FATED MINIONS OF THE SOURCE

Sourcebook for Part-Time Gods of Fate

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PROLOGUE: MASKS

In the first rays of light that hit the eye of the dreamer as she awakens, it is born into this world. From a world of prismatic colors, where reality blurs between the real and unreal, it takes its shape, first no brighter than a match flame but then as a soft glowing aura emanating from the dreamer. The dreamer shakes her head, unable to comprehend what it is that stands before her, but the aura figure puts its fingers to its lips and gives a gentle shush, and the dreamer falls asleep once more.

As it starts to take its first steps in the waking world in over twenty years, a body slowly forms as beads of water drip down its frame. His face, at first nothing more than a raven's mask with mirrored eyes, appears but then starts to fade as he draws upon his own favorite memory. Though his kind never dream for themselves, he calls upon the dream of a child that he witnessed once, where a young boy dreamed of what his father may look like. Tall, with a pointed chin and cropped hair. It struck him how tall and regal that image looked, and he was eager to use that form while in this world. A name appeared in his mind as he inspected his form: Roland. They had told the boy his father's name was Roland.

Gently closing the door behind him as he left, the creature known as Roland extended his senses into this world. At once, he was aware of the dryness of the air and the cacophony of noises coming from myriad cell phones, cars and idle chitchat of people on the street. He noticed how bland the light shining from the sun seemed to be in this world. His kind held this world in high regard for what it was, but they preferred their home in the Aether.

Touching the small pendant of a swan resting outside his shirt, he instinctively felt the calling of where he needed to go. As he felt the ebb and flow of existence tug at his being, he hoped he could find his target quickly, before it was too late.

The Lazy Day Diner is known for three things around breakfast time: meats sizzling in the skillets, delicious biscuits and gravy, and the fact it is always considered breakfast time. For thirty years the neon buzz of the Lazy Day Diner's always on Open sign has been a blessing for those who work third shift or other night jobs. For the residents of Lafayette who travel here during the daylight hours, the food is as good but the coffee is less a necessity than a treat. To those whose essence lives beyond what mortals can understand, it was the Mt. Olympus of restaurants.

For Dr. Amala Alí, it was her safe haven from the world. If she had a particularly challenging surgery that day? Fried eggs and hashbrowns. Fighting to secure money for her charity that gives aid to refugees in war zones? Pork sausages and flapjacks covered in syrup. Giant Aztec ancestral guardian spirit devouring the #52 bus? Biscuits and gravy. Since arriving in Lafayette to take part in a 3-month study at the local hospital, she found the city to be pleasant but missed her home.

She loved how just across the river in West Lafayette they were more accepting of Jordanians and the large international community, but at times she felt distant and alone in Lafayette. With her dark complexion and hair she stood out, but she savored her moments of peace and tranquility when she could.

Fortunately for her, today was just a pork sausage and flapjacks day, but for

as simple as this tiny breakfast stop's building was, it was her shelter. She could just slip in, sit down, and her favorite waitress Brianna would bring her food. Brianna would always be on top of things, and Amala's coffee would never get less than half-full while she was there.

Amala's nearly empty cup was the first sign that something was wrong with Brianna. "Excuse me Brianna?"

Bríanna, a struggling actress from Gary, Indiana, whose dreams of working in theater were only matched by her ambition to build bigger and better sets, walked over. "Yes, sweetie?"

"If it's not too much trouble..." Amala lifted her cup gently, smiling at her friend as politely as she could. A holdover from her childhood, she always felt awkward making demands of people she considered friends.

"Oh, crap, sorry!" Brianna hurried toward the counter and returned with a fresh pitcher of coffee, filling the cup to the brim. "I'm so sorry. I don't know where my head's at today."

"Rough night?"

"Having a hard time sleeping."

At this, Amala's curiosity equaled her concern. In an instant, she sized up her friend from top to bottom and noticed that she seemed very pale, her eyes bloodshot. Rising gently, she held up her hand towards Brianna's head. "May I?"

"Heh, sure doc. If you can save me money I'd appreciate it."

Amala touched Bríanna's forehead, which felt cool. Nothing concerning. Amala gazed into Brianna's eyes and used a trick that a member of the Phoenix Society had once taught her. She saw the strains of energy flowing through Brianna, and saw that her brain was flowing with an abundance of energy. It was not divine energy, but rather something unfamiliar to her.

In her mind's eye she saw Brianna not as a human, but rather as if something else was going on. "Doc? Amala? Everything OK?"

Snapping to her senses, Amala lowered her hand and pulled back, doing her best to smile. "You feel fine," lied Amala as best she could. "You're probably tired. I recommend bed rest."

"Maybe you're right." Brianna looked upset, rubbing her eyes wearily. "I barely made it through the first few hours. I'm not gonna last much longer."

Amala watched as Bríanna explaíned thíngs to her boss, who nodded and sent her home. The calendar on Amala's phone started going off, showing her a list of all the meetings and events planned for the day. Instinctively, she began planning ways to get around them. Many days, the world needed Dr. Amala Ali. Foday, it seems that the world needs Amala, Goddess of the Radiant Flame.

Roland enjoyed his walks. Despite the blandness of the waking world, he looked at humans with a sense of wonder. As he walked by them, he caught brief glimpses of what they were thinking. Some thought about food; occasionally one thought about sex. Daydreams were a pale comparison for a proper dream, but they did stir a hunger inside him. He found his attention wandering, and he reminded himself why he was here, how important it was to reach his target.

His people were said to predate the rise of the humans, in an age where they subsisted on the dreams of animals. Back then, the Earth was ruled by dreams

of hunger, hunting and survival. These were potent dreams, but the Jhiaa barely survived. When the humans came, and the monsters referred to as the Outsiders appeared alongside them, the Jhiaa were delighted with an endless feast of the dreaming minds. The dreams of other Outsiders were vivid and delicious, but something about the humans made the dreams much more potent and real, as if the humans were the only ones capable of true dreaming.

He felt the swan necklace grow hot against his shirt, and as he turned his gaze eastward he saw her walking down the street. Carrying a worn backpack and still wearing her work clothes, she had a name tag clipped to her chest with a large sunburst logo with the words "LAZY DAYS CAFÉ" and "BRIANNA" stenciled across it. She wore headphones, and though she tried her best not to make noise, he saw her mouth moving with the music, silently singing along as she headed home.

The necklace pulsed again, and Roland felt his eyes fade into mirrors for a brief second. Her aura stood out from the others, and though she walked down the street, he could see in her mind she was not there. She was lost in the idea of a movie that had never been written, and she was playing the part of the lead. This was no mere fantasy, but a rich story full of vibrant characters. As the story played out in her mind, Roland could hear the chattering of the background characters. He could smell the aroma of toner ink and coffee from the office her character was in, and he found that he knew the secrets of all the other characters before they had a chance to sleep.

Roland smiled and blinked twice to reset his eyes. He hurried across the street, his path clearly aimed for Brianna. He had to get to her soon--he feared he would never get another chance. He was barely aware of a car slowing down to honk at him, or the insult the driver threw his way as she drove by.

Unfortunately for Roland, other eyes watched Brianna. Amala, having traded her doctor's coat for a simple sweater, saw the strange man boldly stride across the street, his mind not stopping for cars. Something about his face made her anxious, the way it always smiled, but not in a way a human normally does.

The three continued their walk through the city, with Brianna lost in her daydream and Roland silently following. Amala did her best to follow Roland, but the stranger seemed to blend into the crowd. She had no idea who he was, but his possible intentions worried her.

Brianna climbed the stairs of her apartment building, and Roland followed her to the front of the building where he stopped. Amala decided it was now or never, and made her approach. Suddenly a burning headache assailed the goddess. She had experienced it before, and the meaning was clear: another deity was in the vicinity. It couldn't have been the stranger, as she would have felt his presence sooner, but she had no clue who it could be.

Amala caught movement out of the corner of her eye, and turned as a woman in a grey tracksuit pulled something from her pocket. The woman jingled a bell gently, and a look of pain twisted across Roland's face. The woman rang the bell furiously and the man dropped to his knee, his hands holding the sides of his head. As the bell pealed, the woman reached into her pocket for something else, and her gaze shifted toward Brianna.

Amala moved toward the woman, who winced back at her with a look of frustration. Amala summoned a small sliver of flame from her own hands. "Drop it!" shouted Amala, who did her best to show the woman that she had summoned fire while shielding others from seeing it. The woman dropped the object and stepped back defensively. "What are you doing? You're ruining everything!"

Raising two fingers towards her, Amala condensed the flame into a brilliant blue sliver, the heat rippling up her arm. "With all due respect, I am the one asking questions here." Amala's gaze wavered only twice, once to glance at the object, which proved to be a cell phone, and a second time to try to find the strange man. He had disappeared.

"Damn it from the heavens," cursed Amala. "Did you know him?"

The woman, shaking with anger, jutted her lower jaw forth as she cracked her neck. "Why should I tell you? You let him get away! Weeks of planning ruined because you had to leap into the fray and screw things up for everyone!"

Releasing her powers and eyeing the nearby buildings, Amala worried that someone might be watching them. She eyed the woman warily as she spoke. "We need to move. This is not safe."

"No, I was perfectly safe. You were the one who endangered everything for no reason!"

"Now is not the time for arguing. What is your name?"

The woman crossed her arms. Amala could see she was considering options. Amala sighed wearily.

"I promíse that I am here to help my fríend," saíd Amala slowly, choosíng her words carefully. "I am Doctor Amala Alí. I work not far from here."

The woman picked up her phone from the ground, and slowly pocketed it. "Vialle Kincaid."

"Well Vialle, I think we need to talk about a great many things."

The two gods sat on the edge of a park bench, each enjoying an iced coffee. In the hour since the incident outside of Brianna's apartment, despite having plenty of time to talk, neither god was forthcoming with details.

Amala felt an old feeling creep up inside of her. Since becoming a Saint, she felt the stirrings of divinity inside her. When you can summon fire and bend it to your will, it can become very difficult to keep one's temper in check.

Fortunately, Vialle broke their silence first. "I am sorry I acted the way I did. You didn't know why I was there, and you didn't mean to ruin things. You did what you thought was best."

Amala nearly choked on her coffee. "You're sorry?"

"Yes, I am. Does that bother you?"

"No," chuckled Amala. "In fact, I admire that. I guess I was not expecting you to apologize so soon, considering how you acted earlier."

"Well, I had considered screaning at you and smashing your face into the concrete, but it seemed a bit cliché for two gods to fight each other on their first meeting."

The two women laughed, each sipping from their respective drinks. Amala felt her guard relaxing, though she kept herself prepared for anything. "So why were you here?"

Vialle sighed softly, and she pulled the small bell from her pocket, placing it on the bench next to her. "I am hunting a Jhiaa."

"A what?" Amala picked up the bell slowly, inspecting it with her eyes as well as her fingertips. It was cold and metallic, with small pits in the surface. "I am unfamílíar with that name."

Unlocking her cell phone, Vialle brought up a picture of an old pencil drawing. The creature in the drawing had a short, squat body, with long arms and short, stubby legs. The face was not shaded in on the drawing, but instead revealed a kind of mask that fit over the creature's face. Written underneath it was one word: JHIAA.

"A Jhíaa, as they are known to some, is a dream eater who lives not in the waking world but rather in the sleeping one. They live in a world of dreams and ideas, where reality is said to be nothing but a dream itself."

"Sound's almost romantic, but why is it here in our world? What does it want with Brianna?"

Vialle opened another picture on her phone: an old tapestry depicting Jhiaa exiting a smoky tunnel from a sleeping man's eyes. "They come to our world to find dreamers for their own world. Most of the time, they are content to sit and devour the dreams of the sleeping. Have you ever had a dream and then felt like you could not remember a single detail the next day?"

Amala's eyebrow raised. "Are you saying all forgotten dreams are caused by these creatures?"

Víalle laughed líghtly, the first tíme her grím façade cracked, and Amala felt her lower her defenses. "I'm just quoting some of the information we've gathered over the years. My group has gathered extensive information on these dream eaters. I wouldn't say every forgotten dream becomes a meal for them, but if they truly exist, we cannot ignore the possibility."

The picture on the phone changed to what appeared to be a cave painting drawn in ash. Several dark humanoids stood in a circle around a prone stick figure of a man. Swirly lines were drawn between the stick figure towards the humanoids but ended in oval shapes as if the dreams were going somewhere else. As the picture moved again, the oval shapes were much larger, and there was another black stick figure in the center.

"If these creatures eat our dreams, then what does one want with Brianna?" Amala pointed at the lines going from the stick figures. "It does not look like they're feeding off their victim here, or at least, not directly."

Vialle took the phone back. "I'm impressed. Truth is, we are not quite sure. The legends suggest that every so often they send their emissaries into the waking world to find certain humans. They take these people back into their world."

"Which reminds me, what is this group you are a part of? You seem to know much about this Outsider. Are you with the Phoenix Society? The Warlock's Fate?"

"Is that really important?" said Vialle haughtily. Amala's stare caused her to sigh audibly. "I'm with a smaller group, but one no less dedicated. Have you heard of the Fenric Shackles?"

"No," saíd Amala. "Fenríc Shackles?"

Placing her cell phone back into her pocket, Vialle straightened her back. "We pride ourselves in understanding the many creatures that enter our world. No matter what they are, we have a vested interest in what these Outsiders are, and what they want to do here."

"And you protect mortals from their intentions?" said Amala suspiciously. "Of course we do. Now, if you want my help dealing with this dream eater, then I only ask one thing."

"What's that?"

Vialle pulled the bell from her pocket and held it in the palm of her hand. "We do things my way."

As the sun set, Amala found herself frustrated. Vialle was certainly well versed in lore, as well as mystical artifacts, but Amala found her cold, distant, and very controlling. Every time Amala voiced objections to the plan, Vialle would get worked up, explaining how each portion of the plan was meticulously scheduled and laid out. Amala convinced her to make some small alterations, but the current plan still made her skin crawl.

Amala called Bríanna around 9 p.m. and asked to meet at Columbia Park, the largest park in central Lafayette, saying she had some medicine she could offer free of charge that would help with her fatigue. Brianna seemed a little distrustful of the notion of meeting a doctor in the park, but Vialle convinced Amala to use her friendship to pull her out of her apartment. The lure of free medication was attractive to someone having trouble making ends meet. Brianna was to be the bait in their plan, as the dream eater had to capture her soon or else be forced back into his own realm.

As Bríanna left her apartment, Amala followed from a dístance. Bríanna was not lístening to her music this tíme, but her head still seemed in the clouds. As they walked, Amala smiled grímly as she recalled helping injured citizens in Syria or that tíme she helped victims of a Giant attack in Michigan. She missed her tíme traveling with her fellow gods, and she missed home. Perhaps Bríanna reminded her of her youth, before her lífe became full of constant movement and travel.

Brianna arrived at her destination: the zoo set up in the center of the park. Amala hid in the bushes, sending Brianna a text message saying she would be ten minutes late. As she saw the frustration and disappointment on her friends face, Amala felt increasingly dirty. "Where the hell is vialle?" thought Amala bitterly as she began her watch.

His ears still ringing from earlier, Roland grew increasingly frustrated at the situation. Elders of his tribe warned him there would always be the chance for interference from others, but three times he had entered the material world, and he never met any interference from others. His mind had raced for hours after the encounter, wondering who was after him. He saw thin wisps of energy glowing from the strangers, and as he fled, he saw the woman with black hair summoning flame in her hands.

When he felt the chosen moving away from her apartment, he knew two things: one, there was a strong chance it could be a trap, and two, it could very well be the last chance he had of getting to her.

Roland eased around the corner and saw Brianna standing in the middle of the light from a street lamp. Where once he found her mind beautiful, now he saw her thoughts tainted by bitterness. Her thoughts were a rambling cascade of mental images, of imagined arguments and potential fights. An image reoccurred in her head: the woman he saw earlier, the one that summoned flame. Amala. Was she the one hunting her?

Apprehension slowing his feet, Roland forced himself forward, hoping to approach her quietly. Brianna noticed his approach, and he saw her suck in her breath as she watched him warily. "Good evening," said Brianna nervously. She had her cellphone in her left hand, and her right was clutching her keys tightly.

Roland came to a stop, his arms at his side. "Hello," he said softly, his expression changing to a slight smile.

The man was attractive, so she bit. "What are you doing out tonight?" "Looking for you."

Nervous laughter echoed off the sides of the building as Brianna dug into her purse carefully. "Wow! Either you really believe that's a good pick up line, or you just don't even realize how weird that sounds."

"I wanted to tell you something. Something the rest of us wanted to let you know."

"US?" Bríanna backed away nervously. "What are you talking about?"

Roland's face softened as looked at her, and his eyes seemed reassuring. "We wanted to let you know the film is wonderful."

"What film?"

"The one you've been playing in your head your whole life. The one that starts on the farm, and goes to the city, with the mother with three daughters. It's simply wonderful."

Brianna's keys dropped from her hand and she struggled to speak. "How do you know about that?" she whispered.

Roland extended his hand forward. "Let me show you. Please."

Confused, but deeply curious, Brianna's hand slowly raised up, her fingers nearly touching Roland's, before Amala made her move, running forward and slamming Roland to the ground. "Brianna! Run!" shouted the god.

Brianna fled into the darkness. The relief Amala felt flushed away as the strange man lifted her off of him and tossed her to the side. Amala's sides scrapes against the concrete as she rolled away, but she was not hurt badly.

"You do not understand!" Roland shouted at Amala, his voice starting to sound less human and more like broken glass falling to the floor. "We need her! We need her dreams. Without her, our people starve! Our children starve!"

Amala's fire flared, driving Roland back a step, his image slowly draining off of his body into a mess on the floor. As the dream essence faded away, his body became a rubbery black substance and his face contorted into a bird mask.

"Without her, no more of us are born. Without new blood, we fade. But she will never die! She lives on in our dreams, never forgotten or abandoned."

Amala sent a burst of flame down next to Roland, causing the creature to step back. "You want to steal my friend? Dream on, creep!"

Roland's mask shook angrily on his body, and a blood-curdling screech emerged. He crawled on all fours toward her, his rubbery body growing and becoming so massive that he tore great holes in the concrete as he charged. Amala, knowing she may only get one shot, charged forward with her heavenly fire swirling around her fist. The two slammed into each other, Roland's club-like fist and Amala's fiery blow connecting simultaneously.

Roland wobbled on his feet, but Amala fell backward, her ribs buzzing with pain. Though a goddess, she felt her sternum pop from the blow. Every motion brought screams of pain to Amala's lips. As she tried to stand, Roland grasped her in a great bear hug, the force of the embrace pinning her arms at her sides and crunching her ribs.

"I am very sorry," said Roland as he continued his assault. "I will try to make this quick. What will you think about before you die? It must be something very bright and important."

Roland's mask reflected the glow coming from Amala as flames spread across her body. "I will dream of fire!"

A massive explosion detonated in the park, and a huge plume of flame went into the air, lighting the night sky. As Amala landed on her knees, barely able to keep conscious, she saw the creature had survived as well, though greatly diminished in size. It was struggling to get to its knees, and many cracks marred its mask.

Amala heard a soft bell ringing in the park, and the creature rolled on its side, clasping its head in pain. Through the zoo cages came Vialle, a thin dagger in one hand and the bell in the other. Only the swagger in her steps matched the look of pleasure on her face as she approached.

"Where were you?" gasped Amala but the other goddess ignored her completely, her attention fixed on the creature. As she knelt before it, chanting and waving the blade through the air, a soft glow consumed the creature. Setting down the bell, Vialle reached down and plucked the mask from its face, revealing a mass of eyes that blinked rapidly around a circular mouth.

Víalle stood, gesturing haughtily with her chin toward the creature. It whined, slowly climbing to its knees, bowing before her as if in worship. Roland groaned as his essence slowly faded from this world, and a wave of energy flowed from where he once stood into the blade she carried.

Looking back at Amala, Vialle's smug smile and casual turning of the blade in her hand made the fire goddess nervous.

"Thank you for your help," began Vialle as she admired the mask in her hand. "These creatures only enter our world in cycles before their next crop of children are born." She jokingly placed the mask over her eyes, and then with a flourish brought it back down to her side. "I wouldn't feel bad about that. As you can see, they're ugly parasites who care more for their next meal than our lives."

"You knew about Brianna," Amala said. She tried to summon her powers, but the pain in her body kept the flame from coming. She was an old lady after all, and not used to such strenuous activities.

"Yes, I díd. In fact, I learned a rítual from a traveling monk that told who the Jhiaa would be coming for next. Very useful power, that."

"But why? Why the tricks? Why were we bait?"

"Oh, my poor dear," said Vialle as she bent over her. She put her hand on Amala's chin, and a soft look of compassion came over her face before she brought her fist crashing into Amala's cheek, knocking her unconscious.

"I owe explanations to no one." Vialle stood, straightening the folds in her shirt before lifting the mask again. In its reflection, she saw two images of herself superimposed over each other; one smiling and happy, the other angry and mad. Tempted to throw the mask to the ground, Vialle simply sighed and walked into the night, eager to leave before the police and firefighters arrived.

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Aborrok snuffled as he stared out from the alley, watching the street for the approach of the god he'd scented earlier. His companions held their breaths as they waited behind him. His back itched, expecting one of them to plunge a dagger into it at any moment. It was a great risk he took here, but if they succeeded in this ambush, it would be worth it.

CHAPTER ONE:

THE OUTSIDE

A breeze rippled past, scattering newspaper, candy wrappers and other trash down the road. At the same time, it brought the sweaty stink of human and... something more than human. That stench of burning metal always made Aborrok feel like he'd snorted a handful of iron ash. Spark. Source-touched power. A god strolled their way, oblivious to the Outsiders hot for his blood.

Grunting in pleasure, the Minotaur turned to regard his temporary allies. He ran a meaty palm across the smooth curve of a horn, pondering the strange fate that had brought them all together. The woman, Sallya, leaned against a wall, pretty lips set in a pout. She'd initially approached the others, requesting help in taking down a particularly irksome god. Beside her, a Jikininki waited, the face of its corpse-body beginning to show a few rotting cracks that hinted at worms squirming just beneath the surface.

The fourth member of their group hung by a thick swath of webbing beneath a fire escape. The Weaver's eight eyes gleamed, while its mandibles chittered softly as it worked, trying to bind the god to strands of ill fortune while also manipulating luck in their favor. They'd need all they could get if Aborrok was right about the sort of god they'd face.

