undead 20
Life Points: 180
Class: Wizard
Str: 4 **Dex:** 8 **Agi:** 7 **Con:** – **Pow:** 12 **Int:** 10 **Wp:** 8 **Per:** 9
PhR 65 **MR** 65 **PsR** 55 **VR** 65 **DR** 65

Initiative: 75 Natural
Attack Ability: 130 Spectral Discharge, 10 Claws
Defense Ability: 10 Dodge
Damage: 50 Spectral Discharge (Energy), 10 Claws (Cut)
AT: None

MA: 60
Zeon: 1,185
Magic Projection: 130
Level of Magic: 50 Necromancy

Essential Abilities: Physical Exemption, Superhuman Spiritual Characteristics
Powers: Physical Form, Phantom Eyes, Extrasensorial Vision, Feel Life (Area 300 feet, MR 100, Life), Node, Spectral Discharge (Range 60 feet, Base Damage 50, Supernatural Attack, Without Limits), Levitation (Mystical Flight 12)

Size: 10 Medium **Regeneration:** 0
Movement Value: 7/12 **Fatigue:** Tireless

Secondary Abilities: *Notice 80, Search 50,* Magic Appraisal 135, *Stealth 25, Hide 25*

Spectral Observers are undead creatures of uncertain origin. Some believe that they are related to will-o'-the-wisps, but the truth is that not much is known about them, except that they arise from the union of dozens of tiny fragments of dead souls, without which they would be unable to exist. Their shape varies, but in general they look like a kind of floating bag covered in cadaverous faces, bone-thin arms, and a tail ending in a sharp hook.

Spectral Observers only manifest at night in sparsely populated areas, always near cemeteries or places where someone has died recently. They inspect the bodies and use the hook of their tail to extract spiritual material from the bodies. During this process, they shun any kind of contact with living beings and will run away if they fear discovery.

However, if by some chance someone sees an Observer, it reappears soon after (hours or nights later) to slay that person at any cost. It first tries to eliminate him stealthily, but if that is not possible, it will kill anyone in its path or who may have heard about it. In some extreme cases, these creatures have destroyed all the inhabitants of small villages and then raised the dead from local cemeteries.

Great necromancers or Lords of the Dead often take control of these creatures to use them as scouts or as elements in a permanent guard network. In the north, Hringham, Lord of the Undead, uses them to track the movements of those who enter his domain.

Illustrated by Wen Yu Li

Modus Operandi

These spirits have a methodical and advanced system in combat. It is customary for them to use four of their Phantom Eyes eyes to create a security perimeter within which they can act freely. If they detect any possible danger, they project their spells and attacks through the closest eye, but they always reserve enough supernatural power to fight directly should the need arise.

Physical Form: Despite being spiritual creatures, when they manifest in the world, Spectral Observers are always visible and tangible. Consequently, they may be damaged by conventional weapons, although these only deal half damage.

Phantom Eyes: The Spectral Observer is surrounded by five small spheres that act as its eyes and allow it to see and feel anything that comes close. However, these eyes are not attached to its body and thus can act independently. Phantom Eyes are not able to go more than 800 feet from the creature, but each one can go in a different direction. Unlike the Observer's body, they are completely spiritual and enjoy spiritual invisibility and immateriality. Each eye can withstand 20 points of damage before being destroyed (this damage has no impact at all on the central body), and if some are destroyed, the Observer will regenerate one per day.

Feel Life: The Phantom Eyes can feel any life force within 300 feet. Any person entering this radius must pass a MR 140 check to avoid immediate detection.

Node: An Observer can use any of its Phantom Eyes to project its spells or Spectral Discharges. However, if the central body is not within 30 feet of the eye, the Observer suffers a –20 penalty to its Magic Projection.

Spectral Discharge: A Spectral Observer can project its necromantic energy as a stream of wicked power. This ability is equivalent to a supernatural attack with a maximum range of 60 feet, but the Observer is unable to use this power and accumulate magic in the same turn.

Levitation: A Spectral Observer can float with Flight Value 12.

Illustrated by Wen Yu Li

The Boy Who Saw

The son of the owners of a country inn had the misfortune a few days ago to see a Spectral Observer collecting soul remains. The boy told everyone he could, but nobody believed him. Coincidentally, the characters decide to rest at the inn owned by the boy's parents, while the creature tries to do away with the witness at any cost. Soon the tiny village is filled with death and walking corpses.

Omega

The Ultimate Being

The Shadow of Omega

Level: 11 **Category:** Between Worlds 35
Life Points: 400
Class: Technician
Str: 13 **Dex:** 15 **Agi:** 14 **Con:** 14 **Pow:** 15 **Int:** 15 **Wp:** 15 **Per:** 15
PhR 155 **MR** 160 **PsR** 160 **VR** 155 **DR** 155

Initiative: 150 Natural, 90 Shadow of Longinus
Attack Ability: 275 Shadow of Longinus
Defense Ability: 275 Shadow of Longinus
Damage: 190 Shadow of Longinus (Cut/Impact)
AT: None

Ki: Str 20 Dex 40 Agi 20 Con 20 Pow 40 Wp 40 **Total:** 180
Ki Accumulation: Str 2 Dex 4 Agi 2 Con 2 Pow 2 Wp 4
Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Presence Extrusion, Aura Extension, Combat Aura
Ki Techniques: Unus Pandemonium, Alpha Obscuritas, Depravate Alae, Sigma Drepranos, Ordo Mundus

Essential Abilities: Unnatural Size, Supernatural Physical Characteristics, Supernatural Spiritual Characteristics, Physical Exemption, Zen
Powers: Mystical Flight 12, Regeneration 17, Increased Resistance (Physical Resistance +50, Magic Resistance +50, Psychic Resistance +50), At the Limit, Ki Recovery 3, Absolute Soul, See the Supernatural

Size: 20 Medium **Regeneration:** 17
Movement Value: 14/12 **Fatigue:** Tireless

Secondary Abilities: *Style 180, Intimidate 180,* Leadership 120, *Persuasion 150, Notice 230, Search 180, Occult 230, Magic Appraisal 130,* Feats of Strength 100, *Withstand Pain 120*

Lucifer

Level: 16 **Category:** Between Worlds 40
Life Points: 5,050 Damage Resistance
Class: Warrior
Str: 17 **Dex:** 15 **Agi:** 10 **Con:** 18 **Pow:** 18 **Int:** 15 **Wp:**16 **Per:** 15
PhR 195 **MR** 195 **PsR** 190 **VR** 195 **DR** 195

Initiative: 125 Natural, 110 Longinus
Attack Ability: 340 Longinus + 320 Dragon Heads (x6), 340 Longinus + 270 Tail, 320 Dragon Heads (x6) + 270 Tail
Defense Ability: Damage Resistance
Damage: 230 Longinus (Cut/Impact), 175 Dragon Head (Thrust), Breath (Special), 140 Tail (Impact)
AT: Natural 10

Essential Abilities: Divine Physical Characteristics, Divine Spiritual characteristics, Physical Exemption, Zen
Powers: Natural Weapons: Dragon Heads (6 Additional Attacks at –20, Armor Modifier –3) and Tail, Breath (Range 1,500 feet, Area 150 feet, Elemental Attack, Special), Damage Energy, Increased Resistance (Physical Resistance +50, Magic Resistance +50, Psychic Resistance +50), The Core of Omega, See the Supernatural

Size: 35 Colossal **Regeneration:** 11
Movement Value: 13 **Fatigue:** Tireless

Secondary Abilities: *Style 200, Intimidate 200,* Leadership 140, Persuasion 150, *Notice 250, Search 200, Occult 250, Magic Appraisal 150,* Feats of Strength 120, *Withstand Pain 140*

The Lord of Infinity

Level: 16 **Category:** Between Worlds 40
Life Points: 490
Class: Technician
Str: 15 **Dex:** 19 **Agi:** 16 **Con:** 15 **Pow:** 19 **Int:** 15 **Wp:** 16 **Per:** 15
PhR 185 **MR** 195 **PsR** 190 **VR** 185 **DR** 185

Initiative: 190 Natural, 130 Longinus
Attack Ability: 350 Longinus
Defense Ability: 350 Longinus
Damage: 200 Longinus (Cut/Impact)
AT: None

Ki: Str 20 Dex 58 Agi 22 Con 20 Pow 58 Wp 52 **Total:** 230
Ki Accumulation: Str 2 Dex 6 Agi 2 Con 2 Pow 6 Wp 6
Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Presence Extrusion, Aura Extension, Combat Aura, Technique Pushing, Chaos Meister (from ***Dominus Exxet: The Dominion of Ki***)
Ki Techniques: Unus Pandemonium, Alpha Obscuritas, Depravate Alae, Sigma Drepranos, Ordo Mundus, Götterdämmerung, Inocentius Terminis, Abel Crux

Essential Abilities: Unnatural Size, Divine Physical Characteristics, Divine Spiritual Characteristics, Physical Exemption, Zen
Powers: Spiritual Attack, Mystical Flight 16, Regeneration 17, Increased Resistance (Physical Resistance +50, Magic Resistance +50, Psychic Resistance +50), Absolute Existence, Absolute Knowledge, At the Limit, Superior Ki Regeneration, Absolute Soul, See the Supernatural

Size: 22 Medium **Regeneration:** 17
Movement Value: 16/16 **Fatigue:** Tireless

Secondary Abilities: *Style 200, Intimidate 200,* Leadership 140, Persuasion 150, *Notice 250, Search 200, Occult 250, Magic Appraisal 150,* Feats of Strength 120, *Withstand Pain 140*

Omega is the last letter of the alphabet of Solomon, the word that since time immemorial has been used to designate the end of things. But it is much more than that.

It is the name of a being who will bring about the end of time. The being's first appearance coincided with the death of the Messiah, a coincidence that many called fateful. There are plenty of stories, legends, and theories about the being. Some people consider it a fallen god while others think it is the Aeon embodying total destruction. However, all are wrong. Its real origin is lost in darkness, a secret that has remained hidden from all the mortals in the world. Nobody, except the powers who govern the fate of humanity, knows that there was a time when the ultimate aberration was only a man.

It all started with a simple captain in Solomon's armies who lived during the time of the Messiah. His name is forgotten, as it was of little importance, but he was one of the last descendants of the emperor Andromalius, and in whose veins ran the purest of ancient blood. It was he who, following Romulus's orders, closed the deal with the Apostle Iscariot to betray and capture the Messiah on the Hill of Sorrows. But what really changed his life was that, 13 hours later, his hand delivered the blow that took the Messiah's life.

Naturally, everything took place according to Script the Powers in the Shadow had written, a theatrical and ironic end perfectly orchestrated for their masterpiece. However, something happened that was not anticipated in their plans. Without their knowledge, the captain took the Messiah's life with a weapon called Longinus, one of the Pillars of Souls that the Imperium had created millennia ago. This weapon, which had the capacity to absorb the spiritual power of everyone it slew, absorbed part of the Messiah's Gnosis upon his death. It goes without saying that the captain was not aware of the true nature of his weapon, but simply used Longinus as a tool, never suspecting for a moment that his fate was about to be shattered that day. Upon the death of the Messiah, his murderer felt a piercing pain eating away at him, as if his very body and soul were being broken and corrupted.

And then, when Solomon's walls fell and the captain was face to face with the apostles, it happened.

Somehow, the fragment of the Messiah's Gnosis that was trapped inside the Pillar of Souls resonated with Longinus and the nanomachines that the captain had inherited from Andromalius. The captain's body, unable to contain the power, began to change. The nanomachines, imbued with something close to divinity, tried to assimilate the information they received and altered his physical and spiritual nature. And so, beneath the raindrops and the sky illuminated by lightning, the Last Being was born.

Omega's silent cry at birth resounded worldwide. Any entity with power felt the jolt and thousands of unborn children died in their mothers' wombs. The newborn creature was not even remotely human. It was power, pain, death, madness...and much more.

Realizing what happened, the Powers in the Shadow discussed how to stop the aberration they had inadvertantly created. However, fearing direct action might reveal the existence of the Powers in the Shadow to the Shajads and Beryls (who carefully monitored events at the time) and draw their attention to the Pillars of Souls, the Powers decided to act more subtly than they ought to have. Before something irreparable could happen, they created a spiritual vortex that dragged Omega inside a reality called the End Tower, a kind of mirror image of a fragment of Yggdrasil where everything repeated forever. There, Omega remains sealed away behind thousands and thousands of bars filled with the spiritual force necessary to contain a god.

Since then, Omega has remained imprisoned, searching for a way to destroy its shackles. However, not even its imprisonment has prevented it from acting in the world. Two times in history it has been able to gather enough power to project its Shadow into the world, a kind of avatar with which it interacted with men, although it never achieved its objectives.

Despite being an unparalleled destructive force, Omega is not stupid or lacking in intelligence. It knows how to plan before acting and is able to persuade people to act as its pawns to help it get the things it needs. It often pretends to be a god, whispering empty promises to confuse and lure men into its service. It operates in this manner mainly when it is acting through its Shadow, an avatar that contains only a small fragment of its power. If it were free, it would have little or no need to interact with humanity.

However, although it is often cold and rational, it has frequent attacks of madness and unbridled rage, during which it loses all understanding of the world around it and is unable to contain its desire to exterminate the whole of creation.

Now, after the Rupture of the Skies, it has apparently returned to projecting its Shadow into the world to renew its endless search for a key to free itself from its dungon.

Modus Operandi

Probably no one in the world has the power to directly confront Omega, not even an Aeon or Filisnogos itself. To many, it is the most destructive monstrosity ever to set foot on Gaïa.

As the Shadow, Omega carefully considers its actions, since it knows that despite having vast powers, it is not unstoppable. If freed from the chains that imprison it, it would become an annihilating force dedicated to the end of all civilization.

Spear of Longinus: Omega uses Longinus as a weapon, one of the 11 Pillars of Souls created for the Imperium to destroy the gods and absorb their power. Also known as the Spear of Destiny, it is the weapon that was used to end the life of the Messiah upon Solomon's walls. Although it is generally called a spear, the truth is that Longinus can adopt any size or shape, adapting to Omega's needs. Therefore, for the Lord of Infinity it is considered a mandoble or long sword, while for Lucifer it is equivalent to a giant halberd. In every form, Longinus is always treated as a weapon of +20 Quality, although its real power is almost incalculable. If originally it did not surpass the other Pillars of Souls in power, its strength grew exponentially when it drained part of the Messiah's Gnosis.

Now, it is a weapon of red metal, flesh, and veins rising from the steel itself. As a Pillar of Souls, it can damage any creature, regardless of the creature's protections, Gnosis, or special immunities. Since it was created to absorb divine and supernatural energy, any entity that is damaged by it must pass a base Presence check of 120 or lose a special ability (magical power, Psychic Power, Ki Ability, monster ability, or divine power) and an additional one for each 10 points the entity failed the check by. The loss is permanent, provided Omega is not destroyed and the Pillar of Souls is not separated from it. The Shadow of Omega is unable to use the actual Longinius, but the avatar of it acts as a long sword of +20 Quality.

Quasi Divinity: Through the power Longinius grants, Omega cannot Fumble a roll and is essentially incapable of such mistakes. In addition, each time it rolls doubles (like 11, 66, 88, etc.), it is deemed to have obtained an Open Roll. Similarly, in any form, it is completely immune to effects that cause automatic death or physical alterations, and it ignores Criticals.

Immunity: Omega, in all its forms, is immune to attacks incapable of dealing damage of the Energy Attack Type.

The Shadow of Omega

Omega's powers let it create an avatar of itself. This manifestation of its presence, generally known as the Shadow of Omega, is a copy of the Lord of Infinity with much less power than the original. The Shadow looks like Omega itself, like a human being with bluish skin, strange tattoos, and hair red as fire. It is extremely beautiful, and each of its movements is filled with overpowering grace and presence, such that those who see it believe they have seen a god.

Avatar: Every few years, Omega can project its Shadow freely into the world even while imprisoned in the Tower. Unfortunately for Omega, if this Shadow is destroyed it takes centuries to create a new one. The Shadow lacks the true Longinus and is much weaker than Omega itself.

Illustrated by Wen Yu Li

Illustrated by Wen Yi Li

Lucifer

Initial Form: Lucifer

Lucifer is the natural form of Omega, the vast monstrosity that has echoed in legend across the ages. To look at it is to go face to face with the beast of the apocalypse, the final aberration that will announce the end of everything. It is a huge creature, with a human torso and head that look very similar to the Shadow's and six monstrous undead dragon heads. It is covered with ornament, wings, and other details that give it an appearance both ceremonial and terrifying.

When fighting in this form, Omega can make up to seven attacks per turn – one with the Spear of Longinus and six others with its dragon heads. Each head can choose between using its breath weapon and biting, although given Lucifer's colossal dimensions, only three of them can bite any one creature of Big size or smaller per turn. Normally, each turn, one head attacks with its breath while the rest bite. Since each head takes five turns to prepare to use its breath, Lucifer can use a different breath attack each turn.

The Six-headed Dragon: In the form of Lucifer, the six dragon heads that make up Omega's body act as independent creatures. Each is linked to a different element and has its own special powers. A head may choose to physically attack or use its breath (although once a breath attack is used, it requires five turns to recharge). Each head also has its own Life Points, entirely separate from Lucifer's. Only one head can be damaged each turn by attacks; Omega determines which head is vulnerable at the beginning of the turn before determining Initiative. Thus, Area Attacks that would ordinarily affect more than one head cannot do so. It is possible to tell which head is the one without supernatural protection by passing an Almost Impossible (240) Notice check or a Very Difficult (180) Search check. If a head is destroyed, it takes between two to three hours to regenerate completely.

Lux

Elemental Affinity: Light
Life Points: 1,200
Breath: This breath is a spray of holy light that affects all within a 30 foot radius of the head. In addition to causing damage, it creates a huge flash that blinds anyone within 150 feet of the head if they fail to pass a PhR 140 check.
Breath Damage: 150

Ventus

Elemental Affinity: Air
Life Points: 1,000
Breath: This breath does not cause damage itself, but instead unleashes a powerful wind in a line 150 feet wide and 800 feet in length. Anyone in its path automatically suffers a Strength 14 impact.
Breath Damage: Special

Ignis

Elemental Affinity: Fire
Life Points: 1,000
Breath: A powerful jet of supernatural fire erupts that affects everyone in a 150 foot radius of the head. Anyone who is damaged by the breath immediately becomes In Flames.
Breath Damage: 120

Terra

Elemental Affinity: Earth
Life Points: 1,000
Breath: This breath launches a blast of gravity that crushes and compresses everything within a 150 foot radius of the head. Although it deals no damage as such, everyone who is hit by it must pass a PhR 180 check or suffer damage equivalent to the level of failure.
Breath Damage: Special

Crystalis

Elemental Affinity: Water
Life Points: 1,000
Breath: This breath freezes everything it touches in a 150 foot radius of the head as a cold-based attack. If the breath deals damage, increase the difficulty of the Physical Resistance check needed to avoid the All Action Penalty by 40 points.
Breath Damage: 120

Obscuritas

Elemental Affinity: Darkness
Life Points: 1,200
Breath: This breath is a discharge of unholy energy in a 30 foot radius of the head. Anyone hit by it must pass a MR 140 check or be affected by Fear for a number of turns equal to the level of failure.
Breath Damage: 150

The Core of Omega: Omega's central body, in which lies its true essence and spiritual force, cannot be damaged in any way while its dragon heads are alive. While one of them lives, Lucifer cannot lose Life Points or be the target of supernatural effects or Psychic Powers that force it to make Resistance checks. Divinities with Gnosis 45 or higher can ignore this rule.

Tail Sweep: Similar to the tail attack used by dragons, Omega can use its formidable tail to sweep away everything in a huge area. The strike attacks everyone in a 150 foot radius, within which Lucifer cannot select specific targets. Any individual struck by this attack also suffers an impact at Strength 14, which usually throws him through the air following the normal rules. When Omega uses its tail attack, it must choose whether to give up an attack with a dragon head or with Longinus.

Final Form: The Lord of Infinity

If the form of Lucifer is destroyed on Gaïa, the immense spiritual energy making up Omega should return to the End Tower to be trapped again. However, if Omega finds a method of properly channeling its power despite its defeat, it can control the enormous energies coursing through its body. This control would allow it to take its final form, the final nightmare the world has never seen, the Lord of Infinity. Therefore, if Lucifer is defeated, from its residual energy the true Omega may appear, descending invisible stairs to meet and destroy the architects of its transformation.

The Lord of Infinity looks similar to the Shadow, but not quite the same. It has ten wings, some angelic and others demonic, and its head is decorated with ornamental horns that give it a solemn demeanor. Normal people are unable even to look closely at it because their eyes will burn and burst.

As the Lord of Infinity, Omega fights in a radically different way than in its Lucifer form. Each combat turn it varies its strategies between the powers and Ki Techniques it knows, depending on the amount of Life Points it has left.

Typically, it starts by using first level Ki Techniques: Unus Pandemonium when it wins Initiative or obtains a counterattack or Alpha Obscuritas when forced to go on the defensive (which for all practical purposes allows it to attack every turn). If it loses more than 200 Life Points, it will immediately use Depravate Alae on its turn and replaces the use of Unus Pandemonium with Sigma Depranos or, if it chooses, Götterdämmerung. Only when it is close to using its At the Limit ability will it begin to use its level 3 Ki Techniques.

Spiritual Attack: Omega need not be in melee combat to attack its enemies; all it must do is slash with Longinus to directly strike anyone within its range of vision. This is not a ranged attack, but skips directly over the gaps between it and its opponent. Someone who is the target of this kind of attack must be able to see the supernatural and pass a Very Difficult (180) Notice check or suffer the penalties for surprise to his Defense Ability and lose all his AT (since the cut appears directly in his body). Naturally, it is impossible to counterattack against a Spiritual Attack if Omega is not close enough. If it wants to use this ability during a turn, Omega can only move using its passive movement.

Chaos Control: Omega wields the Chaos Meister: Control of Chaos powers (from ***Dominus Exxet: The Dominion of Ki***).

Absolute Existence: No matter what the source of the attack, the Lord of Infinity cannot lose more than 200 Life Points per turn. Entities with equal or greater Gnosis than Omega can ignore this rule.

Absolute Knowledge: Omega cannot suffer harm or be affected twice by the same special attack, spell, or Psychic Power when used by the same person. Techniques/spells that are composed of multiple attacks count as one technique (i.e., until all the attacks are completed, Absolute Knowledge does not activate). Entities with equal or greater Gnosis than Omega can ignore this rule.

Absolute Soul: Omega always accumulates Ki using his maximum Characteristic values, regardless of whether he has performed actions or if the target has Nemesis Abilities (from ***Dominus Exxet: The Dominion of Ki***). Entities with equal or greater Gnosis than Omega can ignore this rule when using Nemesis against him.

Mystical Flight: If desired, the Lord of Infinity can move through the air with Flight Value 16.

Missile Defense: Longinus is able to block projectiles as if it were a shield.

At the Limit: When Omega's Life Points are reduced to 125 or less, he receives a bonus of +20 to all actions.

Regeneration: The Lord of Infinity recovers 25 Life Points per turn.

Superior Ki Regeneration: Omega recovers 5 points of Ki per turn under all circumstances.

Ki Techniques: The Lord of Infinity has an inborn knowledge of Ki and several unique techniques. Below is a list of them:

Unus Pandemonium

Level: 1 **MK:** 25
Omega holds Longinus with both hands and makes a single attack loaded with a fraction of its power. Despite its apparent simplicity, this strike leaves behind a trail of seemingly unstoppable unholy energy. Pandemonium is a special attack that increases Omega's Attack Ability by +90.
DEX 6 ***POW*** 6 ***WP*** 6
Effects: Attack Ability (Single) +90

Alpha Obscuritas
Level: 1 **MK:** 30
When Omega uses this technique, a second body of the Lord of Infinity appears behind its enemies, attacking them while its true form melts into a vortex of darkness. This technique allows Omega to recover an action in a turn when it has been placed on the defensive and gives it the ability to carry out an additional attack (i.e., it can strike again even if it has made all its normal attacks that turn).
DEX 5 ***WP*** 6
Effects: Quick Recovery (from ***Dominus Exxet: The Dominion of Ki***), Limited Additional Attack +1

Depravate Alae
Level: 1 **MK:** 30
Omega extends an arm toward the sky and dozens of clocks manifest around it, breaking in seconds into a storm of shattered glass. Afterwards, the speed of its movements is multiplied, as if time were moving slowly for everyone but it. Depravate Alae, the Depraved Wings, is a maintained technique that gives Omega a bonus of +100 Initiative and requires a maintenance cost of 3 points of Ki per turn.
AGI 2 *(Maint. 1)* ***DEX*** 6 *(Maint. 1)* ***POW*** 6 *(Maint. 1)*
Effects: Initiative Augmentation +100 (Maintained)

Sigma Drepranos
Level: 2 **MK:** 80
The Lord of Infinity disappears and reappears back to back with the enemy it has selected. Then, it makes three strikes with Longinus, executing 666 chained hits each time. This technique allows Omega to perform three attacks and add +75 to its Attack Ability on the first.
DEX 6 ***POW*** 6 ***WP*** 6
Effects: Attack Ability (Single) +75, Limited Additional Attack +2
Advantages: Ki Reduction 5

Ordo Mundus
Level: 2 **MK:** 40
Omega wraps itself in its 10 wings, creating a perfect sphere that protects it from attacks, even divine ones. This technique allows it to increase its Block Ability by +100.
DEX 6 ***POW*** 6 ***WP*** 6
Effects: Block Ability (Single) +100

Götterdämmerung
Level: 2 **MK:** 40
The Lord of Infinity lifts Longinus above its head and channels all its wicked power through the weapon. In an instant, the spear grows and changes shape, becoming a pure blade of destruction that disintegrates the body and soul of anything it hits. Götterdämmerung triples the Base Damage of one of Omega's attacks, giving it a Base Damage of 600 points.
STR 2 ***DEX*** 6 ***POW*** 6 ***WP*** 6
Effects: Damage Multiplier (Single) x3

Inocentius Terminis
Level: 3 **MK:** 60
With a simple, evil gesture, the Lord of Infinity slices a harmless gash in the air with Longinus. Then, a fraction of a second later, a silence seems to fill the air while a sweeping wave of dark energy blasts a miles-wide radius. Inocentius Terminis is a special attack with a radius of three miles and a Base Damage of 250 (twice Omega's Presence plus its Power bonus).
DEX 6 ***POW*** 6 ***WP*** 6
Effects: Area Attack (Single) 3 Miles
Advantages: Ki Reduction 1

Abel Crux
Level: 3 **MK:** 60
The final attack of the Lord of Infinity is Abel Crux, the Cross of Abel. When it is used, the whole world darkens and seems to be paralyzed, while constellations and stars manifest and swirl about. At that time, Longinus disappears from Omega's hands and manifests in its original spear-shape, descending from the heavens at full speed into the target's head. After it strikes, a dozen swords appear around the target and, responding to a gesture from their master, strike all parts of the victim, completely erasing the victim from existence. This technique allows Omega to make two attacks against a single enemy with +150 Attack Ability.
DEX 12 ***POW*** 12 ***WP*** 12
Effects: Attack Ability (Single) +150, Additional Attack +1

On the Fallen Angel

Despite Omega's having no real connection to demons (indeed, even hellish beings feel a terrible fear of it), the Church often equates Omega with the Devil (hence the name of its first form, Lucifer. Throughout history, manifestations of the Shadow of Omega have been considered by the Inquisition to be efforts of the Adversary to induce a biblical apocalypse.

The Pillars of Souls

The artifacts called Pillars of Souls are the focus of one of the most ancient and active projects of the Imperium, begun more than 10,000 years ago. The goal of the project was to create revolutionary weapons that, if needed, could damage Shajads and Beryls. The creators have never had much faith in that work, but following the philosophy of the Powers in the Shadow, they considered it to be at least worth trying.

The Pillars of Souls were originally 11 common-looking weapons dispersed throughout the world for millennia. They do not have great inherent powers, except that they cannot be destroyed in any way – not even a deity could scratch one. However, each of them absorbs the powers of everything it kills, slowly increasing its Presence and spiritual power. Eventually, over the ages, they could become so powerful that, in the right hands, they could destroy a god.

But even all this is only part of what the Imperium plans for them.

When a Pillar has acquired considerable power, it will psychically influence its wielder so that, if the wielder crosses paths with another wielder of a Pillar of Souls (although the weapon will not force him to actively seek anyone), he will feel a primal need to fight. When the confrontation is over, the winner's Pillar will absorb the loser's, adding all that weapon's powers to its own. Thus, after millennia, only one of the 11 will remain.

Once that happens, the Imperium will terminate the first part of the project and recover the weapon using the twelfth Pillar of Souls, the original one from which the others were made and to which they are scheduled to return. Of course, the Imperium would never allow any of their weapons to be turned against them.

The Shadow Behind the Shadow

Behind the powers that govern the destiny of man, the person who gave the Pillar of Souls to the captain so he could become Omega by causing fatal injuries to the body of the Messiah Abel was a strange woman by the name of Millennium. It is impossible to determine whether she is the same person who years later became part of the Brotherhood of Rah or if it is merely a curious coincidence.

Ashura Oni

Embodiment of Violence

Lesser

Level: 4 **Category:** Between Worlds 20
Life Points: 295
Class: Weaponsmaster
Str: 11 **Dex:** 10 **Agi:** 7 **Con:** 11 **Pow:** 8 **Int:** 5 **Wp:** 7 **Per:** 6
PhR 85 **MR** 55 (75) **PsR** 55 (75) **VR** 85 **DR** 85

Initiative: 90 Natural
Attack Ability: 150 Fist
Defense Ability: 155 Block
Damage: 85 Fist (Impact) or as Weapon
AT: Tanko Cut 4 Impact 2 Thrust 3 Heat 1 Electricity 1 Cold 0 Energy 0

Natural Abilities: Combat Modules (all), Area Attack Style Module
Essential Abilities: Superhuman Physical Characteristics, Unnatural Size, Does Not Breathe, Does Not Sleep, Immune to Natural Poisons, Immune to Natural Diseases, Psychological Immunity, Fatigue Resistance
Powers: Natural Weapons: Fist, Ikusaguruma (Increased Damage +50, *Conditional*), Damage Energy, Wave of Violence (MR 120, *Conditional*), Undaunted Spirit (Magic Resistance +20, Psychic Resistance +20, *Conditional*), Body of War (Physical Resistance +20, Damage Barrier 100), Kanshakudama

Size: 16–27 Variable **Regeneration:** 4
Movement Value: 7 **Fatigue:** 19

Secondary Abilities: *Intimidate 75,* Notice 25, Search 15, Feats of Strength 85, *Withstand Pain 150*

Greater

Level: 8 **Category:** Between Worlds 25
Life Points: 440
Class: Weaponsmaster
Str: 13 **Dex:** 12 **Agi:** 8 **Con:** 13 **Pow:** 10 **Int:** 5 **Wp:** 7 **Per:** 6
PhR 130 **MR** 80 (120) **PsR** 80 (120) **VR** 130 **DR** 130

Initiative: 110 Natural
Attack Ability: 220 Fist
Defense Ability: 225 Block
Damage: 85 Fist (Impact) or as Weapon
AT: Tanko Cut 4 Impact 2 Thrust 3 Heat 1 Electricity 1 Cold 0 Energy 0

Natural Abilities: Combat Modules (all), Area Attack Style Module
Essential Abilities: Superhuman Physical Characteristics, Unnatural Size, Does Not Breathe, Does Not Sleep, Immune to Natural Poisons, Immune to Natural Diseases, Psychological Immunity, Fatigue Resistance
Powers: Natural Weapons: Fist, Ikusaguruma (Increased Damage +50, *Conditional*), Damage Energy, Wave of Violence (MR 120, *Conditional*), Undaunted Spirit (Magic Resistance +40, Psychic Resistance +40, *Conditional*), Body of War (Physical Resistance +40, Damage Barrier 100), Kanshakudama

Size: 18–30 Variable **Regeneration:** 6
Movement Value: 7–8 **Fatigue:** 19

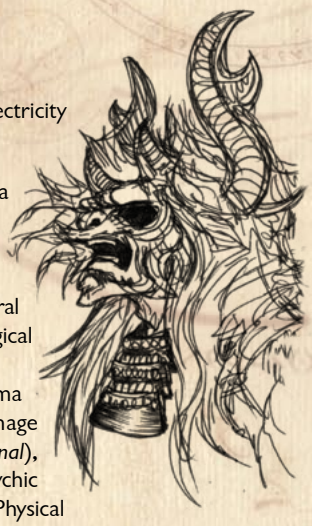
Secondary Abilities: *Intimidate 90,* Notice 30, Search 25, Feats of Strength 85, *Withstand Pain 180*

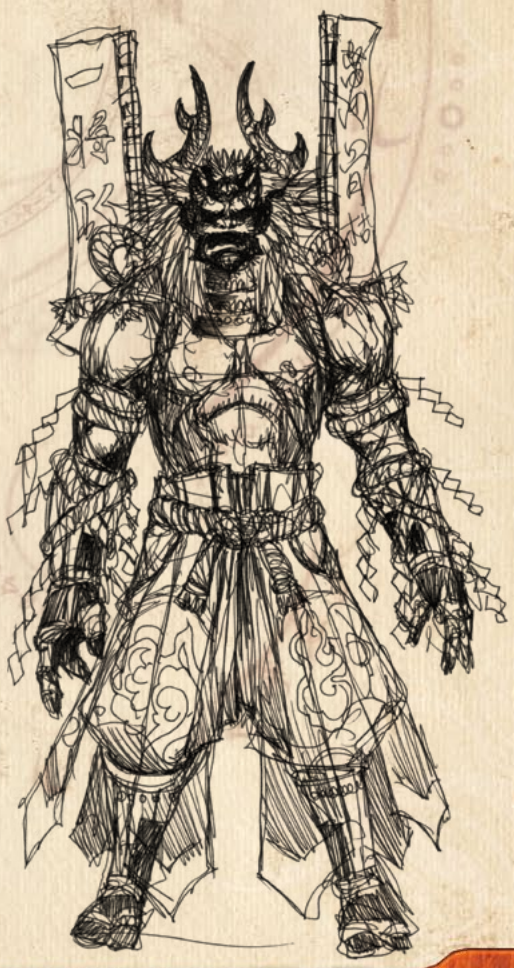
Confrontation, fighting, war – these are the concepts that make sense to the Ashura Oni. These creatures are powerful spirits born in the Ashura-gati, the reality of eternal warfare of Samsara, from the reflections of all the people killed by violence in Varja. Interestingly, the Ashura Oni are distinct from other inhabitants of their plane of existence because, despite originally being incorporeal shadows of the dead, their emotions have solidified them, making them flesh and metal – physical incarnations of the violence of their world.