At any other time, the lot of them would be at each other's throats, but Sallya came to them one at a time, whispering of a god who had caused unending pain and suffering. How could they let him sully the pure power of the Source in such a manner? He had to be put down like a rabid dog before he spread his corruption to others.

Aborrok drew another breath through his snout. Stronger. The god would pass in less than a minute. Perhaps sensing his anticipation, Sallya stood straight and dropped her human facade. A nest of snakes writhed upon her head, while her eyes glowed a sickly yellow-red. Her legs lengthened into a snake's tail, which coiled beneath her. "Is he almost here?" she asked, words stretching with reptilian sibilance.

Aborrok chuffed in the affirmative. He risked a quick growling murmur. "What did this god do to you, that you should despise him so?"

Sallya hissed and licked her lips. "He took me on a date and forced me to pay for my

own half of the bill. Then he didn't call me for a week afterward, even though he promised we'd hang out the next day." She winked. "Oh, the suffering. Oh, the agony. Will it never end?"

Before Aborrok could reply, the god strode into view. His Spark Sense must have tipped him off at the last second, for he turned, and his eyes widened at the figures crouched in the shadows, waiting to flay flesh from bone...

OUTSIDER OVERVIEW

ON THE OUTSIDE, LOOKING IN

Some say the Source created Outsiders to clean up the mess the gods made. Others figure the Source saw the gods starting to fling bloody mud at one another and just wanted to add more slop to the heap. Whatever the case, the one undeniable reality is that Outsiders are here to stay, and any god worth a second of prayer had better pay attention

Just because Outsiders don't fit into the human or godly category doesn't mean they aren't a force to be reckoned with. In fact, with more Outsiders popping up all the time, it's vital for a god to understand these potential friends or foes so they might better know how to manipulate or motivate them. After all, even gods need all the believers they can get, and if they can add masses of Outsiders to their territory, why not enjoy a bit of ready-made faith and firepower?

As the Source continues to influence the world, touching creatures and elements alike with Sparks, more join the disparate ranks of Outsiders every day. Some are simply uncategorizable, or don't survive long enough to matter. However, new communities spring up around the globe, bumping shoulders and trying to convince the modern world they're here to stay.

THEY HAVE THEIR SAY

Outsiders might have a common origin, but their natures, powers, and beliefs are as diverse as all the faiths and cultures of humanity combined. However, just as the gods are often classified according to their Theologies, so Outsiders tend to congregate by similar types, and then by their purposes and passions. These groupings often align according to their beliefs about the Source, and how they see themselves in comparison to both humans and gods.

Outsiders often get lumped into two main groups: those who just want to survive and those who want to dominate. Gross stereotypes, to say the least. It's easy to see a creature as nothing more than an enemy if their motivations are oversimplified. Yes, there are those who want nothing more than to slaughter every human and god they find, but their lives can be as unique as any mortal's. Some Outsiders pursue knowledge above all else, seeking to understand the Source, the gods, or their own inhuman nature, while others may desire wealth and the luxury it provides.

And, while many gods find it difficult to believe, some Outsiders desire nothing more than to help those around them enjoy better lives, or to connect with one another in a meaningful relationship. While they are inhuman in form, sometimes their thoughts, emotions and needs are quite human. Outsiders usually hold several core beliefs about the Source and its relationship to the world.

Beacons

Humanity is in dire peril with all the chaotic events spinning the past few years. As more Touched mortals become gods, upsetting a tremulous balance, regular people are turning into puppets and playthings. Some Outsiders believe mortals need protection from powers beyond their control, and they become self-established guides and guardians. Whether the mortals become aware of their protection or not, these Outsiders intervene in force where human lives are threatened by the schemes of the gods, and some even go so far as to sacrifice their lives for mortals, believing humanity is destined to inherit the earth once the gods have withdrawn or killed each other off.

Hands of Slaughter

Outsiders who believe the Source is the one true god, or that they're the chosen ones of the Source, can see any gods as their ultimate enemies: either they are leeches gorging on the Source or they are keeping Outsiders from taking their rightful place in the scheme of power the Source intended. In the end, this means any god encountered must die. While many Outsiders are terrible foes of the gods by themselves, when they band together, woe to the lonesome god who becomes this group's target.

The Navigators

Numerous conspiracy theories throughout history attribute political, economic, military or cultural activity to a secret cabal of shadowy figures. Some claim their incredible power and influence speaks to a gathering of gods trying to control events. The Navigators are actually composed of Outsiders who've existed for millennia on the fringes of society, gathering wealth, influence and power. They have dealings in financial market fluctuations, foreign wars, celebrities, technological innovations and even own many dominant fast food chain restaurants.

Seclusionists

Given their isolationist nature, many Outsiders have the impulse to withdraw from the world to avoid conflicts and tend to their own needs and safety. These Outsiders seek magically hidden havens or far off places where they can build physical or supernatural walls to contain themselves and their own kind, as well as keep out unwanted visitors. Seclusionists do everything they can to



remain neutral and uninvolved with the world. They put aside old blood feuds, cut ties with family, friends and especially enemies, and do everything in their power to erase their tracks and any lingering evidence of their presence. While it can work for a time, it does put their isolated colonies at risk of discovery (as most eventually are) because the Outsiders might be unprepared for confrontations or violent conflicts when they arrive.

Servants of the Source

If the Source is what created the gods and Outsiders in the first place, why not consider it the ultimate, true god? All other gods are fakes and would-be deities, trying to survive while also denying the Source's power and influence. As the direct offspring of the Source, it is any Outsider's duty to serve and protect the Source. Of course, this means eliminating any so-called gods, allowing the Spark they've stolen from the Source to return to its origin. Once they cull enough gods from the Earth, the Source may regain its strength and break free to rule reality as it was always meant to.

Sourcespawn

The Source has obviously chosen Outsiders as the inheritors of its legacy and strength. Outsiders were meant to be the true gods and have had their birthright stolen by Pantheons of usurpers. In order to reclaim their destiny, Outsiders must do all they can to eliminate the false gods who now tyrannize the world. Once they've dealt with the gods, Outsiders can ascend to their rightful places. Monstrous and savage Outsiders tend to instinctively fall into this camp, as do those lacking intelligence. It takes a bit of independent thought to break away from such an ingrained perspective.

Stormcallers

Neither the Source nor the recent resurgence of gods matter in the long run. Wiser Outsiders recognize that everything will face utter destruction in the Coming Storm. The daily squabbles and clinging to power consuming so many gods' attention is futile once the apocalypse arrives. So why not do everything possible to hasten that and end this meaningless existence? The Coming Storm will clean the slate, and mortals, gods and Outsiders will all stand on equal footing.

The Wastrels

Some believe the Coming Storm is the ultimate fate of all life, seeing the current fighting among gods and mortals as meaningless. The only thing worth fighting for is the momentary pleasure found in violence, lust or the satiation of various appetites. Random killing is just as substantial a goal as any other end. With this belief at their core, many Outsiders cast themselves outside so-cial, cultural or community norms and devote themselves to senseless pursuits that often wind up costing countless lives. They just watch and laugh.

THEY RE HERE TO STAY

For all their majesty or monstrosity, Outsiders are creations of the Source as much as the gods. While Outsiders might not pack quite the same punch as a god, any deity who doesn't have a few Outsiders on their team, or doesn't know how to strategize against them, is going to be at a serious disadvantage.

Because of this connection to the Source, Outsiders are not the pushovers a god might think. Their minds, spirits and bodies have a natural resistance to divine powers of all sorts, making them hardier foes, able to take hits and give a few in return. Outsiders also tend to possess equal amounts of patience, persistence and preparation: a dangerous combination. Unlike humans, they've known about the presence of gods all along, using that time to spin their own plots for the downfall of those who stand in their way.

Each faction of Outsiders has charted a particular path toward survival in a god-cursed world. Some have gone into hiding so deep that one would need to dig near to the center of the earth to find them. Others have tried to blend with humanity, only revealing themselves when threatened or presented with no other option. A few have tied themselves to specific Pantheons, trusting in fledgling gods to protect them when it comes to a clash of power. Even more have simply gone on the offensive against the gods, figuring if they can wipe out their "divine oppressors," then there won't be anything left to stop them from overrunning the world or shaping it into their image.

The ultimate fact is that Outsiders, despite often existing on the fringes of society, are well adapted (or learning) to thrive within a god-dominated world. They want to survive just as much as anyone else, and the more pressure they're under, the more motivation they have to push back. Much like the gods, some Outsiders can live dual lives — particularly the Passables — such as Elves and others graced with human-like appearances. Depending on their abilities, many still need to eat, sleep and make a living. Some take jobs. Others even have families in the suburbs.

WHO'S THE BOSS?

Outsiders don't just hand their loyalties over to anyone. They have two rather specific reasons why they'd ever serve a god — protection and fear. If the Outsiders believe a god is strong enough to keep them alive in a dangerous situation, they may swear allegiance in exchange for the god's oath to wield his or her power on their behalf. On the other hand, if an Outsider is unlucky enough to face a particularly powerful god, their choice boils down to "submit or die."

Certain Outsiders are already connected to a Dominion and are drawn to the master of it. Gargoyles, for example, lean toward gods of justice, while a patron god of blacksmiths may sway Dwarves to their cause. A god of ecstasy could attract Outsiders ruled by appetite and passion, such as Weavers and Satyrs. Others perform services for gods only if they meet their demands, or a particular price is paid. Rakshasa love nothing more than fresh blood, easily delivered, while Dwarves often sell their services and Relic-crafting in exchange for precious metals, jewels or a future favor owed, to be called in at any time. Outsiders such as Pucks or Tengu have forever refused to be claimed by anyone or anything. Considering the tenacity and ferociousness of these two Outsiders in particular, many gods have tried to get them to submit and obey to no avail. If anything, gods who attempt to dominate such creatures become the targets of their vicious hunts and unforgiving vexations more than ever.

THE PROPAGANDA

As Outsiders rise in influence and presence, there are those who spread a variety of ideas about them, depending on agendas or Theologies. These opinions fall into a handful of main camps, which guide Outsider treatment:

• **Outsiders as the Enemy:** Outsiders are the main cause of suffering in the world today. They are aberrations that must be eliminated if order is to be restored and the Coming Storm averted. They are all malicious, vile, untrustworthy creatures gods should destroy on sight.

• Outsiders as Cattle: Outsiders aren't a particular threat, so long as they're kept under control. In fact, if manipulated properly, they can make good foot soldiers in turf wars. That's all they're really good for. While some can ape intelligence or speech, they're all just beasts to be put to work. Keep a whip or cattle prod handy, should they ever rebel.

• Outsiders as Equals: Outsiders are just as worthy of respect as the gods, seeing as some of them have been considered as such throughout the ages. Don't ignore their power or wisdom. Treat them as equals, seek out their blessing, and ally with those who return the courtesy. We're all in this together, and better to face the Coming Storm with friends than alone.

• Outsiders as Mistakes: The Source needed to experiment before its creations were perfected. The current generation of new gods is the end of this refinement, and Outsiders are just leftovers: scraps of failure that should be put out of their misery or used until they break for good.

What's the truth? As with many things, it's relative depending on circumstances, perspective and desires. If one has the power to bend reality to their will, then truth is whatever they wish it to be — until they come up against another's version of the truth and have to fight to see which wins.

MAGNIFICENT AND MONSTROUS

Just glimpsing the variety of gods helps quickly clarify how the Source touches practically every soul in a unique way. These inner transformations sometimes manifest in outward changes as well, though it's no guarantee to identify a god by sight alone. In the case of Outsiders, however, their supernatural nature is more easily glimpsed, if not obvious the moment they step into the light.

Many Outsiders' bloodlines have existed for millennia, their forebearers created by the Source long ago. Just as any human family tree sees an incredible

amount of diversity throughout generations, so too have the Outsiders diversified. Their main features — horns, tails, scaly hides, glowing eyes, etc. — might stay the same, but it'd be doing them a disservice to lump them all into the same category. Moreover, depending on their view of humanity and the ways they wish to interact with mortals, Outsiders can employ a wide range of tactics to conceal their obvious presence.

OUTSIDERS AMONG US

Consider those Outsiders who, at first glance, might appear human. Elves, Dwarves and Djinn, for instance, are Passables, as are some Satyrs, if they wear baggy enough pants. However, a Minotaur isn't about to stroll down Main Street anytime soon. Other Outsiders can temporarily take human form, though this illusion quickly disappears when it becomes time for them to hunt and feed. Among these, a handful of Outsiders are known for their beauty and compelling allure when they come face-to-face with the average human.

With today's cultural tendencies towards body modifications, tattoos, piercings, wildly dyed hair and increasingly diverse fashions, humanity has grown used to any number of visual and physical differences. At most, one might assume a costume convention is in town, or someone has decided to celebrate Halloween a little early.

Why would Outsiders bother living among humans in the first place? There is a wide variety of reasons why they risk so much to call the mortal world their home.

External Motivations

Because many gods live double lives, holding down steady jobs, earning income and maintaining social relationships, they could expect Outsiders in their service to meet those same standards. Of course, a god might have Outsider servants who don't interact with the mortal mainstream, but it's always helpful to have a few followers who can blend in with the masses, run errands, keep an eye on territory and otherwise enforce their divine will in ways that aren't obviously supernatural.

Beyond that, an Outsider might do something so obscene, hideous, or taboo — such as killing one of its own kind or desecrating a holy place — that it is no longer welcome in its home community. Depending on the kind of Outsider, it may not readily find any open arms from others either, forced to make it on its own. An isolated Outsider quickly becomes easy prey, so they may try to blend into the human horde and hope that by surviving long enough, it will get back into the good graces of those who have shunned them.

Just because Outsiders have magical abilities doesn't mean they're able to conjure up every item or resource needed to survive. Those with physical requirements — such as food, water and shelter — may be able to scrounge these things up in the wild, but why go to such an effort if they are more readily available within supermarkets in human settlements?

Beyond survival requirements, some Outsiders develop a taste for human

substances that draw them into mortal social circles. This could even develop into an addiction, such as with drugs, alcohol and other vices that few Outsiders have immunity against. They can become as desperate as any junkie and go to great lengths to get their hands on whatever they crave, whether through legal or illegal means.

Alternatively, if an Outsider is hunted or attempts to hide something such as a weapon, a secret, or even a creature — there are few better places to do so than within the chaotic hubs where humans live. In large cities, it can be difficult for an assassin to track down one or several Outsiders trying to remain concealed.

Internal Motivations

Believe it or not, Outsiders can get lonely. Some Outsiders live for centuries, if not millennia, and they can have similar relational struggles as mortals do--trying, and often failing, to not get attached to those who wither and die within a matter of decades. They may buffer this loneliness by planting themselves within a human community, allowing the habit and flow of temporary friendships and loves to soothe them.

Others consider themselves scholars or lore keepers, prizing knowledge and studious habits above all else. As such, humans give these Outsiders opportunity to observe and collect data on their ever-evolving cultures, ethics and technologies. While it's possible to study humans from the sidelines, the best scholars immerse themselves in human interactions to collect the most accurate data.

Outsiders are even susceptible to identity crisis. The legend of Changelings — inhuman children swapped for human children at birth — came from Outsiders. In the olden days, newborn Outsiders were sometimes exchanged with human children to give them a better chance of survival within civilization rather than in the wild. It still happens these days, whether by accident or on purpose, and some of these Outsiders are born among humans and grow up without the realization they're an Outsider! They just think they have some weird condition or ability they must keep secret. If and when they learn the truth, they may have been so "domesticated" they choose to remain in human circles, despite recognizing they are not the same species. Or they may feel so apart from other Outsiders that humans feel like their real family.

LOGISTICS OF ORDINARY LIVES

Once Outsiders have chosen or been forced to make their way among mortals, they face many challenges in surviving without being discovered, labeled a freak, hunted down or even captured and sent to a lab for examination and experimentation. Fortunately the Masks of Jana are always striving to ensure this doesn't happen. Think of the struggles and responsibilities humans confront on a daily basis, and now add the pressures an Outsider must factor in as well... both on the physical and supernatural level.

Lodging, meals and money are the primary challenges most Outsiders face.



Many Outsiders prefer to have some sort of space or plot of land to call their own. Yes, some may choose to be vagabonds and wander the streets among the homeless, making temporary abodes under bridges or in the sewers. As an Outsider attempts to make a long-term or permanent home among mortals, it can be much more comfortable to have an apartment or house to return to at the end of the day. This place may also be one of the rare spots where they can drop their disguises and be comfortable in their true skin.

While some subsist on raw energy, or other ethereal projections such as fear or love, most Outsiders still require physical sustenance. In ancient times, this was easily remedied by hunting, but nowadays they are just as open to the idea of a fast food drive-thru or grabbing a hot dog from a food cart. Not as glamorous or honorable, of course, but far more convenient.

Rumors speak of certain restaurants where Outsiders make up the entire kitchen staff. One just needs to know where to look, because they certainly aren't marked on any map or tourist pamphlet. These places can be a boon for Outsiders who crave a different sort of fare than a hamburger or salad, since gnawing on a raw, dripping human femur while strolling down the sidewalk can trigger negative reactions.

Whether acquiring a home, paying bus fare or sitting down for a greasy meal, currency of some sort or another is necessary—unless the Outsider decides to get these things through riskier methods. In the past, Outsiders relied more on bartering, force or handshake deals with others of their kind. However, that sort of thing doesn't work very well or often among humans. Some techniques used to get hard cash include mugging, bank robbery, or other crimes. Beyond that, the other option is holding down a job.

It's surprising how many career fields Outsiders have managed to infiltrate. Many are long-lived enough to have quite a breadth of knowledge and sharply honed skill sets. The main challenge comes in concealing their inhuman natures from bosses and coworkers, while handling the annoyances that dealing with whiny, weak humans can impose. One is not likely to see a Minotaur acting as a customer service representative, nor should anyone expect a Slasher to be the curator of the fine art gallery. However, it's not uncommon for a Dwarf to work in tech support or a Manananggal to staff a blood bank or sperm donation center. If an Outsider establishes a steady paycheck, it can make many of the other challenges of living among humans far more manageable.

Especially in larger cities, public transportation is almost an absolute necessity for anyone wanting to get around. Outsiders who don't have any particular ability to transport themselves magically have to rely on public transit, which poses its own challenges. Some Outsiders might be too big or heavy to fit within a car. Others are leery of being in a confined space with so many humans, feeling trapped if confronted by a suspicious mortal or even another Outsider or god. At the same time, bus and train stations are places where Outsiders can get lost in the crowd, though these areas are also seeing increasing mortal surveillance and require extra caution to avoid worrying authorities.

Outsiders have to be especially careful not to draw the attention of local police or other law enforcement. Some have tried to avoid this by joining law enforcement themselves, assuming that they appear human enough and can find a way to pass mandatory drug tests. Other Outsiders struggle with altercations with law enforcement because of their violent or aggressive natures, which gets the cops called for episodes of public disturbance or menacing. Technology may help Outsiders connect in ways they couldn't before, but the proliferation of security cameras and other public surveillance devices have added another layer of tension.

While technology may be a boon for humanity, it can be doubly so for Outsiders. Technology gives Outsiders something to interact with that doesn't automatically judge them based on their appearance. They love chat rooms and online forums, especially ones where humans roleplay being other creatures or animals; many have fallen prey to video game addiction. Technology can help Outsiders withdraw funds without having to go to a bank, order groceries online to be delivered and benefit from the same long-range communication options humans enjoy. Most importantly, it keeps them in touch with other Outsider communities across the globe.

Outsiders also recognize the power of modern medicine, especially when combined with the potency of magical healing. Some enter human communities solely for acquiring medical supplies to funnel back to their homelands to care for the rest of their kin. To this purpose, an Outsider might attempt to get a job at a hospital or emergency clinic, even as a night janitor, giving them easy access to supplies.

METHODS OF MINGLING

All these demands require an Outsider to find ways to mingle with humans without drawing too many stares, pointing fingers or screams. Aside from those blessed enough to be Passables, others can enhance their appearance through multiple alteration techniques. This includes makeup to hide odd skin colorations or scales, grinding down or covering horns or the common trick of loose clothing. For those that don't possess magical methods of concealment, more banal options remain available, ranging in efficacy and how they might negatively affect the Outsider in the long run.

Magical Methods

Some Outsiders, such as Rakshasa or Djinn, have unique abilities to cloak themselves in illusions or glamours, hiding their true forms behind a spellbound mask of humanity. This is one of the easier methods an Outsider can use to conceal their true nature, but it is dependent on whether or not they have the ability in the first place or the willpower to keep it active throughout the day. Such an illusion requires concentration to keep up, and being distracted or injured might suddenly causing an Outsider's illusion to drop — a dangerous thing in public.

Physical Methods

Plastic surgery has certainly made great strides in changing the face of humanity, and Outsiders have appropriated the same tactic. Elves have taken the tips off their ears, while some Satyrs and others with devilish horns have had them removed. False teeth can be created to conceal fangs, while contact lenses can hide slit pupils or glowing eyes. Tattoo and piercing parlors are popular haunts for Outsiders, and some of these are, in fact, owned and run by Outsiders, who offer special discounts for their own kind. These changes can be permanent, and modified Outsiders might encounter others of their kind who see them as traitors to their species.

For Outsiders needing cheaper, quicker or less permanent options than physical alterations, baggy or otherwise concealing clothing is a great tactic. Deep hoods and oversized jackets hide scaly skin, spikes down the spine and even tails. The main issue here is Outsiders with extreme physical features might tear clothing rather easily, requiring constant wardrobe replacements--not to mention their need to explain why they're wearing thick woolen overcoats and mittens in the middle of summer. Outsiders needing temporary disguises might rely on masks or makeup, caking their features under many layers of lotion, powder or lipstick. The danger here is having the makeup smear or wash off in rain or a puddle splash from a passing car, or having a mask torn away by accident or aggression.

Nonphysical Methods

Outsiders who don't want to actually change anything about their appearance might, instead, rely on a convincing story of injury or disfigurement to explain why they look different. Terrible scarring in a car crash, fire or acid splash are popular, turning a suspicious person into a sympathetic listener. Odd appearances can also be explained as freak birth disorders, an evolutionary throwback or a rather vicious disease. Few things get humans running away faster than the possibility of infection.

For those with a more social or theatrical bent, Outsiders find easy and unquestioning acceptance in events or places where humans already go to great lengths to alter their own appearances or show off their various physical oddities. Sometimes, they run whole carnivals and freak shows. The growing popularity of Live Action Role Playing means a Minotaur can charge into the fray waving a foam sword without anyone guessing his snout, horns and hooves aren't anything more than a highly realistic costume that doesn't come off after the weekend.

If all else fails, one of the most consistent factors Outsiders rely on when hiding amid mortals is the exceptional human ability to rationalize. While there will always be conspiracy theorists and those who want to argue for the existence of the supernatural, most mortals aren't open to the idea of another world existing alongside their own. They'll more readily accept explanations such as, "I was just confused," "The shadows made things look weird" or "I must've been drunker than I thought."

The Ultimate Con

Certain Outsiders have seen the influence gods have come to wield and are intensely jealous. After all, what separates them from being gods? They're Spark-touched, are they not? They are above mortal ken and control, are they not? Why shouldn't they be worshipped, adored and obeyed? Throughout time, Outsiders have often tried to masquerade as gods, saints, devils, or other religious figures from antiquity. Many modern religious figures or myths took inspiration from such attempts. Of course, should a real god encounter an Outsider trying to pull off such a scheme, retribution comes swiftly!

PLAYING FROM THE SIDELINES

Rather than dealing with humans or gods directly, some prefer to skulk in the shadows, using pawns or magical means to further their ends. There are all manner of ways to manipulate mortal goings-on without having to get a claw dirty. Thanks to online anonymity, people could be unknowingly exchanging emails with a Weaver. That internet dating profile? Not always the most trustworthy information to rely on, considering how much even humans lie on those things.

Whether knowingly or not, many humans actually work for or alongside Outsiders. Some are even positioned to take the fall should the Outsider ever come under close scrutiny by the authorities, other Outsiders or the gods themselves. Long-lived and wealthier Outsiders may have taken the time to buy stock or ownership of numerous businesses, using them as fronts to funnel resources and staff wherever needed. These companies are often entirely legitimate, and the accounting is so devious that even the IRS would have a hard time untangling the false trails when trying to figure out who really owns the business.

The issue with relying on humans to get work done is that they may not be as competent, or if they ever slip out from under the Outsider's control, they could stir trouble for their former masters — especially if they were somehow being coerced. That coercion might come in a variety of forms, one of the more potent being direct mind control or compulsion. This requires far more power than most Outsiders can spare, and some are even ethically opposed to this technique, but it is effective in desperate times. The main risk is the human somehow shedding this control and realizing what they've done against their will, or going insane from the mental manipulation. The human's elimination is sometimes the only option available, sadly.

If mental powers aren't in the mix, nothing moves mortals faster than the promise of quick and bountiful cash. Rich Outsiders have long wielded money as a weapon to get humans to abide by their wishes, for good or ill. Ningyo especially enjoy using their pearly tears to buy their way into the good graces of judges, police, politicians and military officers, who support their schemes behind the scenes. If an offer of funds doesn't suffice, an Outsider who holds a human's life, or that of a loved one, in their hands is almost guaranteed a human's acquiescence. Death or obedience? For many, it's not a difficult choice. When it comes to Outsiders and gods, though, the threats tend to go in the other direction.

Humans also become junkies easily enough that it's not hard for an Outsider to take advantage of such fleshly weaknesses. A steady supply of drink or drugs (sometimes magical variations of either) can get a human desperate enough to do anything the Outsider demands.

AVERT YOUR EYES!

Many consider Outsiders to be manifestations of the Source's destructive nature. While there are those who glide through the currents of humanity and leave nary a ripple in their wake, countless others are things of nightmares. These monsters have inspired decades of horror films and, whether they live up to the reputation or not, are often what first spring to mind when one thinks of violence and evil incarnate.

Minotaurs and Tengu are two Outsider races that possess enormous ferocity and physical strength. The Minotaurs have withdrawn somewhat from the world, seeking to preserve their own lives and those of their clans. However, the Coming Storm has riled many of them up again, awakening their more bestial natures and forcing violent confrontation with any creature they encounter. Tengu have always embraced their identity as avatars of war. They live for bloodshed and death, constantly seeking the next battle, the next enemy to cleave, or the next weapon to master. While they once fought with archaic weapons, they've learned to love modern devices of destruction, making them one of the more vicious foes.

Many beasts stalk the earth, driven by base appetites and survival instinct. Flying Foxes and Hell Hounds are fearsome predators, alongside Hydras, all of which are responsible for countless lives lost of both gods and mortals unlucky enough to stumble upon them unprepared. Claws and fangs make for terrible enough weapons, while Hydras add various breath attacks to the mix, including ice, acid and fire!

Beyond the beasts, it would be remiss to ignore the Giants themselves. Giants, once considered gods themselves, especially since they each have power over certain Dominions, savagely defend their territory and treasure hoards. No matter the type of Giant or their background, they are all monstrous creatures seeking more power and strength to terrorize all in their path.

COMMUNITIES

Outsiders tend to congregate with their own kind, or at least with other Outsiders sharing similar goals and dispositions. However, as gods continue to pop up around the world, the Coming Storm forces more Outsiders from hiding. Cities become more crowded with mortals, and natural habitats fall to make way for suburbs and roads. Outsiders have increasingly bumped shoulders with those beyond their comfort zones. Sometimes this simply causes a tense territorial dispute. Other times, it's a call for all-out war.

In the same manner as gods trying to claim territory, most Outsiders prefer to have a place to call home: a sanctuary where their kind can rest and recuperate, or a deeply hidden refuge they hope will protect them from the chaos threatening to consume the world. Yet even the most secure bolthole is bound to be uncovered sooner or later. While certain kinds originate from specific locales and regions, most are no longer confined to their homelands, enjoying widespread migration. At the same time, their specific natures cause them to gravitate toward certain environments or settlement styles.

WHERE IN THE WORLD ...

As the world starts to divulge its mysteries, certain Outsider communities have come to light and been marked on the map. The following are just a handful of major Outsider havens or sanctuaries, or mortal settlements Outsiders have managed to infiltrate significantly.

underground networks

Metropolises like New York City and London boast a high Outsider population, with many of the human-looking species blending in thanks to the diversity these cities boast. However, going underground is one of the best ways to connect with a massive Outsider base. Often, a city's massive subway system connects to a good number of hideaways built into the infrastructure, not marked on any official blueprint. There are Trolls, Satyrs, Weavers, Gorgons... practically anything--not to mention plenty of homeless for Outsiders to hide among or prey upon. There are underground raves, sleeping quarters galore and even whole Outsider markets where they can buy all manner of baubles, spells and weaponry. Those lucky enough to get a guide through these underground networks should be sure their trust is well placed. Otherwise, they're apt to turn a blind corner where the lights are suddenly doused, and the next thing they know they're surrounded by unfriendlies. The main thoroughfares and exchanges of the undergrounds are often considered neutral ground for most Outsiders.

stonehenge

The mystery is settled once and for all: Stonehenge is a gateway. Few know how to activate and use it though. Those who do can transport themselves to another realm, a world overgrown by verdant foliage. Massive trees create a canopy of green, while the golden light filtering through reveals ambulatory flowers and vines, gaping ravines and plunging waterfalls. This place was the source of power for the druids who originally built the monument, but it has since gone unclaimed. Some even say it's the original Garden of Eden, locked away from the rest of the world, a refuge for many strange creatures. Flying Foxes and Hydras slink through the undergrowth here, while Satyrs prance within the groves. It is a wild land, devoid of any mortal touch or technology. As such, many Outsiders consider it a paradise despite the definite survival-of-the-fittest dynamic that applies to all who travel there. Some say Gloam-lings know the secret of accessing the realm.

wilderness reserves

Wildlife refuges and wilderness reserves are popular among Outsiders who want to escape human interaction. Reserves offer a diversity of environments (wetlands, forest, desert, etc.), giving multiple Outsider species comfortable living areas far from prying mortal eyes and affairs. Larger mountain ranges, such as the Rockies or European Alps, not only spawned numerous Outsider races but also provide plenty of homes for them. Elemental creatures abound, and the eternal cycle of predator and prey is ever at play to remind mortals exactly how low they fall on the food chain. Trolls lumber about the mountains and valleys, while Thunderbirds establish nests in the many caves dotting the ranges, preying on hikers and campers. Many mountain towns and mining communities are actually Outsider havens, populated by inhuman settlers. Some of these conservation areas are further set apart as non-aggressive, neutral reserves for all Outsiders. In these instances, a spell is set in the entire area to enforce peace and neutralize aggressive actions.

Lucking in the wings

It should be of little surprise that certain cities are favorite haunts of Outsiders seeking attention, adoration and service. Most of these cities are centers of art, media and entertainment — such as Hollywood, Los Angeles, or Paris. Human settlements, where artists, actors, singers, dancers, musicians and other creative types thrive, draw many Outsiders as admirers. In this huge press of mortal flesh and centers of sin, thousands of homeless and hopeless go missing every year, victims ripe for the picking. Rakshasa love to set up fighting dens, where they can feast on the losers and soak up blood from the death pits to slake their thirst. Ningyo wield great influence here, often as heads of film and music studios. With plenty of corpses piling up in the alleys, there's enough dead for Jikininki to have their pick of faces. Muses frequent these places as well, cramming artists' minds with works of wonder even as they drain their souls of potency.

Industrial centers

On the flipside of artistic meccas are centers of civilization devoted to industry and commerce. These regions are areas of technological breakthroughs. It's not surprising to find Dwarves and other Outsiders at the heart of such developments. While the stereotype of the "antisocial tech geek" lives on, interacting with someone who demonstrates poor people skills in one of these places might be because they're not people at all. Many modern innovations seem to come from inhuman minds and require inhuman talents to produce. Silicon Valley, the Digital Media City in South Korea, and the Konza Technology City in Kenya are examples of such — these technology paradises can be committed to creating new weaponry and Relics, alongside more banal purposes.

OUTSIDERS AT WAR

There's really only one of two states of being an Outsider has at any given time: at war or not at war. It's not even all that accurate to deem an Outsider "at peace," because for them peace is simply the lull between one inevitable fight and the next. Even those who attempt to seclude themselves, withdraw from the eternal battle or claim no side are eventually drawn back into it, whether by being hunted down by outside forces, by unfortunate happenstance or when the stakes finally get too high to ignore.

us. Outsiders

Outsiders don't always get along. Some are simply devoted to the destruction and death of anything they come across, directly conflicting with factions that want to bring vitality and peace to the world. Moreover, some of the touchier species go to war over nothing more than a crossed boundary, a harsh insult or someone sending the wrong look across the room. They're just waiting for any excuse to cleave flesh and shed blood, because that's the only time they feel joy or satisfaction.

us. Mortals

To many Outsiders, humanity isn't really worth paying attention to, except for as a food source or pawns in a malicious game. Since humans lack Spark, it makes their minds, bodies and souls easy to manipulate or devour. As such, if an Outsider gives a human any consideration, it's a good bet it's going to wind up to that person's detriment (or their death). In the eyes of these Outsiders, mortals are meat. Mortals are playthings. Mortals are pawns. They are fodder to be thrown before their enemies, giving the Outsider a chance to escape or prepare yet another trap. At best, they are temporary diversions, tossed aside when the game gets old.

us. Gods

Because of the sudden outpouring of Spark upon mortals and the resulting abundance of gods, some Outsiders are realizing this is a threat to their very existence if they don't do what they can to cull these newcomers. Gods might put up quite the fight, but because Outsiders share their own portion of the Source, it can sometimes put them on equal footing with newborn gods. Certain Outsiders even possess the ability to take on a god's Dominion once they've been defeated, granting them extra power and influence, while other Outsiders view the gods as nothing more than an especially tasty snack or enemies who must be given no mercy.

It's rare that an Outsider isn't, at any point in time, wrapped up in at least one of these dynamics, if not all three at once. The only Outsiders who even get close to true peace are the Seclusionists, and theirs is an elusive calm until the erected borders inevitably break down and bring them back into the fray. With certain Outsiders, there's little need to search for a reason to unleash death.

Blood Feuds

Human history is long enough to forge plenty of ancient enemies and unyielding fury. Think about how many undying hatreds Outsiders have had in their time. They can hold grudges like nobody else, and even if they're looking for ways to bury the hatchet, it's only in an enemy's skull. This is especially true for Outsiders who cling to clans, such as Minotaurs. Action against one can put an Outsider at odds against every other Minotaur. Giants don't take it



lightly when one of their kind falls to, say, a brood of Weavers; and if any other Outsider disrupts a Rakshasa's schemes, revenge can be decades or centuries in the making.

Subterfuge & Sabotage

Outsiders are forever hatching plots, both on individual and kin-wide levels. It's not uncommon for two Ningyo to be at odds — trying to manipulate a political campaign or crash the stock market, for instance — without even knowing it. Ill-tempered Outsiders who've had a string of bad luck, whether or not a Weaver is even involved, often blame them anyway. Those who take great pains to set up a comfortable living for themselves among humans can be shaken from their apathy should a blundering Gorgon disrupt their carefully laid plans, profits, and schedules by turning the wrong human to stone.

Torture & Mutilation

Those who live for blood, death and destruction are often willing to stir up trouble for the sheer joy of knowing they've destroyed the status quo. Slashers have been known to break into a Giant's treasure horde and hack every last valuable item to bits. A Jikininki may use its human guise to capture another Outsider and disfigure it, simply because it loves to hear howls of pain, and then laugh when its allies come to the rescue, only to find their companion crippled.

Territory Invasion

Some Outsiders put great stock in their ability to claim and maintain territory, be it in a city, in the wild or another realm altogether. Anyone or anything threatening the boundaries they lay down is subject to swift reciprocation as an example for would-be intruders. Cloaks are a special irritant to these Outsiders because they don't respect boundaries. They trespass without caution and take the souls they seek without regard for Outsiders who oversee the place where death has occurred.

Property Destruction & Theft

The violation of personal possessions can ignite even the most timid Outsider's temper. Giants plod relentlessly after Outsiders who plunder their horde, while Rakshasa eagerly make an example of anyone stealing a human slave from them (since they see mortals as mere possessions). More traditional Minotaur communities often have divine fetishes or Relics they worship, and some Outsiders or gods may view these items as excellent prizes — which can bring dozens of Minotaurs thundering out of their dwellings in pursuit.

Insults

Never call a Gorgon a Hag or spit on the grave of an Elf's ancestor unless the desire is to create a lifelong enemy or be killed on the spot. Outsiders who take their heritage, appearance, or quality of living personally don't have much in the way of social or moral restrictions about immediately retaliating to even the smallest insult. An ill-timed burp once sparked a century-long war between a Troll and high-ranking Ningyo that claimed hundreds of lives in the process.



Zeus' Sacrifice

Many ideas float around about the final fate of Zeus. Outsiders have their own version of the events that occurred just before his death. Zeus was reportedly visited by a Black-Eyed Child in a tavern as he wept and drank. The Child asked him for help finding his way home, but the god scoffed at the creature, knowing exactly what he represented. Instead of following any plan set by the Child, he instead repented his sins and asked for forgiveness--and a way to end the stupid wars he started. The Child called a Cloak who took Zeus away, though mortals still claimed they killed Zeus, which ended the God Wars, after all.

BATTLE ROLES AND POSITIONS

Once a war starts, Outsiders gravitate towards particular roles in the conflict, depending on their skills or eagerness. Some thrive on the front line, while others prefer to hang back and hope they survive long enough to take their pick of the spoils. Major roles include:

Warriors

When straightforward killing is needed, a brawny Outsider (or one who has lived in a perpetual state of warfare since birth) is going to be a top choice. Sometimes brute force is the best force. Outsider weaponry receives constant upgrades as they adapt to modern devices and dig up Relics to bolster their positions.

Assassins

Outsiders who can cloak themselves, whether in shadow, illusion or human form, make prime killers from unexpected corners. When a god can remove an opponent without anyone knowing they actually had a hand in it, all the better. This is why so many gods and Outsiders suffer from constant paranoia, knowing their enemies could be lurking nearby or hiding inside a wall, waiting for the perfect moment to strike.

Weapon Dealers

With every Outsider, from the Minotaurs to the Tengu, eager to get their hands, claws and paws on modern weaponry, some have set up tidy businesses trafficking death-dealing devices. Many human weapons dealers are actually just fronts for Outsider operations. It doesn't matter to them who dies by what weapon, so long as they get paid for delivering the goods.

Informants

Information is just as valuable to Outsiders as mortals and gods. Learning a Hydra lurks in a nearby cave could help a Giant herd its targets into the beast's lair, while divining the location of a Rakshasa's fighting ring could help one bring human authorities down on its head. The most desperate might even approach Pucks, as these despicable creatures can lurk within walls and eavesdrop on the unwary.

Prisoners of War

War always has victims. Those who aren't killed outright might be kept in bonds by another faction for ulterior motives, such as torturing them for info, forcing their allies to back off or just for the pleasure of having a ready victim for whatever sadistic games they want to play.

Feeders/Predators

Other Outsiders prey upon their fellow kind simply because of their lack of intelligence or an overwhelming hunger for flesh. Hydra, Hell Hounds, Flying Foxes, and others are all more animalistic in nature, becoming little more than carrion eaters during times of violence. Some Weavers incite rebellion against gods just so they can wait in the shadows for the opportune time to strike and feed on a weakened divinity.

OUTSIDERS IN PEACE

After so many millennia of warfare and strife, some Outsiders attempt to withdraw from the world and avoid the machinations of the gods. Some just grew tired of the constant death and betrayal. Others lost some of their original power and simply avoid exposure out of self-preservation. Others still just prefer to be left alone, to live in comfort and hope someone else deals with the problem.

Certain Outsiders have made it their mission to help humanity, one another or even the gods in holding off the world's doom. When they put their minds, muscles and magic toward it, Outsiders can make great strides toward peaceful intent. It's just that other Outsiders will make equally fervent efforts to tear down all they build.

Negotiations, Truces, & Pacts

Outsider politics is even more convoluted than human government — and that's saying something. If an Outsider has the intelligence or wits to sit down at a negotiation table, there's no guarantee anyone will walk away happy. Consider an Outsider who serves a god of healing, sent into a nest of Tengu to argue for clemency. More often than not, the Outsider knows the Tengu's response will be to send its head back on a pike, but it wouldn't have much choice if following a divine directive.

Gifts & Restitution

When trying to appease an Outsider, it's best to play according to their natural appetites. A gift of blood may convince a Rakshasa to look the other way as a Manananggal feeds in its territory, while a clan of Satyrs could convince a Giant that they worship it as a god in order to get access to its resources. Outsiders are hardly immune to flattery and bribes.

Trade & the Black Markets

Outsider communities thrive on active trade with each other and the mortal world. Because of this, Outsiders have gone to great lengths to establish neutral marketplaces in areas such as subway tunnels, sewers or abandoned buildings. Any Outsider attempting to disrupt the prosperous exchanges in such areas comes under swift judgment by those appointed to keep the peace. Some Outsiders even request the help of various gods to maintain the neutrality.

PEACEFUL ROLES AND POSITIONS

During calm periods, Outsiders who otherwise might have raised a sword, spell or gun against another might adopt a more peaceful approach. However, they often do so while still keeping defenses up and remain wary of devious saboteurs attempting to undermine the hard-won peace they're now enjoying.

Healers

Life must be preserved. Outsiders such as Unicorns and Phoenixes devote their time and energy towards healing the wounded and restoring the souls of those who deserve to continue on. Sometimes they'll even show surprising kindness to those less deserving. Often these Outsiders are found in the company of a god of health, fertility or growth, though they can work independently as well.

Guardians & Peacekeepers

Peace is a fragile thing and maintaining it sometimes requires a show of force. When an Outsider has chosen to defend others so they can enjoy a life

without fear, they often take this duty incredibly seriously. These Outsiders have given rise to the myths of "guardian angels" or similar intervening beings.

Pest Hunters

Pucks provide excellent target practice for Outsiders who want to clean up their realms, considering their seemingly unending numbers. Upright beings may view Outsiders such as Manananggal or Jikininki as equally disgusting and deserving of total elimination.

As always, with any roles and agendas, there are exceptions. Minotaurs will work as a god's foot soldiers. Rakshasa can reign in their bloodlust for a time to work in tandem with others — though a god might want to reconsider allying with anyone who would team up with a Rakshasa. Weaker Outsiders such as Satyr or Ningyo surround themselves with one god or another for assurances of protection in these troubled times. The closer the world gets to the Coming Storm, the more the old ways, old treaties and old boundaries break down, which opens limitless possibilities.

GAMEPLAY DYNAMICS

If Outsiders become involved in a Part-Time Gods story, there are a number of considerations to be made. What role will they play in the story? Will they be allies? Enemies? A neutral party that could be swayed either way? Might one of the players themselves take on the identity of an Outsider?

Outsiders add an incredible amount of diversity to the story, coming from such a huge background of cultures and possessing an equally varied range of motivations and abilities. They can serve as minor nuisances in simple encounters or as the Big Bad of a particular story, being an equal threat to any one of the gods in play. It's entirely flexible as to how they impact the world in the story.

HUNTING OUTSIDERS

What does it take to track down and eliminate Outsiders? Even the most minor creature still contains a Spark in their soul, giving them the ability to resist some of a god's influence or even shrug off major powers. Outsiders also tend to have several main strategies when it comes to battle.

Illusion

Outsiders such as Rakshasa, Djinn, or Jikininki usually cloak their true forms unless the spell is neutralized. This allows them either to escape if a situation turns nasty or to get close enough to a god to deal a surprise attack and put them at a severe disadvantage.

Fodder

Mortals are little more than disposable foot soldiers for many Outsiders. If a god is trying to take down a Ningyo, for instance, the Outsider may have many in its service to gladly sacrifice their lives to protect their beloved master. Gorgons have seduced humans into their service to send them into a fight willingly enough. Which gods are willing to spill the blood of ignorant innocents in order to get rid of an Outsider? It's a tough call to make.

Brute Force

Of course, some Outsiders, such as Minotaurs, Jikininki and Tengu, prefer the tried-and-true direct approach. Nothing puts down a god faster than a blade through the heart or a smashed-in skull. Do enough damage, and even the hardiest deity perishes. Giants and Trolls love giving a good pummeling as well.