Since each is a different entity, their appearance and size are highly variable, but their skin is always as black as ebony and they are covered with mantras tattooed in the blood of their enemies. In addition, they normally wear decorations and pieces of armor of Eastern origin, which give them the appearance of shadowy samurais and shoguns. The Ashura Oni are relatively intelligent and are able to talk, but are always so blinded by their need for violence that they only use monosyllables to express their emotions. They sometimes even retain fragmentary memories of their old selves, but these are mere scraps compared to their new existences as specters in the Wake.

Of course, fighting is all they care about. They desire conflict with the same longing as a gourmet craves the most exquisite dishes. They welcome any confrontation, but great wars and personal challenges with powerful adversaries truly delight them. They do not harm helpless beings or anyone unable to defend themselves, not out of pity but because killing the helpless brings them no joy.

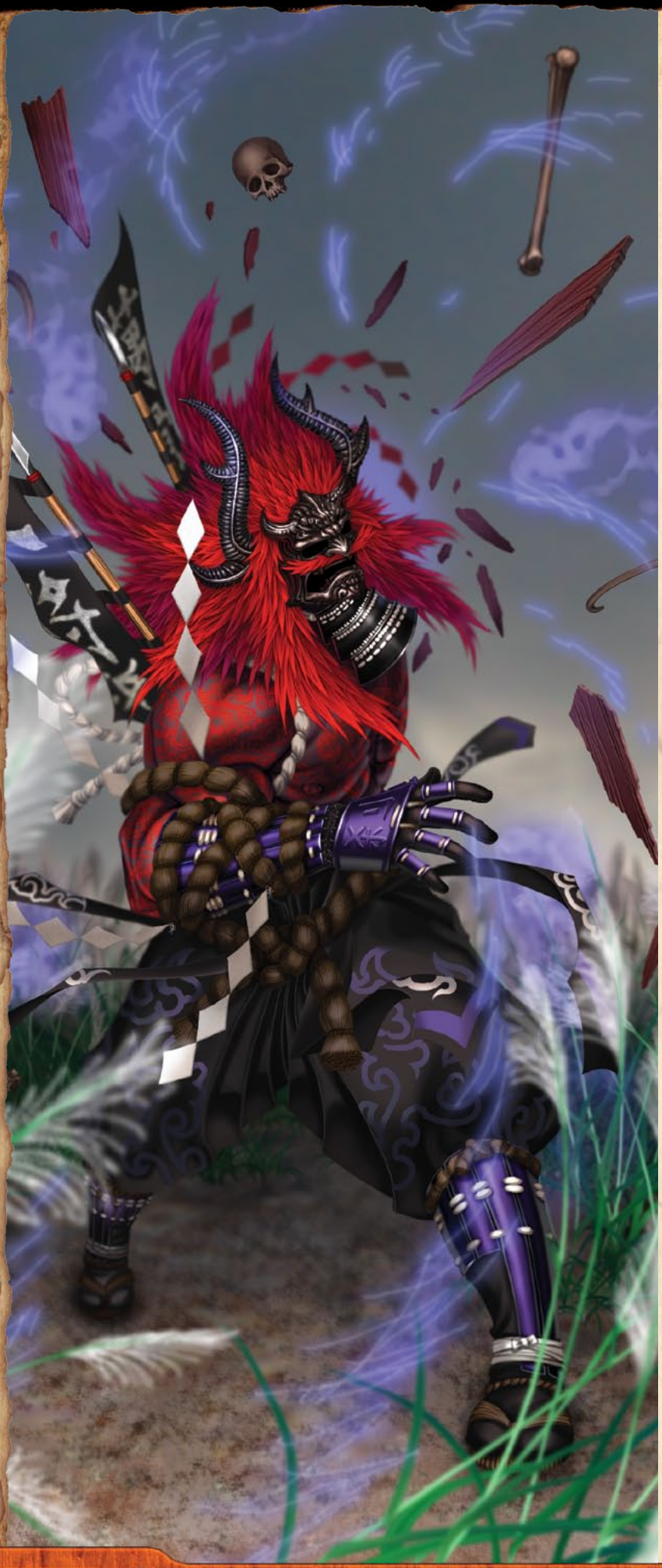
The Ashura Oni act independently or in the service of an Ashura Kami, the warlords who dominate the reality in which they reside. They struggle continuously against each other, but are eager to enter the real world and measure themselves against mortals. They often manage to reach Gaïa by slipping through some of the cracks in reality formed on the island of Varja, but lately there have been unexplained cases where they have manifested in other places, attracted by the fervor of a battle.





Lesser Oni

Illustrated by Wen Yu Li



Illustrated by Wen Yu Li

Modus Operandi

Ashura Oni search for combat above all, and as soon as they manifest in the world, they will attack opponents without hesitation, starting with those who appear to be the most powerful. Only one thing can stop them – the possibility of fighting a better opponent. However, their patience is so limited that they are not served by vague promises of future clashes. If better opponents are not immediately presented to them, they will first fight those who are present and then look for other, better enemies on their own.

An Ashura Oni's vulnerable point is its heart, which is located in the center of its chest.

Classes of Ashura Oni

The powers of the Ashura Oni differ greatly, but Ashura Oni can be broken into roughly two different categories – lesser and greater – depending on whether the Ashura Oni is a single powerful spirit or has increased its strength by feeding on other, similar spirits.

Body of War: The physical shape of an Ashura Oni is a perfect death machine forged in countless battles within the Ashura-gati. Any conventional attack with Base Damage less than 100 is useless against it and bounces off harmlessly as if the Ashura Oni were an impenetrable wall.

Wave of Violence: The spirit of an Ashura Oni is purely focused on war and combat. Anyone who tries to manipulate its will or soul will find that its only emotion is anger and will also run the risk of being affected by the endless violence inside. Anyone who casts a spell against an Ashura Oni's essence or who uses a mental power on it must pass an MR 120 check or have the spell or power disperse harmlessly without any effect. If the spell or power is dispersed in that manner, the caster is subject to the state of Rage. If the check is failed by more than 20, the anger is so intense that the caster can no longer distinguish between friend and foe.

Undaunted Spirit: An Ashura Oni can use the Resistances in parentheses against any supernatural power that affects its mood or penalizes its actions.

Ikusaguruma: The Ashura Oni feed on the essence of battle, which reinforces their strength as they struggle against powerful opponents. The more they fight and the stronger their opponents are, the more their power grows. Each turn that an Ashura Oni fights against an opponent with comparable or superior Combat Ability to it, it gets +5 to its Attack or Block Ability or +10 to its Base Damage (up to a maximum of +25 in Combat Abilities and +50 to Base Damage). At the discretion of the Game Master, an Ashura Oni may also get these bonuses if it faces an enemy whose other abilities best its. The moment an Ashura Oni stops fighting, it automatically loses all these bonuses.

Weapons: An Ashura Oni can use its hands or any kind of weapon to fight (though normally it chooses the largest and most destructive weapons). Usually, the weapons are +5 to +10 Quality. Both its unarmed attacks and its weapon attacks can damage energy as extensions of the Ashura Oni's will. Sometimes older Ashura Oni may use weapons imbued with special supernatural powers.

Kanshakudama: When an Ashura Oni's Life Points fall below half in a fight, it enters a state of violent euphoria that gives it a bonus of +30 to its Attack Ability and Initiative, but at the same time penalizes its defense by –20.

Lesser Oni

Oriental Demon

Level: 5 **Category:** Between Worlds, Elemental 20
Life Points: 2,735 Damage Resistance
Class: Warrior
Str: 14 **Dex:** 8 **Agi:** 6 **Con:** 12 **Pow:** 9 **Int:** 6 **Wp:** 8 **Per:** 8
PhR 70 **MR** 60 **PsR** 60 **VR** 70 **DR** 70

Initiative: 65 Natural, 15 Kanabou
Attack Ability: 165 Kanabou, 160 Claws, Horns, and Teeth, 140 Onibi, 140 Onikaminari
Defense Ability: Damage Resistance
Damage: 145 Kanabou (Impact), 60 Claws, Horns, and Teeth (Thrust), 80 Onibi (Heat), 60 Onikaminari (Electricity)
AT: Natural 6

Ki: Str 28 Dex 7 Agi 5 Con 20 Pow 28 Wp 8 **Total:** 96
Ki Accumulation: Str 3 Dex 1 Agi 1 Con 2 Pow 3 Wp 1
Ki Abilities: Use of Ki, Ki Control
Ki Techniques: Bakuretsu (MK 20), Ishigaki (MK 35)

Natural Abilities: Kanabou Style Module
Essential Abilities: Superhuman Physical Characteristics, Fatigue Resistance, Zen, Natural Immunity to an Element (Half, Varies), *Oni Horns*
Powers: Natural Weapons: Claws, Horns, and Teeth, Kanabou, Damage Energy, Onibi, Onikaminari, Damage Barrier 80, Cataclysm's Children, *Oni Horns (Vulnerable Point)*

Size: 26 Enormous **Regeneration:** 5
Movement Value: 7 **Fatigue:** 14

Secondary Abilities: *Athletics 35,* Jump 60, *Intimidate 50,* Notice 30, Search 30, Feats of Strength 200

Within the Eastern beliefs of the Varja, Oni is the name given to the creatures associated with the Samsara demons that come from Naraku-gati, or Hell. They are believed to arise from residual power within evil souls that end up on this dark plane of existence, reborn in the flesh as evil monsters.

There are countless shapes, personalities, and goals among Oni, varying so greatly that they are almost impossible to describe as a group. Each one is a unique creature, whose powers and abilities differ significantly from others. However, they usually appear as extremely large, muscular humanoid monsters dressed in tiger skins and carrying massive weapons. The one thing they all have in common is the horns on their head that are the source of their strength and power. The Lesser Oni are neither stupid nor particularly intelligent. They are usually blunt and violent, but sometimes show a surprising playfulness and ingenuity. Some speak Yamato and, therefore, are able to communicate with men, although most do little more than growl and scream incomprehensible words.

Most of them are independent, but usually come at the call of more powerful Oni or Naraki Tsukiyomi, the Goddess of the Black Moon. They do not care for acting in groups and usually function best when there are no more than four or five together.

Oni generally reside in Naraku-gati, but often slip into the world through breaches in reality and make Gaïa their home. Most would much rather be in the world of men than their own, because they are very weary of the monotony of tortured sinners in Hell. They can hide almost anywhere, and although Varja is their favorite location, some have managed to cross the ocean.

Modus Operandi

A Lesser Oni is a cruel entity that enjoys devouring human beings and satisfying its lust with human women. It also likes to fight, but only against weak opponents against whom it may abuse its power (to most Lesser Oni, the concept of a fair fight is horrifying). They reserve Onibi and Onikaminari for times when they are really in trouble, but generally their Ki Techniques and enormous destructive power are typically enough.

An Oni's vulnerable point is its heart, but no one can tell for sure where it is located on any particular creature.

Oni Classes

Although there are many kinds of Lesser Oni (some folklorists claim that there are 100,000 different types in Varja alone), only two kinds can be considered true categories. These are Aooni (blue Oni) and Akaoni (red Oni); they are the most common types and the only ones that are not unique creatures. Although both types are almost identical physically (the only evident difference is the color of their skin) and share the same statistics, the former are spirits of storms who wield electricity and the latter are volcano spirits with powers over fire.

Kanabou: Mythologically, the Oni have a weapon called a Kanabou which shares their destructive nature. This is a huge tetsubo with giant metal spikes that, upon hitting, easily tears flesh and breaks bones. Not only is it a weapon of Quality +5, but if the Oni produces a Critical, the final result is increased by +20.

Illustrated by Wen Yu Li

Onibi (Akaoni Only): Flames circle around each Akaoni (also called Wildfire or Lamp Oni) and can be used to attack. These flames, the Onibi, respond to the will of the Oni and can be fired at a target as an automatic action (i.e., it does not count as an attack or an Active Action, although the demon has to have the ability to act to use them). Each Oni has a maximum of eight Onibi, but can only fire four per turn. Each Onibi is counted as a separate attack if it is used against a different target, but if several are fired at one enemy or place, they are counted as one attack but each additional Onibi fired increases the Base Damage by +20 and the area of the attack by a 15 foot radius. However, Akaoni never use their Onibi lightly, since the Onibi only recover at a rate of one per day.

Onikaminari (Aooni Only): These Oni have small clouds continually circling their heads that can produce electrical sparks. At will, the demon can trigger a storm (located a few feet above it) that launches energy discharges for a full minute (20 turns), electrocuting everything around it. Each turn, everyone within 30 feet of the Oni is attacked by the Onikaminari (regardless of whether or not the Oni is able to act). Unfortunately for the Oni, once it has activated this power, it cannot use the power again until it experiences a natural storm so it can draw off some of the natural energy to replenish its small storm clouds.

Damage Barrier: Normal weapons with a Base Damage of less than 80 cannot get through the Oni's tough skin and therefore are useless against it. Naturally, weapons that use the Energy Attack Type ignore this ability.

Ki Techniques: The Oni are masters of the use of Ki and are very skilled with their own Ki Techniques. Following is a list of the two most common that they use:

Obese Oni

Bakuretsu

Level: 1 **MK:** 20

With this Ki Technique, an Oni makes fire or electrical energy (depending on the demon's nature) course along its Kanabou, causing an elemental explosion that deals serious damage to its enemies. This technique increases the damage of an attack with the Oni's Kanabou by +50 and increases the result of any Critical caused by that attack by +50.

AGI 5 ***CON*** 2 ***POW*** 5

Effects: Damage Augmentation (Single) +50, Critical Enhancement (Single) +50

Ishigaki

Level: 1 **MK:** 30

The Oni's body becomes covered with a supernatural aura that absorbs damage for a few seconds. In game terms, this aura provides 600 additional Life Points and increases the Oni's AT by 2 points until the end of the turn (damage dealt to these Life Points dissipates harmlessly at the end of the turn).

AGI 5 ***CON*** 4 ***POW*** 5

Effects: Damage Resistance (600 Life Points)

Cataclysm's Children: Mythically, the Oni are associated with natural disasters such as fires or severe storms that can destroy towns. The truth is that if such a demon remains for a long time in one region (for at least four or five months), its influence begins to produce destructive events. The extent of this influence rarely exceeds two or three miles, and unlike with the oldest and most powerful Oni, these events never reach cataclysmic proportions.

Immunity: Electricity-based attacks (Aooni only) and fire-based attacks (Akaoni only) cause half damage to these beings as long as the attacker does not have greater Gnosis than the Oni.

Oni Horns: The horns of an Oni are the source of all its power. Without them, its physical strength and powers are reduced to the point that it is nearly unable to wield its own weapon. The loss of one of the two horns gives a penalty of –20 to All Actions and –2 to Strength, and the loss of the second increases this penalty to –50 to All Actions and –5 to Strength. A cut-off Oni horn re-attaches automatically if put in contact with the head of anyone. A combatant can make a directed attack on one of a Lesser Oni's horns by applying a –60 penalty to his Attack Ability, and each horn can take 400 points of damage (independent of the Oni's total) before being severed.

Oni Horns

This rumored source of the Oni's power is very valued in the occult underworld. Although full of malevolence, these objects serve myriad purposes, from increasing someone's strength to strengthening elemental spells and rituals. A person who attaches a Lesser Oni horn to his head gains +1 Strength, but if it is subsequently severed, his Strength is reduced by –2 forever. If two horns from the same Oni are attached, the bonus increases to +2 per horn and the person suffers half damage from fire or electricity attacks (depending on the class of Oni to which the horns belonged), but the user immediately becomes a creature Between Worlds. No more than two Oni horns can be attached to a being at one time.

Their effects related to spells are more diverse, but they can usually be used as a supernatural aid to grant +5 to MA for spells based on fire or electricity.

Unfortunately, continued use of Oni horns corrupts the wearer's essence, causing him to become violent and irredeemably cruel.

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Infinite Orb

Fragment of the World

Level: 14 **Category:** Between Worlds 40
Life Points: 5,000 Damage Resistance
Class: Summoner
Str: – **Dex:** 5 **Agi:** 5 **Con:** 15 **Pow:** 18 **Int:** 12 **Wp:** 18 **Per:** 15
PhR 175 **MR** 185 **PsR** 185 **VR** 175 **DR** 175

Initiative: 70 Natural
Attack Ability: None
Defense Ability: Damage Resistance
Damage: None
AT: Natural 10

MA: 90
Zeon: 3,500
Summon: 440
Control: 440

Essential Abilities: Divine Spiritual Characteristics, Physical Exemption, Psychological Immunity, Immune to Pain, Gift, Magic Recovery 3
Powers: Compact Reality, Immovable, Unchangeable (Physical Resistance +50, Magic Resistance +50, Psychic Resistance +50, *Special*) Spiritual Absorption, Genetic Data, Absolute, Layered Defense, Offensive Analysis, Telos Systems, Techne System, Mystical Flight 4, See the Supernatural, Extrasensorial Vision

Size: 4 Small **Regeneration:** 8
Movement Value: 0/4 **Fatigue:** Tireless

Secondary Abilities: Notice 200, Occult 380, Magic Appraisal 380

The only thing that can rival the aberrant power of the object known as the Infinite Orb is the absolute mystery that surrounds everything related to it. There is no stranger artifact on Gaïa; no one knows who built it, and it is even difficult to say whether it was built by anyone at all, as its power is coveted even by the gods. Some people associate it with the 30 pieces of black metal, others consider it a key to a place of absolute vacuum, and still others think that it is a prison designed to contain the world's worst nightmares. Whatever the truth may be, the fact is that the strange Infinite Orb is one of the greatest powers on the face of the world.

To the eyes of mortals, it is no more than an opaque crystal sphere 18 inches in diameter. However, divine entities who have looked at it have seen a colossal mass of constantly moving glass. It grows and changes continuously, reflecting those changes in the thin surface of its tiny earthly form. The Orb is not a sentient being and is not truly alive, but has an advanced defense program that prevents anyone from approaching it. Following its own guidelines, the program looks for a remote place where the Orb can be safe and utterly destroys those who try to possess the Orb. It is not known why it does so, but the system prioritizes safety above all else. Theoretically, it is possible to deactivate the defense system by causing severe damage to the Orb, but it cannot be cancelled completely. If the defense system is deactivated, it is only a matter of time before it reactivates, although it may take years to do so.

As the most extensive supernatural library in creation, the Orb contains genetic and spiritual information on every kind of being in existence, so it can summon and control virtually any creature regardless of the creature's power. Therefore, although the Orb has no actual fighting ability, it uses others quite effectively to achieve its goals.

The current location of the Orb is unknown, because if it thinks that it has been discovered by anyone, it moves elsewhere before others find it. The last time it was located by the Order of Yehudah was less than a century ago in Nanwe, but after exterminating its pursuers, it disappeared completely from the face of Gaïa without a trace.

Modus Operandi

While the defense system of the Orb is active, it considers all beings to be enemies. The program has the capacity to automatically analyze the danger posed by any antagonist and unleash a proportionate force to eliminate the threat as efficiently as possible. It usually uses summoned creatures to destroy its opponents before they approach it.

If an enemy reaches melee range, the Orb begins battle by invoking its arcane defenses while summoning and controlling more creatures with which to remove the threat. In subsequent turns, it simply summons new creatures adapted to the tactics of its adversaries, always looking for an ideal combination to destroy its foes.

Compact Reality: Although its actual size is that of a sphere 18 inches in diameter, that appearance is only a partial view of its true form. The Orb is an object of colossal proportions that contains its own divine power. Thus, even though its statistics reflect its small size, it actually gets the benefits of being a Colossal creature and never suffers double damage from Area Attacks.

Immovable: If someone tries to move the Orb from its place, he will find it nearly impossible to move, because it actually weighs thousands of tons. In any kind of check requiring Strength, the Orb uses its Power Characteristic.

Unchangeable: Due to its spiritual power and the effect of Compact Reality, the Orb is virtually immune to effects that might alter it either physically or spiritually. Not only does it have high Resistances, but it also ignores any kind of effect that would automatically produce destruction or death. Similarly, not having a mind, it is immune to all kinds of telepathic or emotional powers.

Spiritual Absorption: When the physical form of the Infinite Orb is damaged, it is able to absorb the existence of its summoned creatures through the bond it uses to control them. At will, the Orb can destroy a creature it controls and recover 10 times the creature's Presence in Life Points. The Orb has to wait at least five turns between each use of this ability.

Genetic Data: The Infinite Orb has at its disposal genetic data for any known creature on Gaïa with Gnosis 35 or less, so it is able to summon any of those creatures and automatically gains the bonuses (on **Table 63** in ***Anima: Beyond Fantasy***) for knowing its name and having a part of it. Thus, it automatically receives a +40 bonus to its checks for summoning or controlling a creature. Similarly, the Orb can invoke all the Arcana, both pure and inverted, without the need to have a pact with them.

Absolute: The Orb cannot be destroyed by any known means. Its Life Points statistic does no more than represent the strength of its defense system. Consequently, when it is reduced to 0 Life Points, the defense system is deactivated, reducing the Orb to an inanimate sphere. Theoretically, entities with Gnosis higher than the Orb's can ignore this rule and fragment its physical form.

Layered Defense: The Orb cannot lose more than 1,000 Life Points per turn, no matter what the source of the attack. Entities with greater Gnosis than it can ignore this rule.

Offensive Analysis: The Infinite Orb has the ability to analyze the powers and weaknesses of its opponents with great skill, allowing it to determine what kind of creatures would be most appropriate to defeat any kind of threat it faces.

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Telos Systems: When the Orb's Life Points are reduced to 2,000 or less, it activates a combat protocol that dramatically increases the abilities of its summoned creatures. From that moment, those creatures receive a bonus of +20 to All Actions and are completely immune to any penalty caused by pain or fatigue.

Techne System: When the Orb's Life Points are reduced to 1,000 or less, it automatically activates a final defense protocol. This ability allows it to summon a creature using a bonus equivalent to performing a summoning ritual for a whole day. This creature can act at the same instant it appears, contrary to the general rules.

The Orb

If its defense program is not active, the Infinite Orb can be considered an artifact of divine power. Such are its capabilities that few things in Gaïa can even approach its power. The following describes its best-known capacities, although it certainly may have more powers.

Genetic Data: The owner of the Orb automatically adds a bonus of +40 to all checks to Summon, Control, Bind, and Banish a creature for knowing its name and having a piece of it (as in **Table 63** in ***Anima: Beyond Fantasy***). In addition, the summoner is considered to have Gnosis 40 for the purposes of determining his Summoning Abilities.

Invocation Systems: A person with little or no Summoning Abilities can use the Orb to Summon, Control, Bind, and Banish creatures as if he had a base ability of 240 in each of them (the bonuses for Genetic Data are included in this value).

Supernatural Generator: The supernatural power generated by the Orb increases its owner's magic regeneration. Consequently, it doubles the Zeonic regeneration of its owner.

Unlimited Container: If used as a container for summoned creatures, there is no limit to the Presence that can be stored inside.

Spiritual Tie: While someone has the Orb in their possession, the maintenance needed by all their controlled and bound creatures is halved.

Immunity: Creatures holding the Orb that are Spirits or Between Worlds are immune to any kind of Summoning Ability.

Absolute Knowledge: The Orb acts as a supernatural guide, introducing knowledge into the mind of everyone who uses it. Consequently, it provides a base of 200 to the character's Occult Secondary Ability or, if it would normally be higher, a +40 bonus.

Power Level: 5+

Arctic Chimera

Great Beast of the Snows

Level: 6 **Category:** Between Worlds 15
Life Points: 160
Class: Shadow
Str: 12 **Dex:** 12 **Agi:** 13 **Con:** 10 **Pow:** 8 **Int:** 5 **Wp:** 7 **Per:** 13
PhR 70 **MR** 65 **PsR** 60 **VR** 70 **DR** 70

Initiative: 145 Natural
Attack Ability: 190 Claws and Bite + 170 Ray of Ice, 190 Snake Tails + 170 Ray of Ice
Defense Ability: 195 Dodge
Damage: 60 Claws and Bite (Cut/Thrust), 50 Snake Tails (Thrust), 100 Needle Storm (Thrust), 60 Ray of Ice (Cold)
AT: Fur Cut 0 Impact 0 Thrust 0 Heat 0 Electricity 2 Cold 4 Energy 0

Essential Abilities: Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Inhumanity, *Natural Vulnerability to an Element (+50%, Fire)*
Powers: Natural Weapons: Claws, Bite, and Snake Tails, Chained Bites, Ray of Ice (Additional Attack at –20, Range 150 feet, 60 Base Damage, Without Limits, Elemental Attack), Ice Pillars (*2 Turns of Preparation*), Needle Storm (Base Damage 100, Independent, Special Area, *Delay 5 Turns, Conditional*), Serpent Heads, *Arctic Camouflage*

Size: 22 Big **Regeneration:** 3
Movement Value: 13 **Fatigue:** 10

Secondary Abilities: Athletics 30, Jump 25, Climb 30, Hide 105, Stealth 180, Notice 180, Search 100, Track 55

An Arctic Chimera is an ancient and unnatural creation of the children of Fenrisulf, one of the Three Beasts, born from the blood that the children inherited from their father. The northerners call them Hati, which means "That Which Devours," for their enormous appetite and taste for fresh meat. For centuries, these legendary beasts have terrified the Barren Icy Lands and their inhabitants, becoming a major concern to those who venture into unexplored areas.

Arctic Chimeras are great, feline creatures with three heads (one tiger and two wolf heads) and three winding tails ending in serpents. Their skin is white and blue, and they have crystal-like wings protruding from their backs.

Although most of the time their behavior is like that of a wild animal, Arctic Chimeras are quite clever and can easily make extremely complex plans to kill their prey. They hunt alone or in pairs (in the latter case, always a male and a female) and never form herds or move in large groups. They always live in areas with very low temperatures and, unfortunately, are more common than anyone would want in the Range of the Eternal Ice and inhabited regions of the Peak of the World.

Modus Operandi

The Arctic Chimeras are predators with an excessive taste for blood. They have no fear of men (who are prey to them) and are not intimidated by powerful opponents. Sometimes a pair of them will attack groups of 50 or more people. When they detect one or more prey animals, they instinctively analyze the degree of threat the prey presents. If the prey does not seem to be a danger, they use their Stealth and Hide Abilities to sneak up on and kill the prey in a simple but effective way. Otherwise, they first create an appropriate ambush spot using their Ice Pillars and attack with a combination of sneak attacks and rays of ice. Only if they perceive themselves in serious danger and want to escape the fight will they use Needle Storm.

Illustrated by Wen Yu Li

Serpent Heads: Hidden in the Arctic Chimera's tails are snake heads that warn it of anyone approaching from the rear or sides. This not only allows it to see in a 360 degree radius, but the added coordination in combat allows it to defend itself without suffering any penalty against flank attacks, while back attacks apply only the penalties for flank attacks.

Chained Bites: As a special attack, an Arctic Chimera may give up using its claws and bite to strike instead with the snakes in its tails against all enemies it is in melee combat with.

Ray of Ice: In addition to the main tiger head, an Arctic Chimera is equipped with two wolf heads capable of working together to launch a powerful bolt of ice that freezes anything it touches. This attack has a range of 150 feet, and the beast can use it along with other offensive actions in a turn. It does not require preparation or have any limits on its use.

Illustrated by Wen Yu Li

Ice Pillars: As a defensive measure, an Arctic Chimera may modify the surrounding frozen ground to create a multitude of ice pillars. These columns spring from the ground in an area approximately 300 feet long and 300 feet wide, forming a region that allows the creature to hide from its enemies and confuse them in a maze of distorted and reflected images. Arctic Chimeras are experts at taking advantage of this personal battlefield, so while inside it, they gain a situational bonus of +10 to Attack Ability, +40 to Dodge Ability, and +30 to Stealth and Hide Abilities. Additionally, it gains the ability to hide within its enemies' line of sight, applying only a –40 to the check thanks to its masterful use of the ice pillars. The pillars do not restrict the Arctic Chimera's ability to attack with its ice rays, because the rays pass through the pillars unhindered (so it can attack from a distance without exposing its true position). Creating pillars requires two turns of preparation, and triggering them requires a complete Active Action; the Arctic Chimera cannot perform other Active Actions that turn. Naturally, this ability only works in a sufficiently large patch of icy terrain, and the Arctic Chimera must wait a full day before activating this ability again.

Needle Storm: Producing an ultrasonic howl, the Arctic Chimera causes a chain reaction that destroys its ice pillars, raining shrapnel upon everyone in the area of the pillars. After the howling starts, all the pillars begin to resonate, vibrating more and more until after five turns their structure can take no more and they explode. Anyone within the area of the pillars or within 30 feet of them (including the Arctic Chimera, if it does not have time to escape) suffers an attack with a Final Attack of Inhuman (320).

Arctic Camouflage: An Arctic Chimera's Stealth and Hide Secondary Abilities are adapted for working in an area filled with snow or ice because of its fur. In any other environment, the beast has both abilities reduced by half.

Vulnerable: While not strictly an elemental, the Arctic Chimera suffers 50% more damage from attacks based on heat.

Valuable Fur

In the north of the Old Continent, Arctic Chimera skins are extremely valuable. Not only do they provide excellent protection against low temperatures (AT 4 Cold, without being treated as armor), but also the inhabitants of the Barren Icy Lands believe that anyone carrying one deserves respect, because it implies that somehow he has managed to kill one. Consequently, their prices reach exorbitant sums (which vary depending on the place and specimen), ranging between 500 and 3,000 gold crowns. Countless hunters have ended up as prey to the monstrosities they thought would make them rich.

Globe Frog

Amphibious Animal

Level: 1 **Category:** Natural 0
Life Points: 65
Class: Acrobatic Warrior
Str: 4 **Dex:** 6 **Agi:** 6 **Con:** 4 **Pow:** 5 **Int:** 3 **Wp:** 4 **Per:** 6
PhR 25 **MR** 30 **PsR** 25 **VR** 25 **DR** 25

Initiative: 60 Natural
Attack Ability: 60 Pincers, 60 Air Strike
Defense Ability: 30/60 Dodge
Damage: 25 Pincers (Cut), 40 Air Strike (Impact)
AT: None

Powers: Natural Weapons: Pincers, Inflation, Air Balloon (Natural Flight 6, *Conditional*), Air Strike (Range 80 feet, Impact 12, 5 Times/Hour, *1 Turn of Preparation*), Air Dodge

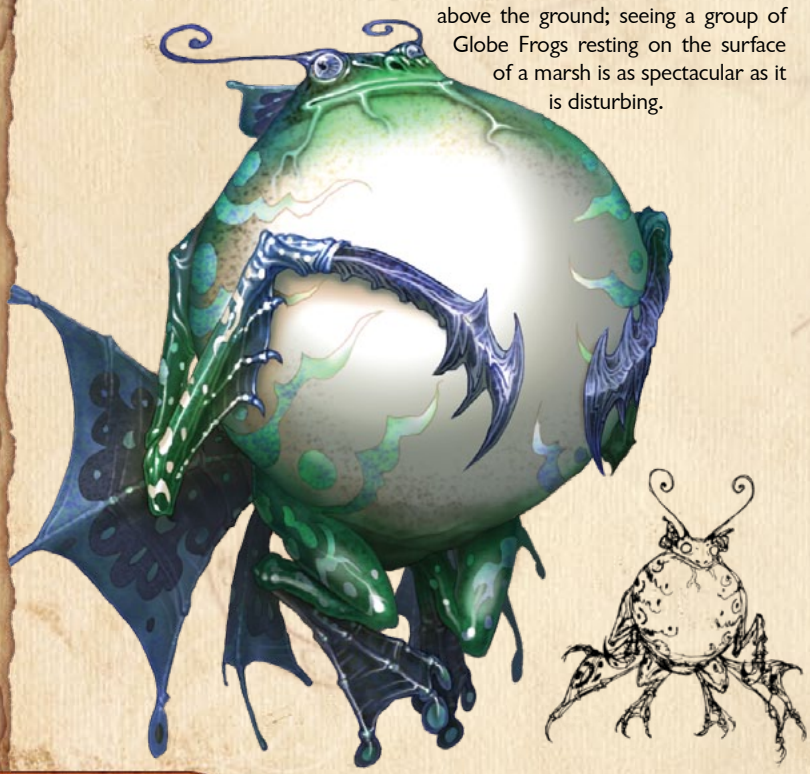
Size: 8 Small **Regeneration:** 1
Movement Value: 4/6 **Fatigue:** 4

Secondary Abilities: Swim 30, Jump 65, Hide 35, Notice 25, Search 20

Of all the natural animals living on Gaïa, the Globe Frog is probably the most bizarre. This unusual amphibian of the frog family is not only the largest of its kind (measuring between 12 and 18 inches long), but has become famous for its ability to fly.

As its name suggests, this animal can take large amounts of air into its mouth, swelling within a few seconds until it is quadruple its original size and has its characteristic oval shape. Then, its high internal temperature heats the held air, while its back expels various gases, allowing it to float like a real balloon.

Globe Frogs live all over Gaïa and can be found anywhere there is water. However, their preferred habitat is swamps, where they can be found in large quantities. Typically, they travel in pairs or groups of four or five, although sometimes there are tens or hundreds in one place. Interestingly, they often sleep in quiet places while floating a few feet above the ground; seeing a group of Globe Frogs resting on the surface of a marsh is as spectacular as it is disturbing.



Modus Operandi

Globe Frogs are not aggressive animals, but any sudden movement or loud noise may startle them into making an instant attack at whatever disturbed them. Someone moving very slowly and quietly will have no problem whatsoever with them. Someone moving noisily or quickly, however, runs the risk of being considered a threat and attacked by the amphibians en masse. Nonetheless, Globe Frogs always avoid very large beings (anything larger than a bear is extraordinary to them), as they feel awe for everything they cannot launch into the air with their attacks.

In battle, Globe Frogs always try to have partners, so that half use their Air Strike in a turn while the other half catch their breath so they can attack in the next turn. In fact, they only fight with their pincers as a last resort.

Inflation: To fly or to use its Air Strike, a Globe Frog must first take in a large amount of air. It must spend a full turn doing so, during which it may only take Passive Actions.

Air Balloon: When a frog has inhaled sufficient air, it can float as if it were a balloon. Thanks to imperceptible holes in its back, which expel carbon dioxide under pressure, and its webbed limbs, which serve as natural wings, it can direct its flight with the equivalent of Flight Value 6.

Illustrated by Wen Yu Li

Air Strike: Not only does inflation allow the frog to fly, it also allows the frog to make a special attack. The frog can release all the air inside itself from its mouth at once, blasting air with inordinate power. The strength of this attack is completely unexpected for something of its size; the attack blows large objects through the air and can cause serious physical harm to living people. In addition to suffering damage, anyone struck by Air Strike suffers a Strength 12 impact if less than 30 feet from the frog or Strength 10 if between 30 and 80 feet. Although the attack is made of air, the enormous pressure with which the air is shot makes it easy for anyone to see the attack (i.e., it does not require a Notice check to see its trajectory). Strangely, although the frog does move a bit, some unknown means allows the frog itself to not go shooting through the air when using its Air Strike attack. Using this ability is exhausting for the frog, so it cannot use the power more than five times an hour without losing consciousness.

Pincers: When not using Air Strike, the frog can jump on its victims and attack with its two large pincers, although it is unable to use them effectively when it is not inflated.

Air Dodge: While the body of a Globe Frog is not designed for dodging, when it floats through the air, its defensive abilities increase exponentially, as it feels the air movement in front of any attack and then lets itself be blown out of the way. While floating, a Globe Frog's Dodge Ability increases to 60.

Raziel Archetypum (Type-100)

Undead Nightmare

Level: 7 **Category:** Between Worlds, Undead (Construct) 20
Life Points: 300
Class: Weaponsmaster
Str: 12 **Dex:** 10 **Agi:** 6 **Con:** 12 **Pow:** 9 **Int:** 3 **Wp:** 6 **Per:** 8
PhR 100 **MR** 70 **PsR** 65 **VR** 100 **DR** 100

Initiative: 85 Natural, 35 Raxxor
Attack Ability: 210 Raxxor + 200 Claw
Defense Ability: 215 Raxxor, 215 Claw
Damage: Damage: 125 Raxxor (Cut/Impact), 80 Claw (Cut)
AT: Natural + Absodian Cut 10 Impact 10 Thrust 10 Heat 8 Electricity 8 Cold 4 Energy 4

Natural Abilities: Defense Against Projectiles Module (from the ***Game Master's Toolkit***)
Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Ambidextrous, Inhumanity, Natural Immunity to an Element (Half, Heat, Cold), Psychological Immunity, Unnatural Size
Powers: Raxxor, Natural Weapons: Claw, Physical Resistance +20, Absodian Plates (Damage Barrier 60, Physical Armor 4), Coffin Regeneraton (Regeneration 5, *Conditional*), Dead Eyes, *Heart (Vulnerable Point)*

Size: 22 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: *Climb 25*, Jump 45, Notice 60, Search 25, Feats of Strength 125

The Raziel are some of the most powerful necromantic weapons of Black Sun, being super soldiers and the definitive undead warriors. Of these, the Archetypum model is the cornerstone of Raziel production and the first big success of the organization's researchers. In many respects, these are the basis of all Raziel. The creation of these beings is the work of complex necromantic craftsmanship. First, Black Sun scientists construct a black steel exoskeleton and grow a nervous system inside it from a heart genetically cultivated with alchemy for this purpose. Soon, veins and muscles form while a team of scientists embeds flexible steel ligaments loaded with the residual energy of dead souls. This process might take more than a year. Then, before being fully functional, the creature is placed in a glass container filled with blood and amniotic fluid and left there for seven weeks to develop the rest of its body. When it finally wakes up, it is an undead warrior with strength, speed, and endurance like nothing ever seen before.

Physically, a Raziel Archetypum is a kind of necromantic knight without skin who is covered in eyes. It has armor embedded directly into its muscles and hides its deathly face behind a distinctive helmet. Its right arm often develops mutations, making it much larger and ending in a monstrous claw.

Unfortunately, mastering the use of these beings as weapons is extremely complex, as they have a limited intelligence and their behavior is, at heart, very aggressive. The research teams use special containers called coffins to house the Raziel Archetypum when they are inactive, but the possibility of losing control of them, leading to an indiscriminate killing spree at the wrong time, is high.

Illustrated by Wen Yu Li

Modus Operandi

Raziel Archetypum are engines of destruction that do not stop for anything. If someone gets in their way, they simply kill the person, for death is the only solution they know for any obstacle. They don't use plans or tactics because their power is so great that these things are unnecessary for them. Their only vulnerable point is their heart, and they may continue on even after being beheaded.

Raxxor: The Raxxor are the necromantic weapons used by the Raziel Archetypum. They usually take the form of large two-handed swords or bastard swords, but can sometimes be axes, picks, or large clubs. The statistics above are for a bastard sword, but this can be replaced by any other similar weapon without any problems. Each Raziel Archetypum has its own Raxxor, as the weapon is created simultaneously and forms an indissoluble part of its being. Any damage that one of these weapons deals, however small, automatically causes bleeding, and if it causes a Critical, the final result is increased by +30. A normal person touching or wielding this weapon must pass an MR 140 check every turn or suffer damage equivalent to the level of failure.

Absodian Plates: The body of a Raziel Archetypum is partially covered with layers of plates made of a supernatural metal called Absodian. More than mere armor, these parts bind perfectly to the unusual physiology of these undead. For all purposes, the plates act as Complete Armor of Quality +10, with the supernatural ability to increase the Raziel's Damage Barrier to 60. However, the the right side of the torso is not covered by this armor, so attacks directed at that area (–20 to Attack Ability) ignore the armor.

Claw: The right hand of a Raziel Archetypum is a huge claw covered in bones and tusks. It can use the claw as an additional hand weapon, allowing it to make an extra attack every turn that either causes damage as normal or allows the Raziel Archetypum to use the Trapping maneuver. If the claw is used to grab an enemy, the Raziel Archetypum usually pulls the foe up immediately and kills him with its Raxxor without giving him a chance to move.

Dead Eyes: Many of a Raziel Archetypum's body parts are covered with eyes that provide it additional lines of sight. Consequently, it has a viewing angle of 360 degrees and does not suffer penalties against attacks from its blind spots.

Natural Immunity to the Elements: The Raziel Archetypum is partially immune to the effects of heat and cold, so attacks based on these elements deal only half damage.

Coffin Regeneration: While a Raziel Archetypum is unable to regenerate damage by itself, when at rest in its coffin, its Regeneration increases to 5.

Heart: The vulnerable point of a Raziel Archetypum is its heart, hidden in the left side of its chest under the heavy layers of Absodian plates. It is the core of the creature, and any kind of damage to it, however slight, completely disables the creature. All attacks directed against the heart (–60 to Attack Ability) that produce a Critical (whether or not it has any further effect) immediately destroy the creature. Naturally, this weakness is a very well-kept secret among Black Sun scientists.

Combat Coffins

One of the more extreme of Black Sun's tactics is using the Raziels' coffins (both Archetypum and NK-X models) as projectiles. Whether from one of the three zeppelins in the organization or from their warships, the coffins are shot miles into the air from huge cannons to the area where the Raziel is to be activated. To the horror of those present, the container opens seconds after landing, releasing the undead knight to start its mission with frightening effectiveness.

Raziel NK-X Ver. 1.0 (Type-666)

Undead Nightmare

Level: 9 **Category:** Between Worlds, Undead (Construct) 25
Life Points: 355
Class: Weaponsmaster
Str: 13 **Dex:** 10 **Agi:** 6 **Con:** 13 **Pow:** 10 **Int:** 5 **Wp:** 8 **Per:** 8
PhR 115 **MR** 85 **PsR** 80 **VR** 115 **DR** 115

Initiative: 85 Natural, 25 Raxxor Zero
Attack Ability: 240 Raxxor Zero + 230 Claw
Defense Ability: 230 Raxxor Zero, 220 Claw
Damage: 180 Raxxor Zero (Cut/Impact), 85 Claw (Cut)
AT: Natural + Absodian Cut 10 Impact 10 Thrust 10 Heat 8 Electricity 4 Cold 8 Energy 4

Natural Abilities: Defense Against Projectiles Module (from the ***Game Master's Toolkit***)
Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Unnatural Size, Ambidextrous, Inhumanity, Natural Immunity to an Element (Half, Heat, Cold, Electricity), Psychological Immunity
Powers: Raxxor Zero, Natural Weapons: Claw, Physical Resistance +20, Absodian Plates (Damage Barrier 60, Physical Armor 4), Extrasensorial Vision, Coffin Regeneration (Regeneration 5, *Conditional*), Unstoppable, Impossible Stamina

Size: 24 Big **Regeneration:** 0
Movement Value: 4 **Fatigue:** Tireless

Secondary Abilities: Notice 120, Search 60, Feats of Strength 220, Climb 120, Jump 80

Black Sun's ultimate weapon, the Raziel NK-X (or Type-666) is the latest evolution of the Raziel Archetypum, an undead nightmare with an almost unlimited potential for destruction. Among organization researchers, there are even those who consider it the perfect creation of the *Book of the Dead*, one that could easily disrupt the balance of power on the Old Continent. Given the creature's power, this notion is plausible, since one of these aberrations can exterminate small towns or whole battalions of soldiers with equally casual ease. This model of Raziel appears slightly more human than its predecessors, but is even larger (usually about 10 feet in height) and is always encased in metal armor covered with veins and organic fragments. Although their faces are generally not fully visible, they have huge, cadaverous white faces and bright red eyes.

The creation of the NK-X is the culmination of all the necromantic science of Black Sun, but the organization has been unable to mass produce them. The cost in time and resources needed to create even one of them is so extreme that Black Sun has fewer than a dozen Type-666s. They are extremely intelligent compared to other experiments, understand several languages, and can articulate simple words.

As necromantic weapons, the Raziel NK-Xs follow the organization's orders. Their function is usually to safeguard major research centers or destroy those their masters select as targets. However, the control Black Sun has over them is, at best, tenuous. The creatures do not obey direct orders when they are active, and thus their controllers must program them while they lie dormant in huge metal containers called coffins to give them a few hours of direction. Each Raziel NK-X has a coffin and returns to it once it has completed its assigned tasks. If it is unable to do so, the NK-X massacres everyone in its path.

Illustrated by Wen Yu Li

Modus Operandi

Raziel NK-Xs usually do not require anything more than their natural destructive abilities to defeat their enemies, so they rarely need to use sophisticated tactics. Their incredible stamina, their sheer strength, and their supernatural powers are more than sufficient. Only if their opponents are extremely skilled do they bother Trapping their victims with their claw before destroying them with their Raxxor Zero.

Raxxor Zero: This is the name given to the terrifying weapons of the Raziel NK-X, huge necromantic monstrosities created on the same supernatural principles as their bearer. They usually take the form of swords made of metal, flesh, and bone nearly as broad as the NK-X's torso. Each Raziel NK-X is associated with one Raxxor, and it knows where the weapon is at every moment. In addition to the incredible amount of damage caused by the weapon, the weapon has the ability to take the life force of those killed by it and give that life force to the Raziel NK-X. Consequently, the NK-X recovers a number of Life Points equivalent to the Presence of those it kills with the weapon. A Raxxor Zero is equivalent to a Quality +10 weapon, but decreases the defender's AT against it by 3 points and provides a +20 bonus to any Critical level caused by it. A normal person touching or wielding this weapon must pass an MR 140 check each turn or suffer damage equivalent to the level of failure.

Trapping: Using its right hand as an additional weapon, the Raziel NK-X can execute a Trapping maneuver while still making an attack using Raxxor Zero.

Natural Immunity to the Elements: A Raziel NK-X is partially immune to the effects of natural elements, so attacks based on heat, cold, and electricity cause it only half damage.

Absodian Plates: Although the body of each Raziel NK-X is coated with and reinforced by synthetic metal fibers, Black Sun researchers also designed a huge suit of supernatural armor for it made of Absodian Plates. The armor itself is sized for a monster, since it has been specifically created to suit the NK-X's body. For all purposes, it acts as Complete Armor of Quality +10, with the supernatural ability to increase its wearer's Damage Barrier to 80.

Unstoppable: The Raziel NK-Xs have an incredible resilience against damage and impacts and can easily withstand almost any type of attack without being hindered. Therefore, before determining Initiative for a turn, a Raziel NK-X can declare that it will take a penalty of –80 to its Defense Ability and –20 to its Attack Ability in exchange for not losing its action even if it is forced onto the defensive (as if it were a creature with Damage Resistance).

Coffin Regeneration: While a Raziel NK-X is unable to regenerate damage by itself (except by killing living beings with its Raxxor Zero), when at rest in its coffin its Regeneration increases to 5.

Impossible Stamina: Even when its body is broken, a Raziel NK-X has the ability to keep fighting to exterminate all its enemies. Therefore, it lives until its Life Points are equal to or less than –130 (10 times its Constitution below 0 LP) and suffers –20 to All Actions when fighting with negative LP. When the alternative rules for Between Life and Death (from the ***Game Master's Toolkit***) are in use, the NK-X gets a +80 bonus to its Physical Resistance check to overcome death and reduces to one quarter the penalties for being in negative Life Points.

Modifications

There are many types of modifications to the Raziel NK-X, which have resulted in four additional models (Versions 1.1 to 1.4). It is possible that some NK-Xs could have more than one modification, but for now, Black Sun scientists have not been able to succeed in creating such a masterpiece.

1.1 Retractable Claw Fingers: The NK-X's right arm is equipped with a technomagical system that allows it to extend its sharp fingers at high speed. It can use this capability to kill distant enemies or to pull them into close range. This ability allows the NK-X to attack with its claws or make a Trapping attack with them at a range of up to 100 feet. If it successfully Traps the enemy, it may pull the victim (weight permitting) into melee distance in the next turn.

1.2 Spectral Form: Considered by many to be one of their most dangerous capabilities, this power lets some Raziel NK-Xs to momentarily take on a spectral shape, which gives them powers equivalent to the necromantic Spectral Form spell. Despite this, the NK-X can still interact with its environment as if it were physical, allowing it to grab and attack its opponents normally. While spectral, the NK-X is like a ghost, so it is also Partially Obscured to those who cannot see spirits. Everyone who cannot see spirits while confronting the NK-X must pass a Notice 120 check or suffer the penalty for Partial Blindness. This transformation is limited; the creature cannot remain spectral for more than a minute at a time, after which it cannot become spectral again until an hour has passed.

1.3 Dual Raxxor Zero: Models with this capability have their left arm replaced with a second Raxxor Zero attached to the limb. Therefore, instead of Trapping, they can make a second attack per turn with the second Raxxor, exactly like using an additional weapon.

1.4 Nova: The NK-X is equipped with a system that stores ambient necromantic energy in its limbs. This energy can be unleashed at will in two different ways:

- *The NK-X can launch powerful supernatural bolts using its Attack Ability. These use the Energy Attack Type and have a Base Damage of 100 and a range of 1,500 feet. These bolts can be used instead of the extra attack it can make with its claw. After using this ability, the NK-X requires a turn to recharge before using Nova again.*
- *The NK-X can trigger a destructive dome around itself. Anyone who is less than 50 feet from it immediately suffers an attack of the Energy Attack Type that uses the NK-X's Attack Ability and has a Base Damage of 100. To use this ability, the NK-X cannot make any other attacks that turn, and afterwards, Nova takes five turns to recharge.*

The Crossraikers

The top five members of the Delacroix family each have a personal NK-X at their disposal to serve as executioners and bodyguards. These models in particular, nicknamed Crossraikers, have been heavily modified and at first glance might be confused with humans wearing heavy black armor. They are, without a doubt, the most advanced and powerful Raziels in Black Sun's service.

Modified Raziel

Illustrated by Wen Yu Li

Bone Collector

Monstrous Aberration

Level: 7 **Category:** Between Worlds 20
Life Points: 400/50
Class: Weaponsmaster
Str: 13 **Dex:** 12 **Agi:** 6 **Con:** 11 **Pow:** 10 **Int:** 7 **Wp:** 8 **Per:** 8
PhR 75 **MR** 75 **PsR** 70 **VR** 75 **DR** 75

Initiative: 80 Natural, 70 Bone Scythe
Attack Ability: 220 Bone Scythe, 205 Claws
Defense Ability: 220 Bone Scythe, 205 Claws
Damage: 110 Bone Scythe (Cut), 85 Claws (Cut)
AT: Body of Bones Cut 3 Impact 3 Thrust 3 Heat 3 Electricity 3 Cold 3 Energy 3

Natural Abilities: Scythe Weapon Module
Essential Abilities: Superhuman Physical Characteristics, Physical Exemption, Inhumanity
Powers: Bone Scythe (Automatic Critical, Increased Critical +40), Natural Weapons: Claws, Damage Energy, Body of Bones (Physical Armor 3, Mystical Armor 3), Natural Flight 4, *Heart (Vulnerable Point)*, Bone Forging

Size: 24 Big **Regeneration:** Special
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Notice 50, Search 35, Feats of Strength 95, Withstand Pain 80, *Forging 180*

Nobody knows for sure the origin of the Bone Collectors, but these powerful monsters have been terrorizing Gaïa from the shadows since times immemorial. These huge demonic-looking creatures (their height ranges between 10 and 15 feet) have bodies made entirely of bones inscribed with elaborate runes. Despite being almost skeletons, parts of their arms and the putrefying wings on their backs have some tendons and muscles that facilitate and enhance their movements.

Bone Collectors get their name from their extreme obsession with mortals' bones. They are avid collectors who feel an unnatural obsession to obtain any part of a skeleton they fancy. Apparently, they can somehow perceive beauty in bones under layers and layers of living flesh and they delight in its forms and curves. Thus, they care very little whether the bones belong to a corpse or a living being; once they want a bone, they get it by whatever means necessary – even if it must be torn from its owner while he is still breathing. With these bones, they make all sorts of objects, from weapons to ornaments and decorations for their bodies, with amazing artistic ability.

Collectors have no preferred territories and do not operate in groups or interact with other beings more than necessary. Their homes are usually built underground in cemeteries or other sites related to the dead, because that gives them easy access to a great deal of material to work with. While they are intelligent and able to both understand and speak several languages, few Collectors actually bother to do so. Still, in the rare case that they accept a bargain, they usually keep their word if the payment involves bones that interest them. They sometimes have subordinates, including weaker supernatural creatures willing to serve, especially ghouls, although this is not at all typical.

Illustrated by Wen Yu Li

Modus Operandi

Despite their considerable strength, Bone Collectors fight with an apparent simplicity that does not detract at all from their extraordinary martial skill. With their supernatural scythes in their hands, they are incomparable masters of combat whose movements are so precise and fast that the human eye cannot even perceive the motion. They fight using advanced strategies, using many different maneuvers appropriate to the challenge their opponents pose. When their physical form is destroyed and their heart is exposed, they often go on the defensive in order to have time to recover.

Bone Scythe: Collectors typically carry a huge scythe made of collected bones, through which they channel their unholy powers. While in their hands, these powerful weapons are fed by the deaths of the bodies that compose them and gain the ability to destroy the bone structure of anyone they contact. Therefore, just brushing an opponent may fragment its skeleton in the impacted area, leading to dangerous internal damage that can easily cripple or kill. A Bone Scythe is considered a supernatural scythe of Quality +10 that causes an automatic Critical when it deals any damage, and any strike that causes a Critical adds +40 to the roll for effect. The powers of the scythe are directly linked to its wielder, so it loses its special capabilities to deal Criticals if used by anyone other than its Collector (although it is still Quality +10).

Claws: If, for whatever reason, a Collector is not able to use its Bone Scythe, it can use its claws in combat. Surprisingly, despite their size, Collectors are extremely skilled at carrying out directed attacks, so their claws use the rules for Precision weapons.

Natural Flight: With their broken wings, Collectors can move slowly through the air at Flight Value 4.

Heart: The bone structure of a Collector is merely a shell that hides its true self, and therefore, any damage its body suffers is insignificant. To permanently destroy one of these aberrations of bone, one must first reduce its Life Points to 0 or cause a Critical of 50 or greater in the upper chest area. At that moment, the Collector's chest opens to reveal its true form: a demonic heart that never stops pumping supernatural power to reassemble its body. When in this condition, the creature starts supernaturally gathering around itself all the broken bones in the vicinity, trying to completely repair its broken body. This process requires three whole turns (during which it can act normally), and at the end of the three turns, it instantly regains all its Life Points (i.e., the 400 that its body has). To destroy the Collector completely, it is necessary to attack the heart before the body reassembles (–20 to Attack Ability for a directed attack, but ignoring armor) and to cause at least 50 points of damage to it in total.

Straight to the Heart: Trying to attack the heart of a Collector while it still remains hidden inside its chest is extremely difficult, as it is protected by hard layers of bone and muscle. Therefore, a directed attack against it suffers a –120 to Attack Ability (although any damage dealt is deducted directly from the Life Points of the heart).

Bone Forging: Collectors specialize in crafting objects consisting solely of bones, so they receive a +40 bonus when making such items.

Bone weapon

Blood Rose

Blood Elemental

Level: 6 **Category:** Between Worlds 20
Life Points: 250
Class: Warrior
Str: 11 **Dex:** 13 **Agi:** 8 **Con:** 12 **Pow:** 10 **Int:** 8 **Wp:** 9 **Per:** 10
PhR 75 **MR** 70 **PsR** 65 **VR** 70 **DR** 70

Initiative: 95 Natural, (Variable) Blood Weapons
Attack Ability: 180 Blood Weapons
Defense Ability: 180 Blood Weapons
Damage: (Variable) Blood Weapons
AT: None

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, *Physical Need (Blood), Natural Vulnerability to an Element (Double Damage, Fire), Natural Vulnerability to an Element (Special, Cold)*
Powers: Natural Weapons: Blood Weapons, Blood Ammunition, Damage Energy, Sanguinius (PhR 120, Control, Death, *Conditional*), Mystical Movement (Mystical Flight 8, *Limited*), Body of Blood (Elemental Form, Metamorphosis)

Size: 23 Big **Regeneration:** 5
Movement Value: 8/8 **Fatigue:** 12

Secondary Abilities: Persuasion 25, *Disguise 80, Leadership 80,* Poisons 35, Notice 70, Search 20, Composure 25, *Style 100,* Withstand Pain 25

From destruction, beauty. From beauty, blood. These are the maxims that govern the existence of the Blood Roses or Red Queens, elemental aberrations that true to their name are made entirely of blood.

There is a supernatural virus that is believed to lie dormant within the bloodstream of some women. If at the instant the carrier dies, her blood is mixed with that of another living being, the Blood Rose's consciousness awakens, resulting in the birth of one of these creatures. No one knows for sure where this virus (called the Red Virus) came from. The most interesting theory is that the virus is somehow related to vampires.

Since Blood Roses are made only of fluid, their shapes change continually, taking on thousands of different shapes but always mixing beautiful floral elements with parts of a woman. They are naturally quite large (almost double the size of an adult bear), but can compress their fluids to reduce themselves to the dimensions of a human woman.

Blood Roses are highly intelligent creatures, capable of communicating in all the languages known by people they have fed on. They like to be loved and adored, so they usually surround themselves with servants who will flatter them and fulfill their desires. They are particularly attracted to beauty, especially their own. They like everything that they consider beautiful, but also hate anything that they think might be more beautiful than they are. If someone or something seems to be more attractive, they will destroy it without mercy. Their only known need, as well as their main weakness, is that, every so often, they must drink the blood of a beautiful virgin to keep their body healthy. Therefore, they must either kidnap an appropriate sacrifice or force their servants to bring them one if they wish to keep their powers.

They once ruled many small territories through terror and intimidation, as evidenced by their title of Red Queens. Now forced to hide, they hate that they cannot openly appear in society anymore or be publicly praised. For this reason, many have taken refuge in the Wake, others have joined Samael, and a few secretly rule sparsely developed areas.

Modus Operandi

A Blood Rose tends to avoid combat, often using supernatural subordinates to do her dirty work for her, but does not hesitate to use violence directly if necessary. If she is offended in any way or if she finds something appealing enough to believe that it might be more beautiful than she, she will seek to destroy the offending person or object completely.

Blood Weapons: The body of a Blood Rose can create extremely diverse and bizarre weapons, like tentacles, blades, or thorns. With the exception of complicated mechanisms, a Blood Rose can generate almost anything she can imagine and use it as a means of attack. Thus, she can mimic the existing profile of any weapon, but all weapons are usually of immense size and are considered Enormous (i.e., with a 50% increase to Base Damage). Interestingly, these weapons may bear little resemblance to the originals in appearance; a two-handed sword equivalent can be a huge wing with a vast thorn protruding from it. The Blood Rose must decide what kind of weapon she wants to use each turn before Initiative is determined.

Blood Ammunition: Since the weapons a Blood Rose creates are formed from her own body, if she uses a projectile weapon, she loses 10 Life Points for every attack she makes with it.

Sanguinius: A Blood Rose is able to infect the blood of her enemies by injecting her own blood into them. To do so, she must first either be in contact with an open wound for an entire turn or make an attack that does at least 50 points of damage in one blow. At that time, the Blood Rose may choose to sacrifice 20 of her own Life Points (representing the blood that she injects into her opponent's body) to force the victim to pass a PhR 120 check or fall under her absolute control; from that time on, he is little more than a simple slave to the elemental.

Once a Blood Rose gains control of a person through Sanguinius, she can not only use him like a puppet, but can also try to make him explode, killing him instantly. If she attempts this act, the victim is entitled to a new check against PhR 120. If the victim fails the check, he dies, but if he passes, he eliminates the infection in his blood that gives the Blood Rose control over him. A person can also get rid of the effects of Sanguinius if he receives a blood transfusion or if the Blood Rose controlling him dies.

Mystical Movement: A Blood Rose can supernaturally fly at Flight Value 8, but is unable to rise more than 10 feet above the ground.

Body of Blood: A Blood Rose has no definite physical form; she changes appearance continuously. Her body is formed of animated blood that hardens and liquefies as she wishes, and she is able to slip through cracks and holes that liquids can pass through. In addition, all conventional weapons that use the Cut or Thrust Attack Type are unable to damage her, passing through her as if she were water and doing no harm. Weapons using the Impact Attack Type can affect her, but only deal half damage. All attacks that use the Energy Attack Type can hurt her as normal.

Elemental Vulnerability: Damage dealt by attacks based on the Heat Attack Type is doubled, since the Blood Rose's body of blood boils and evaporates easily. If she is struck by an attack of the Cold Attack Type, the difficulty of the check to avoid the All Action Penalty increases by 20 points because of the ease with which her liquid body freezes.

Physical Need (Blood): Blood Roses need to replenish the blood in their bodies by absorbing the blood of virgins from time to time (depending on the elemental's age, the frequency can vary between one month and one year). If a Blood Rose does not, her body will decay until she dies.

Illustrated by Wen Yu Li

Rudraskha

Storm Aeon

Level: 15 **Category:** Between Worlds, Elemental 40
Life Points: 10,500 Damage Resistance
Class: Warlock
Str: 20 **Dex:** 10 **Agi:** 7 **Con:** 18 **Pow:** 18 **Int:** 15 **Wp:** 16 **Per:** 13
PhR 140 **MR** 160 **PsR** 155 **VR** 140 **DR** 140

Initiative: 95 Natural
Attack Ability: 300 Storm Claws, 300 Electric Torrent, 270 Tail, 300 Storm Bringer (from 1–10 Attacks), 320 Exodus Void Nova
Defense Ability: Damage Resistance
Damage: 200 Storm Claws (Cut/Electricity), 150 Electric Torrent (Electricity), 140 Tail (Impact/Electricity), 100 Storm Bringer (Electricity), Exodus Void Nova 300 (Electricity)
AT: Natural 10

MA: 180
Zeon: 1,800
Magic Projection: 270 Offensive
Level of Magic: 90 Air

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Divine Physical Characteristics, Divine Spiritual Characteristics, Improved Innate Magic, Gestureless Casting, Unspoken Casting, Physical Exemption, Critical Immunity, Zen
Powers: Natural Weapons: Storm Claws (Armor Modifier –4, Increased Damage +20) and Electric Torrent (Elemental Attack), Exodus Void Nova (Range 6 miles, 1.5 mile Area, 300 Base Damage, Maintained 2 Turns, *10 Turns of Preparation*), Storm Bringer, Damage Energy, Static Electricity, Natural Flight 12, Wing Beat, Spiritual Resistance (Immune to Physical Attacks with Presence Less than 120, Immune to Magic with Zeonic Value Less than 100, Immune to Psychic Matrices with Potential Less than Absurd), Magic Resistance +20, Psychic Resistance +20, Transformation States, Electrical Affinity

Size: 38 Colossal **Regeneration:** 11
Movement Value: 10/12 **Fatigue:** 18

Secondary Abilities: Persuasion 95, Notice 80, Search 30, Science 35, History 95, Memorize 95, Navigation 35, Occult 125, Magic Appraisal 280

If the gods flew through the skies of Gaïa, they would seem like Rudraskha – the Great Aeon – the embodiment of the concept of storms, created from the fundamental idea of the power unleashed by storms. It is a single entity, venerated in terror since the first lightning bolts lit up the night sky.

Rudraskha is one of the largest known Aeons, so some scholars have chosen to call it the King of the Aeons. While its kingship is quite unlikely, because these entities lack anything remotely resembling an organization, the truth is that Rudraskha's power is so great that it could just be possible.

The Lord of Storms is similar to a titanic metal dragon several miles in length. It has four colossal wings, so large that if spread they could block the sun over an entire city. Moreover, its whole body is covered with ornamental spirals and rings that give it a majestic and almost divine appearance. Wherever it manifests, it is surrounded by storms and its body is continuously followed by electrical discharges.

Illustrated by Wen Yu Li

As a being created from concepts, Rudraskha has always resided in the outer circle of the flow of souls, and only rarely has he needed to appear in Gaïa. However, during the Great War, one faction of Devahs devised a system to attract and control its actions with the intention of using it to lead their forces. Thus, they conceived of a huge metal facility called Rudra Sampradaya, or the Temple of Storms, the largest known summoning circle, which was built on an intersection of ley lines in order to maintain a continuous flow of energy. So the Aeon was bound to the world, even after the colossal conflict of the Devahs came to an end.

Rudraskha is as unpredictable as a storm. Usually it is calm and serene, but sometimes it loses control and devastates the world at will – only to calm down shortly thereafter. It does not speak any language, but in the very unlikely event that it wants to say something, it communicates directly with the minds of its interlocutors, projecting ideas and concepts that they then interpret as words.

Rudraskha is also considered one of the Sleepers, a group of creatures of power so enormous that their appearance in the world could be a catastrophe of unimaginable proportions, or even the end of human civilization. At the moment the Aeon still rests, deeply asleep within the Temple of Storms in Baho although its consciousness is able to feel vaguely what is around it. If someone manages to get to Rudraskha and somehow prove his worth, the Aeon can make a pact that allows its power to be used as an Invocation.

Modus Operandi

For all purposes, trying to fight Rudraskha is equivalent to challenging a god. The Lord of Storms can destroy armies and cities with the ease and indifference of a child trampling ants. Not for nothing is it said to have destroyed whole kingdoms.

As an Aeon, Rudraskha uses a rigid combat system, which passes through different stages as its power is unleashed. Because of its almost divine nature, it has no vulnerable points.

Storm Claws: Rudraskha mainly attacks with its claws, which decrease the defender's AT by 4 against them and, because of their size, strike an area 150 feet in diameter.

Electric Torrent: Instead of using physical attacks, Rudraskha may choose to unleash a huge electrical explosion charged with its spiritual energy. This is equivalent to its melee attacks, but has a range of one mile and affects a radius of 150 feet around the point it designates as the epicenter.

Static Electricity: Anyone who approaches within 30 feet of any part of the Aeon while it is in combat (or merely in a state of irritation) must pass a PhR 100 check at the beginning of each turn or lose Life Points equivalent to the level of failure due to static electricity.

Storm Bringer: The very presence of Rudraskha causes heavy storms wherever it goes, and the Aeon can control the storms, unleashing lightning bolts on chosen areas. To use this ability as an attack, each turn it can launch 1d10 lightning bolts at targets that are no more than one mile from its position. Each Medium or Big target may only be targeted by a single bolt, while Enormous and Giant enemies may be targeted by three and five, respectively. Naturally, to make this attack, the targets must be in a place where they can be reached by lightning. It is important to note that, despite being controlled by the Aeon's will, the bolts are still completely natural and, consequently, are incapable of damaging energy or hurting immaterial beings.

Wing Beat: By beating its four wings at full force, Rudraskha can cause a typhoon that crumbles everything within a 1,500 foot radius. Anyone who is within the area suffers an automatic attack with a Final Attack result of Impossible (280) that causes a Strength 12 impact. Also, any structure with a Damage Barrier less than 60 is overwhelmed by the force of the air and is destroyed.

Tail Sweep: Rudraskha can use its tail in a sweep that destroys everything in an area of 500 feet. When using a Tail Sweep, it is unable to attack physically in other ways or use Electric Torrent in the same turn, although it can cast spells normally.

Exodus Void Nova: Undoubtedly, this is the largest of Rudraskha's attacks. Its destructive power is so great that it is possible that no other Aeon or Great Beast can come close to matching it. When using this attack, Rudraskha spreads its wings, and after staying completely still, its essence creates a vortex of souls. Then, with energy drawn from the souls, it discharges a giant beam of electricity and souls from its mouth. Exodus Void Nova is a supernatural blast with a maximum range of six miles and radius of one mile. After the initial strike, the unstoppable beam is fixed in place during the two following turns, so anyone within the affected area must again defend against Exodus Void Nova. In each of these successive turns, the attack area also doubles, creating a growing explosion with the unleashed power. Unless Rudraskha enters its Last Stage (see "Last Stage: Armageddon"), using this attack requires 10 turns of preparation, during which the Aeon cannot perform any other action. Naturally, during the two turns in which the beam remains active, Rudraskha cannot do anything else. After using this power, Rudraskha needs to wait at least one day before re-using it, even if it enters its Last Stage.