Overwhelming Odds

If an Outsider can't take a god in a one-on-one showdown, their best bet is to call in reinforcements. Even opposing Outsiders have put aside old feuds in order to eliminate a vulnerable god. Weavers love to surprise their victims with dozens of poisonous Spiderlings while turning fate to their favor. The Voltur know they are more powerful with greater numbers, especially if standing as many Touched against a Pantheon of gods.

When hunting Outsiders, gods should not only think about what tactics they might prefer, but also how to undermine their particular strengths or exploit their weaknesses. A squad of Champions might prove valuable for tracking a Gorgon, while Gargoyles could provide valuable intelligence about a Manananggal's territory and hunting patterns. Perhaps the hunted Outsider has developed emotional attachments to particular mortals, allowing a god to hold them hostage in exchange for its surrender.

Outsiders do not only rely on their own physical strength or supernat-
ural abilities. Sin-Eaters are adept at modern tactics and weaponry. Think a charging Centaur sounds nasty? Think of one bellowing for blood with a chainsaw in one fist and a machine gun in the other! Consider a Ningyo who has purchased a state-of-the-art building defense system, complete with gun turrets and hired mercenaries.

The point is, proper planning and strategy help tip the balance in one's favor when facing down an Outsider. Because of their often-devious natures, it's easy to underestimate them. Just barging straight in could leave anyone exposed to a mortal wound or facing an entirely different creature than what was expected.

ALLIES AND NEUTRALS

To counter the "kill 'em all" mentality, Outsiders can make staunch allies and friends as well. In fact, gods who view Outsiders as little more than moving targets are missing out on numerous opportunities. As the playing field for the fate of the world becomes increasingly crowded, having a varied and powerful set of followers could prove incredibly beneficial to a god who wants to come out on top. Outsiders certainly fit the bill there.

Whether Outsiders become friend or foe, their impact on events shouldn't be ignored or denied. They are as connected to the Source as the gods themselves, and won't be leaving quietly just because a bunch of would-be deities have shown up on their turf, trying to act tough. They've had millennia to become the creatures they are today, and aren't going to surrender their heritage or legacy without a fight.

Worshippers

Most gods welcome Outsiders who willingly join their fold. Some deliberately seek them out as followers, preferring supernatural servants to human ones. Outsiders can worship either one of their own kind who possesses daunting strength, or another form of Outsider that has enough supernatural prowess to fool them into thinking they're a god.

Friends

Outsiders who have no quarrel with one another may, over time, become anything from drinking buddies, to hunting partners, to roommates. There are even casual Outsider sports leagues in some towns, where "touch football" takes on a whole new meaning. Those Spark-touched mortals who are elevated to godhood may have a head start on this by unknowingly having befriended Outsiders during their previous lives, only to have their true nature revealed by their new divine abilities or senses.

Suppliers

Be it weapons, healing, food, information or a safe spot to rest for a few days, Outsiders often have the right contacts and networks to fulfill even the most obscure demands. Those with jobs as doctors, construction workers, bartenders, bank tellers, or otherwise can be willing to help other allied Outsiders or the gods they serve when times require.

Romantic Interests

In some instances, Outsiders can become emotionally entangled with either mortals or gods, giving rise to confusing and complicated relationships. Outsiders can't reproduce with humans, but gods can sometimes use their powers to help half-breed spawn survive. These Outsider and divine children have their own Spark and are often a bit more powerful than their Outsider relatives. Even Outsiders who don't appear all that human can find themselves at the center of amorous attention. Love doesn't discriminate.

Pucks: The Winate Outcasts

Then there are the Pucks, cockroaches of the universe. Just mentioning them makes Outsiders shudder. Pucks are insane by any and all standards. They devour and destroy. They gibber and gobble. There is nothing redeeming about them, no hope in negotiating with them, no chance of getting one to fight for a particular side or cause. Worst of all, if they succeed in killing a god, there's a chance of claiming its Dominion for their own, ramping up their chaos-factor! The majority of Outsiders aim to kill any Puck they can, never trust them, and always suspect one is lurking about. With Pucks, it pays to be paranoid.

With one exception, Outsiders despise Pucks as much as the gods do. Pucks disrupt Outsider plans, tear apart Outsider clans, drive them into madness and siphon off their powers. That one exception is the Tengu, who revere Pucks as kindred spirits, dedicated to the annihilation of all life that is not of their own. Some Tengu even believe Pucks are the spirits of dead warriors, perhaps even their ancestors returned to continue the eternal battle, while Pucks gnaw on the bones of the universe.



Some of us believed the Source was a myth, something the elders told younger gods to keep us in line. Our handed-down stories do not match up, and our history books conflict. For most of us, any information we have about the Source is hearsay at best and flat out lies at worst. All our best scholars can agree upon is that our creator was the Source, and that the old gods locked it away.

So, as generation passed to generation, we gods have forgotten about the Source. We occupy ourselves by making loose Theologies and forming Pantheons. We toil, struggle to cultivate our Sparks, all the while trying to keep some semblance of the lives we had before we received our Sparks. For most of us, it has been a pretty good life. After all, we are gods! Of course, we have to make sure we have enough sick days to fight the occasional Puck on a weeknight, but we all hold some divine power in our hands. We possess the ability to create, command and destroy. For that, we are unique. All in all, it's a pretty good life.

Well, that life is over. This morning we all felt something that reminds us we are not the apex of this universe. Something greater than the eldest gods is among us. This morning the Source shuddered, and we all took notice.

Thanks to our ancestors, for reasons we do not understand, we know nothing about the Source. We do not know where it is, so we cannot check to see if it has escaped its bonds. We do not know what it wants, so we cannot negotiate. What we know is that it has awakened, and nothing will be the same.

There is a storm coming for us all...and we need to be prepared.

- Darren Cole, god of courage Speaking to members of The Warlock's Fate on June 13, 2011 The Source. Little concrete information exists about this mysterious entity, and yet it has had a profound effect on the world. It is creator and destroyer, responsible for both the creation of the divine Sparks that give the gods their power and of the Outsiders and Pucks who plague the gods' existence. What does the Source want? Can the Source escape? What does the Source think of the current gods?

This chapter explores what the Source can be. Rather than providing a single definition of the Source and its role on a story, it provides a system for defining the Source so that GMs can create the kind of Source that works best for them—as well as how it effects a story, directly and indirectly.

BASICS TRUTHS

Despite how little the gods know about the Source, there are a number of truths, some revealed and others inferred through research into the topic. The following high-level facts about the Source are things gods agree upon:

The Source is Real

There is no disputing the Source is a real entity. Its origin remains a mystery, but it is far more than a story that elder gods use to scare younger gods. The Source is very real.

The Source Created the Gods

Through the Source's power, it created the first gods. While it was free, the Source was the only path from which a being could become a god. It is not known why the Source created gods or how it chose those it blessed with this divine gift. All gods today derive their Sparks from the Source, be it passed from a dying god or dropped into their laps from the sky above.

The Old Gods Imprisoned the Source

Zeus and the old gods locked the Source away. Why did the gods do this? Perhaps out of spite, jealousy, fear, or some other reason that no one knows. The exact method of how they built its gilded cage is also a secret. The spring of this knowledge died with the elder gods during the God Wars. How they even captured the Source, a being of near infinite power, is also a mystery.

The Old Gods Obscured Knowledge of the Source

The elder gods went to great lengths to hide all knowledge of the Source from the other gods. Cabals formed to fiercely guard those secrets. They used their powers to erase any memories of the Source from lesser gods and mortals. The old gods were so successful that today only the most basic things about the Source are known, if a god even believes the Source exists at all.

The Source Created Outsiders

Rumors that other gods created the Outsiders and Pucks for use as troops in the God Wars are just that - rumors. The Source created the Outsiders and Pucks in a process similar to the creation of the gods. Were they created as soldiers and spies, or were they another attempt to create something more in its image? The answer eludes the gods.

The Source is Still Around

The old gods were not able to destroy the Source, and it exists somewhere, hopefully still in its prison. The Coming Storm is the Source making its presence known to the gods.

The Source is Watching

The Source is able to perceive the universe from within its cage and spends a fraction of that time focused on Earth. It watches the mortals go about their lives, and it pays special attention to the gods and Outsiders, who try to move among them undetected. The Source watched the God Wars and has watched its aftermath. It is able to see into the various realms the gods created. The Source sees all.

The Source Can Affect the World

Watching is not the only thing the Source is capable of doing while imprisoned. While most of the Source's power stays trapped in its gilded cage, it is able to cast small fragments of itself into the universe. Those fragments are able to spawn Outsiders instantly, bend and warp the fabric of reality or tear holes between realms. The cage limits the Source's ability to do these things gracefully, so fragments are scattershot, often with unintended consequences.

The Cage Can Be Opened

What Zeus has built can be undone. The gilded cage was created by gods and can be undone by gods. What it would take to open the cage is unknown, but the cage is not impenetrable. Either a god, or worse some mortal, may stumble upon a ritual or some arcane knowledge that is the key to release the Source.

BUILDING THE SOURCE

The Source is not a normal NPC in Part-Time Gods of Fate. It does not have stats like gods and Outsiders. The process of creating the Source can be one that the GM performs alone or collaboratively with the players. The Source can be defined at any time during a Part-Time Gods of Fate story, though it is most typically defined when it begins.

The Source is a single entity broken into three parts: Intelligence, Disposition, and Approach. Each part represents a range of possibilities and has an associated aspect with it. The GM selects one element for each part (or rolls randomly). With the choices listed here, there are just over 100 possible combinations, each creating a different Source, with a different effect on the story.

INTELLIGENCE

Intelligence represents how smart and aware the Source is. It determines how alert the Source is to the universe and the actions of mortals and gods, as well as its ability to make plans, communicate, and plot its machinations.

+/o	Primal
-/o	Child-like
+/-	Clever
o/o	Divine

Roll two fate dice for a random result, or choose the option you prefer. If you roll a combination not shown, roll again.

Prind

This Source has limited intelligence, as humans measure such standards. It can perceive what is going on around it, but only certain actions gain its attention. This Source lacks the capacity for forethought, understanding consequences or caring about collateral damage. Its desires are simple, and its means to achieve those desires are equally simple. This Source is docile until something catches its attention, and then its action is widespread and overwhelming. Proxies are used only in the crudest method, such as setting off a stampede of Outsiders to destroy a city because something there caught its attention.

Child-like

This Source possesses intelligence, but is akin to the mind of a small child. It has limited means to achieve its goals, with violence being the last and most drastic method. This Source makes simple plans, but those can still be very effective. It may use the same method several times to obtain an objective, but



if unsuccessful, will fall back on violence. Reason can work on this Source, but only carefully, as any frustration can trigger a tantrum of cosmological proportions. This Source employs Outsiders but is not sophisticated enough to cultivate more than a few useful ones.

Clever

This Source has a fully developed intelligence. It fully understands not only what is going on in the universe, but is able to infer and deduce additional information based on observation. It is capable of planning multiple actions to get what it desires. It has a variety of approaches to achieve its goals, and is capable of learning from its failures to improve its chances in subsequent attempts. This Source also has patience and emotional stability. It is not prone to outburst, but rather bides its time. Use of deception and subterfuge is often necessary to achieve its goals. It employs a modest network of trusted proxies who can carry out various tasks on its behalf.

Divine

This Source possesses intelligence far beyond what humans can conceive. It perceives the universe on levels beyond understanding and makes plans on a cosmological scale. Many of its actions seem arbitrary, as it is able to organize plans that appear to be chaos, and yet when viewed with hindsight they have nearly incomprehensible precision. This Source exists and operates on a scale so large that its moments of pause appear to be centuries of inactivity. This Source has already solved its problems, anticipated possible outcomes, and calculated all contingencies. It uses any approach it requires to meet its objective and works exclusively through a complex network of proxies, many of whom are unaware of who is actually in charge.

DISPOSITION

Disposition is the default emotional state of the Source. The more intelligent the Source, the more varied its emotional state will be. Conversely, the less intelligent it is, the more it will stay in this default. Accompanying each selection are several questions to help define the desires of the Source.

+/+	Benevolent
+/-	Destructive
+/o	Scheming
0/0	Jealous
-/o	Curious
-/+	Vengeful
-/-	Dominating

Roll two fate dice one at a time, noting the order, and refer to the table above to determine the Disposition randomly. Alternatively, you may choose one as desired.

Benevolent

This Source is a kind entity and wants nothing more than to help the gods, humanity, or both. It takes actions to become free so it can return to helping others. If freed, it would ally with the benevolent gods, helping them unify and strengthening their Sparks. It would guide the gods to make the world a better place for humanity. This Source prefers Outsiders who are good-natured and carry out actions of this Source's good will. Depending on its Intelligence, it does things as simple as cause an avalanche to crush a rampaging Hydra before it can do any damage, or as complex as change the timing of all traffic lights in the city for a god trying to get to his son's little league game on time.

Questions:

- Who is the Source trying to help?
- What does the Source want in exchange for its help?

Destructive

This Source wants destruction. It would like nothing more than to rend the Spark from every god and watch the world burn. It takes actions to become free to expedite the destruction of the world. If freed, it would amass power and allies to bring forth a new apocalypse. This Source prefers Outsiders who share its love for destruction: the less subtle, the better. Depending on its Intelligence, it may create a natural disaster or even trigger a civil war.

Questions:

• Is this Source focused on the destruction of the gods, the world, or both?

• Is the Source simply a force of chaos or does it desire destruction of the world for some other goal?

Scheming

This Source loves to meddle in all manner of things. It is the great puppet master. It takes joy in acting from afar and watching how others react to its plans. Its scheming may be to help or hurt: the action does not matter, only the reaction. If freed, it would take a more direct role in meddling in others' affairs, as well as getting close to see the outcomes of its various plots. This Source prefers stealthy and cunning Outsiders who can go forth and carry out its machinations. Depending on its Intelligence, it may do something simple like whisper lies into the ear of one lover to make the other angry, to something as complex as creating images of religious figures on inanimate objects to watch people flock to worship.

Questions:

 Is there a specific emotional reaction the Source hopes to create (anger, love, etc.) and why?

• Is this Source more of a scientist running experiments, or more sadistic, doing these things for its own pleasure? If it's more like a scientist, what is it looking to discover?

Jealous

This Source wants something it cannot have and resents those who have it. It may crave something as noble as love or freedom, or as base as flesh and suffering. This Source makes life difficult for those who possess what it desires. If freed, it immediately attempts to gain what it wants, and if it cannot, it will destroy it. This Source prefers Outsiders who share in its desire and can attempt to keep others from possessing it. Depending on its Intelligence, it may rain on a picnic or may bankrupt a financial system.

Questions:

What does the Source want? Why can't it possess this?

• Does it want that thing for itself, or is the Source not capable of ever possessing it, so it wishes for the desire's destruction?

Curious

This Source wants to know everything about something – or something about everything – and has a drive to find out more and more. Its focus could be on an abstract concept like fear or something specific like a family. The Source has an unquenchable yearning to learn about its desire and takes steps to be free to observe more closely. If freed, it would take a more direct role in observing the world. This Source prefers Outsiders who are stealthy and observant, and who can assist on its behalf and report back their findings. Depending on its Intelligence, it may do something as simple as make noises to startle a person, or as complex as trigger a terrorist attack.

Questions:

What is this Source curious to understand?

• Why is the Source curious? Is it unable to emulate or comprehend the thing it studies, or does it want to watch how lesser creatures express this thing it studies?

Vengeful

This Source is angry about some act and wants nothing more than to punish those responsible. It may target a specific group, such as the gods themselves, or something more general as humanity. The Source burns with fury that will only cease once it sees the offending party punished. If freed, it will gather its strength and strike out directly on its target with the intent to make the party regret whatever it has done. This Source prefers Outsiders with offensive capabilities. Depending on its Intelligence, it may cause earthquakes under the feet of its target or create a new Outsider specifically designed to destroy its enemy.

Questions:

What is the Source angry about?

Does the Source want justice or revenge? How far will it go until it is satisfied?

Dominating

This Source craves power over others. It wishes to rule and to have others do its bidding. Its desire could be to rule the gods or be the divine ruler of the universe. This Source craves every opportunity to display its immense power. It may do this by an overt display or more covertly by corrupting existing power structures. This Source prefers Outsiders who recognize it as their true master and who will work to return the Source to power. To gain and remain in power, it needs Outsiders who are physical threats and stealthy minions as spies. Depending on its Intelligence, it may empower a bully or even sway a national election.

Questions:

- Whom does the Source wish to rule over?
- Does it wish to rule for benevolent reasons or for more malevolent desires?
- What are those reasons?

APPROACH

How the Source acts or reacts to events can vary greatly. Where Disposition defines the Source's general attitude and desires, Approach is a gauge of how intense the Source is in the story. Will it be a silent partner in the universe, churning away quietly in its gilded cage, or will it be a direct participant in its own plots?

-/o	Passive
+/0	Reactive
+/-	Proactive
0/0	Aggressive

Roll two fate dice for a random result, or choose the option you prefer. If you roll a combination not shown, roll again.

Passive

This Source is relatively content with its current situation. It is not actively seeking to escape its cage, nor is it pursuing its Disposition with any real commitment. From time to time, when the mood strikes, it stirs and takes action, but between those moments it remains inactive, observing the universe. Should it escape its cage, this Source would prefer to retreat to some area of the universe and be left alone. It has infrequent contact with its Outsider proxies, providing very little direction.

Reactive

This Source never takes the first move, but always responds to actions that gain its attention. While it is not actively seeking to escape its cage, if the opportunity presented itself, it would capitalize. Should it escape its cage, this Source would remain in the background, only coming out to react. This Source interacts with its proxies, directing them to respond to something that has already happened. These Outsiders have a lot of freedom until this Source summons them.

Proactive

This Source never waits for things to happen. It pursues its desire through calculated moves and a thought out plan. This Source also has a strategy for how to escape its cage and is busy putting its plan into action. It can see potential issues in its plans and attempts to mitigate them. Should it escape from its cage, this Source would take an active role in the universe, but would still remain hidden while enacting its plans through proxies. This Source has groups of Outsiders working on its behalf, busy carrying out their master's plan for freedom.

Aggressive

This Source wants action and wants it now. Whenever possible it acts first, with no concern given for repercussions or consequences. It acts first, and boldly, to get what it desires. This Source also has a plan to escape its cage, which cannot come soon enough. When it escapes its cage, it will appear in its full glory for all to see, and satisfy its Disposition directly. This Source has groups of Outsiders constantly working on their master's behalf, but they are too slow in the eyes of this Source. It could easily replace or supplement its current minions with more Outsiders who can get the job done more quickly.



IMPACT OF THE SOURCE

The Source is a key figure in the mythology of the Part-Time Gods of Fate. What the Source is and its motivations have a major effect on any story. The Source can be a subtle or overt force, and its effects echo through various aspects of the campaign world, including tone, Theologies, and Outsiders.

PUTTING IT ALL TOGETHER

After defining the three parts of the Source, review them to determine its specific personality. Each piece provides information on what makes up the Source, but it is how it all interacts that truly defines what kind of Source the gods must deal with.

Intelligence & Approach

Intelligence determines the complexity of any action the Source takes in the world, and Approach defines how adventures tie to the activities of the Source. When these two elements are both on the low end of the scale (i.e. primal and passive) the Source is in the background of the world, shying away from direct action, and is rarely the focus of adventures. When these two elements are both on the high end of the scale (i.e. divine and aggressive) the Source is actively planning a strategy and executing that agenda on the world.

When the two elements are out of alignment (i.e. primal and aggressive or divine and passive) it creates more complex behavior, and requires more thought into how the two elements interact. In those cases, the frequency of how the Source acts drives its Approach, but how complex that action is will be a function of its Intelligence.

Intelligence & Disposition

Intelligence is about the complexity of action, and Disposition sets the Source's goals and desires. On the low scale of Intelligence, the pursuit of the Source's desires is simple and instinctive. A primal and vengeful Source does not make complex plans to ruin the lives of gods; it throws disasters and Outsiders at them in the middle of the street. On the high end of the scale, the Source pursues its desires with careful thought, considering alternatives and options, as well as contingencies. A divine and curious Source creates experiments to test out hypotheses, examines the results, and performs additional experiments to seek further knowledge.

Disposition & Approach

Where Intelligence looked at the complexity by which the Source pursues its goals and desires, Approach is about how active the Source will be in that pursuit. On the low scale of Approach, the Source will lazily pursue its goals,



only taking time to do so on a whim or when sufficiently roused to action. A passive and destructive Source would remain silent for years, even centuries, until spurred to take action. On the high end of the Approach scale, the majority of the Source's actions would center on the pursuit of its Disposition. A scheming and aggressive Source would be constantly meddling in the gods' lives, rarely diverting its attention for other activities.

Creating the Source's Aspects

Once all the questions are answered and the elements of the source have been determined, it's time to create three aspects based on those elements. You can do it by combining two elements or just singling an element out. Example:

Intelligence: Child-like Disposition: Curious Approach: Passive Aspects: The Eternal Watcher, I Stir the Pot When I'm Bored, My Temper Tantrums are Loud.

Because the Source is passive and curious, The Eternal Watcher has the right feel for those two pieces. With child-like and curious, this Source make things more interesting if they calm down, which is a little against its passive nature, but it's only shaking things up to see what happens. I Stir the Pot When I'm Bored is an excellent aspect here. For a final aspect, My Temper Tantrums are Loud is the singling out of the child-like nature, because this source doesn't do anything when it's upset, but by being upset the whole house, or in this case the world, is tangentially upset, causing a natural disaster.

EFFECT ON THE STORY

With a better understanding of the Source's motivations, desires, passions and the associated aspects, the GM can consider how to express the Source in the story. Because the Source is the force of all creation, its personality permeates all aspects of the world and affects the types of stories told. There are two major ways to embed the Source into a story:

The Source as Setting

The Source provides flavor for the setting. It is not something the characters are going to confront directly, but its minions may make appearances. The type of Source created impacts the tone of the story as well. A vengeful Source adds danger and combat to the session, where a curious Source generates more mysteries for the gods to explore.

A passive or reactive Source is good for this kind of role. Proactive and aggressive Sources are going to have more prominent roles within the campaign. A primal or child-like Intelligence also favors a Source who is more of a setting element. In either case the aspects of the Source are setting aspects that can be tagged to cause the gods trouble or to help the Source's minions. Three setting aspects are a lot of aspects to manage, so it's better to take one or two per session and put those in play, then rotating them as the story dictates.