Spiritual Resistance: The Aeon is a creature whose spiritual power is so great that most attacks or supernatural effects are useless against it; weapons cannot touch it, it ignores magic, and psychic matrices melt before reaching it. Rudraskha is therefore immune to any physical attack whose Presence is not greater than 120 and ignores spells with a Zeonic value no greater than 100 and Psychic Powers with a potential less than Absurd.

Critical Immunity: As an Aeon, Rudraskha is completely immune to Critical damage, except from entities with a higher Gnosis than it.

Transformation States: Rudraskha has different battle patterns depending on the amount of damage it has suffered. As with any Aeon, the more damage its physical body takes, the closer it comes to the flow of souls and, consequently, the more its powers increase. Once it suffers enough damage to move to its next stage, it cannot do anything until the next turn. However, until the next turn, it is also completely invulnerable and ignores any kind of Resistance check. Each stage has a preset number of Life Points, and while Rudraskha is in a stage, it cannot suffer more damage than the Life Points of that stage. For example, if during a turn in Rudraskha's First Stage it suffers 4,600 Life Points of damage, it ignores 600 of them and goes on to the Second Stage. This ability prevents Rudraskha from being destroyed directly by spells or attacks causing automatic death; in any such case, Rudraskha would simply pass to the next stage. Beings with a higher Gnosis than Rudraskha can ignore this rule.

Electrical Affinity: Because of Rudraskha's natural affinity with electricity, all its spells that produce electrical effects are cast with three free additional levels of Added Effects.

First Stage: The Lord of Storms

At the beginning of a fight, the Aeon mostly uses physical and magical attacks, especially Storm Claws and Electric Torrent. If it finds itself fighting against hordes of enemies, it also has at its disposal its tail or the wing beats.

Passing Attack: Rudraskha moves continuously through the air while fighting, swooping down to attack its targets. If its opponents try to fight it from the ground, they may only attack it physically during one out of every three turns (and vice versa). The rest of the time, it is considered to be in the air maneuvering for another pass. Naturally, long-range attacks and spells can be used continuously, both by the Aeon and its enemies. Individuals able to fly or able to reach Rudraskha in some unnatural way (for example, by possessing Inhuman Agility) can ignore these rules and fight it normally.

Fighting on the Aeon: Given the size of Rudraskha, it is possible for opponents to stand on top of Rudraskha to fight it. In this case, the Passing Attack rules do not apply to those opponents. However, because this involves being in constant physical contact with the Aeon, the difficulty of the Static Electricity Physical Resistance check is increased to 120. In addition, the Aeon's quick movements require anyone fighting on it to pass an Agility check every two turns (applying a –4 penalty to the Characteristic) or pass an Absurd Acrobatics check every two turns to avoid falling off. Rudraskha cannot attack creatures on it with its tail or Storm Claws, but it can cast spells, use lightning bolts, and use Electric Torrent.

Second Stage: **Living Storm**

After losing 4,000 Life Points, Rudraskha is surrounded by storm clouds, leaving only small portions of its body visible as well as the gem on its forehead. During this stage, it only attacks with spells and lightning bolt attacks generated by Storm Bringer.

One with the Storm: During this stage, the electric discharges generated by Storm Bringer double their Base Damage and are capable of damaging energy.

Third Stage: **The Beast**

After losing 6,000 of its Life Points (i.e., when 4,500 remain), Rudraskha openly manifests again, and the battle resumes in the same way as during the first stage, although the storm clouds that surround it are now stronger than ever. At this stage, using Storm Bringer is now an innate action, so the Aeon can use it and physically attack (or use Electric Torrent) every turn without suffering any penalties to its abilities.

Last Stage: **Armageddon**

After losing 10,000 of its Life Points (i.e., when only 500 remain), Rudraskha's essence is on the verge of destruction, but simultaneously its power reaches its peak. At that time, it wraps itself in a special dimension generated in its own soul, while preparing to unleash Exodus Void Nova. Although clearly visible, the Aeon is unreachable, and therefore immune to any attacks or supernatural abilities. After five turns of preparation, at the beginning of the sixth turn, the Aeon triggers Exodus Void Nova without leaving its dimension.

Four Prisms: Upon entering Armageddon, four crystalline shapes appear around Rudraskha that generate the dimension it is hidden in. If all of them are destroyed, it is no longer protected by its dimensional shield and reappears in the physical world, again vulnerable to attacks. Each of the prisms, which are 1,500 feet apart, is considered a creature with 1,000 Life Points and Damage Resistance. They are immune to Criticals, and if supernatural effects are used on them, they have 120 Magic Resistance and 120 Psychic Resistance. The prisms attack using bolts generated by the Storm Bringer ability at the Aeon's Attack Ability.

Illustrated by Wen Yu Li

The Awakening of the Final Weapon

The truth is that nobody has even a remote idea of how to use the system that the Devah created to attract and control Rudraskha, nor do they even have sufficient power to try. However, Jigoku no Kami, one of the more radical Fallen Angels of Samael, has spent decades driving the Dhanyata family, one of the few strains of Devah still alive, to discover the most appropriate method to release the creature and plunge the world into ruin.

Rudraskha Pacts

If anyone makes a pact with Rudraskha, the following abilities become available.

Void Nova

Difficulty: 280 **Cost:** 450
Attack Ability: 250 **Defense Ability:** N/A
Action: Active

Effect: Void Nova is a supernatural blast that attacks using the Electricity Attack Type. On impact, it creates an explosion with a radius of 150 feet and a Base Damage of 120 centered on the caster. This attack can damage energy. Depending on the Summon check result, Void Nova repeats at the beginning of following turns (before anybody takes an action), representing the energy beam striking the area continuously. The additional attacks affect the exact same area as the first, even if the caster or original targets have moved away. The caster does not suffer damage from this attack.

Duration: 1 additional turn of attack for every 20 points that the caster surpassed the Difficulty.

Usual Appearance: When invoked, Rudraskha manifests above the combatants, although it is smaller than the true Aeon. Apart from that, the attack resembles the Lord of Storms' own Exodus Void Nova.

Exodus Void Nova

Difficulty: 380 **Cost:** 800
Attack Ability: 320 **Defense Ability:** N/A
Action: Active

Effect: Exodus Void Nova is a supernatural blast that attacks using the Electricity Attack Type. On impact, it creates a huge explosion with radius of 600 feet and a Base Damage of 220 centered on the caster. This attack can damage energy. Depending on the Summon check result, Exodus Void Nova repeats at the beginning of the following turns (before anybody takes an action), representing the energy beam striking the area continuously. The additional attacks affect the exact same area as the first, even if the caster or original targets have moved away. The caster does not suffer damage from this attack and, while the beam remains active, is also immune to the effects of electricity.

Duration: 1 additional turn of attack for every 20 points that the caster surpassed the Difficulty.

Usual Appearance: Same as Void Nova, except that Rudraskha is manifested in all its immense size and shoots virtually from the edge of the stratosphere.

Fiery Salamander

Lesser Elemental

Level: 0 **Category:** Between Worlds, Elemental 10
Life Points: 580 Damage Resistance
Class: Warrior
Str: 6 **Dex**: 8 **Agi:** 6 **Con:** 5 **Pow:** 5 **Int:** 3 **Wp:** 4 **Per:** 5
PhR 20 **MR** 20 **PsR** 15 **VR** 20 **DR** 20

Initiative: 55 Natural
Attack Ability: 60 Bite
Defense Ability: Damage Resistance
Damage: Bite 50 (Thrust), 40 Backdraft (Heat)
AT: Natural + Scales Cut 4 Impact 4 Thrust 4 Heat 4 Electricity 4 Cold 4 Energy 3

Essential Abilities: Unnatural Growth, Inhumanity, Natural Immunity to an Element (Full, Fire), *Natural Vulnerability to an Element (Double Damage, Cold, Water)*
Powers: Natural Weapons: Bite (Increased Damage +10), Flares (Range 80 feet, Base Damage 40, Area 3 feet, 3 Times/Combat, Elemental Attack), Scales (Physical Armor 2)

Size: 11 Medium **Regeneration:** 1
Movement Value: 6 **Fatigue:** 6

Secondary Abilities: Track 15, Notice 20, Search 10

The Salamanders are the most basic of all fire elementals, lesser flame spirits born randomly when large amounts of magic mixes with any fire or campfire. At first sight, they are just big lizards with red skin whose tail ends in a big ball of crackling flames. They typically measure a little more than three feet from head to toe, but can reach up to triple that size.

Their intelligence is rather limited (similar to that of a simple animal), and they can sometimes be quite silly. They become disoriented easily and forget how to get back to where they came from, something that causes many problems for them and for those they encounter while wandering aimlessly.

They have the habit of meeting in large groups in particularly hot places. Their preferred habitat is volcanic lava-filled areas, where there can sometimes be more than a dozen resting under the burning magma. They instinctively obey any more powerful fire elemental, so they are commonly seen serving an Efreet.

Despite being lesser spirits, Salamanders have a great ability to evolve, and before long, they become intermediate elementals. In a sense, they can be thought of as the larval form of greater igneous creatures.

Modus Operandi

Salamanders tend to be cowardly beings, but since their way of responding to fear and danger is to frantically attack everything that moves, they can be very dangerous. Typically, they start all their fights by throwing flares from their tails as they run at their opponents while making threatening cries. In fact, they only hope that their enemies flee, but after they have reached their enemies and made the decision to bite, it usually ends up being too late to retreat.

Flares: Using its tail, a Salamander can create and throw small balls of fire that explode when they strike a target. This attack has a maximum distance of 80 feet, and when a flare hits, it ignites a blaze that covers a three foot radius. Due to the effort it takes to produce these balls, a Salamander can only launch three before having to rest for a few hours.

Unnatural Growth: Fiery Salamanders grow and gain in strength as they gain power. Sometimes they may reach up to ten times their original size. Therefore, every time they gain a level, they get a special bonus of +1 to Strength and Constitution in addition to the bonuses that all creatures get when they level up. These special evolution bonuses stop once the Salamander reaches level 5.

Immunity to Fire: Natural fire causes no harm to Salamanders. In fact, they are even able to walk in lava without suffering any injury. However, supernatural fire (even if it is not capable of damaging energy) deals normal damage to them.

Vulnerability to Cold and Water: Fire is the lifeblood of Salamanders, which makes them unable to survive in icy climates or while submerged underwater. If their tail flame is extinguished, they will die. As a result, not only do attacks based on cold or water produce double damage, but if Salamanders come into contact with something that could put out their fire, they must pass a PhR 140 check or suffer damage equal to twice the level of failure.

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Dementia, Lord of Nightmares

The Bearer of Madness

Level: 8 **Category:** Spirit 30/40
Life Points: 215
Class: Mentalist
Str: 5 **Dex:** 5 **Agi:** 5 **Con:** – **Pow:** 13 **Int:** 13 **Wp:** 13 **Per:** 13
PhR 90 **MR** 90 **PsR** 90 **VR** 90 **DR** 90

Initiative: 80 Natural
Attack Ability: None
Defense Ability: None
Damage: None
AT: None

Essential Abilities: Superhuman Spiritual Characteristics, Physical Exemption, *Atrophied Limbs*
Powers: Spiritual Disturbance, Mystical Flight 6, Invisible to the Eyes of Man (Spiritual Invisibility, *Conditional*), Aura of Dementia (Variable Aura, Variable Psychic Resistance, Madness, Additional Condition), Change Place, Shadows, Sickles of Madness, Lord of Fools, Brand of Madness, Wisdom of Fools, Lord of Nightmares

Size: 12 Medium **Regeneration:** 1
Movement Value: 0 **Fatigue:** Tireless

Secondary Abilities: None *(Special)*

Dementia is the strange Lord of Nightmares who rules over madness and is a mysterious, monstrous, and completely unpredictable spirit.

It is believed that he was originally a renowned psychologist who somehow came into perfect synchronization with the concept of dementia (although some people think he was never a mortal to begin with). While he lacks the combat abilities of other Lords of Nightmares, his powers are terrifying, and unlike his peers, Dementia manifests in the real world regularly. When seen, he takes on the appearance of a sickly angel, with wings of bone, tied with chains and bands simulating a straitjacket. He also always hangs upside down, so as to be a gross parody of all rules of logic.

His personality is determined by the insanity which sustains him. Thus, he is completely crazy and does not communicate with anyone, except crazy people and psychopaths. He has no interest in increasing his power or competing with his peers; spreading insanity across the world is all that makes him happy.

Dementia currently lacks a sphere of influence in the Wake. In fact, he moves continuously from one feeding place to another, seeking out madness. When he has gained sufficient strength to open a breach into the real world, he manifests in Gaïa. His appearances are thus quite unpredictable, though he is attracted to the most extreme places, either those where madness is very high (such as mental hospitals or psychiatric institutions) or those where everything is extremely peaceful.

Modus Operandi

Dementia always follows the same pattern of action. He usually chooses a large building as a temporary residence, appearing in the attic or basement, and begins to extend his presence throughout the building, slowly dragging its inhabitants into madness. Sometimes this process will take a week to complete, and meanwhile people will have nightmares and strange visions foreshadowing their sad fates.

When someone finally loses his mind, Dementia manipulates his emotions to extend, if possible, the feeling of disquiet to others. If necessary, he may even create shadows in other nearby buildings or in different sites to accelerate the process.

Finally, in what he calls the night of madness, Dementia pushes everyone he has driven crazy to kill each other or commit suicide, ushering in an orgy of madness and blood. Of course, anyone who is still sane is the first victim of the psychopaths. Only on rare occasions are there survivors, and those are inevitably people driven mad for life who wander the world as serial killers. Since people usually cannot see him, the Lord of Nightmares does not feel the need to protect himself, but if someone is looking into what is going on, he pushes some madmen to murder the investigator. If he considers there to be some danger, he uses Sickles of Madness to give supernatural powers to some of the most dangerous madmen. He uses those madmen to remove possible nuisances and protect himself from unexpected setbacks, such as being found by someone able to see him.

Spiritual Disturbance: Dementia exists between reality and the Wake, untouchable as a shadow flickering between both worlds. This unusual ability allows him to be virtually immune to any conventional type of attack; although he stays still, weapons, spells, and powers are simply unable to reach him. In game terms, Dementia does not defend himself normally (i.e., he never tries to block or dodge attacks), but anyone who makes an offensive action against him has to automatically subtract 250 points from their Final Attack. This penalty is not altered negatively or positively by circumstances, regardless of whether he is attacked with multiple attacks, hit by surprise, or anything similar. Beings with Gnosis 35 or higher ignore this ability.

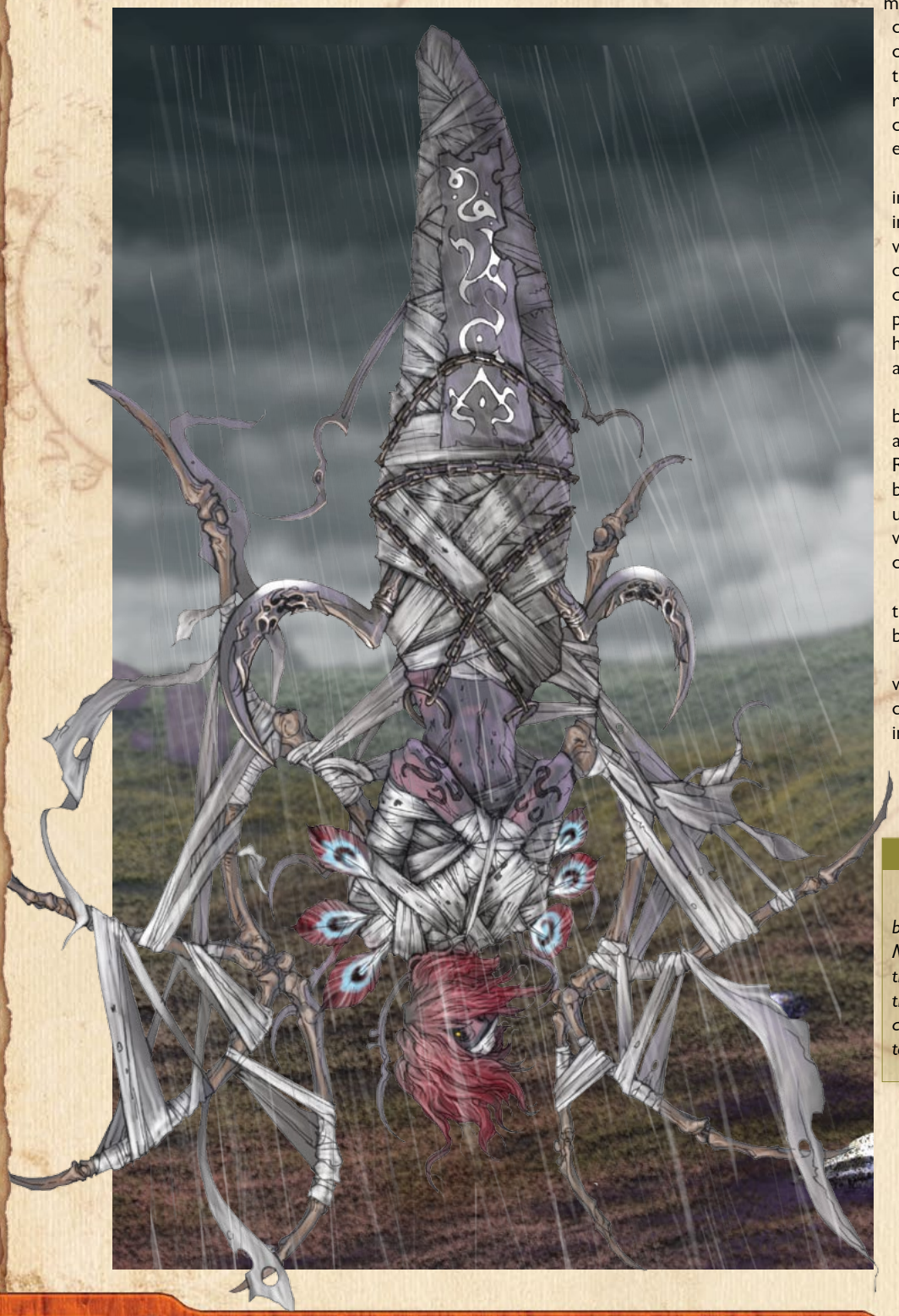
Change Place: The real Dementia never moves by normal means away from the first place he manifests, but if he needs to relocate, he creates a loop in space and jumps to a place within 500 feet of himself. To do this, there must be a person affected by Dementia's madness near the location he wants to jump to. In all ways, this movement acts as a teleport, although he can pass through supernaturally protected areas. Only the most powerful barriers are able to stop this teleport. The teleport takes a full turn, and once declared, does not take place until the turn is completely finished. In the Wake, this power has no limit as to how far Dementia can move; he is able to go freely wherever he feels a great deal of madness.

Aura of Dementia: Once Dementia has manifested, he begins to extend his presence, expanding gradually like an evil shadow that eats people's sanity. The time it takes to complete this process is very random; sometimes it requires no more than a few minutes to break someone's mind and other times it takes days on end. Interestingly, the aura does not have a specific range in space. Its limits are always set by the extent of a building or complex; it might affect a hospital, a walled village, or an underground tunnel network equally. Anyone inside must pass a PsR 80 check every 10 minutes, whose difficulty increases by 5 points (to a maximum of PsR 140) every time it is passed. When an individual fails the check, he begins to be affected by Dementia's madness; he starts to have visions and hear strange voices, and his perception of reality alters until he enters a state of compulsive psychosis. This state continues until he fails the Psychic Resistance check by more than 60 points, in which case he sinks completely into the most absolute madness for the rest of his days.

Shadows: After appearing in the material world, Dementia can project multiple images of himself to different places no more than a mile away from him. Each of these shadows has the same powers as the original, but the difficulty of the Aura of Dementia Psychic Resistance checks are 20 points lower and the shadows are destroyed when they suffer 1 LP of damage. The maximum number of images that the creature can generate at a time can never exceed three.

Invisible to the Eyes of Man: Dementia is invisible to normal sight, and only those who can see spirits have the ability to perceive him (if they pass a MR 120 check). However, anyone who is in a state of near madness can see him, more or less clearly depending on the degree of insanity.

Sickles of Madness: Although during his manifestations Dementia does not have any abilities that enable him to attack directly, he has two strange artifacts that in the absence of a better term have been called the Sickles of Madness. These are two blades attached to the chains that wrap Dementia that can move freely within the range of his Aura of Dementia. No one knows whether they are independent objects or parts of his body (or little more than representations of his power). Either way, the Bearer of Madness can use them to connect to any person who is in deep psychosis (more exactly, he may stick them into the person's neck), altering the person's body and giving the person both superhuman powers and a monstrous appearance. Each person changes differently depending on the origin and nature of his madness, but his powers and abilities always depend on his innate darkness. The Sickles of Madness also benefit from the Invisible to the Eyes of Man and Spiritual Disturbance rules in case someone wants to attack the chains joining the madman with Dementia to end the transformation.



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Lord of Fools: Dementia can subtly influence the views and feelings of the insane, making them see and hear what he wishes. Normally, he simply explores their darkest memories to drive them further down the spiral of dementia, but he may also push them to psychotically attack those who have not been affected by the madness and are being an impediment to his plans.

Brand of Madness: A person affected by an extreme degree of madness (such as someone who has failed the Psychic Resistance check against Aura of Dementia by more than 60 points) is completely unable to harm Dementia in any way. Those who are only partially mad cause only half damage.

Wisdom of Fools: Dementia can use the value of any Secondary Ability possessed by an insane person in his area of influence.

Lord of Nightmares: In the Wake, within an area that is mostly dominated by darkness and madness, Dementia's Gnosis is increased to 40 (and he gains all the powers this grants). Additionally, there he cannot be destroyed by any entity with lower Gnosis than he has.

Relationship with the First Chaos

Apparently there is a direct relationship between Dementia and the enigmatic 17th Messenger, the First Chaos, but no one knows the nature of their agreement. It is speculated that the purpose of the Bearer of Madness could be to destroy the sanity of enough people to allow the First Chaos to materialize.

Seraphim Potestas

Divine Fury

Level: 12 **Category:** Between Worlds, Elemental 35
Life Points: 450 (200/200/50)
Class: Weaponsmaster
Str: 12 **Dex:** 15 **Agi:** 12 **Con:** 14 **Pow:** 13 **Int:** 10 **Wp:** 10 **Per:** 9
PhR 110 **MR** 110 **PsR** 100 **VR** 110 **DR** 110

Initiative: 150 Natural, 115 Sacta Ensis
Attack Ability: 290 Sacta Ensis, 320 Diffrengo Divas
Defense Ability: 290 Sacta Ensis
Damage: 120 Sacta Ensis (Cut), 200 Diffrengo Divas (Energy)
AT: Star Metal Cut 6 Impact 6 Thrust 6 Heat 6 Electricity 6 Cold 6 Energy 6

Natural Abilities: Area Attack Module (Special), Second Weapon: Defensive Style Module
Essential Abilities: Divine Physical Characteristics, Supernatural Spiritual Characteristics, Unnatural Size, Zen, Physical Exemption, Immune to Pain, *Atrophied Limbs*
Powers: Sacta Ensis, Damage Energy, Critical Immunity, Star Metal (Physical Armor 6, Mystical Armor 6, *Regeneration 0*), Mystical Flight 8, Circlum Ensis, Liberate Me, Diffrengo Divas (Range 1,500 feet, Damage 200, Area 300 feet, Armor Modifier –5, *Conditional*), Transformation States, Absolute Defense, Final Explosion, See the Supernatural

Size: 24 Big **Regeneration:** 0
Movement Value: 6/8 **Fatigue:** Tireless

Secondary Abilities: *Style 200,* Leadership 50, *Notice 200*

There are things that even the very darkness fears. The Seraphim Potestas, the highest known hierarchy of light elementals, is one of them. They are the pure power of light embodied in metal. Their bodies are masterpieces of ancient technomagical crafts, animated by a fragment of divine power. They are Gnosis in its natural state contained in a terrestrial form.

There are references to appearances by these entities in almost all Gaïan cultures, and each culture has its own theory about them. As a rule, they are thought to be divine executioners, ancient weapons created by the gods to stop the darkness wherever necessary. The most widespread myth is that they are creations of the Beryl Azrael, the Queen of Swords, who tried to build them to be her personal knights, but they have also been linked to many other origin stories. Regardless, the Seraphim are independent of all the forces of creation. They do not obey any order (or any plea).

The body of a Seraphim is a conical mass of shiny metal, adorned with wings and a beautiful angelic face. A Seraphim normally floats a few feet above the ground, surrounded by a dozen swords hovering about as if they were the Seraphim's only limbs. These weapons are the Seraphim's primary means of attack and defense, and they circle in a continuous whirl as the Seraphim moves. Seraphim have only two objectives: to ensure the salvation of the world and to destroy evil whenever and wherever it manifests in dangerous levels. However, they should not therefore be considered benign beings; they are merely divine executioners. The Seraphim have a natural gift that

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allows them to sense anything in the future that might become the seed of a great evil that could threaten the fate of the world. Normally, they remain dormant in various locations in the Wake, but when one detects a potential threat to Gaïa, it wakes up. No one knows exactly why, but only one is activated each time, no matter how serious the threat.

The Seraphim lack emotions and do not often communicate with other creatures except in rare circumstances. They let nothing stand in their way, even if they must kill the innocent (although in such circumstances, they first would warn these unusual opponents to stand aside or be slain).

No one knows exactly how many exist, but at least four unique ones have been observed.

Modus Operandi

It is difficult to measure the extraordinary destructive power that a Seraphim can unleash in combat. Each is endowed with powers of incredible magnitude and is fully capable of taking on entire armies or creatures with great spiritual power. In many respects, they are almost demigods.

A Seraphim has a very definite style of fighting; in combat, it passes through various forms with progressively increasing capabilities. The more its physical shell is damaged, the more spiritual energy is released and the more its power multiplies. Because of their unique nature, Seraphim have no vulnerable points.

Sacta Ensis, Sacred Swords: Although they form part of its being, all of a Seraphim's weapons count as bastard swords of +15 Quality, reducing the defender's AT by 3 against them and possessing Fortitude and Breakage of 45 and 20, respectively. When wielding them, the Seraphim has a maximum melee range of 60 feet, and anyone within this distance is considered to be engaged in combat. The Sacta Ensis can damage energy.

Critical Immunity: As a being of pure spiritual energy, a Seraphim is completely immune to Critical damage, except from beings with greater Gnosis than it.

Star Metal: The body of a Seraphim is created from an alloy of Star Metal and other unique metals, such as White Steel and Electrum, so it is unable to regenerate by natural means. Consequently, recovering Life Points requires that it be rebuilt by someone with enough technomagical skill and access to Star Metal. However, for the same reason, the body of a Seraphim is exceptionally resistant to damage and its AT can never be reduced below 3, regardless of the attack suffered.

Mystical Flight: A Seraphim is able to move freely through the air at Flight Value 8.

Transformation States: A Seraphim Potestas has three different combat methods that depend on the amount of damage it has suffered. When its body loses a certain number of Life Points, it enters a higher spiritual state and greatly increases its powers. Once it suffers enough damage to progress to the next stage, it cannot do anything until the end of the turn, and then it adopts the new form at the beginning of the next turn. However, during the transformation, it is completely invulnerable and ignores any Resistance checks. Each stage has a preset number of Life Points, and while in one, it cannot suffer more damage than the Life Points of that particular stage. For example, if in its First Stage a Seraphim suffers 240 points of damage, it will only lose 200 of them (ignoring the 40 remaining points) and change to its Second Stage. Spells or abilities that cause instant death will also merely trigger this transformation. A being whose Gnosis exceeds the Seraphim's can ignore this rule and could destroy it in a single blow.

First Stage: **Angelus Circlum**

A Seraphim Potestas always uses this stage when beginning a fight. In this stage, it is surrounded by swords moving very fast and only uses the Circlum Ensis attack.

Circlum Ensis: This attack uses the swords surrounding the Seraphim. At the beginning of each turn (before calculating Initiative), roll 1d10; the Seraphim may use that many swords to make one attack apiece. Each sword may be used to attack (in which case it counts as an attack that uses the full Attack Ability of the Seraphim) or as a defense ability that removes the penalties for defending against an additional attack directed against the Seraphim. For example, if during a turn a Seraphim has six swords available, it could make three attacks and cancel defense penalties for up to three additional attacks (suffering the –30 penalty for the fourth additional attack received, –50 for the fifth, etc.).

Second Stage: **Serapth**

When a Seraphim Potestas suffers 200 points of damage (i.e., its Life Points are reduced to 250), it enters this stage. Its body begins to fill with lines of constantly moving light, and the swords around it begin to grow and become deformed. During this stage, it uses Circlum Ensis Sigma attacks and Liberate Me.

Circlum Ensis Sigma: This ability works exactly like Circlum Ensis except that the Seraphim rolls 2d10 to determine its number of attacks per turn and keeps the highest.

Liberate Me: Upon using Liberate Me, the Seraphim's swords multiply and shoot outwards in all directions, making a single attack against all opponents within reach. To use this ability, the Seraphim must declare it before determining Initiative, and it will take place at the very end of the turn, regardless of the Initiative roll. Even if the Seraphim is put on the defensive or loses its action for any reason, this attack still takes place at the end of the turn (unless the Seraphim is hurt badly enough to enter its Final Stage that turn).

Final Stage: **Seraphic Irae**

When a Seraphim Potestas suffers 400 points of damage (i.e., its Life Points are reduced to 50), it enters its Final Stage. Its swords stop moving around and instead collect behind it, forming two huge wings of blades. In this form, it uses the Diffrengo Divas and Final Explosion attacks.

Diffrengo Divas, Divine Disruption: This attack unleashes all the Seraphim's divine power, causing a huge shockwave that destroys everything in its path. Diffrengo Divas is considered a ranged attack with a maximum range of 1,500 feet and an area of 300 feet, although the Seraphim can center it on itself and remain unharmed. Diffrengo Divas attacks using the Energy Attack Type and reduces the defender's AT by 5 against it.

Absolute Defense: During this stage, the Seraphim does not suffer a penalty to its Defense Ability for defending against additional attacks.

Final Explosion: When a Seraphim's body falls into the state of Between Life and Death, its essence collapses, and with its remaining energy, it produces a final Diffrengo Divas centered on itself, destroying itself in the process.

Valdissa'r

Not all Seraphim Potestas have maintained their absolute purity. One, known as Valdissa'r, was corrupted by a drop of Zemial's blood and became a dark, demonic entity. While on the outside it looks the same as its angelic siblings, it is a violent and unstoppable creature that is currently chained in the deepest darknesses of the Wake.

Lord of the Dead

Supreme Undead

Level: 10 **Category:** Undead 30
Life Points: 300
Class: Warlock
Str: 13 **Dex:** 10 **Agi:** 9 **Con:** 15 **Pow:** 13 **Int:** 13 **Wp:** 10 **Per:** 8
PhR 105 **MR** 100 **PsR** 90 **VR** 105 **DR** 105
Initiative: 95 Natural
Attack Ability: 240 Reapers of Life
Defense Ability: 240 Reapers of Life
Damage: 125 Reapers of Life (Cut)
AT: Necrod Cut 3 Impact 3 Thrust 3 Heat 3 Electricity 3 Cold 3 Energy 2

MA: 60
Zeon: 800
Magic Projection: 190 Offensive
Level of Magic: 90 Necromancy

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Supernatural Physical Characteristics, Superhuman Spiritual Characteristics, Gift, Inhumanity, Physical Exemption, Unspoken Casting, Gestureless Casting
Powers: Natural Weapons: Reapers of Life, Wings of Death (Natural Flight 8, Special Aura, MR 100, Pain, *Conditional*), Necrod (Physical Armor 3, Mystical Armor 2, *Conditional*), Puppeteers of Death, See the Supernatural

Size: 28 Enormous **Regeneration:** 0
Movement Value: 10 **Fatigue:** Tireless

Secondary Abilities: *Notice 90, Search 120, Occult 175,* Magic Appraisal 225

The Lords of the Dead, known in ancient times as the Great Beasts of Beleth, are necromantic monstrosities with enormous supernatural power. Among occultists, they have always been considered the most powerful type of undead known, supreme kings of all those who have overcome death. Their birth is a direct result of rituals in the *Book of the Dead*, and it is believed that they were conceived by the person who possessed it millennia before it ended up in the hands of Black Sun. No one knows for sure what their funciton was at the time (or if they even had one), although they were likely supreme commanders for undead armies.

The bodies of the Beasts of Beleth are huge skeletal monstrosities with large wings, horns, and a tail that give them a demonic appearance. Their proportions are also impressive; they are 16 to 20 feet high from head to toe. They also have terrifying voices, speaking as if dozens of creatures were shouting at once.

Cold and terrifying, these creatures see the existence of life as a kind of aberration that must be eradicated, whatever the cost. Their goal is to spread undeath across the world, and not rest until everything that lives falls silent. Despite this obsessive personality, they are patient in implementing their plans, since they have all the time they need to carry out their goals.

Throughout history, there has been talk of the existence of 11 possible Lords of the Dead, although currently only three are known to be in Gaïa. One serves Hringham the Undying, another is trying to rebuild its shattered forces (he was almost destroyed decades ago in a clash with the Inquisition), while the third has raised a small army of undead in one of the most remote places of the world.

Illustrated by Wen Yu Li

Modus Operandi

The Lords of the Dead possess great magical power, colossal combat ability, and most dangerous of all, the ability to control vast numbers of undead creatures. If forced to enter combat personally, one of their usual tactics is to fly above their enemies, attacking them with their minions, casting spells, and covering the foes with the shadow of their wings. However, despite their great powers, they also possess a terrible weakness: they tend to underestimate the living, which on more than one occasion has caused a Lord's destruction.

Wings of Death: A Lord of the Dead has two enormous wings that let it fly at Flight Value 8. However, the wings have a terrible ability as well. Any living being who comes into contact with the wings' shadow must pass a MR 100 check or become subject to Pain for an hour. Naturally, in very dark places, this ability has no effect. Trying to fight in a lighted place against a Lord of the Dead without contacting the shadow of its wings involves taking a penalty of between –20 and –40 to Attack and Defense Ability (depending, of course, on the conditions of the fight). This effect only works once per day per person, so someone who has passed the Magic Resistance check does not have to repeat it for 24 hours.

Necrod: The body of a Lord of the Dead is composed of mammoth bones hardened by supernatural power. Its whole structure is covered with runes that emit a reddish glow. When a Lord is struck, the runes glow and partially repel the damage suffered. Not only does this provide natural armor against all types of attack, but all Base Damage is reduced by 10 points. Unfortunately, this protection is only inscribed on their bones, so their wings have no protection against non-energy based attacks. The maximum damage the wings can sustain before being completely destroyed (thereby preventing flight) is 75 Life Points.

Reapers of Life: These terrible scythe-shaped blades are carved with runes that steal the souls of the Lord's victims, turning them into doomed creatures. Therefore, all living beings whose Life Points are reduced to negative values by the Reapers of Life die automatically (without checks for being Between Life and Death) and rise as zombies in the service of the Beast of Beleth who killed them. Individuals with Presence more than 55 are not affected by this ability.

Puppeteers of Death: Any undead creature that has less than 60 base Presence is automatically controlled by a Beast of Beleth if it comes within 300 feet and does not pass a MR 120 check. This check only takes place once, so if a creature passes the Resistance check, it remains forever free from the Beast's influence.

Magic Abilities: Each Lord of the Dead can freely invest up to 30 Magic Levels to learn other Paths and spells.

The Order

Gel'thusar, one of the Beasts of Beleth, is trying to recover five parts of its body lost almost five years ago in a battle against several senior Inquisitors. Because its powers are diminished and the remains are hidden in five sacred churches where undead cannot enter, he uses one of his servants (disguised as a beautiful holy woman) to influence different people and convince them to reunite the parts. Interestingly, the deception he is using is to convince unwitting priests that corrupt agents of the Church want to destroy the bones so that the power they contain is released and returned to the Beast and that the only solution is to take the bones to a place where they can be sanctified (though naturally, this place is none other than Gel'thusar's lair).

After the Cursed Book

Three of the Beasts of Beleth on record have spent almost a decade trying to recover the Book of the Dead from the hands of Black Sun. These ancient creatures consider it blasphemous that such a tool has fallen into the hands of living beings and know that the rituals Black Sun is performing with it may lead to negative consequences even for them. It is unknown if they are merely filled with anger at a desecration or if they know the deepest secrets of the book. Thus far, none of their attempts has allowed them to recover the greatest Delacroix family treasure.

Shinigami

Kami of Death

Lesser Shinigami

Level: 6 **Category:** Spirit 25
Life Points: 250
Class: Warrior
Str: 8 **Dex:** 12 **Agi:** 9 **Con:** – **Pow:** 12 **Int:** 9 **Wp:** 11 **Per:** 10
PhR 75 **MR** 75 **PsR** 75 **VR** 75 **DR** 75

Initiative: 105 Natural, 95 Tamashi no Buki
Attack Ability: 210 Tamashi no Buki
Defense Ability: 195 Tamashi no Buki
Damage: 75 Tamashi no Buki (Cut)

AT: None
Essential Abilities: Physical Exemption, Inhumanity, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics
Powers: Tamashi no Buki (Supernatural Attack, Destroyer of Spirits, MR 140, *Conditional*), Bag of Souls, Shinigami Eyes, Vision of the Damned, Damage Reflection (Aura, Area 60 feet, MR 120, Variable Damage), Form of Blood (Manifestation, *Conditional*)

Size: 15 Medium **Regeneration:** 5
Movement Value: 9 **Fatigue:** Tireless

Secondary Abilities: Notice 40, Search 30, History 35, Occult 35

Greater Shinigami

Level: 10 **Category: Spirit** 30
Life Points: 325
Class: Warrior
Str: 8 **Dex:** 13 **Agi:** 10 **Con:** – **Pow:** 13 **Int:** 10 **Wp:** 12 **Per:** 11
PhR 100 **MR** 100 **PsR** 95 **VR** 100 **DR** 100

Initiative: 130 Natural, 125 Tamashi no Buki
Attack Ability: 285 Tamashi no Buki
Defense Ability: 270 Tamashi no Buki
Damage: 90 Tamashi no Buki (Cut)
AT: None

Essential Abilities: Physical Exemption, Inhumanity, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics
Powers: Tamashi no Buki (Supernatural Attack, Destroyer of Spirits, MR 160, *Conditional*), Bag of Souls, Shinigami Eyes, Vision of the Damned, Damage Reflection (Aura, Area 60 feet, MR 140, Variable Damage), Form of Blood (Manifestation, *Conditional*)

Size: 15 Medium **Regeneration:** 6
Movement Value: 10 **Fatigue:** Tireless

Secondary Abilities: Notice 60, Search 55, *Medicine 150, History 150, Occult 150, Memorize 50*

There are so many stories in the Eastern lands about the spirits known as Shinigami that it is difficult to determine what is myth and what is reality. In Varja, they are considered the gods of death (in fact, their name can be translated roughly as "deity of death"), the dark spirits that decide on human lifespans and guard the gates of the beyond. There are stories which speak of them as both benign and malignant forces, which occasionally help mortals to accomplish certain tasks and then cruelly order them about.

The truth is that the Shinigami are very enigmatic entities in Eastern folklore, similar to Valkyries but with much darker depths. They do not live in physical bodies, but are quasi-divine spirits able to move through the world without being seen by men. Although all look almost human, it is said that no two are the same; their faces, dress, and personalities are always unique. In addition to their spiritual nature, each also adopts some monstrous feature that characterizes them as Shinigami, such as chitinous plates in certain parts of their bodies, demonic wings, a face mask instead of a face, etc.

They are very intelligent creatures who have spent so much time watching mortals that they know how to use these pawns at will. On rare occasions, they are able to take physical form and walk the world like normal people, and they typically use these few moments to manipulate people to get everything they want. Their only apparent weakness is their complete inability to break a promise or covenant, which is why it is rare for them to make a promise if they are not entirely sure they can (or want to) fulfill it. There may be around a hundred Shinigami on Gaïa at any given time. Their usual domain is limited to Varja, and they rarely leave there.

Illustrated by Wen Yu Li

Types of Shinigami

There are two types of Shinigami that differ depending on whether the spirit was created by the deities of Ten-gati or is itself a minor Kami of death. Lesser Shinigami are actually agents of the deities who reside in the Ten-gati. Their function is to capture those souls that escape the designs of the Kami and their punishments, as well as ensuring that mortals do not try to open doors to Samsara that could jeopardize its already fragile structure. They always follow the orders of their masters and are little more than puppets who merely obey directions. If they properly perform their work for long periods of time (several centuries or even millennia), they may be rewarded with full Kami status and be put in charge of other Lesser Shinigami.

By contrast, Greater Shinigami, the real Death Kami, have a much more mysterious origin. They are independent and act only according to their own will, which often may seem cruel to the eyes of mortals. They walk through the world unseen by mortals, occasionally choosing people who should die and taking their souls for the mere pleasure of collecting them.

Modus Operandi

The Shinigami walk among men, taking with them the souls that interest them the most. Normally, they attack people in order to temporarily separate their spirits from their bodies and collect the souls in their bags. They like to collect powerful souls, because when consumed, these increase their skills much more than those of normal people. When facing enemies who can see them, they make use of their ability to reflect damage, which gives them an edge over their enemies. Either a Shinigami's heart or head is a vulnerable point, but never both.

Tamashi no Buki: A Shinigami's weapon is actually a manifestation of its spiritual power, a representation of its quasi-divine control over life and death. With a single stroke, it can cut the link between the soul of a mortal and its body or even completely destroy a spirit. A Tamashi no Buki is always a weapon of Quality +10 or +15 (depending on whether it belongs to a Lesser or Greater Shinigami) made of intangible energy (and therefore only blockable by supernatural weapons). Its attack powers differ depending on whether it is being used against physical or spiritual beings. Any natural or Between Worlds creature with Gnosis less than the Shinigami that suffers damage from a Tamashi no Buki must also pass a MR 140 or 160 check (again, depending on whether the Shinigami is a lesser or greater spirit) or have its soul separated from its body. Against spiritual and undead beings, the Base Damage goes up to 100 and 140, respectively, instead of having a chance of separating souls.

Lost Souls: A soul of a natural being or Being Between Worlds that has been separated from its body by a Tamashi no Buki responds differently depending on its Gnosis. Those with Gnosis 0 are directly absorbed by the Shinigami's Bag of Souls with no resistance possible, while those who possess a higher value temporarily enter a transitional spiritual state during which they are fully aware of what is happening around them. For the purposes of play, these souls keep all their features and special abilities for a number of turns equal to their Gnosis and may even recreate their weapons (though not the weapons' unique powers). Moreover, as spirits, they can see and touch other beings in the same category (including the Shinigami) and are invisible to those unable to see spirits. Since they are not accustomed to this state, these souls will usually suffer a penalty of between –10 and –40 to all actions. During this time, the Shinigami must remain in the vicinity of the body and soul, as otherwise, the effects of the Tamashi no Buki will fade. After a number of turns equal to the person's Gnosis, if the Shinigami is still alive, it can put the soul into its bag as an Active Action without any opposition.

Bag of Souls: A Shinigami is able to absorb spirits, placing them into a sack called a Bag of Souls. While spirits are inside this container, they are completely immune to Summoning Abilities and are not at risk of becoming undead; they are kept in virtually perfect condition. The bag may contain up to 110 points of Presence worth of souls if it is owned by a Lesser Shinigami or 150 if it is owned by a Greater Shinigami (i.e., twice the Shinigami's own Presence). Although Shinigami do not get any benefit from carrying souls, they can completely consume one as a Passive Action to temporarily increase their abilities for one turn. The Shinigami gets a bonus to all actions equal to half the Presence of the consumed soul (rounded up in groups of five), but can only consume one per turn. So if it consumes the soul of someone with Presence 30, it gets a +15 bonus to all actions, whereas if it were a powerful soul with Presence 70, the bonus would be +35 (but the Shinigami could not consume the two together).

Shinigami Eyes: A Shinigami is able to feel the flow of life and death around it, sensing when someone is going to die soon and the approximate time the person has left. However, the greater a person's Gnosis, the more inaccurate this ability becomes, until it is completely ineffective at high Gnosis values.

Form of Blood: If a Shinigami drinks or otherwise contacts the blood of a natural being with Gnosis 10 or higher (which as a result is valuable to them), it can become flesh and blood for a whole day.

Vision of the Damned: As spirits, Shinigami cannot be perceived by ordinary people unless they are about to die. Someone who is in the state of Between Life and Death can see them even if he lacks any kind of supernatural vision.

Damage Reflection: This ability allows the Shinigami to alter reality and use its power to make someone suffer harm equivalent to what another person is feeling at that moment. At the instant when the Shinigami or someone who is within 60 feet of it suffers a loss of Life Points, it can designate a target within that radius to suffer equal damage if the target does not pass an MR 120 check (or 140 for a Greater Shinigami). In the case of targets with Damage Resistance, the damage must be divided or multiplied (depending on whether the target with Damage Resistance is the one who originally suffered the damage copied or is the new target) by its Multiple of Damage Resistance. Although this reflection is always passively active, it is also equivalent to a complete attack action, and a Shinigami cannot use it if the Shinigami wants to attack or has already attacked in a given turn.

Degenerate Serpent

The Stray Seed

Lesser

Level: 5 **Category:** Natural 15
Life Points: 2,760 Damage Resistance
Class: Weaponsmaster
Str: 13 **Dex:** 9 **Agi:** 6 **Con:** 12 **Pow:** 9 **Int:** 6 **Wp:** 8 **Per:** 8
PhR 80 **MR** 70 **PsR** 60 **VR** 80 **DR** 80

Initiative: 90 Natural
Attack Ability: 160 Claws + 160 Bite, 135 Tail
Defense Ability: Damage Resistance
Damage: 125 Claws (Cut), 135 Bite (Thrust), 125 Tail (Impact)
AT: Natural + Scales Cut 7 Impact 7 Thrust 7 Heat 7 Electricity 7 Cold 7 Energy 6

Natural Abilities: Area Attack Style Module
Essential Abilities: Superhuman Physical Characteristics, Acute Sense (Hearing), Inhumanity
Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +10, Armor Modifier –1), and Tail, Increased Reaction +30, Physical Armor 2, Natural Flight 12, Wing Beat, Physical Resistance +10, Magic Resistance +10, Damage Barrier 80

Size: 25 Enormous **Regeneration:** 5
Movement Value: 7/12 **Fatigue:** 12

Secondary Abilities: Notice 40 (*70*), Search 30 (*60*), History 10, Appraisal 15, Feats of Strength 70, Withstand Pain 40

Serpent

Illustrated by Wen Yu Li

Greater

Level: 7 **Category:** Natural 15
Life Points: 3,325 Damage Resistance
Class: Weaponsmaster
Str: 14 **Dex:** 10 **Agi:** 6 **Con:** 14 **Pow:** 10 **Int:** 6 **Wp:** 8 **Per:** 8
PhR 115 **MR** 95 **PsR** 70 **VR** 115 **DR** 115

Initiative: 105 Natural
Attack Ability: 200 Claws + 200 Bite, 175 Tail
Defense Ability: Damage Resistance
Damage: 130 Claws (Cut), 160 Bite (Thrust), 130 Tail (Impact)
AT: Natural + Scales Cut 8 Impact 8 Thrust 8 Heat 8 Electricity 8 Cold 8 Energy 6

Natural Abilities: Area Attack Style Module
Essential Abilities: Superhuman Physical Characteristics, Acute Sense (Hearing), Inhumanity
Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +40, Armor Modifier –2), and Tail, Increased Reaction +30, Physical Armor 4, Natural Flight 12, Wing Beat, Physical Resistance +30, Magic Resistance +20, Damage Barrier 100

Size: 28 Enormous **Regeneration:** 8
Movement Value: 7/12 **Fatigue:** 14

Secondary Abilities: Notice 60 (*90*), Search 30 (*60*), History 15, Appraisal 20, Feats of Strength 80, Withstand Pain 50

Nothing on the face of Gaïa is so envied or feared as the power of a dragon. Ancient as the memory of man, these timeless beings once sailed the heavens as if they were gods among mortals. However, there was a forgotten moment in history in which they lost their apparent omnipotence. Part of their essence was stolen, giving birth to a breed of lower creatures that shared only a fragment of the glory of their parents: the Degenerate Serpents.

The beings known as Degenerate Serpents are considered lesser dragons. They physically resemble their brothers because they have almost all the same basic features, including reptilian appearance and majestic wings. However, the fact is that on a psychic level there are significant differences between them. First, unlike dragons, Serpents are not immortal. They age like any living thing, and their Gnosis does not increase with age. Put simply, their bodies grow but they do not gain special powers; they only get bigger and stronger. Second, they lack supernatural abilities and the dragon's signature breath weapon. Finally, they are also less intelligent, and although they can sometimes learn to understand other languages, they do not have the physical ability to speak. Fortunately not all their abilities are inferior. Since their survival depends on their physical prowess, Serpents have developed a fighting capacity that rivals, or sometimes almost surpasses, that of a similarly-sized dragon.

Illustrated by Wen Yu Li

The behavior of these creatures is quite primitive, often comparable to that of a large predator. They do not make complicated plans or relate to each other or other beings; their main interest is just to satisfy their enormous appetite. To this end, they nest in an area they consider safe and hunt from there until the land runs out of prey (usually because they devour all of it). When this happens, they simply fly away to find a new home.

Like dragons, most Serpents were made dormant by the activation of the Machine of Rah, but a large number of eggs remained and hatched less than a decade ago. Thus, recently they have once again been seen in the world.

Classes of Serpents

Since Serpents' powers change depending on their age, they have two different sets of statistics. The lesser ones are those which have not lived for more than 300 years. Their bodies, including wings and tail, measure between 15 and 20 feet long. The greater ones are much larger, have lived more than 300 years, and have bodies up to 30 feet in length.

Modus Operandi

Serpents are naturally much more violent than dragons, as their behavior is more brutish and territorial. They hunt other creatures for food, and anyone who enters a Serpent's domain automatically becomes its enemy.

The Serpents have many weapons at their disposal when engaged in combat. Often, they fight from the ground using their claws and bite to eliminate enemies quickly or sweep with their tail to strike a multitude of enemies at once.

Bite: The sharp teeth of their jaws reduces the AT of a defender by 1 against it for Lesser Serpents and by 2 for Greater Serpents. The bite is considered a natural extra attack, but unlike a real dragon, a Serpent can impeccably coordinate its bite and claws. It may, therefore, attack in the same turn with both bite and claws without suffering any penalty to Attack Ability for doing so. This attack has Breakage 16.

Tail Sweep: Like a real dragon, a Serpent uses its sharp metal tail in a sweep that destroys everything in a 15 foot radius area. If one uses its Tail Sweep, it cannot bite or use claws in the same turn.

Natural Flight: A Serpent's wings let it fly at Flight Value 12. However, its large size makes it gain a point of Fatigue every half hour it remains in the air.

Wing Beat: By flapping its wings, a Serpent can create a gale of wind blowing its opponents backwards. Anyone less than 50 feet in a line from its front automatically suffers an attack with a Final Attack result of Almost Impossible (240) that inflicts a Strength 7 impact if from a Lesser Serpent or Strength 8 if from a Greater Serpent.

Dragon Mounts

It is said that the Duk'zarist have a special bond with the Serpents and many powerful nobles in the past used them as mounts. Perhaps that is the reason why many of them can be trained from birth for such tasks, something that dragons have never allowed.

Serpent

Symbiosis

Spiral Duality

Dark Side

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 170 (Shared)
Class: Warrior
Str: 8 **Dex:** 9 **Agi:** 7 **Con:** 8 **Pow:** 9 **Int:** 8 **Wp:** 6 **Per:** 7
PhR 65 **MR** 65 **PsR** 60 **VR** 65 **DR** 65

Initiative: 85 Natural
Attack Ability: 185 Thorns of Darkness
Defense Ability: 170 Claw
Damage: 50 Thorns of Darkness (Thrust)
AT: None

Essential Abilities: Superhuman Physical Characteristics
Powers: Natural Weapons: Thorns of Darkness (Additional Attack, Special), Symbiosis, Dual Energy

Size: 16 Medium (Big) **Regeneration:** 2
Movement Value: 7 **Fatigue:** 8

Secondary Abilities: Notice 40, Search 30, Withstand Pain 30, Feats of Strength 95

Bright Side

Level: 6 **Category:** Between Worlds, Elemental 20
Life Points: 170 (Shared)
Class: Wizard
Str: 6 **Dex:** 9 **Agi:** 7 **Con:** 8 **Pow:** 12 **Int:** 11 **Wp:** 6 **Per:** 7
PhR 65 **MR** 75 **PsR** 60 **VR** 65 **DR** 65

Initiative: 85 Natural
Attack Ability: 10 Claws
Defense Ability: 10 Claws
Damage: 15 Claws (Thrust)
AT: None

MA: 60
Zeon: 1,660
Magic Projection: 160 Offensive, 190 Defensive
Level of Magic: 40 Light

Essential Abilities: Gift, Superhuman Spiritual Characteristics
Powers: Symbiosis, Dual Energy

Size: 14 Medium (Big) **Regeneration:** 2
Movement Value: 7 **Fatigue:** 8

Secondary Abilities: Notice 20, Search 15, Occult 80, Magic Appraisal 150, Withstand Pain 25

Tongue and Maw

Initiative: Acts last in each turn
Attack Ability: 160 Tongue, 200 Maw, 180 Dual Energy
Damage: 120 Maw (Thrust), 120 Dual Energy (Energy)
Powers: Tongue (Trapping 12, Range 50 feet, Without Limits), Maw (Increased Damage +50), Dual Energy (30 foot radius, Without Limits, *1 Turn of Preparation*)

Illustrated by Wen Yu Li

Even for the oldest supernatural beings, it is difficult to explain and understand the inconsistencies represented by the creatures that, for lack of a better term, were given the inappropriate name of Symbiosis. These occur when unhatched eggs were affected before birth by such enormous quantities of light and darkness that their very essence became corrupted by this duality. Thus, these demonic aberrations that cannot even be called true elementals arose.

It is very complicated to describe the form of a Symbiosis, for the angelic and demonic sides have mixed into a monstrous and insane creature. They appear to be large winged eggs with three legs, whose left side is an independent entity of light and the right a creature of darkness. Finally, both sides are separated by large jaws that give it a nightmarish appearance.

A Symbiosis's pattern of behavior is completely unpredictable, since it is driven by the most extreme parts of its essence. Each of its parts has its own mind and takes control for short periods. A third of the time they are peaceful beings, another third they are sadists who enjoy causing pain, and the rest they are simply insane and destroy everything in their path out of madness.

While they do not need food, they feed on living things to garner the light or darkness in their hearts. The stronger the presence of such elements in someone's essence, the more strongly Symbioses want to consume him. Nobody knows exactly why this is necessary, or why they want to accumulate such a quantity of elemental energy, but there are occultists who believe their goal is to nourish themselves with this power until they hatch, giving birth to a new being.

Most Symbioses live in the Wake in the spiritual spaces where demons dwell, although they also live in abandoned temples and places full of light or darkness. In these cases, they sleep in the guise of giant eggs, slowly feeding on ambient energy until they feel the presence of life nearby.

Illustrated by Wen Yu Li

Modus Operandi

Symbioses are very strange opponents in combat, and fighting one of them is like dealing with two enemies at once. Although they have one mind, every part of their bodies behaves like a different creature and has its own powers. The bright side is a clever spellcaster, while the dark attacks and defends through its power over darkness.

Symbiosis: Despite being a single being, Symbioses are composed of two sides that act and perform actions independently. Therefore, for game purposes, they are treated as two separate creatures who only share Life Points; any damage suffered is automatically received by both.

Thorns of Darkness (Dark Side Only): The dark side of the Symbiosis creates dark spines that arise from the soil and from thin air and travel directly towards the body of its enemies. Each turn it can create between one to five spines (roll 1d10 and divide the result by two), with which it can freely target opponents who are not over 10 feet away.

Tongue: Independent from both sides, the central mouth of a Symbiosis is constantly trying to catch its opponents and drag them into its jaws. It always acts last in each turn, but because it is not part of either of the two halves, it attacks even if both sides have been put on the defensive. The tongue makes a Trapping attack at a distance (50 foot maximum range) with an Attack Ability of 160 and Strength 10, but does not produce any damage. This attack only works on people smaller than the Symbiosis. The tongue will release its prey if it takes 400 points of damage (not deducted from the total Life Points of the Symbiosis) before the end of the next turn (otherwise, its target will end up in the Symbiosis's jaws).

Maw: If the tongue gets a result of at least Partially Immobilized on its target with its Trapping attack, it will try to drag the poor fellow into the creature's jaws. At the end of the next turn (when the tongue attacks), the individual must make an opposed check against Strength 10; if this is failed, he is pulled into the jaws, which close upon him. The jaws make a separate attack with Attack Ability 200 and Base Damage 120. If the victim survives, the jaws repeat the attack in each of the following turns unless the individual breaks free from the maw by passing a Strength or Agility 10 check. While the jaws are chomping on a victim, the tongue cannot make attacks.

Dual Energy: If both sides desire, a Symbiosis can launch a powerful attack based on light and darkness that destroys everything around itself. In doing so, it gathers all its spiritual energy in the space between its sides (more or less in the interior of its mouth) and opens its mouth, releasing a sphere of crackling energy that explodes making an attack on anyone less than 30 feet away. Dual Energy uses the Energy Attack Type with an Attack Ability of 180 and 100 Base Damage. However, this ability is terribly dangerous for the creature, because the opposing forces sometimes create a huge explosion that destroys the Symbiosis and everything around it. If the attack roll comes up doubles (for example, 33 or 66), it is considered to be an Open Roll and also doubles the Base Damage. However, the Symbiosis itself is consumed in the process. Dual Energy requires a turn of preparation, during which the tongue and mouth cannot take any actions. The attack itself is a complete Active Action: both sides and the tongue and mouth can do nothing else during the turn the attack is made. The Symbiosis must wait at least one minute between each use of Dual Energy.

Size: Although each side is Medium, the Symbiosis as a whole is considered to be Big.

Succubus

Vampire of Desire

Daughter of Lilith

Level: 3 **Category:** Between Worlds 15
Life Points: 110
Class: Assassin
Str: 7 **Dex:** 10 **Agi:** 10 **Con:** 7 **Pow:** 10 **Int:** 9 **Wp:** 8 **Per:** 10
PhR 45 **MR** 55 **PsR** 50 **VR** 45 **DR** 45

Initiative: 105 Natural
Attack Ability: 120 Claws
Defense Ability: 125 Dodge
Damage: 45 Claws (Thrust)
AT: None

MA: 10
Zeon: 135
Magic Projection: 15 Offensive, 15 Defensive
Level of Magic: 30 Illusion

Essential Abilities: Gift, Supernatural Physical Characteristics, *Extreme Need (Life Force)*
Powers: Natural Weapons: Claws of Pleasure (VR 80, Euphoria, *Conditional*), Mystical Flight 8, Body of Desire (Metamorphosis, *Conditional*), Hidden Essence (Mystically Undetectable +100), Absolute Temptation (Aura 15 feet, MR 80, Fascination, Additional Condition), Drain Life Force

Size: 14 Medium **Regeneration:** 1
Movement Value: 10/8 **Fatigue:** 7

Secondary Abilities: Stealth 55, Hide 50, *Style 100*, Persuasion *(Seduction)* 110, Disguise 40, Notice 60, Search 50

Daughter of Abrael

Level: 3 **Category:** Between Worlds 15
Life Points: 110
Class: Illusionist
Str: 6 **Dex:** 8 **Agi:** 7 **Con:** 7 **Pow:** 12 **Int:** 10 **Wp:** 8 **Per:** 10
PhR 65 **MR** 65 **PsR** 60 **VR** 65 **DR** 65

Initiative: 70 Natural
Attack Ability: 10 Claws
Defense Ability: 5 Dodge
Damage: 45 Claws (Thrust)
AT: None

MA: 60
Zeon: 975
Magic Projection: 100 Offensive, 130 Defensive
Level of Magic: 60 Illusion

Essential Abilities: Gift, Supernatural Spiritual Characteristics, *Extreme Need (Life Force)*
Powers: Natural Weapons: Claws of Pleasure (VR 80, Euphoria, *Conditional*), Mystical Flight 8, Body of Desire (Metamorphosis, *Conditional*), Hidden Essence (Mystically Undetectable +100), Absolute Temptation (Aura 15 feet, MR 80, Fascination, Additional Condition), Drain Life Force

Size: 13 Medium **Regeneration:** 1
Movement Value: 7/8 **Fatigue:** 7

Secondary Abilities: *Style 100, Persuasion (Seduction) 165*, Disguise 40, Notice 20, Search 20

Illustrated by Wen Yu Li

According to the most widespread legends, Succubi are female demons that feed on the essences of mortals. The way they survive is by seducing men into having sex with them and then absorbing their life energy. Although they usually take human form, in their true form they are beautiful winged women with hooves instead of feet. They can have skin and hair of many different colors, and virtually any imaginable combination is possible.

Many Succubi simply blend into mortal society, assuming roles ranging from prostitutes to women of high rank. Others serve more powerful Fourth Hierarchy demons, spying on and manipulating men at their master's command in exchange for favors. Most are malicious and manipulative; they see men as little more than toys to use, consume, and discard. However, there are also those who have become accustomed to life among mortals and have even built strong relationships with mortals.

Illustrated by Wen Yu Li

Daughters of Lilith and Abrael

The Succubi descend from twin demonic mothers known as Lilith and Abrael. Although all have similar powers, their intrinsic nature is slightly different, for while Lilith's brood are purely demons, Abrael's children have both her blood and that of various deities of pleasure. Consequently, the daughters of Lilith are demons of the Fifth and Fourth Hierarchy, while the children of Abrael are not considered demons and are not part of any Circle of hell, so their essences are not completely tied to evil. In that sense, the Daughters of Abrael act more like supernatural vampires than demons, in that they feed on the life forces of men because they must in order to survive and may lead more independent and earthly lives. The groups are hostile to each other, and while they do not tend to openly fight, they often interfere in each other's affairs and try to steal each other's prey.

Although their powers are the same, the daughters of Lilith and Abrael specialize respectively in murder and magic, so their statistics reflect the different goals of both types of Succubi.

Modus Operandi

Succubi are dangerous opponents because of their intelligence and manipulative skills. Any man may be their prey, although people with strong souls and those with strong moral values or religious beliefs are their favorites, because they love when their pleasures are also corrupting, and apparently these souls have the best flavor. They usually try to seduce their victims using their feminine wiles and any necessary subterfuge, including their mastery of illusions. They are not afraid to initiate direct confrontations (especially the daughters of Lilith), but always prefer other approaches when possible.

Body of Desire: A Succubus has the power to alter her own appearance, taking on human form at will (or that of another similar race, such as a Duk'zarist or Sylvain). While she may freely choose any details she wishes, such as age, ethnicity, and appropriate clothes, she is limited to always taking the form of a beautiful woman. While she is using this ability, she cannot fly or use Absolute Temptation.

Mystical Flight: By manifesting her wings, a Succubus can travel through the air at Flight Value 8. Curiously, despite the need to manifest wings, the flight itself is supernatural, so she is able to move and maneuver freely even in tight spaces or extreme weather conditions.

Hidden Essence: Apart from their mastery of disguise, Succubi are able to hide their supernatural nature and seem to be completely human for all purposes. When someone tries supernatural detection to find out a Succubus's true nature, she gains a +100 bonus to her Resistance against the attempt. If she passes the check, the Succubus can decide what kind of essence the examiner perceives.

Claws of Pleasure: When extended, a Succubus's claws are disproportionately large and serve as natural weapons. In addition to their normal damage, they secrete a supernatural substance that causes a reaction in men, filling them with euphoria and pleasure. Any man scratched by them has to pass a VR 80 check or suffer the state of Euphoria (–20 to all actions, but ignoring any penalty caused by pain or fatigue) for a number of turns equivalent to the level of failure.

Absolute Temptation: While in her real form, a Succubus has a special method of defense that causes delusions in all men who look upon her. Absolute Temptation creates an illusion directly in their minds that makes them believe that she is the most beautiful creature in the world, so fascinating that they are unable to do anything but gaze stupefied. This ability is an innate power that is activated at the same time that a male seeks to harm the Succubus. The individual must pass a MR 80 check or suffer Fascination. Those affected are entitled to check against Magic Resistance again only if they are targets of an attack, otherwise damaged, or if for any reason they stop watching the Succubus. If a man's sexual orientation does not make him interested in women, he receives +20 to his Magic Resistance check.

Drain Life Force: Succubi feed on the life force of men they have sex with or kiss passionately. Anyone who sleeps with a Succubus has to make a check using only their base Presence against a difficulty of 120. If the relationship takes a long time, the Succubus's lover must make an additional check each hour, each time increasing the difficulty by 10. The man is unaware of what is happening (at first it will simply be perceived as fatigue), but suffers a temporary loss of Presence equivalent to the level of failure that, in addition, carries a penalty to any action equal to twice the lost Presence. In the event that his Presence decreases to less than 1, he dies, leaving behind a mummified shell devoid of soul and life force. A passionate kiss has the same effects, but its negative consequences are much weaker; the difficulty of the check is only 100, and the kiss will never cause death, only unconsciousness.

Extreme Need (Life Force): If a Succubus does not feed for more than three consecutive days, she begins to weaken (a cumulative –10 All Action Penalty for each day that passes) until, after 10 to 13 days, she dies of starvation.

Type-005

Superior Animated Corpse

Level: 4 **Category:** Between Worlds, Undead (Construct) 15
Life Points: 1,250 Damage Resistance
Class: Warrior
Str: 11 **Dex:** 8 **Agi:** 6 **Con:** 11 **Pow:** 6 **Int:** 4 **Wp:** 2 **Per:** 7
PhR 65 **MR** 50 **PsR** 25 **VR** 65 **DR** 65

Initiative: 75 Natural
Attack Ability: 140 BioBones, 140 Bone Chain, 120 Bone Harpoon, 140 Final Protocol
Defense Ability: Damage Resistance
Damage: 80 BioBones (Cut/Thrust/Impact), 40 Bone Chain (Cut/Impact), 60 Bone Harpoon (Thrust), 100 Final Protocol (Thrust)
AT: Natural + Bones Cut 5 Impact 5 Thrust 5 Heat 5 Electricity 5 Cold 5 Energy 3

Essential Abilities: Physical Exemption, Superhuman Physical Characteristics, Immune to Pain, Psychological Immunity
Powers: Natural Weapons: BioBones (Increased Damage +20), Bone Harpoon (Range 300 feet, Without Limits, *3 Turns of Preparation*), Bone Chain (Distance 30 feet, Trapping 10, Without Limits), Physical Armor 4, Final Protocol (Area 15 feet, Base Damage 100) Extrasensorial Vision

Size: 22 Medium **Regeneration:** 0
Movement Value: 6 **Fatigue:** Tireless

Secondary Abilities: Jump 35, Climb 30, Notice 55, Search 45

The Type-005s are the result of arduous research by Black Sun scientists to create a model of zombie that is much more powerful than a conventional animated corpse. Their unprecedented work resulted in a type of creature that, in its own particular way, has become the best undead soldier of the organization. Although they do not remotely approach the destructive capabilities of creatures such as the Raziel, the Type-005s are effective, controllable agents, and best of all, easy to use, since in some circumstances they may well be mistaken for normal humans.

The process for developing them is similar to that used for creating zombies, although it is much more detailed and costly, because the skeleton receives alchemical modifications and the brain is modified with the installation of a control system. Naturally, only the best and toughest bodies are selected.