The Source as NPC

In this style, the Source plays an active role in the story. There is a chance that through one of the story arcs, the players may confront the Source either imprisoned or free (or could be responsible for its freedom). For sure, the machinations of the Source and its minions are going to be directly involved. A destructive Source releases disastrous Outsiders into the characters' territories to create carnage, where a Source who craves domination will try to subvert gods and their organizations.

Sources that have proactive and aggressive Approaches are going to be the best for hands-on Sources. It is also entirely possible that, in the course of the story, the Source changes from setting to NPC or vice versa. For a specific arc of stories, it may work best to have the Source as an NPC, but at the conclusion of the arc to withdraw the Source to more of a background role and let it become part of the setting. The GM should do what makes for the most entertaining story for his or her players.

Once the Source becomes an NPC, it must be put together as a character, and the aspects that were setting aspects are now the Source's aspects. The source is always a main NPC, so feel free to make the Source over the top. It is the Source of all things, after all.



Expanding and Blending

The lists created here are not absolute, and it is possible to create a Source outside of the suggestions provided by Expanding and Blending. Expand by adding new Dispositions, creating different Approaches, or defining new levels of Intelligence. For instance, Dispositions deal with the types of Outsiders that this Source is likely to employ, Intelligences deal with the complexity of their plans, and Approaches deal with what the Source would do if it became free. By following the same pattern, a new element will fit in just fine.

In Blending, rather than creating a new element, take two existing elements and put them together (e.g. Passive/Aggressive Approach). This can be done by picking one section from one trait and putting them together to make a new way of thinking.

EFFECT ON OUTSIDERS

The created Source strongly influences the types of Outsiders prevalent in the world and which it favors. A curious Source is going to attract Hiders (PT-GoF, pg. 199), where vengeful or destructive Sources attract more combat-oriented Outsiders like Tengu (PTGoF, pg. 198) or Hydras (PTGoF, pg. 192).

Also, consider the Intelligence and Approach. A primal Source looks for Outsiders who are blunt instruments like Hell Hounds (PTGoF, pg. 191) to use when it lashes out. Compare that to a clever Source, which uses more sophisticated Outsiders, such as a Gorgon (PTGoF, pg. 190) to carry out its plans.

Outsiders not in the Source's favor still exist, of course. Other Outsiders could have been created directly or as side effects of other acts and creations. The Source's favored Outsiders play a more prominent role by acting as its agents.



Like people and gods, the Source is yet another character in the world of Part-Time Gods of Fate. A Static Source stays with the initial choices made when created, while a Dynamic Source changes as the story unfolds. When using a Dynamic Source, its aspects will change which will impact how the Source can influence the story through invokes, compels, and the Source's general attitude towards the world. For instance, the Source had the aspect I Stir The Pot When I'm Bored, but after witnessing the destruction of something it valued the aspect changes to I Stir The Pot To Make The Pantheon's Lives Miserable. That aspect shift changes the game from one where the Source is doing things because it can, to doing things to seek vengeance against the Pantheon for destroying the thing it valued.

If the aspect change isn't apparent from the events of play, you can always go back to the lists used to determine your Source's Approach, Intelligence and Disposition, and choose one of the other list items that will best fit your game based on the events, to help inspire you to change one of the Source's aspects or create a new one. Also, remember that these changes in Approach are going to alter how prominent the Source is in the campaign. Changes in Intelligence will change how complex and successful its plans are. Changes in Disposition modify what the Source wants and what it will do to get it.

EFFECT ON THEOLOGIES

The Disposition of the Source also affects which Theologies align with or oppose the Source, regardless of whether or not they are aware of it. Aligned Theologies find they receive favor from the Source from time to time. Those opposing the Source may become targets of the Source's rage or plans. For example, a Benevolent Source may regard the Cult of the Saints and the Phoenix Society as allies and look scornfully on the Puck-Eaters and the Masks of Jana.

The more intelligent and active a Source's Approach, the more involved the Source is with the various Theologies. A proactive Source uses Outsiders and its limited capability to intervene directly to assist Theologies it favors, and an aggressive Source may hunt members of a Theology it disfavors. The Source may choose to contact members of certain Theologies directly or through agents, or it may be more subtle and place clues to steer events in a certain direction.

Some Theologies may have accumulated more knowledge about the Source than others. Knowledge about a primal and destructive Source locked away by

Who are the Saints talking to?

8.8

With their roots in the Roman Catholic Church, the Cult of the Saints has always believed that they are communicating with God (or some other power). While other Theologies have their doubts if the Saints are talking to anyone, it's possible that they are communicating directly with the Source. If this is true, then the Intelligence, Disposition, and Approach of the Source become very important to characters that are part of the Cult of the Saints. This is even more important with the Voices drawback, when the Source directs the character to act on its behalf. In a campaign with a Source like the Slayer of Gods (pg. 59), the Saints are unwittingly being manipulated into helping the Source escape and slay other gods. Camouflaged among numerous commands to perform acts of kindness is the occasional act, which may seem kind, but actually furthers the Source's agenda. In a campaign with a Source like the Misunderstood Benefactor (pg. 60), the Saints are in communication with a benevolent Source, and are acting in a manner that is more in alignment with the beliefs of the Catholic religion.

This can be a very powerful narrative tool to use in a campaign. It allows the GM to express the Source within the game, using the character (or NPC) as an agent of the Source. It also allows for a reason that the characters would encounter the Source within a campaign. While a powerful tool, its potential for abuse is there, so a GM should use it sparingly. Do not use the Voices Drawback every session to directly advance the Source's goals, and instead have the players perform random acts from time to time, so they do not feel constantly manipulated.



the Ascendants for the safety of the universe, or hidden in the archives by elder members, may provide valuable information about the dangers that lurk in the gilded cage. Finally, the Warlock's Fate's quest for knowledge may uncover additional information about the workings of a curious Source.

In terms of story, a Source who favors a Theology can focus on a character who follows that Theology, or a character who is part of an opposing Theology can become a target. This can be a great way to create a story hook for one or more sessions, but this should be used in moderation so as not to make the disfavored character feel like a target or to make the favored characters seem more important than the other characters.

EFFECT ON TONE

The Source helped to shape the world directly and indirectly, and its influence spreads to all areas. This does not need to be blatant, however. The GM should color the world with a theme similar to the Source's Disposition. This adds depth to the story and serves as a subtle reminder of the Source's presence. The GM accomplishes this by the nuanced presentation of the world, by choosing words and imagery matching the Source's Disposition. A game with a curious Source may put extra emphasis when describing the things that people are doing and less of an emphasis on describing places and objects.

The GM should also flavor sub-plots and background events with a similar tone. These things may have nothing to do with the overall story but should support the overall tone of the Source. For instance, with a jealous Source the GM could have people in the background showing off or trying to one-up each other. With a benevolent Source, many people may be doing kind acts for one another, such as carrying groceries for an elderly person or having a stranger offering to jump-start someone's car. Tone is never something to be overused, so work it into descriptions and backgrounds subtly.

WHAT IF THE SOURCE ESCAPES?

Some call it the million-dollar question. No cage or prison is inescapable, no conspiracy can remain hidden for eternity, and no knowledge can be lost forever. There always exists the possibility that the Source could escape from its prison. Once free, it will act upon its Disposition at a rate governed by its Approach. No matter what that combination is, the one thing that remains true is the universe will certainly change if the Source escapes. The GM should consider how the Source will exercise its Disposition once it attains freedom. A destructive and aggressive Source would descend on the world bringing war and strife, where a proactive Source who wishes domination may work to convert major religions to its favor before revealing itself.

The Source nearly escaping or completely escaping its prison can be the foundation of a major adventure or an entire story. In that event, consider the following questions:

What does it take to free the Source from its cage? Can it free itself? Does it need outside assistance in the form of a ritual, an artifact hidden in the dimension that holds Mount Olympus, or a focused attack on the cage?
Will the Source appear to the gods itself or use an avatar? It may be

best to have the Source appear to the characters in an avatar's body, which can be destroyed. This likely slows the Source but won't stop it. The Source shouldn't be given traditional stats, as it's an entity of unknown power.

• Can the Source be imprisoned again? It's entirely possible the characters may need to put the Source back into a box after it has run rampant through the world. How will they do that? Are there hidden notes by Zeus to help the players?

USING THE SOURCE IN YOUR STORY

Once a Source is created and its role and impact understood, it needs to be incorporated into the story. The easiest time for incorporating the Source in any story is at the beginning. This allows the GM to determine what influences the Source has on the world and to come up with ideas for adventures involving the Source before play has started.

GMs running an existing campaign who wish to use the Source should build a new story arc to introduce the entity as part of the world at large. It can start with the Source taking direct action on the character's territory and the gods having to find out who is behind it. If using the territory issues from the PTGoF core book (pg. 147), the Source can be one or more of your issues. The GM should provide ways the Pantheon can learn more about the Source through their Theologies or through Outsiders they may know. The issue with the Source should feature the Source in all its glory and be one of the end-problems of the issue.

New GMs should only use the Source after the first set of issues has been dealt with, if using the territory issue framework in Part-Time Gods of Fate, or enough sessions have passed that the players are comfortable with their characters. To foreshadow the Source, a GM can create early issues or design early adventures for which the Source was responsible, unbeknownst to anyone, and then make that revelation to the gods during a future adventure or issue. GMs who have run Part-Time Gods of Fate before and want to start a new campaign centered on the Source and its possible escape should introduce the Source in the opening of the game, thus making it a prominent theme throughout the story.

SAMPLE SOURCES

Below are four possible Sources to add to any Part-Time Gods of Fate game. The first two fit as Setting and the other two as NPCs. Each one includes a description of the Source, how the Source fits into a story, and some ideas the GM can use to launch into full adventures.

The force of choos

Intelligence: Primal Disposition: Destruction Approach: Reactive

This Source is a primal force that favors chaos and destruction. When Eve found this force in the cave, it merged with her and chose the humans to be the destroyers of worlds. It imparted the Spark upon them and created the first gods, hoping their immense power would bring about the destruction of all life and eventually the world itself. The Source underestimated the new gods' vanity, however, as they would rather rule and argue among themselves than destroy the world. The Source then created more gods, hoping one of them would be the one to lead to the destruction of everything, but all of its creations were caught up in Pantheon scheming and infighting. Eventually, it grew angry with the gods and decided to wipe them out and find another more worthy creature to be its harbinger of destruction. Zeus became aware of the Source's intent and, working with the other gods, trapped the Source in its prison to prevent the destruction of the gods and the world.

Outsiders were created with its more limited power, new creatures who shared its unquenchable thirst for destruction. The results were less than what the Source had desired. Some Outsiders looked promising, but the majority of them eventually became enamored with life, power and other petty trappings as well, abandoning the path of pure destruction.

Aspects: I Seek The End Of The World, I Create To Destroy, My Counter Punch will Break You

Effect on the World

This Source remains in its cage, unable to bring about the destruction and chaos that makes up its very essence. It can feel when the universe is less chaotic or when tremendous acts of good occur. These are an agitation to it, causing it to thrash about in its cage and randomly cast out pieces of itself into the world, creating destruction and chaos. When the pieces fall upon the Earth, they trigger disasters--both natural and man-made--and though awful, those events are transient. The more terrifying situations occur when one of these pieces falls upon a god, Outsider, or mortal. These beings become poisoned with the Source's desire for destruction and are often granted the power to bring it about in the form of monsters, serial killers or individuals who "snap."

A story with this Source's presence has the threat of dangerous people moving about. Some of these creatures are overt and desire wanton destruction, such as a Hydra appearing in the middle of a town. Others will be more insidious, such as serial killers and God-Killers moving through the shadows, hunting their prey. This Source may have some rapport with the Puck-Eaters, who are the closest in mindset. There may also be cults centered on the worship of this primal force, and rituals are pursued that would hasten its arrival and bring about the end of days.

Story Ideas

• **Ground Zero:** A large Spark of chaos strikes the Earth in the woods near town, triggering a natural disaster. Several corrupt campers and animals in the area of impact emerge from the area, attacking first responders

and other survivors.

• Chaos Cult: A cult rises near the Pantheon's territory. They worship a god of chaos they call the Destroyer and possess several dangerous tomes containing rituals to provoke the Source and prompt the release of chaos fragments. After a few random destructive events in their area, the gods must seek out this cult and put an end to its rituals.

• **Salvation:** A corporation has captured a chaos fragment for study as a possible alternative energy source. The fragment is slowly corrupting the researchers, with several incidents of violent outbursts occurring within the lab, and later in public. Recently the lead researcher displayed supernatural powers, leading to an incident in town. The gods must track down the scientist and deal with the chaos fragment before more corruption occurs. There's also the small matter of the unstable fragment and its potential to destroy the lab and the area around it.

The Tinkerer

Intelligence: Child-like Disposition: Curious Approach: Passive

This Source is an entity endlessly curious about the workings of the universe. It was so curious about humans that it merged with them to better understand these creatures. From there, the Source used the Spark to form gods--because it was interested in what these simple creatures would do with such power.

It was content enough to keep creating new gods, watching how they used their powers and how they organize themselves into various Pantheons. The Source uncovered Zeus' plot to imprison it and went along just to see what would happen next. It got its answer in the form of the God Wars, and this change in behavior entertained it for some time. When the hostilities ended, it released a host of Outsiders to create another challenge for the gods, watching them scurry about.

Now in its cage, the Source still perceives the universe and remains entertained by the activities of the gods and mortals. From time to time, it takes an interest in a person or an area, but never for too long. While it entertains the thought of escaping the cage, to see what the gods would do, for now it remains content to observe the universe and toss the occasional wrench into the works for its own amusement.

Aspects: The Eternal Watcher, I Stir The Pot When I'm Bored, My Temper Tantrums are Loud.

Effect on the World

The Source is always looking for something interesting to occupy its attention. Much like a bored child, it acts up to make people provide new entertainment. It does this by sending out pieces of itself into the world to create paradoxes and divine mysteries. Sometimes these mysteries become known by the public, such as a cut fruit bearing the likeness of a divine figure. Other times they are less overt, such as a tear between dimensions allowing Outsiders to sneak into an area.

Stories with this Source have an element of the weird. Problems appear, some mundane and some quite deadly, for which no single entity or organization can be blamed. The Source has a fondness for Goblins (PTGoF, pg. 199), who have a great capacity for making interesting and dangerous contraptions. Through its own love of discovery, it is likely to favor the Warlock's Fate. At some point in the story, the Source may turn its attention to one or more of the characters, finding them amusing and spicing up their lives by creating paradoxes and calamities around them.

Story Ideas

• **To Our Health:** A local health store began selling a healing elixir that actually works! People are paying a fortune for the elixir to cure all manner of ailments. The truth is that the owner, a geocacher, discovered a spring deep in the woods with healing water. As word spreads, more and more people want to buy out the owner and possess his secret. When the characters discover the secret and the spring, the healing effects stop.

• **Open Book:** One of the characters finds suddenly everyone can read his mind. People seem to know things about him, as well as what he is thinking. At first, this is minor, but over time, more things surface, just short of his divine secret. Some of the information revealed is funny, some awkward, and some makes people mad. The Source has sent an Outsider to possess the character's phone and is texting the character's thoughts to the people he knows. The phone shows no trace of those texts, but if examined closely reveals an Outsider living inside. Over time if this does not stop, it spreads to other members of the Pantheon.

• **Rat Race:** The Pantheon discovers a bizarre weather occurrence in a rural area near their territory, something that clearly should not occur (i.e. a blizzard in South Florida). When the characters investigate, they find all sorts of other gods and Outsiders also drawn to this location. The presence of the Source, similar to the feeling of the Coming Storm, resonates here, and there is an urge within everyone to be the first to find what caused this bizarre weather. There's a race through the landscape, but the origin of the weather is elusive, as the area is warped and now full of dangerous creatures. Should the characters arrive first, the Source makes brief contact with them, pleased with their performance. In return, the Source performs one minor favor for the characters.

The slaver of gods

Intelligence: Clever Disposition: Vengeful Approach: Aggressive

This Source started benevolent when it first encountered humanity. It willingly shared its power to create the first gods, hoping for new companions and a golden age. Over time, the gods turned out to be less than what the Source had hoped, less divine and more human, overrun with greed, lust and anger. However, the entity still held out hope for them. Then Zeus and the other gods captured it within its fated cage. As the reality of its imprisonment solidified, it came to realize the mistake it had made. The gods needed to be extinguished.

The Source watched in joy as the gods tore themselves apart during the God Wars, and when things started to cool off, it released Outsiders to continue the fight. Slowly, its most trusted minions have been collecting information

and power, coming closer to learning how to release the Source from its cage.

In its cage, it seethes with hatred for all gods, carefully planning their demise. For now, it uses what influence it has to bring about the death of one god at a time. At the same time, its minions are getting closer to releasing it from its prison. On that day, all gods will pay for Zeus' betrayal.

Aspects: Every God Must Die, Plans within Plans, I Deliver the Cold Dish

Effect on the World

This Source hates all gods and only wishes to see them destroyed. It is the ultimate betrayed lover/friend: its love for the gods has blackened and ignited in rage. It uses its influence to bring misery and death, mostly through the creation of Outsiders and Pucks, which it sends to Earth to hunt and kill gods.

Outsiders who hunt gods become quite numerous. These creatures use stealth to move among humanity without raising attention, such as God-Killers or Jikininki. They track, study and attack with the intention of killing as many gods as they can. The Pantheon eventually becomes the next target of these creatures. With its Intelligence, the Source constructs plans to sow animosity and distrust between the gods, with the hope of instigating a second God War. It has some affinity for the Masks of Jana, supporting their occasional killing of gods.

Story Ideas

• **Refuge From the Storm:** A god from a neighboring city comes seeking shelter. An Outsider has been stalking and killing the gods, and he fears for his life. The Outsider is a shapeshifter who studies its targets and adapts itself perfectly. The creature has configured itself to hunt the fleeing god, making its way into the character's city. The Pantheon has to protect the god, as well as find and kill this creature.

• The Key: A cult has uncovered a stone engraving of ancient Greek origin, putting it on display in the local museum. The engraving is one of the Seals of the Gilded Cage, and its destruction will bring the Source one step closer to escape. The Source has summoned Outsiders to steal and destroy the engraving. The gods need to save the engraving, determine what it is and find a way to keep it safe.

• **The Pact:** Tensions between two Theologies are rising. The groups have agreed to meet in the characters' city to discuss their differences and reach an accord. The Source has sent its own minions to disrupt the discussions. The characters must protect the members of both Theologies and help them resolve their differences.

misunderstood benefactor

Intelligence: Divine Disposition: Benevolent Approach: Proactive

This Source has always looked favorably upon humans. It led Eve into its cave so it could merge with her. The Source granted divinity to the gods to better serve humanity and the universe. Of course, this would not happen all at



once. The gods would need to evolve. That much power, given so freely, would not wear well on the brutish humans. As expected, the gods were petty, scheming and violent. They predictably planned to sequester the Source away to try to keep the power for themselves. The Source went along willingly with Zeus' plans and watched the resulting God Wars with a sympathetic, but necessary, detachment: like a parent watching a child try to ride a bike for the first time.

It remained in its cage, watching the gods stumble into their true divinity. It watched the God Wars end, and was pleased as they came to understand the futility of outright violence and unchecked power. It rejoiced when some gods even turned to help humanity. It was a start. Directly or indirectly, this Source has had great influence on the Phoenix Society and regards this Theology as the most positive evolutionary step the gods have taken.

The Source remains in its cage, not because it's trapped, but rather because it is important for the gods to believe they are in control of their own destiny. From time to time, it presents challenges to the gods to test them, seeing how far they have evolved. When the time is right, the Source will simply leave its cage and usher in a new age with the gods by its side.

Aspects: I Secretly Tend To My Flock, A Helping Hand Here or There, I Will Help with Love Not Hate.

Effect on the World

This Source is a force of benevolence, guiding the gods to become agents of good, in order to create order and peace. The Source understands that this process must be earned, and this new age will take centuries to reach. It has a plan for making this happen. In the meantime, gods and humans must grow and exorcise their violent tendencies. In order to assist this necessary growth, the Source challenges the gods with threats and dangers, which can be overcome through unity and cooperation. While its challenges appear random and at times deadly, it is all done according to a divine plan.

In stories with this Source, there are supernatural challenges that require a Pantheon to come together. Pantheons who display benevolent behaviors gain the Source's favor, gaining small gifts as their reward. Those Pantheons who fail the challenges receive additional challenges, lessons from the Source. It uses more destructive Outsiders as challenges, though it still favors Outsiders like Phoenixes and Unicorns as its personal agents. It will also find allies in the Cult of the Saints, who show suitable humility.

Story Ideas

• **The Beast:** A creature appears in the Pantheon's city. They can only defeat the creature by the combination of the Pantheon's powers. The Pantheon needs to put aside any differences to combat this creature. If successful, they find fortune befalls their lives.

• The Trials: The characters' lives are beset by a series of minor challenges and troubles, designed to put each god under pressure and see if they can retain both their humanity and divinity while under duress. Faced with the final challenge, if the god can show true divinity and not succumb to the stress they are carrying, they will find all their problems mysterious-ly resolve in a short time.

• **The Retreat:** Random goodness befalls a local establishment (amusement park, casino, etc.) in a clearly supernatural way. The characters investigate and get caught up in the random goodness that begins to affect them. Eventually they track the origin of the goodness to discover the Source in a mortal guise! It turns out the entity takes vacations from its cage to enjoy humanity and spread a little cheer. The Source asks the gods to keep this secret and returns to its cage.



Power 1

Emperor's spear

Power: I [Unique: Able to question the dead (I)]

This ancient spear's blood-slicked point never dries. It first appeared during the reign of an Emperor in ancient China. The Emperor had a loyal warrior, the giant-slayer Xingtian. As is often the case, the Emperor took Xingtian's years of service for granted, and many slights over the years ignited rebellion in Xingtian, leading him to amass an army to match his stature. Eventually, the Emperor emerged victorious and mounted Xingtian's head on this Relic, a warning for future traitors. Drawing upon the power of this Relic, the Emperor asked the slain Xingtian who his conspirators were. Xingtian answered, and the heads of the Emperor's chief concubine, his youngest son and own brother soon joined Xingtian's on display.