At first glance, a Type-005 is merely a muscular man (women are not generally used for this project) who is extremely pale and lacks body hair. Normally, the body is covered with scars and seams and may wear any combination of clothing and armor (or go completely naked), according to the needs of the organization. Only when fighting do they reveal their true inhuman nature, when they externalize monstrous bones and form them into incredible natural weapons that can sprout from virtually anywhere – elbows, forearms, chest, head, etc.

Type-005s have no identities or personalities and lack the ability to speak. They are devoid of memories from life and act like automatons, simply obeying the orders they receive. Black Sun uses them as elite soldiers in small squads. Thanks to their stability (they do not often lose control), they are also the first such product that Black Sun has sold, although Black Sun's customers are always trusted individuals able to pay exorbitant prices to own these immortal soldiers.

Modus Operandi

Type-005s are effective soldiers who obey orders simply and directly. Because their intelligence is not very high, they are not imaginative when it comes to fighting, and they attack mechanically but effectively. They have no known vulnerable points.

BioBones: The physical structure of each Type-005 is ready to become a weapon, as the Type-005 is able to control the form and growth of each and every one of its bones. At will, it can make any part of its skeleton manifest directly through its skin like a blade, a sharp edge, or other natural weapon. Because of this diversity of weapons, a Type-005 can choose the type of attack it prefers – Cut, Thrust, or Impact – without applying any penalty to its Attack Ability for doing so. The BioBones can reach a size of up to six feet long, and if they are broken, they grow back within seconds. Similarly, the wounds they produce in the Type-005 upon manifesting close soon after, so the Type-005 is not damaged by extruding its bones.

Bone Harpoon: When a Type-005 encounters a target at a distance, the Type-005 has a bone weapon available in the inside of its left arm that shoots a huge bone harpoon that it has generated. This ability is equivalent to a complete attack action (the Type-005 cannot perform any other actions or extra attacks during the turn it uses this ability), and the bone is a natural Fired projectile with a maximum range of 300 feet. After using the harpoon, the Type-005's body needs at least three turns to generate a new bone as ammunition.

Bone Chain: A Type-005 can use its backbone as a chain or whip that extends up to 30 feet to catch and immobilize an enemy or draw an enemy into physical combat. This Trapping maneuver uses the equivalent of Strength 10. If the chain is attacked, it can suffer 300 points of damage before breaking, but grows back completely after five turns.

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Final Protocol: Inside the heart of each Type-005, there is an emergency device that injects a powerful serum when the Type-005's physical condition is at its limit. This alchemical substance causes a chain reaction throughout the Type-005's body, forcing excessive bone growth. Within seconds, dozens of sharp blades burst from the Type-005's flesh, destroying the undead and striking anyone within 15 feet. When a Type-005's Life Points reach 0, this ability is triggered automatically, but does not take effect until the start of the following turn. This attack can be stopped if, before the attack takes place, the heart is hit by attacks causing more than 100 points of damage in total.

Modifications

There are two modified models of the Type-005, but they are not very common because they are very expensive and Black Sun is not usually willing to invest the resources in them.

- **Type-005a:** These models have been tweaked so that they appear to be fully human. They are still not able to speak, but except for the fact that they are slightly cold, it is impossible to distinguish them (without a medical examination) from a normal living being when they aren't extruding their bones.
- **Type-005b:** Also called Regeneratives, these models do not require a Black Sun medical team to operate on them to recover from damage. They have a system that allows them to heal injuries at the same speed that they close the openings made by manifesting their bones. Consequently, they recover 50 Life Points per turn.

Modified Type-005

Valkyrie

Lady of Death

Level: 7 **Category:** Between Worlds, Undead (Special) 25
Life Points: 230
Class: Warlock
Str: 8 **Dex:** 12 **Agi:** 11 **Con:** 9 **Pow:** 12 **Int:** 11 **Wp:** 8 **Per:** 11
PhR 70 **MR** 80 **PsR** 70 **VR** 70 **DR** 70

Initiative: 115 Natural, 95 Soul Reaper
Attack Ability: 210 Soul Reaper +10
Defense Ability: 205 Soul Reaper +10
Damage: 75 Soul Reaper (Cut)
AT: None

MA: 45
Zeon: 750
Magic Projection: 150 Offensive
Level of Magic: Necromancy 40

Natural Abilities: Magic Projection as an Attack
Essential Abilities: Gift, Superhuman Physical Characteristics, Superhuman Spiritual Characteristics, Physical Exemption, Inhumanity
Powers: Soul Reaper, Valestis (+50 Attack, MR 140, Weakness, *No Damage, 2 Turns of Preparation*), Steal Soul, Spectral Form (*Limited*), See the Soul, Mystically Undetectable +100, Half-Dead, Immortal

Size: 17 Medium **Regeneration:** 0
Movement Value: 11 **Fatigue:** Tireless

Secondary Abilities: Stealth 105, Notice 25, *Search 100, Track 125*, Magic Appraisal 60

A Valkyrie, or Maiden of Death, is an enigmatic creature that is neither alive nor dead. Her aim is to destroy those mortals who try to escape the natural cycle by either becoming immortal or altering their fate. There are two different theories about the birth of Valkyries. Some historians and occultists believe that there are some women who, seconds before their deaths, are chosen by some greater power and given the opportunity to remain in the world to destroy all those who try to escape their fate. In this explanation, their origins are very similar to that of the Banshees but their nature is clearly much more martial. In contrast, others believe that they are directly created by the three Fates – Verdanni, Ull, and Cloht – and act as their agents, correcting the actions of those who try to pervert destiny.

The appearance of the Valkyries is both fascinating and frightening. They are beautiful winged women with the left half of their bodies left completely skeletal. They are always armed with beautifully adorned weapons and move in the shadows, giving them an even gloomier demeanor. Their personalities are varied, but all are obsessed with their work. Capturing the souls of their targets is what matters most to them, but they also follow many rules that determine their actions in the world. As they themselves say, they are the intermediary of forces beyond their control, so of course they are strictly regulated. They especially despise the undead, and if doing so does not compromise their work, they will destroy every undead that crosses their path.

A Valkyrie is completely unable to manifest in the world to start a hunt for herself; she needs to be called by someone else. However, the person invoking her never needs to be an expert in the supernatural, just a person who feels wronged by the actions of someone who has perverted the course of life.

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Illustrated by Wen Yu Li

Necromancers who try to transcend death, wizards who alter their nature to become immortal chimeras, or ghosts who are left behind to become undead are their most common targets.

Interestingly, most supernatural creatures try to avoid encounters with them, even those that surpass them in power. Demons, elementals, and other similar entities shy away whenever they can, possibly to avoid problems with those the Valkyries serve. It is not known how many of them walk Gaïa at present, as they spend most of their time on other planes of existence until they are needed in the world.

Modus Operandi

Except with the case of the undead, Valkyries only manifest to fight their targets and those who try to protect those targets. In such cases, they first try to kill the targets in secret, using their considerable stealth and non-detection abilities, but they have no problem with appearing in front of their victims and taking a direct approach if they believe that everything will be easier and faster that way. They have no known vulnerable points.

Soul Reaper: Each Valkyrie has an artifact tied to her essence called a Soul Reaper. It is a Quality +10 weapon that can damage any creature, regardless of special immunities or protections, and that deals 50% more damage against undead creatures and mortals who have somehow escaped the cycle of life and death. It is usually a Scythe (and is reflected in the Valkyrie's statistics as such), but can also be any other edged weapon (such as long swords, halberds, or two-handed swords). If a Soul Reaper is separated from its owner, it temporarily loses its special qualities and functions as a simple Quality +0 weapon. Valkyries can convert any wielded object into another Soul Reaper by simply pouring some of their blood on it, but it is something that they prefer to avoid, because they feel they leave behind a part of themselves by doing so.

Spectral Form: A Valkyrie can turn her body into a spectral mass. Not only does she temporarily become intangible (all attacks that cannot damage energy cannot harm her and she can ignore solid objects), but any person who comes into contact with her or her weapon must pass a PhR or MR 110 check or suffer an All Action Penalty and lose Life Points equivalent to the level of failure. However, unlike real specters, she is clearly visible to everyone in this form.

Mystically Undetectable: Her special nature prepares her to kill her victims without letting them even become aware of her existence. When someone tries to use supernatural detection against her, she receives a +100 bonus to any Resistance check to avoid detection.

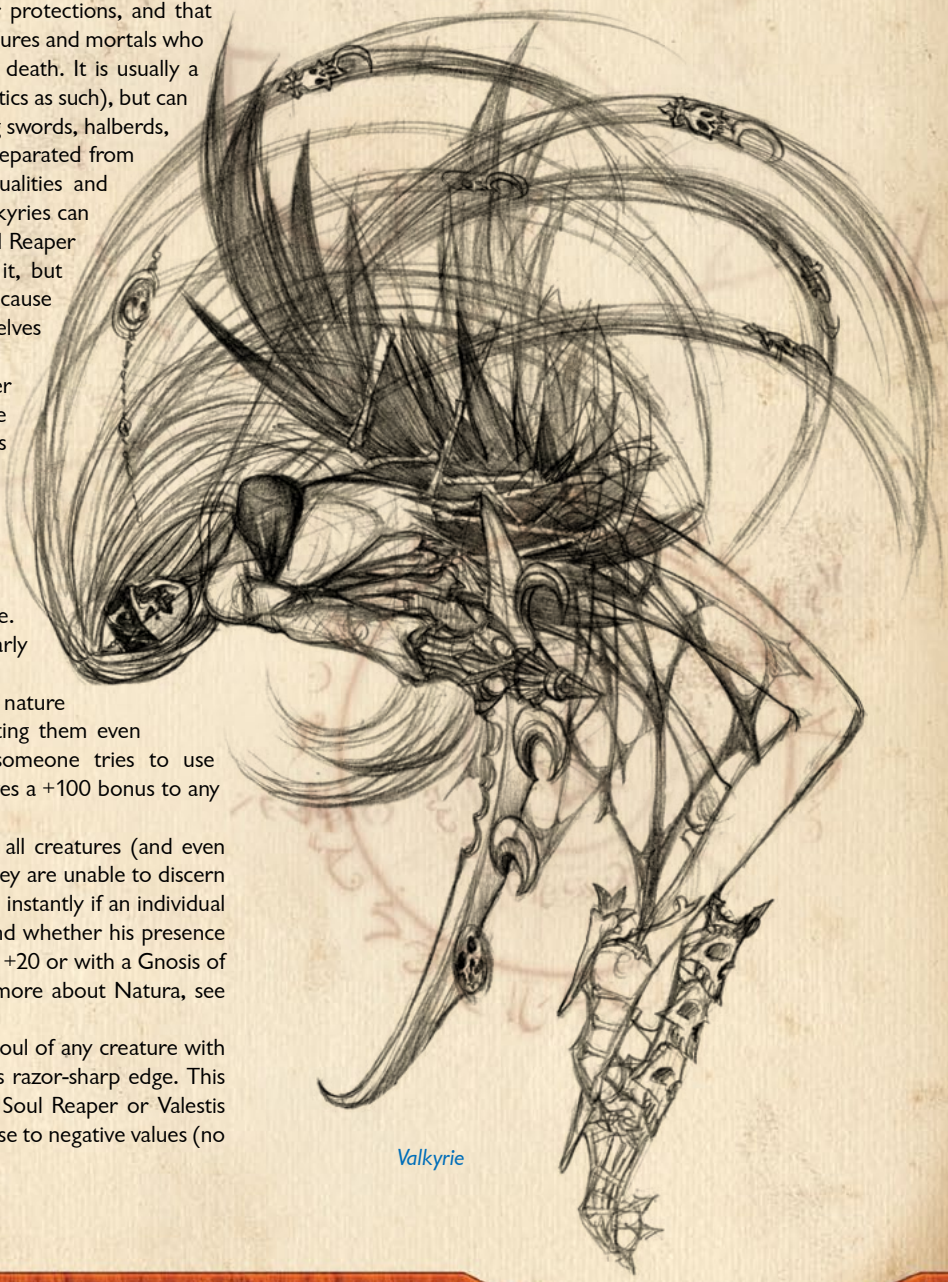
See the Soul: Valkyries see the souls of all creatures (and even objects), discovering their intrinsic nature. They are unable to discern whether someone is good or bad but can tell instantly if an individual is mortal or not, what race he belongs to, and whether his presence in the world is wrong. Creatures with Natura +20 or with a Gnosis of 35 or more are immune to this ability (for more about Natura, see ***Gaïa: Beyond the Dreams***).

Steal Soul: A Valkyrie can tear away the soul of any creature with her weapon, trapping their essence within its razor-sharp edge. This soul stealing occurs automatically when her Soul Reaper or Valestis attacks cause someone's Life Points to decrease to negative values (no Between Life and Death checks are made).

Valestis: To use this attack, the Valkyrie accumulates power for two entire turns (during which she cannot take any Active Action) and executes a special strike using the Energy Attack Type with a +50 bonus to her Attack Ability. The strike itself does not cause damage, but if it hits the target, he must pass an MR 140 check or lose 1 point of Power, Intelligence, Constitution, and Willpower, plus 1 from all those Characteristics for each 10 additional points he failed by. If the value of any of those Characteristics reaches 0, the scythe takes the target's soul and he dies immediately. This Characteristic loss is permanent as long as the Soul Reaper contains the fragments of stolen essence and is not destroyed.

Half-Dead: Valkyries are not alive, but neither do they follow the same rules as conventional undead. Inside, they still have a tiny breath of life. Thus, they choose whether they count as alive or undead each time it would make a difference, freely deciding what affects them. For example, a Valkyrie could be cured with a necromantic spell, but completely ignore any kind of domination or damage that only affects undead.

Immortal: Valkyries are immune to any effect that causes automatic death.



Valkyrie

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Second Life

A Valkyrie is completely forbidden from taking a life before its allotted time. If by any chance she kills or directly leads to the death of someone other than her target, she must share her own essence with the person killed to bring him back to life. Thus, both continue to exist until one of the two dies, at which point the other dies as well.

The Lost Weapon

After a monumental conflict, a Valkyrie named Luciel managed to catch most of the soul of a powerful necromancer who had tried to escape the cycle of life and death. Unfortunately, the wizards's final spell as he escaped completely destroyed the surroundings, leaving the Valkyrie badly injured, unconscious, and buried for several months. Meanwhile, the Soul Reaper, which still contained most of necromancer's essence, was lost in the explosion, finally falling into the hands of one of the player characters. Naturally, Luciel and the necromancer, both diminished, want to recover the Soul Reaper at any cost.

Zaqqun

Cursed Tree

Level: 4 **Category:** Between Worlds 20
Life Points: 2,395 Damage Resistance
Class: Shadow
Str: 12 **Dex:** 8 **Agi:** 5 **Con:** 13 **Pow:** 9 **Int:** 5 **Wp:** 7 **Per:** 10
PhR 70 **MR** 55 **PsR** 50 **VR** 70 **DR** 70

Initiative: 90 Natural
Attack Ability: 150 Roots, 150 Impaling Branches
Defense Ability: Damage Resistance
Damage: 120 Roots (Impact), 170 Impaling Branches (Thrust)
AT: Natural 2

Essential Abilities: Superhuman Physical Characteristics, Inhumanity, *Fear of Fire (Racial Terror), Vulnerability to a Natural Element (Double Damage, Fire)*
Powers: Natural Weapons: Roots, Impaling Branches (Increased Damage +50), Root Maze (Trapping 12, Range 80 feet), Vampire, Avatar, Worldly Aspect (Basic Metamorphosis), Extrasensorial Vision

Size: 25 Enormous **Regeneration:** 6
Movement Value: 6 **Fatigue:** 13

Secondary Abilities: Stealth 150, Hide 150, Notice 100

The dark lands of Moth and their great forests have given rise to many terrifying legends, such as those of the Zaqqun, or cursed trees. Unfortunately, like most dark tales originating in that sinister principality, these creatures are completely real. These evil spirits are born of the pain and despair of people who die in a tree's branches or hung from a tree's limbs or who are buried beneath a tree. All those emotions corrupt the tree and, mixed with the dark powers of Moth, give life to the Zaqqun.

At first glance, they appear to be simple trees with a slightly sinister appearance, but when one moves its trunk, a terrifying demon face appears and all its branches become sharp and monstrous. They are unable to communicate or understand languages, and because of the negative emotions that created them, they are inherently evil. They kill and torture by nature, since these things are tied to their existence. They live in the interior of large forests and never leave, because their essence is tied to where they were born.

Their extreme stealthiness combined with their ability to pretend to be normal trees has resulted in dozens of horror stories where people have claimed to have seen trees change position in the woods and where every time they turned around, the trees seemed closer and closer. Although the vast majority of these creatures live in the forests of Moth, they can also be found elsewhere in the world in places where the dark Wake is close to reality.

Modus Operandi

The Zaqqun stand silently still somewhere in their forest home until they notice that someone has come into their territory. Then they patiently wait for the person to approach before acting.

If they can, one of their favorite tactics is to drag their victims covertly, one by one, into their mouth with their roots without making a single sound, for they delight in the despair of others as their companions mysteriously disappear. When detected, they use their limbs with terrifying effectiveness to eliminate all enemies. Zaqqun do not have vulnerable points.

Root Maze: The roots of a Zaqqun can lengthen scores of feet to catch distant victims, and once the enemy is grabbed, the roots drag the victim to the trunk where he is impaled by its sharp branches. A Zaqqun normally moves its roots underground with great stealth so its prey does not realize what is happening, and when the roots are close enough, the victim's legs are entangled by surprise. The usual distance a Zaqqun can reach with its roots is no more than 80 feet, but there are some extremely large trees that can reach up to twice this distance. Root Maze is a special Trapping maneuver that uses the tree's Strength. When it is used against an unsuspecting person, the target must pass an Absurd (180) Notice check or suffer the penalties for an attack From Behind and while Surprised when defending against it.

If the Trapping maneuver is successful, the Zaqqun begins to pull the victim as quickly as possible to its trunk in the next turn and impales the victim with its branches when he reaches the trunk. The Zaqqun can also attack with it roots to do damage to victims directly, rather than try to Trap them. If a person is aware of the existence of the roots and expecting their attack, he must only pass a Medium (80) Notice check to avoid the penalty to defense for an attack From Behind. For a Trapped victim to be freed, the roots must be broken by suffering damage totaling at least 300 points. A Zaqqun can keep up to three persons bound at a time and fight without any penalty to its Attack Ability for doing so.

Impaling Branches: The trunk of the cursed tree can manifest sharp branches and thorns around its trunk that it uses to impale its adversaries. In addition, when it makes an Area Attack maneuver with them, the attack is directed at everyone within 30 feet.

Vampire: In the event that a living creature dies impaled on the tree's branches, the cursed tree feeds the corpse into its mouth and the tree absorbs the corpse's blood, allowing the tree to regenerate 50 Life Points per turn for 5 turns (i.e., a total of 250 LP).

Avatar: The Zaqqun's wicked spirit can connect with any other tree within a mile and create an avatar. This creature (which is only a fragment of the Zaqqun) has all the abilities of its creator, but can only withstand 1,000 points of damage before being destroyed. When the Zaqqun uses this ability, it loses half its total Life Points, and it cannot create more than one avatar at a time.

Worldly Aspect: When not attacking, a cursed tree does not look all that different from a normal tree, but always has a slightly sinister feel.

Extrasensorial Vision: Each fiber of the black spirit of a Zaqqun is capable of perceiving the world without eyes. Therefore, it has a 360 degree field of vision and can use its roots to see objects distant from its main body.

Vulnerable to Fire: These cursed trees are very vulnerable to fire. Any heat-based attack causes double damage to them.

Fear of Fire: Fire is incredibly harmful to these creatures and taps into an ancient fear. Consequently, Zaqqun do not usually attack people who are carrying torches or who are around a campfire. If fire is brought close to the body of a Zaqqun while it appears to be a normal tree, anyone who passes a Very Difficult (140) Notice check or Medium (80) Search check may notice that the leaves and branches move slightly as the tree trembles with fear.

The Forest Monster

It is said that a tiny Moth forest that served as the backdrop to a slaughter is only composed of Zaqqun. According to myth, the whole forest moves together like a single living entity.

Zopo

Flying Trap

Level: 1 **Category:** Natural 0
Life Points: 55
Class: Assassin
Str: 5 **Dex:** 6 **Agi:** 5 **Con:** 4 **Pow:** 5 **Int:** 1 **Wp:** 2 **Per:** 8
PhR 25 **MR** 30 **PsR** 10 **VR** 25 **DR** 25

Initiative: 55 Natural
Attack Ability: 80 Tongue + 80 Bite
Defense Ability: 40 Dodge
Damage: 0 Tongue, 40 Bite (Cut)
AT: None

Essential Abilities: Does Not Sleep, Atrophied Limbs, Psychological Immunity, Unnatural Size, *Vulnerability*
Powers: Natural Weapons: Tongue (Trapping 10) and Bite (Increased Critical +40, Additional Attack, *Conditional*), Flight (Natural Flight 6, *Conditional*), Radial Vision, Flying Dodge

Size: 5 Small **Regeneration:** 1
Movement Value: 0/6 **Fatigue:** 4

Secondary Abilities: Hide 50, Stealth 50, Notice 50

There are times when the things that look the most harmless can also be the most dangerous. The Zopos are strange carnivorous plants that have abnormally evolved to feed on large prey. Despite being relatively small (about a foot and a half long), these unusual predators are able to kill even humans with relative ease. They are composed of a bulb with four eyes from which hangs enormous toothed jaws and a long retractable tongue. Surprisingly, they also have multiple propellers at their top that rotate at high speed, allowing them to float through the air in search of food.

They have a very fast life cycle, living just over a week during which they go from being a simple plant in the ground to wilting in the air. They have no real intelligence (or at least not much more than a plant), and their minds function at a level so basic that they are incapable of feeling emotions. Despite the size of their propeller leaves, the Zopo produce almost no sound while flying. They remain still, waiting for some noise or movement to make them active. Thus, it is easy to compare them to flying traps that stalk their victims in order to bite off their heads.

Zopos may be found anywhere in any numbers, but they are much more common in underground sites and forests.

Modus Operandi

As their curious nickname suggests, these creatures act as true flying traps; they are tireless and always wake up once they feel prey nearby. Interestingly, they have some kind of instinctive connection to each other, because if someone passes close to one Zopo, others also activate and follow in the wake of the first. Therefore, escape from them can be both difficult and dangerous, because anyone who runs from one will soon discover that dozens are stalking him.

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Tongue and Bite: A Zopo wraps its long tongue around its victim's neck and then, after opening its big mouth, gives a strong pull while slamming its jaws shut. In most cases, this event leads to the automatic death of the prey via beheading, although sometimes if the Zopo fails to reach the head, it will bite other points on the body. This maneuver has two stages. First, the Zopo performs a Trapping maneuver with its tongue at the equivalent of Strength 10 (no matter what the final result, this attack can never cause more than a Partially Immobilized result, which is considered to be a grip on the neck or other limb). If this maneuver is successful, the Zopo can make an additional attack in the same turn with its jaws without suffering any penalty to Attack Ability for doing so. In making the bite attack, the Zopo always releases its target, although the target still suffers the penalties for being held (–20 to Block and –40 to Dodge) with respect to the additional attack. This additional attack is always treated as if it targeted a vulnerable point, and it increases the result of any Critical produced by +40.

Flight: By turning the leaves at its top into a propeller, a Zopo can stay in the air with Flight Value 6. However, its small size prevents it from gaining a lot of height, so it cannot rise more than 15 feet in the air. If its Life Points are reduced to 25 or less, its leaves are so damaged that it loses the ability to fly and, consequently, can hardly move.

Radial Vision: A Zopo has four eyes staring out in all directions. Its only blind spot is the top of its body.

Flying Dodge: Despite its appearance, a Zopo is very adept at dodging, and since it is quite small, Medium-sized or larger enemies suffer a –20 penalty to Attack Ability against it (–10 if its flying Movement Value is reduced below 6). If it has lost the ability to fly, a Zopo's Dodge Ability is automatically reduced to 0.

Vulnerable: Because Zopos are plants, fire easily destroys them. Fire-based attacks deal double damage to them.

Stages of Development

In addition to the adult stage, Zopos can be found in two more developmental stages, larval and withered.

Larval: In this stage, Zopos are simply cocoons, unable to fly, that move on the ground with their roots. They feed on small animals and insects but are relatively harmless to men. Their only dangerous quality is that if they are hit hard (with even a simple stomp), a small cloud of pollen bursts forth that irritates the eyes and produces strong allergic reactions (especially sneezing and vomiting). While not too problematic in itself (the effects disappear within a few minutes), the temporary partial blindness and weakness can be terrible if there are more Zopos nearby. Anyone who is less than 10 feet from the larva when it explodes must pass a VR 100 check or immediately suffer Partial Blindness (due to watery eyes) and a –20 All Action Penalty (due to sneezing and vomiting) for a number of turns equivalent to the level of failure.

Withered: This stage is the final phase of the life of a Zopo, just before it dies giving birth to various larvae. In this stage, its jaws are useless and its Flight Value is reduced to 3 (therefore, its Dodge Ability is only 20). However, its flower has opened, which generates large amounts of invisible, irritating pollen that, like that of a crushed larva, causes allergic reactions in people. Everyone who spends at least one turn within 60 feet of a withered Zopo must pass a VR 100 check or immediately suffer Partial Blindness and a –20 All Action Penalty for a number of turns equivalent to the level of failure.

Illustrated by Wen Yu Li

Chapter 2
The Lost Races

Angels to some.
Demons to others.
We are all you can imagine.
And more.

-Zeros Ophiel Akerontes

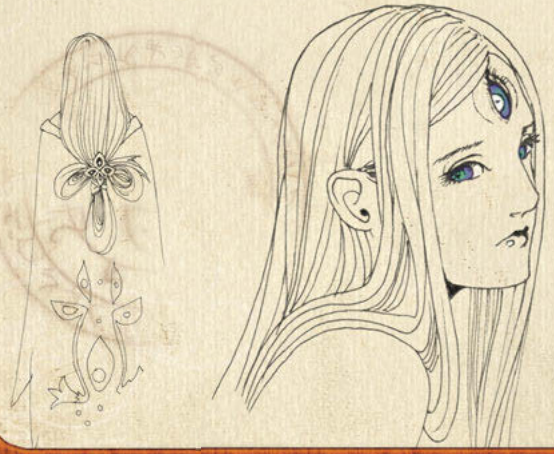
The Sylvain, Duk'zarist, Jayan, D'anjayni, Ebudan, and Daimah are generally recognized as the most important supernatural races in history, for their deeds and their heritage are still reflected in the shape of Gaïa today. However, there are many other races that played a significant role in history, and whose civilizations were instrumental in the development of mankind's own. Although their names are not as well known as the six previous groups, each of them was still important in its heyday.

The following sections describe the characteristics, advantages, and disadvantages of three of those races, including both purebreeds and Nephilim. Players are free to play any of these Lost Souls or, with the Game Master's permission, even pure races.

Level Modifier

Because some nonhuman races have supernatural bonuses to their abilities, they receive a Level Modifier to compensate. These "additional levels" do not provide the usual benefits to the character; they do not raise his Life Points, Presence, Innate Bonuses, or Development Points, but only adjust the amount of Experience Points needed to level up.

For example, a 1st level human character normally starts with 0 Experience Points. A 1st level Devah has a +2 Level Modifier, so he starts with 225 Experience Points (as if he were level 3) despite being in all other respects level 1. Therefore, he will need 375 Experience Points to reach 2nd level, 550 for 3rd level, and so on.



Devah

After the Duk'zarist and Sylvain, the Devah were the most important race of antiquity. They seem to be clearly of the same blood as the Jayan, but despite the many similarities between them, their differences are also obvious. No one knows for certain whether there was a moment in which they were one race that was separated or whether there were two different groups from the beginning that merely had many traits in common.

The essence of a Devah is linked to spirits and the supernatural world far more than other races. They are physically quite similar to a human being, but with a few notable differences. Their bodies are slightly fragile and slender, and they have a third vertical eye on their foreheads. Their hair is usually blue, green, purple, black, or other cool shades. Devah are long-lived, often reaching 200 years old. However, their appearance never seems to "age" beyond that of a human in his forties. Surprisingly, they mature very rapidly mentally, and at 10 to 12 years of age, despite still possessing the bodies of children, they can think and reason like adults. Their personalities are nearly devoid of emotion. That does not mean they have no feelings at all, but they consider being guided by emotions to only lead to disaster. Thus, they are usually cold and rational and allow logic to govern most of their lives.

Devah society is based almost entirely on the control of supernatural forces and the domination of magical creatures. In fact, the Devah take advantage of their unique connection with the spiritual world to compensate for their limited physical capacity and to gain some influence over other races. In this regard, they are extremely elitist; they believe their natural role is to "show" other living beings that they are the ones who should run the world for the good of all. Although they have never been particularly violent and prefer to use more rational methods, they do sometimes wage war on other nations in pursuit of the "common good." In general, they have no nobility or hereditary rulers in their civilization. The most important decisions are made by consensus within a senate consisting of the more capable members of their race. For the Devah, the primary social group is the family, and members of a house always have many common traits, both physically and intellectually.

Although over the centuries the Devah accumulated enormous power, internal division caused the almost complete destruction of their race when an unfortunate civil war wiped out 90% of them. This conflict, which marked the first time in history where the Aeons were used as weapons, caused the decline of their empire and their civilization. Their abilities are listed below.

Superior Mind and Soul: A Devah has greater intelligence, will, and spiritual power than humans. They apply a +1 bonus to their INT, WP, and POW.

Unnatural Size: Despite having penalties to their Strength and Constitution, Devah are not smaller in size than humans. Add 2 points to their Size Characteristic.

Supernatural Communication: The Devah are able to communicate with other members of their race by looking directly at them through their third eye. This method can transmit not just words, but also emotions, ideas, and even memories. The clearer their line of vision, the better and faster they can express themselves.

Complex Mind: It is very difficult to affect a skilled Devah with any ability that explores their thoughts or affects their personality. Consequently, they get a +15 to Magic Resistance and Psychic Resistance when someone tries to read their mind or unnaturally provoke any feeling or emotion in them.

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The Eye of the Soul: A Devah's third eye perceives the spiritual world with complete clarity. With it, Devahs can innately see spiritual creatures and feel their elemental affinities. Also, if they study a supernatural being (Beings Between Worlds or Spirits only) for two to three turns, they are able to determine its true name. This power does not allow them to see Psychic Powers and does not work on creatures with a Gnosis over 30.

Spiritual Ties: The Devah have a natural affinity towards the spiritual bonds that are needed for summoning and controlling creatures. They therefore gain a +10 bonus to any Summon, Control, Bind, or Banish checks.

Physical Frailty: Devah always have a weak constitution. As a result, they apply a penalty of –1 to their STR and a –2 to their CON. Additionally, they apply a special penalty of –10 to their Physical Resistance and Disease Resistance.

Unnatural Soul: All Devah are born with a strong connection to the unnatural, so they are required to choose either Gift or Access to a Psychic Discipline as one of their Advantages.

Base Gnosis: 5

Level Modifier: +2

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Nephilim

There are very few Devah Nephilim currently living in Gaïa, because the near-extermination of their race was long before the formation of the Barrier. In fact, there are even fewer Devah Nephilim than Duk'zarist ones; these Lost Souls are the world's rarest. Despite the marked strength of their spirits, the powers they inherit are almost exclusively spiritual, so it is difficult to perceive any changes in their bodies from their heritage. In fact, except for an apparent physical frailty and very distinct hair colors, they do not possess any particularly distinctive features.

On the other hand, their personalities tend to be deeply concerned with the state of their souls, and they commonly retain most of the idiosyncratic characteristics of their race. Generally, all Devah Nephilim behave in a cold and methodical fashion, with perfect mastery over their feelings and a desire to guide their lives with logic. They like intellectual challenges and love to learn new things. They do not mind company but are not given to establishing a strong connection with anyone. Typically, Devah Nephilim never dream of their past lives, but instead dream of the many creatures who knew them previously. This does not generally disturb them, but rather merely arouses their curiosity. Their souls give them remarkable mystical abilities that they must gradually learn to control. Their abilities are listed below.

Complex Mind: This ability is the same as that possessed by pure Devah, except that Nephilim receive a +10 bonus to Magic Resistance and Psychic Resistance instead of +15.

The Eye of the Soul: The third eye that pure Devah have on their foreheads still works for the Nephilim spiritually, even though they physically lack the third eye. When Nephilim close their real eyes, they are unconsciously able to perceive spiritual creatures and discern elemental affinities. In addition, like a true Devah, if they study a supernatural being (Beings Between Worlds or Spirits only) for two to three turns, they are able to determine its true name. This power does not allow them to see Psychic Powers and does not work on creatures with a Gnosis over 30.

Spiritual Ties: This ability works exactly as with the pure Devah, except that the +10 bonus only applies to Summon and Banish checks.

Physical Frailty: The Devah Nephilim suffer a penalty of –10 to their Physical Resistance and Disease Resistance.

Immortal Soul: Like all Nephilim, the Devah experience conflict between what they learn while living and their ancient memories. For that reason, a Devah suffers a –3 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

VETALA

Most likely, the members of the mysterious race known as the Vetala are the source of many myths of vampires walking the surface of Gaïa. They are the "children of the night," those living in the shadows of the world. Their skin is pale, almost blue, with many clearly visible veins and capillaries making strange patterns under their skin. Some Vetala appear inhuman (or even monstrous) while others can almost pass for human. Their eyes, always silver, are bloodshot. They do not have nails, but their finger bones extend to the tips of their fingers, giving the impression that they have claws. They feed only on blood, extracting all the nutrients they need from it. Their systems reject any kind of solid food.

The Vetala are virtually immortal, or at least they age much more slowly than humans do, and some have proven capable of living for millennia. However, their bodies decay as they grow older, with their vitality fading more and more until they appear little more than a walking corpse. Ironically, over time their "immortality" becomes their prison, as eventually they grow so withered and weak they cannot even move. After 500 years they are considered "old," and two or three centuries later, they enter a state of catalepsy due to the massive degeneration of their bodies and minds. This process can be mitigated by large amounts of blood, which returns a temporary health and youthful vigor to their bodies. Unfortunately, as they get older, they require more blood and the duration of the restoration is shorter and shorter.

The Vetala can reproduce with members of their own race or, in unusual cases, with those of other races. However, such children are always stillborn or purely Vetala; they never take on the characteristics of their other parent.

In a similar way to the D'anjayni, the Vetala have been isolated from most of the events of Gaïa. Despite their considerable individual power and rich culture, their small numbers and weakness to light has prevented them from becoming one of the dominant races. Their culture is markedly stratified, with a few noble houses dominating their city-states, which are perpetually covered by supernatural storm clouds blocking the light of the sun. They use slaves extensively, forcing members of other races to serve as servants or food sources.

Children of the Night: During the night, Vetala gain +1 to their STR and POW.

Critical Injury Immunity: One of the most striking features of the Vetala is that their bodies have few specific vulnerabilities. Although they can die from massive damage like any another living being, they are perfectly capable of withstanding a blow that pierces their head or heart (in fact, such a blow will deal no more damage than a similar impact to the stomach or shoulder). It is actually the loss of blood that hurts them because their system becomes unable to maintain itself. Consequently, Vetala have no vulnerable points and completely ignore the effects of Criticals, except those that sever a limb or produce decapitation.

Ultrasound: The Vetala are able to use their vocal abilities to produce ultrasound waves that subtly influence the majority of natural animals. The effects of this influence is similar to that of the Animal Affinity Advantage. Insects, bats, wolves, and other medium-sized predators can be affected by this ability. Ultrasound automatically affects any animals whose Intelligence ranges from 0 to 3, or animals with greater Intelligence whose combined Presences do not exceed twice the Vetala's Presence. When Vetala use this ability, they appear to be muttering something quietly to themselves. Only other Vetala, those with an 11 or higher Perception Characteristic, or those who pass an Absurd (180) difficulty Notice check can detect the ultrasound in use.

Blood Ecstasy: Consuming large amounts of blood at one time can dramatically boost a Vetala's abilities. For between five and 30 minutes after excessive feeding (the duration depends on the quantity and quality of blood drunk), they receive a +10 All Action Bonus, receive +1 to one Characteristic (this can vary amongst Vetala; choose one at character creation), and halve any penalties from pain and fatigue. Unfortunately, this gorging then causes serious injury to their bodies. Between two and three hours later, they begin to suffer a –30 All Action Penalty that lasts for five times the length of time they received the bonuses.

Rapid Healing: If a Vetala consumes enough blood every day, he heals at an incredible rate. A Vetala may add 4 points to his natural Regeneration level as long as he is adequately fed.

Vulnerable to Light: The Vetala's greatest vulnerability is the harm light causes them. Although they can endure weak or indirect light without excessive problems, when they are exposed to a light source of high power or purity (such as direct sunlight, bright supernatural light, etc.), their skin begins to burn. The Vetala must pass a Physical Resistance check of between 80 and 160 (depending on the degree of exposure and the intensity and purity of the light) each turn or suffer damage equivalent to the level of failure. If they fail by more than 50 points, they immediately gain the In Flames condition.

Flawed Vision of the World: Vetala perceive events differently than other species. This skewed perception causes them to suffer a –2 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

Base Gnosis: 5

Level Modifier: +2

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Nephilim

Although it is true that the Vetala were never very numerous, there are still a considerable number of Nephilim in Gaïa, especially in Moth and Dwänholf.

Their essences show strongly in their bodies, giving them many unusual characteristics. They have pale skin and fine features. They often have very small, dark blood vessels that can be easily seen on their faces and hands. Their hair and eyes tend to be reddish or dark, with the pupils exceptionally clear (in rare cases, even slightly silver). They tend to live a little longer than a human on average, often living more than a century.

The soul of a Vetala often comes into conflict with his newly acquired human nature. Sometimes these Nephilim feel that there is someone inside them, an alter ego that tries to dominate them and force them to do things against their will. There have even been cases where Nephilim developed identity disorders that made them completely different people between night and day (often unable to recall in the morning what they did the night before). This influence usually makes them behave selfishly; they tend to look down on those around them, seeing them as little more than slaves or puppets. However, they are very passionate and overprotective towards the people they love.

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By their nature, they feel a connection to blood, a strong psychological desire to drink that can become an obsession or even an addiction.

They often have dreams of their past lives, but these frequently appear as dark nightmares that terrify them. Their souls give them several physical and psychological abilities:

Critical Injury Resistance: Similar to a true Vetala, Nephilim have an incredible resistance to damage. If they are hit in a vulnerable point, they add a +50 bonus to any Physical Resistance check to overcome the effects of the Critical.

Blood Ecstasy: If a Nephilim ingests large amounts of blood, he enters a supernatural state that increases his capabilities. Beginning one minute after feeding, he receives a +10 All Action Bonus and a +1 to one Characteristic (as determined at character creation). Five minutes after the boost begins, the boost ends and the Nephilim collapses. Although he does not suffer internal damage, he cannot get up again until two or three hours have passed.

Rapid Healing: This ability is similar to that of a pure Vetala, except that it only increases the natural Regeneration level by 1 point. The Nephilim must drink blood along with his usual forms of nourishment.

Photosensitive Skin: Strong light is detrimental to the Nephilim, though to a lesser degree than to pure Vetala. If they are struck by light from a very powerful light source (such as sunlight), they must pass a Physical Resistance check against a difficulty between 40 and 140 depending on the degree of exposure and the intensity and purity of the light. If they fail by less than 30 points, they suffer 10 points of damage and a –20 All Action Penalty because of the pain. If the difference is higher, the damage is 20 points and the penalty increases to –40. The penalty lasts for three turns after the Nephilim is no longer in contact with the light.

Blood Obsession: If a Nephilim consumes enough blood, especially if he frequently uses Blood Ecstasy, he develops a psychological dependency resulting in the Addiction (Drink Blood) Disadvantage. If the character already has this Disadvantage, he doubles the penalties imposed for not satisfying the addiction and must pass a Willpower check every time he sees blood flow to avoid losing control and trying to drink it.

Ill-health: Most Vetala Nephilim are anemic and suffer a –20 penalty to Disease Resistance.

Immortal Soul: Like all Nephilim, the Vetala experience conflict between what they learn while living and their ancient memories. For that reason, a Vetala suffers a –3 penalty to all Experience Points awarded by the Game Master at the end of each gaming session.

The Ancients

Some exceptionally old Vetala are stored by their race in special coffins and provided with sufficient blood to live. Their bodies are interred in huge vaults known as the Salons of the Ancients, and the councils of nobles who rule their cities consult them for their knowledge. However, even stranger than that are the Vrykolakas, a title given to the most powerful Vetala. Their bodies are preserved in special containers, and they are provided with sufficient blood to live, albeit in a coma. When their abilities are needed, they are bathed in blood to temporarily return them to their full physical and mental capabilities. It is said that, depending on the blood used to revive them, the Vrykolakas acquire unique powers that can transform their bodies.

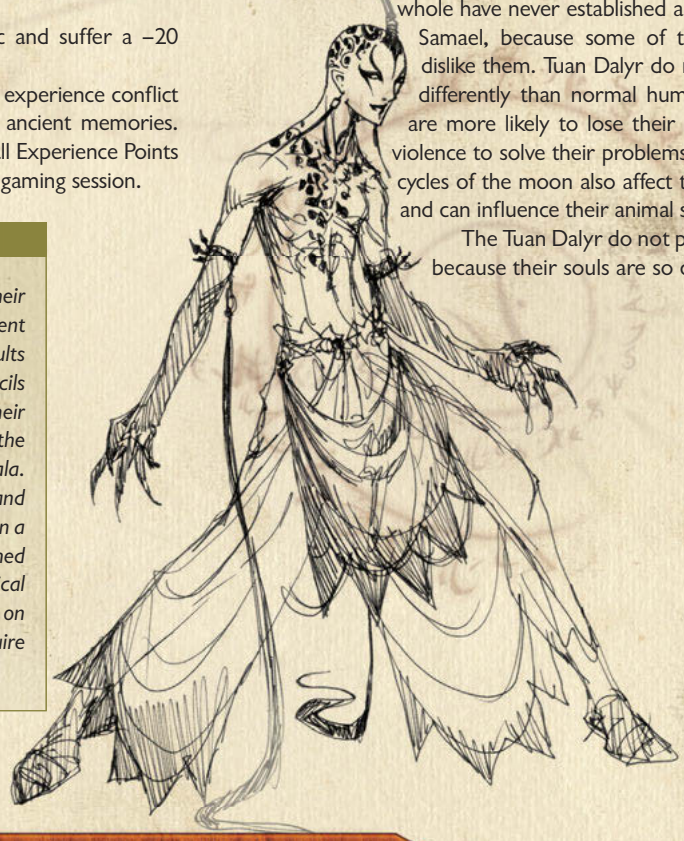
Tuan Dalyr

The Tuan Dalyr, or "those who stayed behind" in Ailish, are much younger and less widespread than any of the supernatural races on Gaïa that were birthed during the the Age of Chaos. They date back somewhat less than 900 years to the time when the inhabitants of Alberia openly fought against the beast spirits. In those times of conflict, a large proportion of the men and women in the Land of Eternal Rain chose to side with the lords of the forests, joining the beasts body and soul in order to help stop the humans. So the Tuan Dalyr were born – the descendants of those who decided to return sword-blow with sword-blow.

Physically, the Tuan Dalyr are no different from normal human beings, so they can live in human lands without difficulty. However, they have inherited the abilities of their predecessor animal spirits, and under certain conditions, their bodies transform to take on bestial aspects. Each Tuan Dalyr, depending on his parent creature, may look extremely different when transformed, but generally they all share some traits with large predators. The magnitude of the change may also vary from person to person, but even those who suffer more radical transformations always maintain a body shape that is mostly human. In general, their physical mass increases, and they develop claws, fangs, body and facial hair, animal-like eyes, and even a tail.

It is difficult to define the Tuan Dalyr as their own race, as they share the customs and ancestry of the nomadic human tribes of the forests of Alberia. However, as their souls, mixed with the spirits of animals, degenerated, the Tuan Dalyr became even more savage and bloodthirsty while still respecting some Lillium traditions. Although they almost gained supremacy in the Land of Eternal Rain, the vast majority ended up being wiped out by soldiers of the First Emperor Zhorne Giovanni in the battle of the Forest of Whispers. The few survivors were forced to disperse, hiding in the depths of the northern forests or fleeing to the east. Since then, they have lived in small remote villages or wandering tribes, disguising their true nature. Over time, some also mixed with other peoples, pushing their supernatural origins from their minds. The Tuan Dalyr as a whole have never established a relationship with Samael, because some of the Fallen Angels dislike them. Tuan Dalyr do not behave much differently than normal humans, except they are more likely to lose their cool and turn to violence to solve their problems. Apparently, the cycles of the moon also affect their mental state and can influence their animal spirit.

The Tuan Dalyr do not produce Nephilim because their souls are so close to human.



Illustrated by Wen Yu Li

Natural Weapons: While they are transformed, Tuan Dalyr claws and teeth can be used very effectively in combat. They count as natural weapons that have a Base Damage equal to the character's base Strength +40. It is necessary to train in fighting with these natural weapons to avoid penalties.

Transformation: A Tuan Dalyr has the ability to channel his animal spirit to temporarily transform his body. This transformation provides a bonus of +3 to be distributed among the STR, DEX, AGI, and PER Characteristics (up to +2 in a single one) of the Tuan Dalyr. The combination of bonuses must be selected at character creation and cannot be changed during play. For example, a Tuan Dalyr who has chosen to add +2 to STR and +1 to DEX could not then decide to apply the bonuses in a different way later. These changes also affect the character's size, which can increase while he is transformed. Unfortunately, this transformation also hinders rational thinking, so while a character is transformed, he applies a penalty of –2 to INT and WP and a –10 to Magic Resistance and Psychic Resistance.

Animal Senses: Even when fully human, Tuan Dalyr senses are exceedingly sharp. Consequently, they always receive +1 PER, and if they choose the Acute Senses Advantage, they receive a +40 to Notice and Search instead of +30.

Children of the Moon: The moon has a great influence on the souls of the Tuan Dalyr, and its stages can improve or reduce their natural abilities. They are all affected by the periods of the lunar cycle, representing the apogee and perigee of their power. For example, a Tuan Dalyr could be at the peak of his powers the second night of the quarter moon, and lose power the first night of the new moon. On his peak evening, a Tuan Dalyr gains an additional +1 to each of the Characteristics that he gets a bonus to when he transforms, while on his weak night, he is completely incapable of transforming and loses all racial benefits.

Animal Traits: Though their physical appearance in their natural state is fully human, when they lose control due to strong emotions (like anger, fear, or passion), their eyes automatically begin to look animal-like.

Base Gnosis: 0

Level Modifier: +2

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Chapter 3
Abilities and Powers

Do you want power?
Not just a dream ...but real power ...
If so, kneel down and take my hand,
for it is the hand that creates the destiny of the world.
Blessed are those who are called to me ...

-Matthew Gaul

In this chapter, there are a multitude of new abilities. These abilities offer the Game Master and players more variety when creating their creatures. All these abilities follow the rules described in ***Anima: Beyond Fantasy*** and have certain prerequisites and costs. This chapter also lists a new kind of creature and special rules for developing new abilities and powers.

Constructs

Constructs are a special kind of Being Between Worlds. They have been artificially built, as automatons, puppets, or golems, using physical matter as a base. Developing a construct uses the same rules as creating a normal being, but constructs have no physical needs (thus, they obtain the Physical Exemption Essential Ability for free), and they begin with Regeneration 0 (meaning they do not heal on their own, and any damage they suffer can only be repaired). A construct is completely immune to Summoning Abilities, since it exists outside the flow of souls and the rules that govern summoners. However, if there was a supernatural element used in the creation of a construct, a person whose essence "synchronizes" with the construct's nature may ignore this rule. For example, a Jayan shaman may use Summoning Abilities on a Humbaba (see page 89), while someone with Ancient Blood is able to synchronize with automatons created by the Logias of Solomon. Naturally, those constructs built solely on a scientific basis are unable to synchronize with anyone at all.

About Gnosis Values

It is important to remember that the Gnosis values discussed in this chapter, as well as in ***Anima: Beyond Fantasy***, are intended only as a rough guide for creating a supernatural creature; none of the values are absolute. Thus, the Game Master is free to make whatever exceptions or modifications he deems useful, as long as they will be beneficial to the game. Only beings created by magic or similar powers (such as the spell Create Being) are required to follow the rules laid out here.

Creating New Powers

Naturally, it's completely impossible to list all imaginable powers that a creature could have. Surely, each Game Master will want to introduce his own ideas and concepts that are not covered in these pages or in ***Anima: Beyond Fantasy***. If there is nothing to base a power on, at minimum the power will need a cost in DP and a minimum Gnosis requirement. Although all costs are highly subjective, the simplest powers should cost between 10 and 30 DP and the most powerful and unbalancing between 200 and 250 DP.

Metamorphosis and Life Points

When a creature with Damage Resistance has the capacity to change size and decides to do so, its Life Points may increase or decrease. To determine the new Life Point total, divide its current Life Points by its Multiple of Damage Resistance and then multiply that result by its new Multiple of Damage Resistance. Thus, players can find out how many Life Points a creature currently has if it has been injured in one form or another. If a creature that uses the normal rules for defense is transformed into one with Damage Resistance, players should calculate the number of DP that the creature spent on the Block and Dodge Abilities and multiply that amount by the Multiple of Damage Resistance corresponding to its new size. This total determines its Life Points in the new form. Naturally, the same applies in reverse if a creature with Damage Resistance transforms into one that allows it to block or dodge (though it can never gain DP in those abilities beyond the normal limits allowed for Attack and Defense Abilities).

Technocrat

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Essential Abilities

Essential Abilities are the innate capabilities of a creature, the characteristics that define its nature. Advantages have costs in DP, while Disadvantages provide additional DP that can be used to purchase other Essential Abilities or powers. There is no limit to the number of Advantages or Disadvantages that can be purchased for a creature. A list of the available Essential Abilities follows. Unless otherwise indicated in the description, each ability may only be purchased once. Each item in the list consists of the following elements:

Cost: The amount of DP that must be invested.
GN: The minimum Gnosis that a creature should have in order to have access to the ability.

Essential Abilities	Cost	GN
Danger Sense	40	20
Ki Recovery	20	20
Contested Spell Mastery	19	10
To the Limit	5	20
Survivor	10	0
Opposite Magic	10	20
Natural Power	10	20
Psychic Ambivalence	30	15
Increased Psychic Modifiers	10	20
Innate Power	5	20
Immune to Pain	20	0
Vulnerable to Harm (Disadvantage)	*–30*	*0*
Additional Vulnerable Point (Disadvantage)	*–20*	*0*

Danger Sense, Ki Recovery, Contested Spell Mastery, To the Limit, Survivor, Opposite Magic, Natural Power, Psychic Ambivalence, and Increased Psychic Modifiers: All these powers are equivalent to the Creation Advantages with the same names that appear in ***Anima: Beyond Fantasy*** and in the ***Game Master's Toolkit.***

Innate Power: When calculating Ki points, the creature only uses its Power Characteristic (which it multiplies by six), as described in ***Dominus Exxet: The Dominion of Ki.***

Immune to Pain: The creature is completely insensible to pain. It ignores any All Action Penalties that it would ordinarily suffer as the result of Criticals (except for those caused by the loss or destruction of a limb) as well as similar conditions caused by supernatural effects.

Vulnerable to Harm (Disadvantage): The creature is exceptionally vulnerable to massive damage in any form. If it suffers a Critical, it is destroyed automatically.

Additional Vulnerable Point (Disadvantage): The creature has an additional vulnerable point (in addition to its head and heart) that is easily accessible to attackers.

Agni

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Combat Powers

This section lists natural offensive or defensive powers of creatures that they can use in combat.

Independent Attack

An independent attack is one that is not made directly by the creature, and thus takes place even when the creature is on the defensive. This power changes one of the creature's normal attacks into an independent one. This power modifies only one attack. It must be taken again for each additional attack to be modified.

Effect	Cost	GN
Independent Attack	20	5

Restrictions: None

Delayed Attack

This power allows a creature to launch an attack that will not take effect until a number of turns have elapsed. For example, a creature might have the ability to launch balls of energy into the heavens that, after a few seconds, fall back down on its enemies. To make a delayed attack, the creature must be able to attack when this power is activated, but the creature does not need to be able to attack when the attack actually takes place – the attack always takes effect at the end of the delay, regardless of the actions of the attacker. A creature can only delay one attack per turn.

Effect	Cost	GN
1 Turn	10	10
3 Turns	20	20
5 Turns	30	25
20 Turns (1 minute)	40	30

Restrictions: None

X Turns: Indicates the maximum time that the attacker may delay the attack. When the ability is activated, the creature must declare when the attack will take effect.

Camouflaged Attack

A camouflaged attack is especially difficult to predict and therefore requires the defender to pass a Notice or Search check or suffer from the Blinded condition when defending against the attack. This power changes one of the creature's normal attacks into a camouflaged one. This power modifies only one attack. It must be taken again for each additional attack to be modified (although the DP cost for attacks beyond the first is reduced by half, provided the attacks are of equal or lesser cost than the first).

Effect	Cost	GN
Difficulty 120 / 40	20	5
Difficulty 140 / 80	30	10
Difficulty 180 / 120	40	15
Difficulty 240 / 140	60	25
Difficulty 280 / 180	80	30

Restrictions: None

Difficulty X / X: Indicates the Difficulty to overcome in a check using Notice (first value) or Search (second value) to avoid suffering the Blinded condition when defending against the attack.

Maintained Attack

The creature can perform a chosen attack and maintain it for a number of turns. At the beginning of each turn, everyone in the radius of the effect must defend against it before any actions are taken. This attack can acquire special modifiers, such as increased damage or the ability to affect an area. A creature can only maintain a single attack at a time and can stop maintaining it at the beginning of any turn, before its effects take place.

Effect	Cost	GN
1 Additional Turn	50	5
2 Additional Turns	60	10
3 Additional Turns	80	15
4 Additional Turns	100	25
5 Additional Turns	120	30

Restrictions: None

X Additional Turns: Determines the maximum number of turns that the attack can be maintained for.

Emeth

Unstoppable

This power represents the ability of certain creatures to shrug off damage and keep fighting. Use of this power must be declared before determining Initiative for the turn. When using this power, the creature takes a penalty to its Defense and Attack Abilities, but in return, it is able to take an Active Action even if it has been hit by one or more attacks. However, if an attack causes a Critical to the creature, the creature does lose its right to an Active Action.

Effect	Cost	GN
–80 Defense / –20 Attack	20	0
–60 Defense / –10 Attack	40	10
–40 Defense	60	30

Restrictions: None

–X Defense / –X Attack: The creature must apply these penalties to its Defense and Attack Abilities while this power is in effect.

Reflect Attacks

The creature can reflect attacks against it and redirect them to strike other targets. To do this, the creature needs to have previously achieved a successful defense and must give up its subsequent counterattack, but it adds the counterattack bonus, if any, to the Final Attack of the attack being reflected. No new attack roll is made; the Final Attack of the original attack is used.

Effect	Cost	GN
Distance Attack	30	10
Melee Attack	40	15
Choice of Target	60	30
Unlimited Counterattacks	40	30

Restrictions: None

Distance Attack: This power allows the creature to redirect a ranged attack it successfully blocked back against the attacker. To do so, the creature has to have the ability to counterattack and must give up one of its attacks.

Melee Attack: Same as above, except that the creature may reflect physical melee attacks as well.

Choice of Target: The creature can choose any target within the attack's reach (i.e., within melee range for melee attacks and within the weapon's range for ranged attacks) as the target of the reflected attack. However, if a target other than the original attacker is chosen, any counterattack bonus is ignored.

Unlimited Counterattacks: The creature does not need to have the ability to counterattack in order to reflect the attack. Even if it has already used up all of its offensive actions that turn, whenever it is attacked and makes a successful defense, it may reflect the attack.

Ranged Natural Weapon

The creature's natural weapons allow it to attack at a distance with some type of projectile that can serve as ammunition, such as bones, nails, seeds, etc. For the purposes of penalties to defense, these are considered Thrown projectiles.

Effect	Cost	GN
Ranged Natural Weapon	20	5
Advanced Ammo	20	10
Unlimited Ammo	40	20
Long Distance	30	10
Fired	20	10

Restrictions: None

Ranged Natural Weapon: The creature possesses natural weapons that it can use to attack with a maximum range of 100 feet. Generally, it has enough natural ammunition for two to five attacks. After firing, it needs at least a week to generate a new projectile.

Advanced Ammo: The creature has enough ammunition available for 50 attacks, and it generates a new projectile every hour.

Unlimited Ammo: The creature generates an unlimited amount of ammunition.

Long Distance: The maximum range of the weapon is increased to 300 feet.

Fired: In determining penalties to defense, the ranged attack is considered to be Fired instead of Thrown.

Impact

The creature has the ability to overwhelm its opponents with its blows. Consequently, any opponent who takes damage from its natural attacks suffers an impact at the creature's Strength.

Effect	Cost	GN
Impact	50	15

Restrictions: None

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Conditional Automatic Attack

This power allows the creature to automatically activate a special attack whenever certain conditions are met. Thus, regardless of its actions or attacks in a given turn, the creature has an offensive action that will be performed automatically when such a condition occurs. This attack may have any other special modifier, such as Increased Damage or Area Effect, but only one such attack can be triggered per turn. Choose an Ability and a Condition.

Effect	Cost	GN
Ability		
Attack –60	10	5
Attack –40	20	10
Attack –20	30	20
Full Attack	40	30
Condition		
Minor Damage	40	20
Major Damage	20	10
Critical	30	15
Upon Death	10	5
Complex Condition	10	10
Simple Condition	40	20

Restrictions: None

Attack –X: The creature uses an Attack Ability with a penalty to the attack roll equal to X. The Attack Ability of this attack is not modified by any penalties resulting from Pain, Criticals, or Fatigue.

Full Attack: Same as above, except that the attack is made at the creature's full Attack Ability.

Minor Damage: The attack is triggered each time the creature loses 100 Life Points (or 1,000 if it has Damage Resistance).

Major Damage: The attack is triggered each time the creature loses 200 Life Points (or 2,500 points if it has Damage Resistance).

Critical: The attack is triggered when the creature suffers a Critical.

Upon Death: The attack is triggered when the creature dies.

Complex Condition: The attack is triggered when an unusual and unique condition is satisfied, such as reciting a specific verse in the light of the full moon or eating fresh meat from a virgin maiden.

Simple Condition: The attack is triggered when a simple condition is satisfied, such as when the creature kills one of its opponents.

Breakage Bonus

The creature's natural weapons are particularly effective in destroying objects.

Effect	Cost	GN
+5 Breakage	10	5
+10 Breakage	20	10
+15 Breakage	40	15
+20 Breakage	60	30
+25 Breakage	80	35

Restrictions: None

+X Breakage: The Breakage of the creature's natural weapons increase by this amount.

Type-011 Proto-hunter

Automatic Critical

If one of the creature's natural attacks inflicts damage, it causes an automatic Critical to the target. Only one of a creature's attacks per turn can cause an automatic Critical using this power. Beings with Damage Resistance do not suffer an automatic Critical, but their whole body counts as a vulnerable point in resolving the attack.

Effect	Cost	GN
Automatic Critical	100	30

Restrictions: None

Accumulation Attack

This power represents a creature's ability to accumulate strength to increase the effectiveness of its attacks. The longer the creature prepares, the stronger the attack's effects. Because this is a natural power, it is not possible to combine it with Ki Techniques.

Effect	Cost	GN
Damage		
Up to 50	10	10
Up to 100	20	20
Ability		
Up to 50	20	15
Up to 100	40	25
Rapid Accumulation	10	15
Dual Accumulation	10	20
Multiple Actions	20	30

Restrictions: None

Up to 50 Damage: The creature may skip an attack to add 10 points to the damage of its next attack (up to a maximum of five skipped attacks for a total of 50 points of extra damage). The creature cannot make any offensive action while accumulating in this way.

Up to 100 Damage: Same as above, except that the maximum damage increases to 100 points.

Up to 50 Ability: The creature may skip an attack to add 10 points to its Attack Ability (up to a maximum of five skipped attacks for a total of 50 points of Attack Ability). The creature cannot make any offensive action while accumulating in this way.

Up to 100 Ability: Same as above, except that the maximum Attack Ability increases to 100 points.

Rapid Accumulation: This power allows the creature to increase its damage or Attack Ability by 20 points per attack skipped instead of 10.

Dual Accumulation: A creature that has this power increases both its damage and its Attack Ability when it accumulates strength (i.e., each attack skpped grants a +10 bonus to damage and Attack Ability).

Multiple Actions: The creature can attack normally while accumulating strength, choosing freely when to unleash the accumulated damage or attack bonus.

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Variable Additional Attacks

The creature is endowed with chaotic mutations that give it a variable number of attacks each turn. These mutations can be extra hands, mouths, tentacles, or anything else that seems appropriate. The 1d5 or 1d10 power must be purchased, as well as an Attack –X or Full Attack power.

Effect	Cost	GN
1d5	120	20
1d10	220	30
Attack –80	30	20
Attack –60	40	20
Attack –40	50	20
Attack –20	60	20
Full Attack	80	20

Restrictions: None

1d5: The creature rolls a die at the beginning of each turn to determine how many attacks it can make that turn. On a 1–2 it gains one attack, on a 3–4 two attacks, on a 5–6 three attacks, on a 7–8 four attacks, and on a 9–10 five attacks.

1d10: As above, but the number of attacks equals the 1d10 roll.

Attack –X: All the attacks after the first made using this ability have a –X to their Attack Ability.

Full Attack: All the attacks made with this ability use the full Attack Ability of the creature.

Natural Charger

The creature is naturally adept at charging its enemies. When it has enough space to move and declares a charge against a particular enemy, double its Strength bonus for calculating damage and add a +20 to its Attack Ability.

Effect	Cost	GN
Natural Charger	20	0

Restrictions: None

Damage Reduction

The creature is unnaturally tough or otherwise protected, so any attack that strikes it does less damage than usual. An attack causing 80 damage to a creature with Damage Reduction –30 only does 50 damage to the creature.

Effect	Cost	GN
Damage –10	30	10
Damage –20	50	20
Damage –30	80	25
Damage –40	110	30
Damage –50	140	35
Penalties		
Limited	*–15*	*10*

Restrictions: Elementals do not gain the benefits of Damage Reduction when struck by their opposite element.

Damage –X: The creature automatically takes X less damage from any attack.

Limited (Penalty): The reduction does not work against a certain type of attack (e.g., impact weapons, spells, etc.).

Defensive Style

This power allows a creature to use its attacks for defense without suffering a penalty for multiple defenses. It may exchange as many attacks as it chooses per turn for extra defenses without penalty. Thus, if a creature with three attacks decided to use two defensively, it could block the first three blows against it without suffering a penalty for multiple defenses.

Effect	Cost	GN
Defensive Style	20	5

Restrictions: None

Shield

The creature's natural weapons can be used as a physical or supernatural shield against blows.

Effect	Cost	GN
Buckler	10	0
Shield	20	0
Full Shield	30	0
Mystical Shield 500	20	10
Mystical Shield 1,000	40	15
Mystical Shield 1,500	60	20
Mystical Shield 2,000	80	25
Mystical Shield (Unbreakable)	120	35

Restrictions: None

Buckler: The natural weapon acts exactly like a buckler for all defensive purposes, except that it cannot be disarmed.

Shield: The natural weapon acts exactly like a shield for all defensive purposes, except that it cannot be disarmed.

Full Shield: The natural weapon acts exactly like a full shield for all defensive purposes, except that it cannot be disarmed.

Mystical Shield X: The natural weapon acts like a mystical shield capable of withstanding X damage before shattering.

Mystical Shield (Unbreakable): As above, except that the shield can absorb an unlimited amount of damage without shattering.

Improved Special Attack

When using any of its special attacks, the creature has an improved Attack Ability.

Effect	Cost	GN
Ability +10	10	5
Ability +20	20	5
Ability +30	30	10
Ability +40	40	15
Ability +50	50	25

Restrictions: None

Ability +X: The creature gains +X to its Attack Ability when using its special attacks.

MISCELLANEOUS POWERS

This section includes abilities and powers of diverse origin and nature.

Special Senses

These abilities give creatures a multitude of different benefits when using their senses.

Effect	Cost	GN
Radial Vision	20	5
Gnosis Vision	30	20
Eyes of Truth	10	15

Restrictions: None

Radial Vision: A creature with Radial Vision has eyes (or a similar means of vision) on all parts of its body, allowing it to "look" in all directions at once. Therefore, it is not penalized when it is attacked from the flanks, and anyone who tries to use the Hide Ability to get close to it must apply the penalties for hiding done in front of someone (–200, as per **Table 13: Hiding** in ***Anima: Beyond Fantasy***). This power is weaker than Extrasensorial Vision, since the creature needs to have eyes (or a similar specific directional sense) to use it.

Gnosis Vision: This power represents a creature's ability to look "beyond" the mere flesh or spirit of the people it sees and measure the potential of their existence. The creature automatically has a rough idea of the type of being and Gnosis of anyone it looks at.

Eyes of Truth: The creature can see through lies and illusions, and ignores attempts to cast veils over its eyes. Therefore, it receives a bonus of +100 to Magic Resistance when faced with visual illusions and supernatural invisibility (but it cannot see spirits, magic, or Psychic Powers).

Gliding

The creature, while unable to fly, has the ability to glide if it jumps from a high altitude.

Effect	Cost	GN
Gliding	20	0

Restrictions: None

Permanent Effect

This power allows the creature to maintain one of its effects indefinitely, without allowing the target to repeat its Resistance check on a regular basis (although the target may still make additional checks for reasons other than simply the passage of time). The effect to be made permanent must be chosen when this power is purchased. This power can be purchased multiple times, each time to make a different effect permanent. To use this power, the creature has to be alive and has to want to maintain the effect.

Effect	Cost	GN
One Target	30	15
Any Number of Targets	60	30

Restrictions: None

One Target: The creature can maintain the permanent effect on a single target. If the creature wants to maintain the effect on a different target, the creature must end the previous effect. (Note: A creature who has bought Permanent Effect for two different powers can make each power permanent on one target at a time. One target can have both effects on it, or two targets can have one effect each.)

Any Number of Targets: As above, but the creature can maintain the effect on an unlimited number of targets. The effect can be placed on targets one by one or on several targets at a time (for example, by affecting an area).

Transformation / Evolution

This power represents a creature's ability to modify its body to adopt a form appropriate to its situation. The creature has two or more independent sets of statistics and can "transform" from one form to another in certain circumstances. The length of time it normally takes to transform is from one to five turns, as determined by the GM. Each form has its own Life Point total, and damage to one form is tracked separately from damage to other forms. The creature can fall unconscious or die in one form while it still has positive Life Points in other forms. Each form can have different levels, but all must have the power of Transformation paid for with their own DP.

Effect	Cost	GN
Transform when Damaged	40	20
Voluntary Transformation	60	25
Invulnerable	50	30
Penalties		
Chrysalis	*–20*	*20*
Transferred Damage	*–20*	*20*

Restrictions: None

Transform when Damaged: The transformation begins when the creature has suffered a certain amount of damage or has reached negative Life Points.

Voluntary Transformation: The creature can initiate the transformation at any time.

Invulnerable: During the transformation, the creature is completely invulnerable; it cannot be damaged or affected by harmful abilities until the change has ended. Beings whose Gnosis exceeds that of the creature are able to ignore this rule.

Chrysalis (Penalty): The transformation is exceptionally slow, requiring that the creature remain still for one to five minutes to complete the change.

Transferred Damage (Penalty): Damage is not tracked completely separately for the creature's forms. When the creature changes form, it maintains the same percentage of damage suffered in other forms. That is, if a creature with 250 Life Points had lost 125 LP (50% of total) and transformed into a creature with 800 Life Points, the new creature would have 400 Life Points remaining.