To use this Relic, the owner stands the spear upright and puts a skull or disembodied head on the tip. The owner asks the deceased up to three questions which must be answered truthfully, but the questions can only relate what the dead witnessed in their lifetime.

Mood perfume/cologne Power: 1 [Stunt: see description (1)]

Distilled from Dryad blossoms and Siren tears, Mood Perfume is a colorless, unassuming liquid held in a small crystal vial topped by a black nozzle and spray bulb. The vial appears to be half-full, but never runs out. With a simple spritz and the expenditure of one fate point, a faint shimmering aura surrounds the owner and fades. For the rest of the day, upon meeting another individual, the user gains a +2 to Rapport overcome actions in social situations as the perfume's odor changes, subtly influencing the other individual to react more positively to the owner. Power 2

Demeter figurine Power: 2 [Aspect: Bountiful Fertility (2)]

In ancient Greece, Seers prophesied a child would be born of Helen's line, a young male destined to be a greater lover than Paris, a greater scholar than Socrates and a greater warrior than Theseus. This captured the interest of Hera, Athena and Aphrodite. Each goddess approached the mother, asking her to give the child over to divine service. Though the mother's answer had to be yes, giving the baby to one goddess would only anger the other two. Demeter, not wanting to repeat the headache of the Trojan War, gave the mother a figurine which allowed her to bear triplets, each child holding the quality most desirous to the interested goddess. The power of the figurine has lasted to this day. By spending one fate point, the owner infuses a living creature, or the land underneath, with supernatural vitality. An animal or person finds themselves bearing multiple young, while a farm doubles its crop yield. This effect works even if the creature is normally sterile, or if the land is barren. This creates an aspect called **Bountiful Fertility**, and the aspect and power lasts for a year and a day.

Echo Boomerang

Power: 2 [Unique: Make multiple attacks with one attack action (2)]

This large hunting boomerang is embedded with shards from a Nargun, a stone-skinned Outsider known to the Australian aborigines. The Nargun take special joy in ambushing hunters and warriors, known best for their ability to redirect attacks against multiple assailants. An ingenious builder realized if they incorporated chips from the Nargun's stone into a boomerang, the weapon would bounce from attacker to attacker before seeking the safety of its user's hand. By spending one fate point, the owner may attack a number of foes equal to their highest manifestation skill with a single action. When taking the attack action, the wielder of the Echo Boomerang makes one attack roll. Each enemy they target takes an individual defense action against that attack.

stones of Abraxas

Power: 2 (Abilities depend on the Stone)

- Aggression [Weapon:2 (2)]
- **Blessing** [**Stunt:** Manifestation resistance (2)]

• **Secrecy** [**Unique:** Difficult to track in another territory (I), **Unique:** Vanish from divine senses (I)]

Some believe Abraxas was one of the most powerful gods. As one of the original gods responsible for imprisoning the Source, he immediately regretted his action. During the God Wars, he fought on the side of the Source, joining the Outsiders in cutting down other gods. Abraxas used his divine magic to craft beautiful stones for his greatest warriors to wear around their necks as protective amulets. There are three kinds of Stones, and no creature could ever possess more than one, so the character with such a gift must choose which

one they possess (these effects are halved if worn by a god):

• **Aggression:** The wearer's attacks become more violent, and are treated as Weapon:2 for any close combat Actions.

• **Blessing:** The wearer has a blessing of divine protection, granting a +2 to any defense actions to resist manifestation effects.

• **Secrecy:** Gives the wearer the ability to hide their Spark when needed, such as passing through a god's territory or attempting to lose trackers. Gods who wear this still alert gods whose territories are being entered, but they do not give off a general direction of their location while in the territory. If the wearer of the stone spends one fate point, they can make their Spark presence vanish for up to ten minutes.

Power 3

aion charm

Power: 3 [**Unique:** Your time as a god never runs out (2), **Unique:** Rapid maturation (1)]

There once lived Aion, the god of eternity, who had the luxury of never aging and never dying, even as the other gods around him perished. However, one clever god, Raven, learned how to store Aion's power within a charm resembling a snake in a figure-eight shape eating its own tail. Anyone wearing that charm could forget about what would happen when their time as a god ended--because it never would. However, it didn't protect the wearer from violence--or from someone stealing the charm.

Someone or something not already at maturity donning the necklace instantly grows to maturity. Placing this necklace on a child suddenly creates an adult, while wrapping the chain around a sapling allows the tree to grow to its full, towering form. Remove the charm, and the subject returns to their normal form in a span of days equal to their Physique rating times three. This technique can raise armies quickly or fortify defenses, both tactics usually ending in tragedy once the effect wears off. There are five known Aion Charms in existence, each one highly coveted by the gods.

pandora's box

Power: 3 [Unique: Emotional Theft (3)]

This Relic is a carved puzzle box crafted by the Outsiders to capture another's emotions, in a vain attempt to fill the despair created by the Source's absence. Some believe the lack of emotion is strength, but what happens when a war leader loses their courage or a healer loses their compassion? By spending one fate point, the owner of Pandora's Box may capture a mortal's emotions for one month or the emotions of a creature with spark for one hour. They need to be able to see their target when the emotional theft occurs. This creates an aspect on the target related to their lost emotion with two invocations on it. Those invocations can only be accessed by whoever is attuned to Pandora's Box. Beings without Spark are automatically affected and are typically driven to extreme behaviors. Individuals with a Spark may resist with a Superb (+5) overcome action using their highest manifestation skill.

shofar

Power: 3 [Unique: Bring down buildings (3)]

Resembling a large, curled ram's horn, a Shofar possesses the power to turn a city to rubble. Some believe this particular Relic was wrestled from the god Pan, convincing the buildings they'd be much happier returning to the embrace of the earth. By spending one fate point the owner may attempt to bring any building down. A mobile home would require a Fair (+2) overcome action using their highest manifestation skill, while a skyscraper would require a Legendary (+8) overcome action check using their highest manifestation skill. If the blower fails the check, they collapse to the ground and take the minor consequence **Short Of Breath**. The Shofar is incapable of harming people directly, but they are certainly vulnerable to crushing debris or falling to their deaths.

Power 4

Belt of Ayida-weddo

Power: 4 [Unique: Remove all stress and consequences (4)]

In the distant past, the snake goddess Ayida-Weddo battled a mighty and hungry roc. At first, the victory seemed to belong to the roc as it struck down Ayida-Weddo. However, the snake goddess was tricky, and by shedding her skin in a rainbow of light, she rose up once more to defeat the roc. Some opportunistic dwarves came upon the remains of this battle, and gathered Ayida-Weddo's skin. In an act of creative genius, the dwarves created a rainbow-colored belt that allowed the user to shed all damage, emerging unscathed. The owner should take care, though, for they are surrounded by a rainbow aura, the same color as the belt, which attracts the attention of nearby Outsiders.

Mechanically the player spends two fate points to remove all stress and consequences, but when they do this, they gain the aspect **Rainbow Aura** with two invocations on it. This aspect remains true for a week and persists beyond that until it can be washed off in a rain shower. The aspect means the character gains the attention of any nearby Outsiders and those who can more easily track the rainbow aura and use the invokes on the aspect to assist in their tracking.

hand of glory

Power: 4 [Unique: Put everyone inside a dwelling to sleep and open all entrances (4)]

Highly sought by thieves and assassins, this gory Relic is the clenched fist of an unjustly executed innocent. By spending one fate point, the fingers flare open and flames dance on the tips of each finger and thumb. If placed within the boundaries of a building, such as on a welcome mat, all within the dwelling fall asleep, and every entrance opens to the user. Beings with Spark may resist the unnatural sleep with a Will overcome action at Fantastic (+6). The user doesn't have unlimited time; after one hour passes, the flame disappears and one finger bends down, giving the owner five hours maximum to do what they need to do.

the picture of porian gray

Power: 5 [Unique: Immortality and limited invulnerability (5)]

This Relic requires the user to have a manifestation score of at least +5 to use. Named in honor of the story by Oscar Wilde, the owner of this Relic possesses a painting like no other. This portrait bears their likeness and grants them a measure of immortality unknown today. While not as potent as its literary namesake, the owner finds themselves immune to the ravages of age. Even if damaged, the owner appears as the full figure of health, with the damage reflected on the painting itself. While highly unlikely, if the owner dies, they find their Spark being drawn back to the painting. After the customary three days passes, the owner steps from the bounds of the portrait, hale and hearty as ever, and not suffering the Refresh loss that death normally entails. There is a downside to owning this Relic, though. The owner must keep it as secure as possible, for if someone else held the painting, they would literally hold the life of the owner in their hands. If anything ever damaged the canvas directly, this would be reflected on the owner: destruction of the painting leads to the owner's death.

primordial clay

Power: 5 [**Unique:** Craft a new living being (5)]

Many beings seek to create life in their own image, and possession of this mystical clay gives them a chance (in a limited fashion). Many believe it was this clay, last touched by the Source before its imprisonment, that gave rise to the very first Outsider during the time of the God Wars. The owner is able to



sculpt the clay into a human-sized living creature under their direct control. A Craft overcome action is needed to create whatever the character desires: the more complex the creation, the more difficult the action. To create just a rough-looking flesh golem requires a Mediocre (+0) action. The basic characteristics of the resulting creature are as follows:

New Living Being

Aspects: I Obey My Creator, (any one additional aspect)

Skills: Good (+3) Any single skill; Fair (+2) Any two skills; Average (+1) Any two skills

Stunts

• Any single stunt Stress: Physical 2, Mental 2

Additionally, at creation the creator can invest a number of fate points up to their highest manifestation skill. Each point the creator invests allows for the addition of the following upgrades, one or more times, on a one-fate-point for one-upgrade basis:

- Another skill following the skill pyramid rules
- Another stunt
- An entitlement
- Another aspect

If the owner possesses some biological matter from another being (such as hair, blood, etc.), they may insert it into the clay to achieve one other result. With the expenditure of two fate points, the Primordial Clay forms into a physical duplicate of the individual who provided the biological material, giving it the aspect *Exact Physical Copy Of______*. While the copy is physically indistinguishable, there are some limitations in the mental components that are copied from the original. First, the copy can't possess a skill higher than the original. Second, it has limited access to the original's memories, and must make a Knowledge overcome action at Good (+3) to remember anything specific.

Once the clay has been molded into a new living being, it is a loyal living creature, and the clay is used up.



NEW TOUCHED

Some of the Stunts and abilities detailed in this section and the next are found in the Part-Time Gods of Fate corebook. You can find them in Chapter 5: Stunts & Entitlements or Chapter 12: Antagonists.

fear gorta (rouched): fear: z

At first glance, one might mistake them for mortals who angered the wrong god, cursed with an insatiable appetite, a bottomless stomach, and the need to feed. But the original Fear Gorta were never human. During the height of the God Wars, the Source was unable to free itself so, trying another tactic, it created the Fear Gorta, creatures of pure hunger tasked to devour the gods themselves. This sent their Spark back to the Source, possibly along with the knowledge of how to break free from its cage.

Several minor gods were consumed before others realized the danger in their midst. Rallying their Pantheons, the gods counterattacked. Fearing extinction, the desperate Fear Gorta hid among the gods' precious humans, regrouping and rebuilding their strength while the gods were preoccupied with more immediate threats. There was a flaw in the plan, however. Upon joining with human bodies, the Fear Gorta lost their memory, and the only things they retained were their name and endless hunger.

Aspects: Just A Face In The Crowd, My Hunger Is Unending

Skills: Great (+4) Athletics, Fight; Good (+3) Deceive, Notice, Physique; Fair (+2) Stealth, Will

Stunts

• **Dumpster Stomach:** The Fear Gorta can eat any material without injuring itself, though it is still susceptible to poisons, toxins, and drugs, but it gains a +2 to any check to resist their effects. If a Fear Gorta swallows a god, they also consume the god's soul, preventing them from returning to life. A Fear Gota who is imprisoned will quickly eat the chains or the walls that hold them.

Stress: Physical 3, Mental 2 Fate Points: I Payoff: Dumpster Stomach

Other Notes: The Fear Gorta is never truly sated, but can learn to live with their unnatural hunger. As long as they eat ten pounds of 'food' in a day, they may go about their day as normal. Missing a feeding gives the Fear Gorta a mild consequence of *The Hunger Clouds My Mind*. Missing feeding for three days causes a Fear Gorta to lose control and go on a feeding frenzy until they consume forty pounds of material, possibly including family and friends.

midasians (rouched)

The tale of King Midas is an oft-used warning against greed, with the foolish king turning his beloved daughter to gold before repenting of his ways and getting rid of his curse. The actual Spark-touched Midas, however, could control his gift and died a very wealthy man. He also enjoyed a harem of lovers and spawned many offspring who inherited his magical ability to turn whatever they touched into gold or any other metal. Collectively known as Midasians, they never wanted for wealth, although their powers quickly made them targets. Dwarves wanted them as a way to avoid the rigors of mining. Kings and emperors wanted them to equip armies with cheap weaponry or simply to fill their coffers. A few hired themselves out as assassins, leaving a statue of their client's enemies instead of a body. Some say chopping off the hand of a Midasian allowed the user to steal this magnificent power.

Over time, Midasians became recluses, hiding their abilities and themselves, using their easy riches to encase themselves in impenetrable fortresses crowded with guards. Many refused to have children, not wanting to pass on their "curse" to others, but enough of their kind have survived and represent one of the rarest Touched to this day. If a god manages to forge an alliance with one, the advantages are obvious.

Aspects: Wealth Flows From My Fingertips

Skills: Superb (+5) Resources; Great (+4) Contacts, Crafts, Rapport; Good (+3) Knowledge, Notice, Technology; Fair (+2) Fight, Travel

Stunts

• **The Golden Touch:** A Midasian can spend one fate point to turn an object into a solid piece of precious metal. If the Midasian targets a living creature, it is considered an attack that the target can defend against with their Will or a divine manifestation. Using a divine manifestation grants +2 on the defend roll. Any Midasian may spend one fate point to return a transmuted object back to normal.

Stress: Physical 2, Mental 3

Fate Points: 2

Payoff: A single use of the Midasian's Golden Touch stunt.

Other Notes: Midasians rarely lack for anything: enjoying the finest luxuries, technologies and security money can buy. They can be quite lonely though, secluding themselves far from any real relationships or communities to protect themselves and others. In addition, their power requires a strict level of self-control and may spontaneously trigger if they are panicked or otherwise disoriented.

sin-vaters (rouched)

Sin-Eaters, mortals with the power to help ghosts move to their proper reward, arose from godly laziness. In the earliest days of the world, the various death gods kept the realms of the living and dead separate. However, as many became embroiled in the God Wars and neglected their duties, the dead stayed in the realms of the living. Fearing the dead would soon outnumber them, humanity beseeched their lax gods for help. One goddess, retaining a small measure of compassion, taught her most loyal followers the art of Sin-Eating. It is a relatively simple ritual where they place a plate of food and a beverage in the hands of the deceased, recite a short prayer or incantation, agree to be responsible for the dead person's sins, and then consume the food and drink, thereby allowing the ghost to move on.

With the passage of time, the gods withdrew further from the world, but ghosts remained, ensuring the need for Sin-Eaters. Their fortunes rose and fell. In the Middle Ages, they were considered outcasts, cursed for sins not their own, but modern times see them gaining respect as ghost-hunters and investigators.

Aspects: I Seek That Which Has Lost Its Way, No Stranger To Troubled Spirits

Skills: Great (+4) Empathy, Investigate; Good (+3) Mythology, Notice, Travel; Fair (+2) Rapport, Shoot, Will

Stunts

• **Transfer Sin:** A Sin-Eater may perform their sin-eating ritual to remove one mild mental consequence from another character, taking it onto themselves for a single day, after which it fades away. A Sin-Eater's ritual may also be used on a Spirit to send it to a pleasant afterlife, giving the Sin-Eater the mild consequence **Burdened By The Otherworld**. Performing their ritual on multiple people or ghosts causes the consequences to last until the Sin-Eater undergoes a ritual purification.



• Otherworldly Sight

Stress: Physical 2, Mental 3 Consequences 1 Mild, 1 Moderate, 1 Severe

Fate Points: 2

Payoff: Otherworldly Sight or spend one fate point to destroy a single Spirit. **Other Notes:** While many appreciate their activities, Sin-Eaters are considered cursed. Their ability to take on others' sins and stresses, as well as send spirits to a pleasant afterlife, takes a toll on a Sin-Eater, and they are often plagued by the things they have seen and felt, never quite forgetting the sins they have ingested.

voltur, children of the vulture king (rouched)

The twin Incan gods Kuat and Iae were born into darkness, and they sought the light. They learned that Urubursin, the Vulture King, wielded the world's light and was very stingy with such a divine gift. They offered him a carcass to devour and hoped he would return in kind, but he refused. Their next gift was another carcass with them hiding inside. When Urubursin approached to eat the corpse, the twins leapt out and defeated the Vulture King. They struck a deal that each half of the king's light now belonged to the twins; Kuat took this power to become the Sun god and Iae to become the Moon god. Urubursin, still alive, went on with only a grudge and a sliver of power.

Today, the Voltur are people born of the Vulture King's blood and rage, taking out their aggression on anyone standing in their way, whether it be the current spouse of the person they love or a coworker who wants the same promotion. They all share similar features, like the lack of body hair of any kind and hooked noses, but they look human enough to blend into normal society (though they are curmudgeonly and unappealing to look at most of the time). Voltur can sprout wings under their arms to glide for short distances, but did not inherit the joy of pure flight... yet another thing for them to hate. Their lives can be as boring as any human's can--until they see a god and feel the instinctual need to return the favor for the theft of their ancestor's light.

Aspects: Always On The Edge Of Anger

Skills: Great (+4) Notice, Provoke; Good (+3) Athletics, Stealth, Will; Fair (+2) Fight, Travel

Stunts

• Aura of Hatred: By spending one fate point, the Voltur can make a create an advantage action using Provoke against anyone in their immediate area or up to one zone away. Those who fail to defend become enraged and lash out at the nearest person, physically or mentally. The *Fueled By Rage* aspect enters play, and anyone affected by this power gains one free invoke for it, which they must use when they lash out.

• **Blinding Flash:** The Voltur wield but a fraction of their ancestor's power, allowing them to create flashes of light. They can call forth an illuminating light that stretches two hundred feet around themselves, but can also make an attack with a focused flash at +4. The victim of this attack gains a mild consequence of **Partial Blindness**.

• **Detect Weakness:** A Voltur may spend one fate point to determine if a person in their immediate vicinity is weaker than they are, telling them who might be killed with little issue and who would prove a challenge. This creates the aspect **Weak Prey** with one invoke on it on someone who fits the above
criteria, otherwise it has no effect. Stress: Physical 2, Mental 2 Fate Points: 2 Payoff: Beast Ward or Detect Weakness

Other Notes: All Voltur suffer from intense anger and must work to stay composed. If they are provoked and pushed, they may succumb to their inner rage and seek retribution through the blood of those who have wronged them. Animals often shy away from Voltur, seeing their cruel nature underneath whatever facades they craft.

NEW OUTSIDERS

ahuitzotl (outsider)

First appearing in the Yucatan, the Ahuitzotl are a race of aquatic Outsiders who appear as large, spiky-haired, web-footed canines. They have a long, muscular tail with a human hand at the end of it. Despite their monstrous appearance, they are quite approachable for an Outsider. During the God Wars, they were allies of Tlaloc, god of rain and water, serving as his messengers, and sometimes as enforcers. However, they view humans much the same as cats view mice: prey and playthings. When bored, an Ahuitzotl hides near the shoreline and attracts the attention of someone nearby. If the person's curiosity gets the better of them, they find a muscular tail-hand dragging them down into the watery depths. The victim often surfaces later, missing their eyes, teeth and nails; trophies traded to more sorcerous Outsiders.

The Ahuitzotl have done well in modern times. They act as intermediaries between water-bound and land-based Outsiders, making deals with the occasional god, especially those in need of an underwater representative. They are much more appreciative of the Coming Storm, viewing it as an opportunity to get the upper hand.

Aspects: Amphibious Hunter, Mischievous Messenger

Skills: Superb (+5) I Am Friend to All Water; Great (+4) My Tail-hand is Strong; I Like to Play with My Food; Good (+3) I Always Have Something Interesting to Say; Fair (+2) Everything Else

Stunts

- Aquatic
- Extra Arms

• Voice of a Friend: The Ahuitzotl can spend one fate point and mimic the voice of any person the target knows and considers an ally. They know the general relationship but not the details about the ally.

• Water Control: The Ahuitzotl can call on their affinity with water and spend one fate point to control water in a small area for distraction to create an advantage, defend, or attack.

Weaknesses

• The Ahuitzotl are prone to distraction and can be deterred from the target they are focusing on with Rapport or Deceive.

• The Ahuitzotl do not like fights they are not the clear victor of, and can be cowed or coerced into negotiating if they no longer have the upper hand.

Stress: Physical 5, Mental 3 Consequences: 1 Mild, 1 Moderate Fate Points: 3

Payoff: Aquatic or Extra Arms (as a tail-hand grows from the god's rump) **Other Notes:** Ahuitzotl are amenable to negotiating with gods. They only interact with people if it amuses them somehow, or gives some additional benefit.

Black-Eyed children (outsider)

Black-Eyed Children are Outsiders who look exactly like human children between the ages of 7 and 14, but their eyes are entirely black. Forged from the souls of children who died before their time, these Outsiders appear as orphans or runaways, sometimes found playing in abandoned or deserted areas, singing old nursery rhymes. This is a false front, for their appearance means someone is about to die. The saying goes that the eyes are the window to the soul, and if you lock gazes with a Child, you might lose yours.

Appearing alone or in tandem, a Black-Eyed Child approaches an adult, someone deemed suitably wicked, and asks to enter their car or house for safety. The person can refuse entry, but this will not save them from their final fate. The Child asks up to three times, and if thrice denied, summons a Cloak (PTGoF pg. 185) that sends the mortal to a hellish fate. If the mortal opens the door, then they will suffer childish torment and misbehavior from the Black-Eyed Child. If the person responds with kindness, they still die, but the Cloak takes them to a heavenly paradise instead.