The Level of Transforming Creatures

Beings capable of transforming can have different levels in each form. If for some reason it is important to calculate the level of a being as a whole (for example, to determine the difficulty of Summoning Abilities), start with the level of the highest-level form and add one for each lower-level form or two for every equal-level form. That is, a creature with two forms of level 7 and one of level 5 would be equivalent to a level 10 creature (7 (base) +2 (equal-level form) +1 (lower-level form).

Undead Chimera

Illustrated by Wen Yu Li

Magical and Psychic Powers

This section contains powers used by magical and psychic creatures.

Master of the Supernatural

The creature has a natural affinity for magic that allows it to increase the effects of all spells of a particular type it casts. This power increases the number of Added Effects of certain spells without having to spend points of Zeon.

Effect	Cost	GN
Added +1	20	10
Added +2	30	20
Added +3	40	25
Added +4	60	30
Added +5	80	35
Penalties		
Lesser Magic (Penalty)	*–20*	*10*

Restrictions: Elemental beings only modify spells for the Path of Magic they are affiliated with.

Added +X: The creature adds up to this many Added Effects to the spells it casts.

Lesser Magic (Penalty): Only spells of level 40 or lower are affected by this power.

Natural Magic

Magic naturally responds to the creature, so it can cast spells like innate actions, even if the creature is otherwise unable to act.

Effect	Cost	GN
Effect Spells	100	30
All Kinds of Spells	150	35

Restrictions: Elemental beings can only cast spells using this power from Paths related to their nature.

Effect Spells: The creature can cast Effect spells, even if it was put on the defensive or suffered damage. This power does not work during a turn in which the creature suffers a Critical.

All Kinds of Spells: The creature can cast any kind of spell, even if it has been put on the defensive or suffered damage. This power does not work during a turn in which the creature suffers a Critical.

Systematic Mind

The creature has the innate ability to use Psychic Powers even when it cannot otherwise act.

Effect	Cost	GN
Systematic Mind	150	30

Restrictions: None

Systematic Mind: The creature can activate any type of Psychic Power with the appropriate action, even if it has been put on the defensive or suffered damage. This power does not work during a turn in which the creature suffers a Critical.

Divine Powers

The powers of this section refer to those unique abilities that quasi–divine entities have to affect existence. Their costs in DP are never very high, as opposed to their Gnosis requirements.

Critical Immunity

Due to its great power over reality, the creature is completely immune to Criticals, except those caused by creatures with higher Gnosis than it.

Effect	Cost	GN
Critical Immunity	40	35

Restrictions: None

Compact Existence

This power allows a creature with Damage Resistance to ignore the normal rules for determining Multiples of Damage Resistance by size. Its power over reality is such that regardless of its actual size, it receives the same bonuses as the largest beings.

Effect	Cost	GN
Giant	40	35
Colossal	60	40

Restrictions: None

Giant: The entity applies the Multiple of Damage Resistance for Giant beings (x15) to calculate its Life Points.

Colossal: The entity applies the Multiple of Damage Resistance for Colossal beings (x20) to calculate its Life Points.

Closed World

An entity possessing this power is able to create a bubble of reality around itself, a sort of "private world" that grants it various unique powers and abilities. When the power is activated, all beings with a lower Gnosis than the creator of the Closed World who are inside the bubble are trapped within, and all those outside with a lower Gnosis are unable to enter. The Closed World remains stationary and can be entered and exited at will by the creator. Within its Closed World, the creature doubles the amount of additional DP that its Gnosis grants, allowing it to acquire new powers. Once these new powers are selected, they cannot be changed unless the creature permanently loses or gains Gnosis.

Effect	Cost	GN
Temporary Space	40	35
Eternal Space	40	35
Major Zone	20	40

Restrictions: A being can only have one Closed World at a time.

Temporary Space: The Closed World is active for only a short period of time (usually around 20 minutes) in an area whose radius is equal to the creator's Gnosis x30 in feet (or less if it so chooses). After deactivating the power, the creature has to wait at least an hour before it can recreate the space.

Eternal Space: The Closed World lasts forever (or until its creator dies, at the GM's discretion) and spans an area whose radius is equal to its creator's Gnosis x30 in feet (or less if it so chooses). The creature can never dismiss the Closed World or create another one once the creature has created its Closed World.

Major Zone: When purchased, this effect increases the maximum size of a Closed World to its creator's Gnosis x300 in feet.

Illustrated by Wan Yu Li

Aishia

Spiritual Barrier

The creature has a "life barrier" that prevents it from dropping below a certain amount of LP in a single attack. Some creatures are simply incapable of being destroyed by a single attack no matter how powerful the attack is. Once the creature suffers sufficient damage to activate its barriers, it cannot do anything until the current attack is complete. However, during that time, it is completely invulnerable and ignores any kind of Resistance checks. For example, if a creature with 500 Life Points and a 200 point Spiritual Barrier suffers an attack that deals 380 points of damage, it loses 300 of them, but completely ignores the 80 points left over. Beings with a Gnosis equal to or greater than the creature's may ignore this power.

Effect	Cost	GN
Spiritual Barrier	50	35

Restrictions: None

Spiritual Barrier: The creature sets an LP value when acquiring the barrier. This power can be purchased multiple times, with each barrier set at a different Life Point value. Creatures with Gnosis 35 or more may have two barriers, those with Gnosis 40 or more up to three, and those with Gnosis 45 or more up to five.

Spiritual Damage

The attacks this creature makes against its enemies' bodies weaken their very resolve to continue living. The damage the creature causes heals at the rate of a Sacrifice at best (i.e., 10 LP per day).

Effect	Cost	GN
Spiritual Damage	40	30

Restrictions: None

Chapter 4
Alternative Combat Systems

I do not care whether they are 10 or 10.000.
Whether they are men or gods.
There is no force in this world
that can stop me.

-Griever, Knight of the Seventh Heaven

This chapter covers alternative systems for resolving combat, from those that are intended to speed up battles to those that allow characters to engage in major wars and conflicts. It is important to emphasize that these systems are only optional rules, which should only be used if the Game Master wishes.

Dramatic Combat

Sometimes, characters may find themselves sprinting to reach their greatest enemy before he can activate his doomsday device. At that moment, though, they encounter their enemy's evil general who sends his minions to delay the heroes and buy time for his master to finish his project. It can be a true moment of drama in the tradition of the finest fantasy sagas if one or two characters decide to stay behind and fight so the remainder won't lose a moment in their race to stop their enemy. But...would it really matter that much for one of them to stay behind, if the enemy could defeat him in just a few turns, lasting only a few seconds apiece?

The Dramatic Combat system represents a solution to this and many other problems, because it provides a method of greatly increasing the in-game duration of a battle without requiring a correspondingly greater amount of real time. This system does not add too much to the general rules for combat, since its objective is simply to produce cinematic battles. Using it, two legendary enemies can fight for hours, making their confrontation even more epic.

Turns in Dramatic Combat

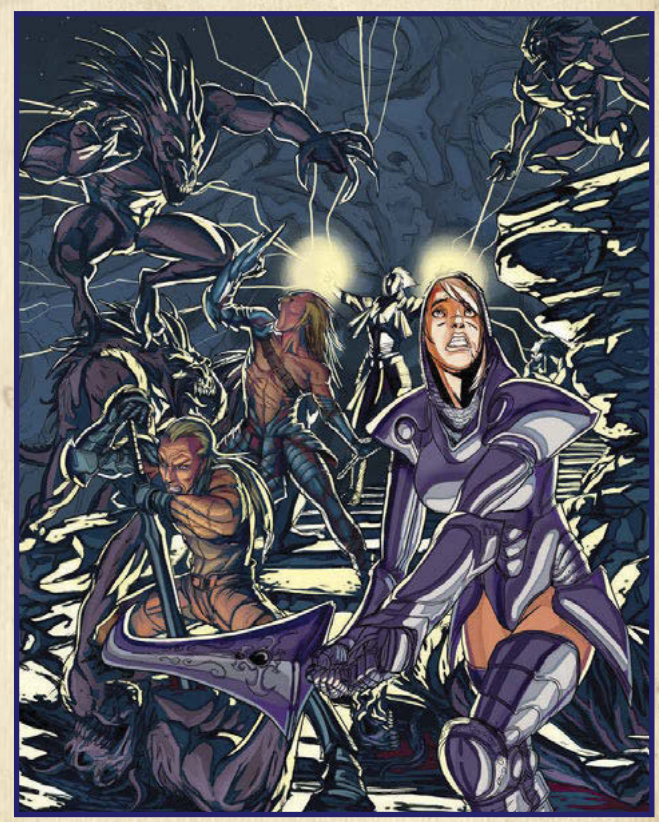
Dramatic Combat increases the length of time that takes place during a confrontation between highly skilled combatants. The Game Master is free to activate this mode whenever he deems it appropriate, provided that all players are aware of this from the start of the fight. The first turn lasts three seconds, the same as any normal turn. This represents the first "moment of contact" between adversaries, allowing either side to demonstrate their clear superiority in the first instants or to allow for a scene that is both fast and dramatically appropriate. Each subsequent turn then increases in length, making the second turn six seconds, the third 12 seconds, and the fourth 24. Finally, starting in the fifth turn, all subsequent turns last a minute in-game.

Despite the increased duration of each turn, the characters continue to act and fight according to the basic rules of the system. Each attack and defense roll represents a long string of swings, blocks, and dodges taking place, and the fortunes of battle swaying back and forth. Similarly, those individuals with magical spells, Ki Techniques, and Psychic Powers continue to accumulate and activate their spells, techniques, and powers the same as before. However, that does not mean that a spellcasting character does nothing for a whole minute other than accumulate and prepare a spell. It is assumed that during the dramatic turn they attempt various spells, Ki Techniques, or Psychic Powers whose overall effect is equivalent to the power they choose to use.

However, there are certain elements that negate the elongated duration of the turns in Dramatic Combat. When a character is affected by a Trap or supernatural effect that restrains or paralyzes him, combat returns to normal speed. The turn immediately following their capture only lasts three seconds, and this continues until the paralyzation or other hindering effect wears off or is otherwise removed. Similarly, whenever a special event happens that requires the Game Master to reduce the length of a turn, he is free to do so for as long as necessary.

Limitations and Recommendations

It is best to use these rules only when the characters and their opponents have already reached a considerable power level. They are intended to describe epic battles, not humdrum skirmishes. Therefore, if the characters have less than 150 Attack, Block, or Dodge Ability, the duration of each turn should not be increased to more than 12 seconds, and only those with 200 in at least one of those abilities should have turns lasting a minute.



Illustrated by Salvador Espín

MASS COMBAT

Eventually characters may become so powerful that they can take on whole groups of opponents, and sometimes even entire armies. However, running such a large conflict "enemy by enemy" is likely to take a very long time and perhaps become somewhat tedious. To avoid this, the Game Master has at his disposal the Mass Combat rules, so he can resolve large-scale clashes in just a few turns. This system works similar to the combat rules in ***Anima: Beyond Fantasy***, but introduces many elements focused specifically on reflecting the unique aspects of mass combat and expediting its resolution.

Masses of Enemies

Using this system, each group of enemies facing the characters is considered a single opponent. There are many names for these groups depending on their nature and number: swarm, battalion, flock, and so on. In this section, they are referred to as a "mass of enemies," which in game terms are creatures with Damage Resistance and special rules.

Life Points

To determine the Life Points of a mass of enemies, round the Life Points of each creature within it down to the nearest 50, and then sum them. That is, a creature with 130 Life Points would add 100 to the value of the whole, while one with 190 Life Points would add 150. In the event that there are more than 100 opponents in a mass, each additional creature adds only 10 points if its individual Life Points are 250 or less, or 25 if its Life Points are higher. Creatures with less than 50 LP simply add their LP to the total rather than rounding down.

For example, a mass of 10 professional soldiers with 140 LP individually would have 1,000 Life Points, while a mass of 25 Praetorians with 210 Life Points would have 5,000 Life Points. In the case of a mass with 1,200 soldiers, each with 120 Life Points, the mass would have 21,000 Life Points (10,000 for the first hundred soldiers and 11,000 for the remaining 1,100).

In the event that a mass of enemies consists of creatures with Damage Resistance, the rules are slightly different. First, round down the Life Points of one of its components to the nearest 100. Then, each additional identical creature adds half that amount to the group's Life Points. If there are more than 50 enemies, each additional enemy beyond 50 adds only 100 points if its Life Points are 1,000 or less, or 250 if its Life Points are higher.

For example, a mass of 10 zombies (345 Life Points each) calculated as a mass of enemies would have 1,650 Life Points (300 for the first, plus 1,350 points for the other nine).

Attack Ability

The Attack Ability of a mass of enemies is calculated using the average value of the base Attack Ability of its components. This amount is then modified by the number of members in the group. This bonus is intended to reflect many things, from additional attacks to the ease of obtaining a favorable position with a numerical advantage. Consult **Table I** to determine the modifier.

Table 1: Ability Bonuses

Number of Enemies in the Mass	Bonus to Attack Ability
3+	+30
5+	+50
10+	+70
15+	+90
25+	+110
50+	+130
100+	+150

Although a mass of enemies acts as a single being in many ways, if it faces several adversaries (such as a group of characters), it can attack everyone within reach without any penalty to its Attack Ability. Each attack is carried out independently, but it is necessary to divide the number of members constituting the mass between the adversaries they are fighting (i.e., to determine how many opponents are facing each character) to know what modifier each attack receives based on **Table I.**

Imagine four characters are facing a score of city guards. Despite there being 20 guards (which would normally give the guards a bonus of +90 to their Attack Ability as a mass of enemies), if the guards decide to attack all four characters at once, they apply just a bonus of +50 to their Attack Ability, since only five of them are attacking each character. If, however, there were 500 guards against the four characters, the guards would get a +150 bonus against each character because their large number allows them to send more than 100 guards against each character.

A mass may perform special combat maneuvers (such as Trapping or Put at Weapon's Point), but cannot make more than one attack per turn against a same adversary.

Type of Attack Damage

A mass of enemies increases any damage dealt through physical attacks by 50% and doubles damage dealt by its offensive spells or supernatural powers. If its members have various kinds of weapons with different Attack Types, it can always choose the best Attack Type in each case.

A mass of enemies with 50 Base Damage would have a 75 Base Damage when fighting together. A cabal of wizards that attacks with a salvo of Light Beam spells (60 Base Damage) would increase its damage to 120.

Defensive Ability and Armor

Despite being considered "a single being" with Damage Resistance, a mass of enemies has the ability to defend itself. However, it does not make a defensive roll; instead, its Defense Ability is considered its Final Defense. In addition, the mass never suffers penalties for suffering additional attacks or for being attacked while in a disadvantageous postion (such as From Behind). Also, the mass does not receive the benefits individually possessed by only some of its members. For example, a mass of enemies with only a few members able to block energy-based attacks would not be able to block a supernatural blast. On the other hand, if every member of the mass had the ability to block energy, then the mass could do so as well.

The Armor Type of a group is obtained using the average value of its members' armor. If they have no armor, it receives no protection.

Initiative

The Initiative of a mass of enemies is the average of that of its members.

Fighting Against a Mass of Enemies

Except for the previously discussed exceptions, a battle against a mass of enemies works exactly like a normal battle against an opponent with Damage Resistance. The mass determines its Initiative and attacks normally against all opponents that it is engaged with or it can reach. Naturally, as a "creature with Damage Resistance," it can always attack, even if some members get hurt before the attack. A mass that has lost members due to damage may eventually lose combat effectiveness (see **Table 1**). However, it is completely immune to Criticals, since there is no single body that could be damaged by a well-aimed strike.

A mass of enemies composed of 15 enemy Drones (see page 94) would have 1,500 Life Points, since each member adds 100 Life Points to it. If the mass's Life Points drop to 900, the GM should assume that it has lost six Drones.

Area Attacks, Damage, and Number of Adversaries

Naturally, when characters are faced with a mass of enemies, it matters a great deal whether their attacks are able to affect one, two, four, or more opponents. Although it is assumed that in this combat mode all attacks of the characters are always directed against multiple opponents, obviously Area Attacks will have an exponentially greater impact due to their natural ability to strike many enemies at once.

If a character launches an Area Attack maneuver against a mass of enemies, the damage he deals increases depending on how many enemies the attack strikes, as indicated in **Table 2**. Of course, nothing prevents this kind of maneuver from being combined with additional attacks (in fact, the best way to defeat very large groups of enemies is to make several additional Area Attacks).

Table 2: Damage Multipliers

Numberof Enemies Struck	Damage Multiplier
2 Opponents	x2
3–4 Opponents	x3
5–9 Opponents	x4
10–24 Opponents	x5
25–99 Opponents	x10
100–999 Opponents	x15
1,000+ Opponents	x25

If, for example, a character makes an Area Attack maneuver with a weapon that does 60 damage that affects five adversaries, his damage is increased by x4, to 240. Similarly, if a character casts a Fire Ball spell (damage 50) that strikes 15 enemies, the damage is increased by x5, to 250.

Unfortunately, it's never easy to pinpoint the exact number of enemies that will be hit by an Area Attack. With respect to **Table 2**, Small weapons strike two human-sized opponents, Medium three to four, and Large five. More smaller enemies may be hit, and fewer larger enemies may be hit (at the GM's discretion). Determining average values for spells, Psychic Powers, and Ki Techniques is even more complex, but if the opponents are not in close formation, the easiest method is to have each 30-foot radius that the attack strikes affect between 5 and 10 Medium-sized targets. It is impossible to obtain a damage modifier for more than the number of people in the mass of enemies. That is, a spell with a radius of half a mile that was directed against eight enemies could never provide a higher multiplier than x4, which is the multiplier for hitting eight enemies.

Remember: These masses are still treated as a creature with Damage Resistance.

Resistances, Spells, and Effects

A mass of enemies is vulnerable to supernatural effects that affect large areas (non-direct damage spells or special abilities that affect only a single individual have no power over a mass of enemies). However, it is truly problematic to determine the effects of powers that disable or otherwise cause Resistance checks on masses of enemies, either because they only affect a portion of the mass (if the spell's area of effect is not large enough to cover them all), or because logically a group of enemies would not all simultaneously pass or fail a Resistance check. Therefore, when a spell or equivalent supernatural ability is used on all or part of a mass of enemies, check against the average Resistance of the group and apply one of the following four outcomes:

Overcome Resistance by more than 40 points: The vast majority of the members of the mass shake off the effect and are not hindered by it. Although a few are influenced by the spell or power, their companions compensate for it and the mass as a whole suffers no consequences.

Overcome Resistance by less than 40 points: More than half of the mass of enemies overcome the effect, although a large number of their members still suffer from it. Any penalties caused are reduced by half and rounded down inside the area covered by the effect (note the rest of the mass still fights normally). If the spell causes some other negative consequence, it affects approximately one third of the enemies within the area affected.

Imagine the activation of a Ki Technique that causes automatic death to all enemies within a 75 foot area not passing a Physical Resistance check against a difficulty of 100. If at that time there were about 20 members of the mass in the area and the Physical Resistance was exceeded by only 30 points, seven members (a third of the mass) would die automatically, and their Life Points would be subtracted from that of the entire mass.

Fail Resistance by less than 40 points: More than half the mass of enemies is affected by the spell or power. Any penalties caused are reduced by half and rounded up inside the area covered by the effect. If the spell causes some other negative consequence, it affects approximately two thirds of the number of enemies within the area affected.

A wizard casts a Bane spell that affects part of the mass of enemies he faces. They fail their Magic Resistance by 10 points, so that part of the mass suffers a –20 All Action Penalty (half the normal effects of the magic). The rest of the mass does not suffer the penalty.

Fail Resistance by more than 40 points: Almost all members of the mass of enemies are victims of the effect. Any penalties caused are fully effective inside the area covered by the effect. If the spell causes some other negative consequence, it affects all the enemies within the area affected.

Note: For simplicity's sake, it is irrelevant whether affected and unaffected members of the mass move out of or into the affected area; both the number of members affected and the section of the mass affected remain the same.

Use of Special Powers

So far, it may seem that masses of enemies are only fighters with no special skills, but in fact they are often composed of beings with supernatural powers that are difficult to reflect. The following explains some of the more common special abilities used in mass combat.

Multiple Attacks

A mass of enemies composed of creatures with the capacity to perform multiple attacks may strike as many times as their natural attacks allow. Each attack applies the normal bonus from **Table 1.**

A mass composed of 10 Blatoddeas (see page 30) facing a solitary enemy would perform two attacks (one with their Jaws and another with their Chained Blades) against him, applying a +70 bonus to both.

Spells, Psychic Powers, and Ki Techniques

If the mass of enemies possesses magical or Psychic Powers or is composed of Ki experts, it can use these abilities to its advantage. If they are offensive powers, the appropriate bonuses are added to the mass's natural abilities, while spells or powers of direct attack are simply considered an attack (which adds the bonus from **Table 1** to the Magic or Psychic Projection Ability). On the other hand, if the powers use effects that require overcoming Resistance, the difficulty of the check is increased by +20 if the mass numbers 10 or fewer and +50 if it numbers 11 or more. Of course, nothing prevents a group of several wizards or psychics from dividing their abilities to launch support spells or powers in addition to their attacks. However, under that circumstance, the number of attackers must be reduced appropriately for the purposes of bonuses.

In any case, the number of Ki, Zeon, or Psychic points used and available in a mass of enemies is always equal to the average of its members, as they are all assumed to be using their powers together.

Exclusive Maneuvers

Mass combat allows for two unique attack maneuvers, as follows:

Minimal Casualties: This ability allows either the mass of enemies or characters fighting the mass to fight in such a way as to cause as little damage as possible to their opponents. Possibly a few will die of their wounds, but most will have light or intermediate injuries which will heal over time. To fight this way, the mass or character applies a penalty of –20 to all attacks.

No Casualties: Same as above, except that the mass or characters ensure that none of the opponents die as a result of the attacks. They will be merely unconscious or, at worst, lightly injured. To fight thus, the mass or characters apply a penalty of –50 to all attacks.

Disorganization

There are cases in which a mass of enemies is particularly inept or disorganized when acting jointly. The members of the mass may be creatures stupid enough to fight one another for their prey, such as Blatoddeas, or they may simply not know how to act as a team, making their superior numbers more of a nuisance than an advantage as they get in each other's way, such as with a group of mercenaries working together for the first time. In these cases, their inability to fight properly halves any bonuses they get from **Table 1.**

Masses Against Masses

In the rare event that a mass is faced with another mass (i.e., if this system is being used to resolve combat between battalions or armies), both masses attack and suffer casualties simultaneously with each other. In addition, if a mass is tactically superior, has advantageous terrain, or wields superior weapons, the Game Master may grant a bonus of between +10 and +100 to Attack Ability to that mass for the combat.

Limitations and Recommendations

It is strongly encouraged that, in order to use this alternative method of combat, all the enemies in the mass be of similar skill. If the difference between the Attack or Defense Abilities of two members or groups of members is greater than 50 points, it might be better to form two separate masses, of which only one could be engaged with a given character at a time. Naturally, leaders whose capabilities are far superior should also be treated as independent individuals.

On the other hand, especially large masses of enemies (such as an army of hundreds of thousands of soldiers) may be particularly inconvenient to use as one mass. In general, it is best not to create masses of enemies with more than 10,000 members. If necessary, it is advisable to create multiple groups of 10,000 members representing different battalions of the army.

Finally, it is also a great idea to combine the Mass Combat rules with Dramatic Combat, since it allows the Game Master to properly reflect the scale of a larger battle.

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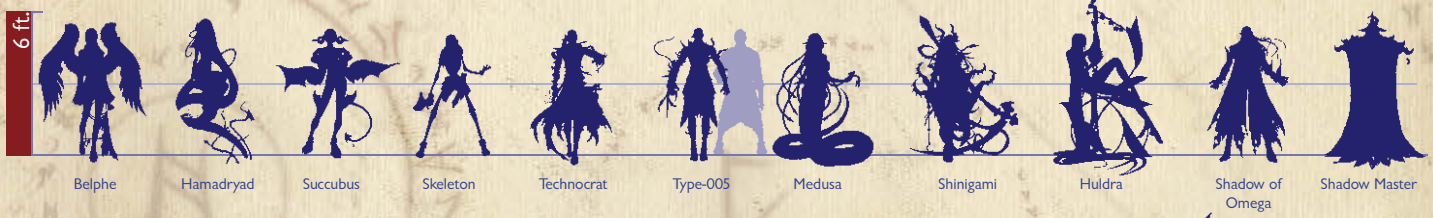
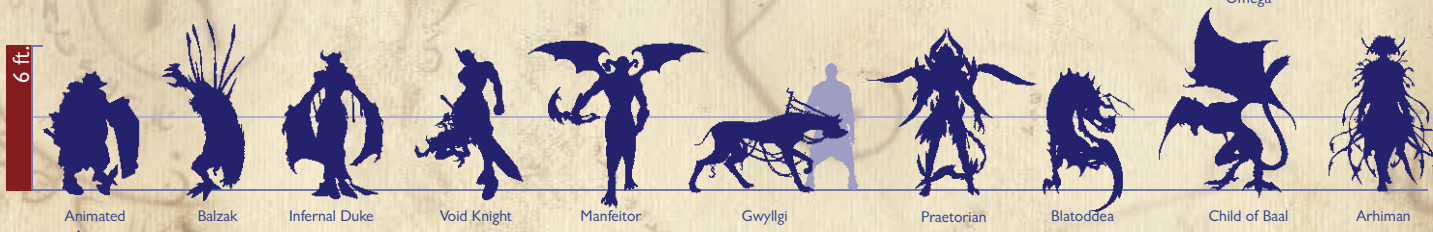
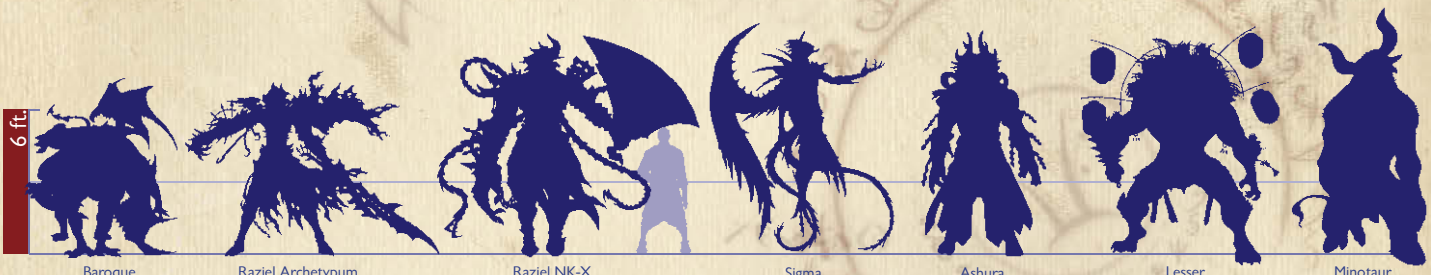
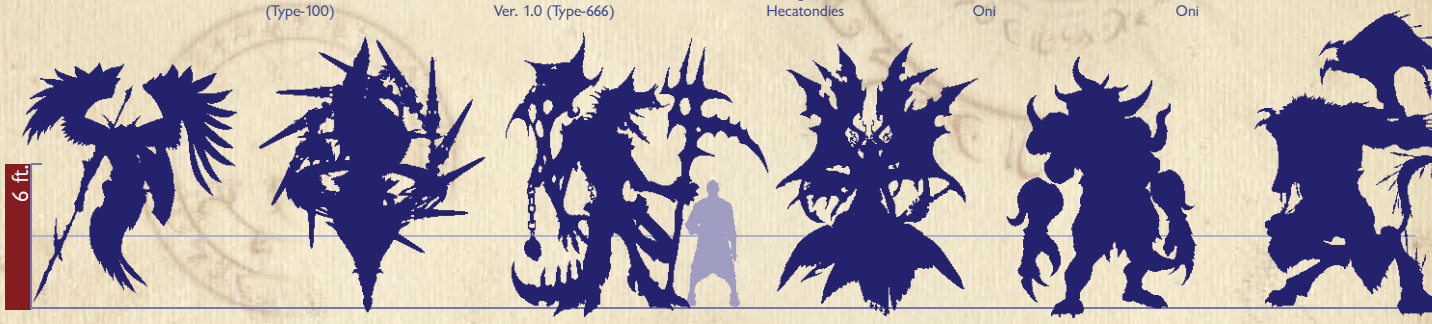
Appendix I
Comparative Sizes









12 ft.
Human
Blood Rose
Arctic Chimera
Archchimera
Meragrifo
Worms of the Depths
Zaqqun
Cerberus
12 ft.
Nature's Wrath
Stribog
Lord of the Dead
Sphinx
Behemoth
Necrogolem
24 ft.
Human
Agni
Degenerate Serpent
Lesser Carrier
Greater Carrier
48 ft.
Varuna
Chthon
Omega (Lucifer)
1.5 mi.
Chthon
Gurmah-Gharus
C'iel Dragon
Gaira Dragon
Rudraskha

Appendix II

Levels and Seals of Invocation

Name	Level	Gnosis	Seals of Invocation
Fiery Salamander	0	10	Fire 1
Globe Frog	1	0	Natural
Zopo	1	0	Natural
Red Ant (Worker)	1	0	Natural
Gnidium Helleborum	1	5	Wood 2
Skeleton	1	10	*Undead*
Soul Scavenger	1	20	Wood 1, Air 1
Lapsia	2	0	Natural
Balzak Warrior	2	5	Natural
Balzak Priest	2	5	Natural
Marionette (Lesser)	2	10	*Magical Construct*
Ghost (Minor)	2	10	Air 2, Metal 1
Drone	2	Spe.	*Construct*
Worms of the Depths	3	0	Natural
Red Ant (Warrior)	3	0	Natural
Blatoddea	3	15	Wood 4
Cath Flidais	3	15	Wood 3, Fire 1
Chichusei	3	15	Water 2, Wood 2
Gwyllgi	3	15	*Undead*
Succubus (D. of Abrael)	3	15	Water 2, Air 2
Succubus (D. of Lilith)	3	15	Water 2, Air 2
Yinnun	3	25	Air 3, Fire 1
Meragrifo	4	5	Natural
Animated Armor	4	15	*Magical Construct*
Ghost (Major)	4	15	Air 3, Metal 2
Type-005	4	15	*Undead*
Child of Baal	4	20	Fire 3, Air 2
Hamadryad	4	20	Wood 3, Metal 2
Spectral Observer	4	20	*Undead*
Zaqqun	4	20	Wood 2, Metal 3
Stribog	4	20	Air 2, Fire 2, Metal 1
Spectral Beast	4	20	*Undead*
Ashura Oni (Lesser)	4	20	Metal 2, Fire 3
Minotaur	5	5	Natural
Medusa	5	10	Fire 3, Water 3
Ignis	5	15	Fire 4, Air 2
Marionette (Greater)	5	15	*Magical Construct*
Degenerate Serpent (Les)	5	15	Natural
Lesser Oni	5	20	Natural
Hunter (Type-012)	5	20	*Undead / Magical Construct*
Banshee	5	25	Air 2, Water 2, Wood 2
Baroque	5	25	Air 2, Water 2, Fire 1, Wood 1
Nyx	6	15	Greater Wood 1
Arctic Chimera	6	15	Greater Wood 1
Huldra	6	20	Greater Wood 1
Manticore	6	20	Greater Fire 1
Blood Rose	6	20	Greater Water 1
Emeth	6	20	*Magical Construct*
Symbiosis	6	20	Greater Fire 1
Shinigami (Lesser)	6	25	Greater Air 1
Manfeitor	6	25	Greater Wood 1
Technocrat	6	Spe.	*Construct*

Name	Level	Gnosis	Seals of Invocation
Degenerate Serpent (Gr)	7	15	Natural
Bone Collector	7	20	Greater Wood 1, Metal 1
Void Knight	7	20	*Undead*
Alius	7	20	Greater Fire 1, Air 1
Raziel Archetypum	7	20	*Magical Construct*
Cerberus	7	25	Greater Fire 1, Wood 1
Nature's Wrath	7	25	Greater Wood 1, Fire 1
Humbaba	7	25	Greater Metal 1, Wood 1
Sphinx	7	25	Greater Air 1, Water 1
Valkyrie	7	25	*Undead*
Archchimera	7	25	Greater Air 1, Metal 1
Ginnungaus	7	30	Greater Metal 1, Fire 1
Carrier (Lesser)	7	Esp.	*Construct*
Necrogolem	8	20	*Undead / Magical Construct*
Ice Maiden	8	25	Greater Water 1, Air 2, Fire 1
Abomination	8	25	Greater Metal 1, Wood 2, Fire 1
Ashura Oni (Greater)	8	25	Greater Metal 1, Fire 3
Belphe	8	30	Greater Fire 1, Air 2, Water 1
Arhiman	8	30	Greater Wood 1, Air 3
Dementia	8	30/40	Greater Fire 1, Air 3
Carrier (Greater)	8	Spe.	*Construct*
Ghost (Arcane)	9	25	Greater Air 1, Metal 5
Dullahan	9	25	Greater Metal 1, Wood 4, Fire 1
Raziel NK-X Ver. 1.0	9	25	Undead / Magical Construct
Shadow Master	9	30	Gr. Wood 1, Metal 3, Air 1, Fire 1
Etrien Gnosos	9	30	Greater Air 1, Wood 5
Al-Djinn	9	35	Greater Air 1, Fire 4, Wood 1
Praetorian	9	Spe.	*Construct*
Agni	10	30	Greater Fire 2
Arias Vayu	10	30	Greater Air 2
Chthon	10	30	Greater Metal 2
Varuna	10	30	Greater Water 2
Lord of the Dead	10	30	*Undead*
Shinigami (Greater)	10	30	Greater Air 2
Infernal Duke	11	30	Gr. Wood 1, Greater Fire 1, Air 1
Behemoth	11	35	Greater Fire 2, Metal 1
Shadow of Omega	11	35	N/A
Sigma Hecatondies	12	30	*Magical Construct*
Seraphim Potestas	12	35	Greater Fire 2, Air 5
Gurmah-Gharus	13	20	Natural
C'iel Dragon	13	35	Greater Fire 3
Gaira Dragon	13	35	Greater Wood 3
Infinity Orb	14	40	N/A
Rudraskha	15	40	N/A
Omega (Lucifer)	16	40	N/A
Omega (Lord of Infinity)	16	40	N/A

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They...

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