Aspects: Poor Little Lost Lamb, I Lead You To Doom

Skills: Fantastic (+6) I See the Darkness in Your Soul; Superb (+5) I Know All Your Fears and Failings; Great (+4) Eerie Things Happen Around Me; Good (+3) Everything Else

Stunts

• Judgment: The Black-Eyed Children are incapable of harming someone physically, but they may pay one fate point to lock gazes with a victim. The victim is paralyzed and re-lives negative parts of their life. Mortals are automatically affected. They take two mental stress and gain the severe consequence *I Feel My Lack Of Wortb*. Those with a Spark must make a defend roll of Great (+4) with their Will or gain the consequence. Success means the recipient is immune to this ability from this particular Child in the future.

• **I Am Only a Shadow Here:** Having already died, Black-Eyed Children are functionally immortal. If slain on Earth, they return within one day's time. The only way to kill them permanently is to kill them in their home realm.

• Mark of Death: Black-Eyed Children may mark a mortal for death by expending one fate point and placing a hand upon the human. Unless the mortal has some means of escape, a Cloak appears and sends them to their final fate. Weaknesses

• A Black-Eyed Child may not directly harm a person. Instead they hinder and torment the person with small tricks and illusions. They can deal no physical damage other than a pinch or small cuts.

Stress: Physical 2, Mental 4 **Consequences:** 1 Mild **Fate Points:** 3 **Payoff:** Otherworldly Sight or gain the aspect *Immunity To Judgment* for the scene

Other Notes: While they may not directly harm gods, Black-Eyed Children do seem to target mortals close to them. A Child may even resemble another's relative, especially if they suffered a recent loss.

catoblepas (outsider): fear: 2

First appearing in ancient Ethiopia, this Outsider has the body of a buffalo covered in scales, a long neck on which sits a boar's head which lies low to the ground, and breath so toxic it can kill. Thick, heavy eyebrows obscure its vision, but its hearing more than makes up for this debility.

Although an herbivore, the Catoblepas is just as dangerous as other Outsiders. It is constantly grazing; preferring poisonous plants if available. If it cannot find one, the Catoblepas uses its breath to poison healthy vegetation. The lands of the Sahara were once green and verdant before migration of these Outsiders laid it to waste. The Catoblepas is also built like a tank, making short work of any human-made structure impeding its progress.

In the modern day, Catoblepas are drawn to areas of heavy pollution, and in the process of filling their stomach, they release toxic chemicals from nearby plants or unearthed toxic waste, usually rendering the area uninhabitable to normal life. Of course, this makes cleanup difficult since the Outsider finds now affected vegetation that much more appetizing, so it refuses to move on.

Aspects: Built Like A Mountain, Toxic To All Around Me

Skills: Fantastic (+6) I Trample All in My Way; Great (+4) I Huff and Puff and Blow Everything Down; Good (+3) I Hear Your Footsteps; Mediocre (+0) Everything Else

Stunts

Fearful Aura

• Incredible Strength

• **Scales:** The Catoblepas has Armor:4 from its thick scales. It does not take damage easily.

• Toxic Breath: As an action the Catoblepas can exhale toxic fumes that fill their immediate area, or the zone they're in, creating the aspect *Toxic Fumes* in the zone. Anyone taking an action in that zone takes one physical stress, and holding their breath isn't a way to avoid damage: contamination passes through mucous membranes and skin. The Catoblepas can spend one fate point to extend the fumes one zone away. They linger until the end of the scene.

Weaknesses

• The Catoblepas relies on its hearing to map its environment. Loud noises disorient it greatly and can cause it physical stress.

Stress: Physical 6, Mental 1

Consequences: 1 Mild

Fate Points: 2

Payoff: Immunity to poison or gain a layer of scales providing Armor:2.

Other Notes: The Catoblepas is a fairly mindless creature, and if it starts eating, it will proceed in one direction until its food runs out. Certain Outsiders have managed to direct its path, often requiring the use of explosives to do so.

centaurs (outsider)

Possessing human intellect and spirit, yet physically able to outperform mortals on many levels, the half-human/half-horse Centaurs are a magnificent species. Some consider them cousins to the Minotaurs and Satyrs, though Minotaurs deny any connection and Satyrs don't really care whether it's true or not. Possessing impressive speed, strength and virility, the Centaurs have forever been a lively folk, given to constant revelry and worshipping several gods of pleasure and celebration, such as Dionysius and his ilk.

When not galloping across mountain fields or frolicking in wooded glades, Centaurs love few things more than challenges of wit and physical skill. As such, many of their number delve into literature and enjoy all manner of riddles, even managing to stymie the occasional Sphinx. Centaurs are also renowned archers and racers, employing their supernatural agility to send all challengers away with heads hung low. They are extremely social Outsiders, even accepting of strangers in their midst.

Yet not all is gaiety and games for Centaurs. They care little for the Source and even less for the modern world. The spread of civilization and the rising battles in the face of the Coming Storm have limited the areas they can hide, since their nature lends itself to living in wilderness. As such, Centaurs are now gathering in greater numbers, rallying themselves for a confrontation they may not be able to avoid much longer.

Aspects: Four-Legged Warrior Poet

Skills: Superb (+5) Speed and Tactics are My Weapons; Great (+4) As Keen a Mind as My Sword Is Sharp, I Know These Woods Like the Back Of My Hands; Good (+3) I Excel at Archery, I am Always Up For A Challenge; Fair (+2) Everything Else

Stunts

- Masterful Leap
- Masterful Speed

• **Battlefield Strategy:** Centaurs excel at combat tactics, often traveling single file to hide their numbers or making distracting attacks to confuse their opponents. If a group of Centaurs has a chance to prepare for combat and knowledge of the area where the fight takes place, the aspect *We Control The Battlefield* is in play with one free invoke.

• Works Well With Others: When working with other Centaurs, all successful attacks gain one extra shift of damage due to the planning and tactics employed. Weaknesses

• Centaurs are fond of revelry and can be tempted into excessive partying. If any Centaur in a group has partied to excess prior to a combat, the whole group loses access to **Battlefield Strategy** and **Works Well With Others** while engaged in the combat.

Stress: Physical 4, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 1

Payoff: Masterful Speed or the Puck Eater gains the aspect *I ExcelAtArchery* with two free invokes.

Other Notes: Because of their rather obvious physical differences, Centaurs find it extremely hard to blend in with human society, except on the fringes. They often live in stables owned by gods or mortal acquaintances, or Renaissance faires, where their elaborate "costumes" receive many compliments. Centaurs love Renaissance faires.



pryads (outsider): fear: 2

Perhaps due to its own imprisonment, the Source's touch can sometimes grant freedom and power. Such is the case for the Dryads, the spirit of trees given human form. In a distant conflict, Bertusk, a vindictive Slavic forest god, gathered thousands of other gods' human lovers and turned them into trees so his enemies wouldn't have anyone to comfort them or nurse their wounds upon their return. Eventually, Bertusk faded from history, but his victims remained, so the Source decided to use these unfortunates to its advantage, giving its Spark to bring these trees to life.

Physically, Dryads resemble attractive humans, with some subtle differences. Their skin has the texture of bark, sprouting blossoms, while their hair is a crown of leaves, the color of both slowly changing to reflect the passage of seasons from Spring to Winter. They usually find clothing needlessly restrictive, and often go naked to feel the elements on their skin. They are the center of attention, with people clamoring for their favor. Dryads respond in kind, driven by an urge to connect to love long since lost and forgotten.

Aspects: Arboreal Beauty, Seeker Of Comfort And Love

Skills: Fantastic (+6) You Would Do Anything For My Favor; Superb (+5) I Know Many Secret Arts; Great (+4) Mine Is An Innocent Soul That Can Be Trusted; Good (+3) Everything Else

Stunts

• **Green Thumb:** For one fate point, the Dryad may return a field or area of plants to health, or cause it to grow at an incredible rate. They may also pay one fate point to create a special fruit which has several effects:

O If planted, it grows into a tree within a day.

O A mortal who eats the fruit heals one point of physical stress and becomes incredibly fertile.

O A mortal who eats seeds from the fruit becomes pregnant with the Dryad's offspring, regardless of gender. This sapling may bud off of the mortal, rather than going through a normal pregnancy

• **Tree Merge:** A Dryad may merge with any tree. They use this to hide from enemies, and heal one physical stress for every ten minutes merged. For one fate point, the Dryad may transport back to their home tree.

• Plant Tongue

Weaknesses

• They are mystically bound to one tree, and if someone cuts this tree down, it leads to the Dryad's death. A Dryad may generate a special seed by permanently reducing their number of fate points by one. When this seed is planted it will grow into a new, weaker version of the Dryad.

• A Dryad's worldview is innocent and pure but may not be in line with others' views. They may not understand the views of mortal beings, and that something that brings joy to them may cause stress in others, such as unexpected childbirth.

Stress: Physical 3, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 3

Payoff: A head-full of leaves, and either Plant Tongue or Soothing Aura.

Other Notes: The Fear a Dryad exudes is one of Awe, filling a mortal with wonder and drawing them to their side.

gargoyles (outsider)

Gargoyles originated as semi-intelligent Guardians to oversee a god's territory. While some still construct these stone sentries, those Gargoyles taken over by the Source become Outsiders in their own right. Once brought to life, their awareness fills solely with an urgent mission they must complete. Agents of patience and protection, they take great pride in performing their assigned tasks perfectly, whether keeping watch over a castle or protecting a precious Relic. They feel lost without a purpose or owner, and often seek out someone they determine as worthy of their service and offer their strength once their first mission is completed. They remain set to a task or watch for as long as necessary, even if it means not moving for centuries at a time.

Gargoyles are living architecture, stone (and occasionally metal) statues given a Spark. They can take on many forms, often having wings for flying and massive claws to tear apart flesh, stone, and metal. They have incredible vision, being able to see across great distances, even in the dead of night. Some have even demonstrated power over wind and water, perhaps possessing an innate channel of these elements in order to avoid erosion of their forms. Gargoyles don't procreate on their own, being sexless creatures of stone, but they are incredibly durable and practically immortal, keeping their numbers relatively stable.

Aspects: Stone Guardian, Driven By Purpose

Skills: Fantastic (+6) Perfect Knowledge Of My Task; Superb (+5) I Know My Territory Inside and Out; I Am More Agile Than I Look; Great (+4) My Claws Are Fury and Pain, I See Farther Than Eagles; Good (+3) I Have Gained Much Knowledge Over The Endless Years; Fair (+2) Everything Else

Stunts

• **Elemental Lashing:** The Gargoyle can control wind and water per the Lashing entitlement.

• Natural Weapons (Claws)

• **Reinforce Structure:** The Gargoyle may spend one fate point to touch a damaged structure and make it whole. Mechanically this clears the structures stress. They could also spend a fate point and touch an undamaged structure to double its resistance to damage. This doubles its stress boxes. This resistance fades within an hour, but repairs are permanent.

• **Stonespeak:** Gargoyles have a hidden language of grinding stone that they can use to communicate with each other through touch. A Gargoyle may teach this to an ally temporarily if they spend one fate point. Gargoyles can use this to communicate with other Gargoyles many blocks away by touching stone and sending the vibrations to others touching stone.

• **Stone Skin:** Gargoyles have Armor:2 due to their rock-hard skin.

• Wing Shield: The Gargoyle may spend one point of physical stress to block an attack against themselves or an ally. Their Stone Skin does not act as armor in this case, but the attack deals no other damage.

• Wings

Weaknesses

• Gargoyles are lost without a master or a purpose. When they don't have a purpose, they suffer from a moderate consequence of *I Seek Meaning* and are filled with a low-level anxiety until they find a worthy cause or master.

• Outsider Gargoyles look upon simple Guardians (see Divine Instruments, pg. 90) as pale imitations of themselves and mercilessly attack them in com-

bat, ignoring all else.

• Gargoyles are susceptible to some divine abilities that remove their Spark or work on their stone nature.

Stress: Physical 6, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 3

Payoff: Armor:1 and either Wings or Natural Weapons (Claws)

Other Notes: When roused to action, Gargoyles are quite fearsome. Their natural enemies are the Tengu, who they see as agents of chaos who threaten the Gargoyles' sense of protection.

gashadokuro (outsider)

Known to frequent areas with a large concentration of Japanese people, the Gashadokuro is one of the most feared Outsiders of Nipponese legend. The creature stands as a giant skeleton almost fifteen feet tall, constructed from the bones of victims of starvation. For a long time, common belief was that they followed hunger. It became evident after centuries of such events that they are indeed responsible for starvation that ravages thousands. Their most frequent feasts are the homeless and downtrodden, as they are the ones hungry and forgotten--perfect victims for the monster's appetite.

Gashadokuro lurk in the shadows, grabbing victims who often have little strength to fight back. The beast bites off their heads to drink their blood and spirit simultaneously. Once they have consumed the victim, its skeleton joins the Gashadokuro's form, often making them larger and more gruesome than before. They begin to shrink again until they devour more bodies, but this action isn't advisable if they want to avoid detection from and confrontation with the local gods.

Aspects: Shambling Pile Of The Deceased, I Hunger For The Hungry

Skills: Superb (+5) In The Shadows I Am King; Great (+4) More Cunning Than I Am Strong; Good (+3) Inspires Fear In Mortals, My Touch Burns With Dark Hunger; Fair (+2) Everything Else

Stunts

• **Consume Bodies:** A Gashadokuro who eats a body, bones and all, adds the bones to itself to grow larger and stronger. Eating many bodies grants the Colossal Size entitlement to the Gashadokuro. Eating many more bodies beyond this grants an aspect **Towering Horror** with a free invoke, but makes the Outsider impossible to miss as it towers over most buildings.

• **Famine Aura:** The Gashadokuro exudes an aura of famine that makes bodies skinnier and more gaunt, making people need more food than normal to sustain themselves. Those close to the Gashadokuro starve and die within a day. Those in the immediate vicinity gain the mild consequence *IAm Drained*. **Stress:** Physical 7, Mental 3

Consequences: 1 Mild, 1 Moderate, 1 Severe **Fate Points:** 2

Payoff: Colossal Size (but the god feels the pull of endless hunger)

Other Notes: Gods of death (or other related Dominions) may attempt to control the Gashadokuro with the Minion manifestation. Of course, they hate this and receive a resistance check once per scene, and the GM chooses when they make the check. If they get free, the aspect **RageAt My Shackles** with two free invokes is available to the Gashadokuro.

Headless Horsemen (outsider): fear: 3

While most people are familiar with the Headless Horseman of Sleepy Hollow lore, some are reporting these headless creatures in Ireland, Scotland and Germany as well as North America. These creatures appear alone, riding a mount, holding their head in one hand. In the past, this mount was a horse but in modern times, they prefer motorcycles. When a Headless Horseman appears, it is in pursuit of some quarry, most often a criminal or someone who has committed some transgression. The Horsemen are ruthless in their pursuit, lacking any mercy. When they are not in pursuit of quarry, they are lone riders who prefer the hidden, less-traveled roads and trails. Because of their ability to track their prey, gods and other Outsiders often employ Horsemen to hunt down people for payment in Spark.

Aspects: Merciless Hunter Of The Damned

Skills: Fantastic (+6) I Ride The Eternal Roads; Superb (+5) I Never Forget The Scent Of My Prey; Great (+4) My Presence Evokes Fear; Good (+3) Nothing Escapes My Hellish Sight; Fair (+2) Everything Else

Stunts

• **Looking Around:** The Horsemen are able to see even in complete darkness. In addition, they can move their head around to look in all directions, making them immune to being surprised.

• **Summon Ride:** By expending one fate point, the Horseman summons a mount through a fiery portal.

Masterful Speed

Equipment

• **Brand Of The Hunter:** Weapon:2 - The Horseman always carries a weapon, usually on fire, that they use to hunt their prey.

Stress: Physical 6, Mental 2

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: Summon Ride

Other Notes: Horsemen always have a weapon when hunting, with a preference for swords and whips. Modern Horsemen employ firearms as well.

Manticores (outsider): fear: 3

The Manticore once prowled the forests of Asia, one of the fiercest predators in the world. In its original form, it was a gargantuan lion with an abnormal taste for fresh human blood. After an encounter with the Source's energies, the creature transformed into a predator that could hunt down and kill anything. Its form twisted into a perverted configuration of a lion's body, a man's face with a maw of fangs, bat wings, and a scorpion's barbed, venomous tail.

Granting the Manticore all these terrible features, then boosting its original bestial intelligence, the Source set this creature upon the world. Every generation of Manticore remains devoted to the Source and manifests said devotion in an unceasing hunt for gods and other creatures who oppose their creator. A Manticore considers each kill as a gift from the Source and thanks its master by devouring victims whole... clothes, flesh and all.

While born in packs, Manticores recognize their nature as solitary hunters and become isolated Outsiders, always working to catch the scent of their next prey. An intended victim can bargain with them, but the most successful negotiation tactic is offering them more bloodshed with a different victim they might enjoy more. Once a Manticore has the scent of its prey, it is nearly impossible to shake the beast, no matter how far one travels. Manticores also love to play with their victims, cat-and-mouse style. This torment increases the sweetness of the blood they intend to consume.

Aspects: Gruesome Devourer, Chimera Who Lusts Only For Blood

Skills: Fantastic (+6) Claws And Teeth That Rip And Rend; Superb (+5) Agile Predator, Loyal To My Master; Great (+4) I Am Death From Above And On The Ground, Venomous Tail; Average (+1) Everything Else

Stunts

• **Predator's Roar:** The Manticore bellows deep and feral, announcing its fierce hunger and intent to sate it with the nearest prey. Any creature who hears it is instantly shaken to their core and must make a Will overcome action of Good (+3) or suffer a mild consequence of *Trembling In My Shoes* along with one point of mental stress.

• **Spine Spray:** Manticores can aim their venomous spines with incredible accuracy, hitting targets many zones away with a successful attack action. Struck targets must make a Physique overcome action with a Great (+4) result or gain the aspect **Paralyzed**. One way to remove this aspect is to make another overcome Physique check at Great (+3), but other creative and story possibilities exist.

• **Bloodfury:** By spending one fate point after a successful attack action with Claws and Teeth that Rip and Rend, the taste of blood in a Manticores maw enrages them. The aspect *I Taste The Blood Of My Prey* comes into play with a free invoke. Any successful attack that uses the aspect deals an extra point of physical stress.

- Natural Weapons (Claws and Maw)
- Wings

Weaknesses

• Manticore live for bloodlust, and may sometimes be distracted by excessive blood and destruction. They may focus on destroying a target and devouring it completely, allowing others to escape without notice.

Stress: Physical 6, Mental 3

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 3

Payoff: Fearful Aura entitlement or immunity to poison.

Other Notes: Rakshasa have tried to turn Manticores into pets over the years, using them as gladiators in fighting pits. This has always ended poorly, despite their mutual bloodlust, and created a subtle enmity between the two Outsiders. Those Rakshasa who have learned to respect a Manticore's power find them a valuable ally, and the two together become an almost unstoppable force.

Mongolian deathworm (outsider): fear: 2

Legends tell of these creatures entering this world from another realm, which spontaneously opened in the Gobi Desert. They are worms about five feet long and blood red in color. They hunt alone or in small groups of two to three worms, mostly preying on large animals such as cows and camels, then lay their eggs (about three eggs) inside the carcass. Their eggs mature within twenty-four hours and consume the body of their host. A single Deathworm that finds a herd of animals can quickly become an epidemic. The only thing keeping them in check is that they are so voracious that most areas are unable to sustain a heavy population of Deathworms for an extended period, with the worms burrowing in different directions looking for more food.

When not hunting prey, they burrow beneath the ground and live in tunnels until they surface to feed. Cultists and other Outsiders seek out these worms to use as pets or weapons. This has caused the Mongolian Deathworm to spread out from the Gobi to all around the world.

Aspects: Voracious Burrower, Spreads Like A Virus

Skills: Superb (+5) Jaws That Crush Everything; Great (+4) I Spit Acid, I Move Through The Ground Like Water ; Good (+3) The Ground Carries My Vibrations; Mediocre (+0) Everything Else

Stunts

• Acid Spit: The Deathworm is able to spit a glob of acidic saliva at anyone up to one zone from it. The acid is Weapon:3.

• **Burrowing:** Using its acidic saliva, the Deathworm can burrow beneath any soft ground (i.e. dirt, sand, loose stone) as easily as it can move above ground. It can burrow through harder materials (i.e. rock, cement, etc.) at a slower rate.

• **Burrow Attack:** The Deathworm can burst from the ground near the opponent and bite the nearest body part, most often the foot or leg, as an attack action. If the worm damages a foot or leg, the aspect *Unable To Run* is given to the victim as well as the damage.

Weaknesses

• Being blind to all senses but vibration, the Deathworm often can be distracted by heavier vibrations and cannot sense things easily through materials that dampen vibration.

Stress: Physical 4, Mental 2

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 2

Payoff: Acid Spit or Energy Deflection

Other Notes: The Deathworm is a cunning hit-and-evade creature. It burrows up from the ground, makes an acid spit attack, and quickly burrows back underground to avoid counterattacks.

Nunnehi (outsider)

Originating in the Southern Appalachian Mountains, the Nunnehi are insular Outsiders who resemble tall, muscular, lustrous-haired Native Americans. They are consummate warriors, known to possess the ability to disappear from sight, travel great distances in the blink of an eye or launch an ambush out of nowhere. They also possess a lighthearted side, for mortal hunters would tell stories about how they would hear music and singing, the source of which remained hidden. They have a general dislike of the gods and other Outsiders, viewing them as trespassers and potential troublemakers. Perhaps owing to their own human appearance, the Nunnehi didn't feel the same way about the mortals who shared their lands, often coming to their defense in times of war and sharing in times of celebration.

Like other Outsiders, the Nunnehi lost their immortality as their connection to the Source weakened, but otherwise they appear to have adapted quite well to the current day, residing in the modern 'mountains' of skyscrapers and high-rises and replacing their traditional bows and spears with firearms. Their residences are joys to live in, as music and parties occur frequently, and they ensure everyone knows their neighbors, creating a tight-knit community. Much like their ancestors, they are very protective of their mortal friends and neighbors, willing to fight the gods themselves if they bring trouble onto their lands.

Aspects: Fair And Strong Warriors, Wisdom Eternal

Skills: Fantastic (+6) My Fists Fly Like Arrows, My Arrows Hammer Like Fists; Superb (+5) We Should Speak Before We Fight; Great (+4) I Have Knowledge Of Great Battles, Master Musician; Good (+3) I Have Suffered Worse And Lived; Fair (+2) Everything Else

Stunts

Beast Tongue

• Walk With The Wind: The Nunnehi can travel anywhere within their territory in an instant for one fate point. For two fate points they can travel to any place they can see outside their territory.

• **Bend The Mind:** By spending one fate point, the Nunnehi are able to create simple illusions, often using them to change their appearance or cause sounds from nowhere. Piercing the illusion requires understanding something isn't quite right and an accompanying Will overcome action of Great (+4) to see through it.

Weaknesses

• A Nunnehi's powers are strongest in lands they claim--often a square mile or so. Outside of this area they must pay triple to activate any power and can only activate powers that cost fate points to use.

Stress: Physical 5, Mental 4

Consequences: 1 Mild, 1 Moderate

Fate Points: 3

Payoff: Walk With The Wind

Other Notes: A Nunnehi is free to leave their home, but they rarely do so: their powers are only reliable on lands they claim as home. However, when threatened, they are cunning warriors, using powers to the best of their abilities. They also have a number of mortal allies, neighbors and friends who come to their aid as they seek to protect their home.

perytons (outsider): fear: 1

One might think a Peryton was a normal deer, serenely grazing in the forest, but this hides the fact it is a winged, sharp-toothed predator with a taste for human flesh. In the earliest days, when a sacred bond existed between hunter and prey, a heartfelt prayer thanking the animal for its sacrifice would follow a successful hunt. The divide between humans and animals widened, and soon people stopped honoring the slain, viewing the tradition as some quaint belief. Because of this irreverence, the Source transformed some slain deer with its Spark, giving rise to the Peryton.

These Outsiders are responsible for the large number of people who disappear or die in the wilds each year. One of their favorite activities is to wander onto a road just as a car approaches. As the vehicle approaches, they open their wings and fly over the car, panicking the driver into an accident. They have another quirk: their shadow is that of a human. By slaying a person, the Peryton can take on human form, which they use to commit further violence before slipping back into their deer form.

Aspects: Winged Deer With Blood On Its Fangs

Skills: Superb (+5) I Appear Innocent Until I Taste Your Blood; Great (+4) The Prey Becomes The Predator; Good (+3) My Hooves Strike Hard And My Antlers Rip, Quiet And Cunning; Average (+1) Everything Else

Stunts

• **The Shadow Self:** If a Peryton has killed someone within the hour, expending one fate point and touching the shadow of the person allows them to assume that person's form in order to create more mayhem.

• Natural Weapons (Hooves, Antlers)

Wings

Stress: Physical 2, Mental 2 Consequences: 1 Mild Fate Points: 2 Payoff: Wings or Natural Weapons (Antlers)

Other Notes: Peryton are able to suppress their Fear rating while pretending to be deer. However, this ruse drops the moment they attack. If in human form, they retain their skills when appropriate. Additionally, they are unable to attack vegetarians, or those who honor the ancient ritual of giving thanks for one's prey.

slashers (outsider): fear: 1

Mortals have always sought to master all forms of civility, especially in art and technology, which separates man from beasts. Yet, the Slashers despise such attempts to bring beauty and progress to the world. Some say Slashers were originally human, twisted by the Source after rejecting higher paths of civility, but most believe them to be direct spawns of destruction, creations acting as a dark mirror of what humanity strives against. They are hideous creatures, resembling scabbed lizards walking on hind legs with stubby, vestigial wings and muscled arms ending in great hooked talons.

The Slashers seek out any instance of beauty, art and knowledge, then tear it to shreds. Their kind is often present during disasters that destroy bastions of art, knowledge or other facets of civilization. They were there when Rome burned and during the loss of the Library of Alexandria. Survivor accounts even place them on the Titanic as it sank, and there is good evidence they've manifested during modern nuclear plant meltdowns. Whether simply drawn to such events or they actually have a hand in them is still a matter of great debate.

Slashers are intelligent enough to understand other Outsiders and gods, but whatever language they might have once possessed has devolved into nothing but a croaking laughter, as ugly as their visages. They only ally with those with destructive intents, often betraying them once they've achieved their mutual goal.

Aspects: Winged Reptilian Destroyers, A Primal Sense Of Anger

Skills: Great (+4) My Talons Pierce All Flesh; Good (+3) Hard To Get A Hold Of, The Shadows Hide My Brethren; Average (+1) Everything Else Stunts

• Natural Weapons (Talons, Beaks)

• Art Critic: When attempting to destroy an object of art and beauty, they receive a +2 bonus to attack or overcome actions.

• **Swarm Tactics:** Slashers are not often alone, and while only one or two may be encountered, more may be in hiding. A Slasher may spend one fate point to call out to hidden brethren, summoning one to five more, depending on how many are hidden.

Stress: Physical 4, Mental 2 **Consequences:** 1 Mild **Fate Points:** 2

Payoff: Natural Weapons

Other Notes: Their hatred for beauty extends to mortals and gods as well. Alongside tearing down architecture, shredding paintings or trashing a monument, they also love to attack attractive humans and gods, hoping to disfigure or cripple them.

sphinx (outsider): fear: 2

Quite the famous Outsider in myths, the Sphinx is an enigma to anyone it encounters. It appears with a lion's body, eagle's wings and a human's head. Known for its love of puzzles and riddles, this Outsider often holds the key to portals, labyrinths or sacred buildings. It is more than willing to grant access to anyone who can solve a single riddle. It is never the same question twice, and the Sphinx is quite relentless at crafting just the right conundrum to confuse their target. Never answer without first giving full attention to detail and ensuring the answer is right.

What the legends don't say is what truly happens to those who fail to provide the correct answer to the Sphinx's puzzle. Uttering a wrong answer traps the victim's mind, which becomes a tender morsel for the Sphinx to snack on. If the traveler happens to have friends who can escape with the victim's body, they return with only a husk. Long-lost rituals may return their mind, but performing it can involve years of quests for things like chalk created from ground Catoblepas bones and one gallon of Phoenix blood.

Sphinxes are found in solitude, leading many to believe there is but a single Sphinx. Some surmise it may be trapped on Earth away from others of its kind, simply waiting for the one destined to open the portal to its home. Others think the Sphinx was a terrible creation on the part of the Source who hoped to trap brilliant strategists during the God Wars. No one truly knows the truth, a thing that the Sphinx, or the Sphinxes, have perhaps worked to hide.

Aspects: Towering Intellect, Winged Guardian Of The Sacred

Skills: Fantastic (+6) I Have Forgotten More Than You Will Ever Know, A Cunning Honed By Eternity; Great (+4) Claws The Size Of Your Arm; Good (+3) Everything Else

Stunts

- Astral Projection
- Beast Tongue
- Colossal Size

• **Tethered:** Encountering a Sphinx always happens in a certain place where they have a connection, whether they guard the entrance to a cave or must ensure only the right person gets their hand on a magical weapon. They cannot be surprised and can sense anyone within one mile of their Tethered location.

• Unquestionable: A Sphinx may ask a question to allow access to their guarded location or item. Those attempting to answer it must do so through conversation with each other and the Sphinx. They may attempt up to two overcome actions to garner clues, but asking a third question or failing to answer causes the Sphinx to lock the target within their own mind. This is an attack that is considered Weapon:4 dealing mental stress. If the attack takes out the victim, the Sphinx consumes the mind whole at that moment. Not being taken out means the Sphinx simply fades away, probably teleporting to one of its other sites of protection.

• **Mental Resistance:** A Sphinx is immune to attempts to control or read their mind and cannot be forced to give information through physical violence or magic of any kind.

Stress: Physical 6, Mental 4

Consequences: 2 Mild, 2 Moderate, 1 Severe

Fate Points: 4

Payoff: Skill Excellency (Knowledge) or they may know the answer to any one single question.

Other Notes: A Sphinx hates when someone asks them questions. It infuriates them to no end, and there are people who are lucky enough to leave with only deep claw marks after asking one too many queries.

Thunderbird (outsider): Fear: 2

This massive bird first appeared in the American Pacific Northwest and later in the American Southwest and Great Plains regions, always with powerful storms surging in its wake. The flapping of its wings brings thunder and winds, and it shoots lightning from its eyes. The Thunderbirds' personalities have the same duality as the storms they create. On one hand, rain brings life to the land, while lightning and winds bring harm.

Thunderbirds are large birds, with twelve foot wingspans and feathers the color of dark storm clouds. They are also able to shapeshift into a human form and have lived among various human communities in the past. They enjoy the company of humans and take the opportunity to mingle among them to socialize. They shun modern society and are more likely to live in rural areas or areas known for their storm activity.

Aspects: Thunderous Avian King

Skills: Superb (+5) I Am King Of The Skies, Mine Is A Terrible Countenance ; Great (+4) My Eyes Hold The Fire Of The Heavens; Average (+1) Everything Else

Stunts

• **Create Storms:** While in flight, the Thunderbird can pay one fate point to create a thunderstorm. The storm causes rain that creates the aspect **Concealing Rain** and causes a Fear effect of I that must be dealt with on creation of the aspect. The Thunderbird can spend an additional fate point to intensify the rain and raise the Fear effect to 2.

• Fear Aura

• **Shoot Lightning:** The Thunderbird can shoot lightning from its eyes for one fate point. This lightning is considered Weapon:3 and uses the My Eyes Hold The Fire Of The Heavens as the skill for taking the attack action.

• **Shapeshift:** The Thunderbird can change into a human by spending one fate point. When it does so, it tilts its beak up like a mask and removes its

feathers like a blanket. It can remain in this form as long as it wishes. It can shift back into bird form with an action, so long as its mask and feathers are nearby.

• Wings Weaknesses

• When a Thunderbird shapeshifts to a human form, its mask and feathers may be stolen or destroyed. Without its mask and feathers, the Thunderbird may not change back. With the right knowledge, a person may use the Thunderbird's mask and feathers as if it were the Wings entitlement.

Stress: Physical 6, Mental 3

Consequences: 1 Mild, 1 Moderate, 1 Severe Fate Points: 3

Payoff: Unobscured Eyes or Wings



Other Notes: Thunderbirds avoid direct combat whenever possible. They usually start fights by creating a storm and then circling it, using their ability to shoot lightning to attack targets.

Trolls (outsider): fear: 1

Trolls originated from Scandinavian lands, where they led attacks on the Norse Pantheon during the God Wars. After suffering several demoralizing defeats at the hands of the Norse gods, the Trolls retreated to the mountains to hide and torment the occasional human. Over the years, they moved around the world and found they were as comfortable hiding in abandoned buildings and sewers as they were in the mountains. Trolls rarely gather in more than groups of two or three, preferring to be alone. They often pass in human society as somewhat pale and ugly humans. Some found their way into jobs as evening security guards, and others found less savory jobs, such as mob enforcers.

Trolls are tall and hunchbacked with long arms and large noses, and are known for their incredible strength. They have thick grey skin, with some having rocky or mossy skin. They are nocturnal creatures who will turn to stone if exposed to sunlight. Many believe they are rejected or incomplete Giants, though the towering Outsiders refuse to even comment on such an accusation.

Aspects: Unappealing And Brutish Outsiders, Tremendous Strength

Skills: Superb (+5) Floats Like A Brick But Stings Like A Sledgehammer; Great (+4) No One Expects The Cunning Move From Me; Good (+3) I Don't Know Much But I Know Fighting Dirty; Average (+1) Everything Else

Stunts

• **Flattening Punch:** A Troll's punch can knock an opponent back one zone when succeeding with style with an attack action.

• Thick-Skinned: Trolls' naturally thick hide is considered Armor:2. Weaknesses

• A Troll will turn to stone if exposed to sunlight. This effect remains while the sun shines upon them, after which they revert to their normal form. In stone form, they are vulnerable to being broken, so they prefer to remain inside during the day.

Stress: Physical 6, Mental 2

Consequences: 1 Mild, 1 Moderate, 1 Severe

Fate Points: 1

Payoff: Armor:2

Other Notes: Trolls are brutes who do not mind fighting multiple opponents. Their armor and ability to knock back opponents make them a tough challenge for any group.

weavers (outsider): fear: 2

Known as Weavers, these beings mingle humanoid and arachnid forms within their body. Some appear as fully gigantic spiders, ranging in size from a small dog to a horse, while others appear human, except for spidery legs sprouting from their backs. They possess arachnid features, such as a shimmering black carapace, studded with glimmering jewels. Their eyes have a red flame's color and gift them with the ability to see one's fortune, both good and ill. Their swordsharp legs can grasp nearby threads of fate and twist them to manipulate even the most dire situations to their favor, or trip up mortals and gods with strings of bad luck.

They once served the Source, but Weavers have become selfish and driven by appetite, preferring to lure creatures into webs of both body and mind to feed. Most have forgotten their origins, but some still undo the designs of anyone who would keep the Source imprisoned. Like the common spider, their venomous bite can pulp the innards of their victims, which they then suck out as a juicy feast. Beware their webs, strong as iron and stickier than industrial glue, as well as the overwhelming hordes of their young. While intelligent and able to speak many languages in a chilling, buzzing voice, Weavers can fall helpless to the ravenous hunger that forever sits within them. To have tea with a Weaver without their trying to devour their guest is the highest compliment they can give.

Aspects: Arachnid Seducer

Skills: Fantastic (+6) My Prey Rarely Sees The Traps I've Laid; Great (+4) I Move Along The Walls And Webs With Ease, My Bite Stings With Poison; Good (+3) Step Into My Parlor..., My Brood Hungers; Fair (+2) Everything Else

Stunts

• **Fate Shaping:** Weavers instinctually see their victim's fate and can twist it in any manner they choose by spending one fate point. This puts the aspect Caught In A Web Of Fate in play with a free invoke.

• **Natural Weapons (Acid Fangs):** The fangs combined with the Weaver's acid are considered Weapon: 2 when a successful fang attack is made.

• Web Spinning: Weavers can exude sticky strands from their spinnerets, weaving webs across spaces up to two zones almost instantly. Anyone who touches a strand from this web must make a Physique overcome roll of Good (+3) or become bound in place. Acid can dissolve this webbing, but if one attempts to chop through it, normal blades are simply stuck as well.

• Unleash the Brood: The Weaver may release eight smaller spiders from orifices in their skin. These spiders attack in groups and attempt to devour their master's target.

Brood Spider Moh Skills: Good (+3) Tiny Nimble Spiders of Death Stress: Physical 3, Mental 2

Weaknesses

• Weavers are not great physical fighters and rarely do well in direct confrontations.

• A Weaver must feed or become incredibly weak. If you want to give the Weaver a consequence or two based on not feeding to make them weaker, feel free to as the game dictates. If you want a more solid mechanic, you can give them a consequence for each week they don't feed until they're taken out, and then they go on a rampage and kill the first thing they can find, or die within the hour. To feed, they must bite into a victim for one minute, liquefying their victim's insides. Once done, they can drink any remaining health their victim had to replenish their own and feel nourished for up to a week before needing to feed again.

Stress: Physical 3, Mental 4

Consequences: 1 Mild, 1 Moderate

Fate Points: 3

Payoff: Extra Arms entitlement or a +2 bonus to using the Shaping manifestation

Other Notes: To Weavers, the Warlock's Fate is a collection of bumbling children who search for the truth with clumsy tools, rather than simply bending reality to their will, as it should be. They despise the Theology's interference in any matter, and attack anyone they discover is a member. As such, Weaver burrows tend to be full of powerful Relics that have laid unused for centuries.

wyverns (outsider): fear: 2

These dragon-like creatures arrived on Earth during medieval times and plagued Europe, razing villages and castles. They have an instinctive ability to sense the territory of a god, and a compulsion to destroy it. The gods banded together and eventually chased off the Wyverns, forcing them to retreat through a portal. From time to time, when the barrier between their realm and Earth weakens, a Wyvern sneaks through into our world, seeks out the closest territory of a god and brings about destruction. Once a Wyvern appears in a god's territory, there is no other recourse but to find it and hunt it down, or the destruction will continue. Wyverns are two-legged, winged creatures that have dragon's heads



and barbed tails. They breathe fire and have poisonous bites.

Aspects: Winged Destroyer, An Instinctive Taste for Godly Flesh

Skills: Fantastic (+6) I Rule The Skies; Superb (+5) My Barbed Tail Is As Poisonous As My Fangs; Great (+4) I Am The Face Of Death - Fear Me; Fair (+2) Everything Else

Stunts

• **Fire Breath:** It can breathe a ribbon of flame that acts as Weapon:3 and instantly burns anything combustible. This costs one fate point to use.

• **Poisonous Bite:** With a successful bite, the Wyvern delivers poison to its target. An opponent, once bitten, must make a Physique defense at Great (+4) or suffer a moderate consequence of **My Blood Burns** as well as damage.

• **Sense Territory:** The Wyvern can spend one fate point to detect the nearest god's territory. Once detected, the Wyvern can always find this territory again, no matter where it travels on Earth or in any realm.

Stress: Physical 6, Mental 3

Consequences: 1 Mild, 1 Moderate, 1 Severe **Fate Points:** 3

Payoff: Sense Territory or Armor:2 against fire attacks

Other Notes: The Wyvern is a natural complication for any god's territory, and one spontaneously appearing can jeopardize all a god has built. There are rituals to weaken the barrier between the Wyvern's realm and ours, and angry gods often use those rituals to bring destruction upon their enemies. Wyverns strike fear into mortal and god's hearts alike. Looking into the soulless eyes of a Wyvern causes many to become paralyzed with fear.



NEW PUCKS

gloamlings: fear: 2

Myths tell of creatures that appear to hunt only during dusk or dawn, or that can take advantage of people who enter certain passages or cross particular thresholds, such as where the edge of a lake laps at the beach. Gloamlings, aka "portal Pucks," are the reason behind this. These Pucks latch onto various doorways, portals and thresholds, using these as anchor points to spread their unique version of chaos. They're also at their strongest during transition periods, such as the aforementioned sunrise and sunset, or equinoxes.

Similar to Hiders, Gloamlings are far more exposed and vulnerable to attack until they have bonded with a boundary. Unlike Hiders, though, they cannot phase into physical objects, but only the empty spaces in-between such. Once bonded, they can remain invisible while overseeing their territory. This allows them to feed on people who cross their threshold or attempt to block their passage by projecting feelings of fear, fury or disorientation. Those aware of their existence surmise Gloamling activity is somehow contributing to the breakdown of dimensional boundaries that might destabilize the Source's own containment. Jealous and spiteful creatures, Gloamlings never share territory and are primarily solitary, staying close to the doorways and passages they guard.

In ages past, people who wanted to protect or hide the entrance to a particular place or realm would often try to summon Gloamlings to turn aside trespassers, thinking the Pucks some sort of guardian--not recognizing their true nature as agents of chaos and destruction. As such, many entrances to ancient structures and realms have now been lost to time but could reveal themselves again if their Gloamling overseers are destroyed. If anyone gets a shiver down their spine when walking through a doorway, or has the sense that a passageway is "off limits," perhaps a Gloamling is around. They have overly large, glowing eyes (much like an owl's), with spindly arms and legs, grey skin and hairless bodies.

Aspects: Creator Of Chaos, Keeper Of The Boundary

Skills: Good (+3) Sneaky Acrobatic Troublemaker, One Manifestation; Fair (+2) One Manifestation; Average (+1) Everything Else **Stunts**

• **Shadeslip:** Gloamlings can traverse great distances in just a few moments by using the shadows. A Gloamling can spend one fate point to move anywhere that shadows exist within a mile radius.

• Wanderfugue: A Gloamling can attempt to cast a fog over a target's mind. Victims must make a Will overcome action at Fair (+2) to avoid becoming disoriented (even within familiar territory). If the victim fails, they gain the mild consequence *Can't Think Straight*. The Gloamling may spend one fate point to make the opposition Great (+5) instead.

Stress: Physical 3, Mental 3

Consequences: 1 Mild, 1 Moderate

Fate Points: 2

Payoff: Instead of gaining any particular ability, the Puck-Eater can double the duration of other effects by ingesting Puck flesh immediately afterward.

Other Notes: When not aggressively defending their territory, Gloamlings love to spy on travelers and will pass on their observations to others, simply to rile up opportunities for violence and death.

Coatlicue's Step-Children

Other Names: Fence-straddlers, Peacemakers, Idealists Stereotypes: Compromised, Apologists, Diplomats

History

Coatlicue's Step-Children had a single founding purpose: peace between the gods and the Outsiders. The original members were deities who suffered at the hands of the Outsiders, but rather than howl for their blood, the gods sought peace. After all, the first blow struck was the Source's imprisonment by the gods. These gods called themselves Coatlicue's Step-Children, after the Aztec goddess who was mother to gods, humanity and monsters, who hoped to end god/Outsider animosity. They met with other gods on common ground and sent representatives to meet with the more amenable Outsiders as well. Many of their requests met with failure, but there was enough success to give them hope.

The Step-Children deliberately removed themselves from politics whenever possible. Fellow deities already viewed them with suspicion, just one short step above a traitor, so the Step-Children did what they could to alleviate this concern. Centuries of bloodshed stained the history with Outsiders. Gods and many Step-Children alike fell to Outsider wrath. Where violence would normally be met with violence, they proffered peace instead. Eventually, their efforts paid off and Step-Children were, if not eagerly welcomed, at least warily accepted.

While the Step-Children might be idealistic, they aren't naïve. They anticipated individuals on both sides would try to take advantage of them, and they planned carefully for this eventuality. They found themselves stepping cautiously and mindfully where god and Outsider relations were concerned.

With their unique perspective on Outsiders, the Step-Children became aware of mortals who stumbled into danger. They did what they could to shelter these mortals, and in an act they considered blessed by the Source, found they could impart a small part of their Spark, elevating the mortals to the ranks of the Touched. This allowed them to create mortal agents who could act where a god could not, such as the brokering of a long-standing peace between the Cherokee and Nunnehi by a supernaturally persuasive shaman. A few pragmatic Step-Children even created veteran warriors, such as the elevation of the skills of a gang, their marksmanship empowered, outgunning a small Oni war band who challenged their turf.

It is with heavy hearts that the Step-Children face the Coming Storm. Many Theologies are gearing up for war, and some Step-Children wonder if they should do the same. Still, they are not deterred from their goal nor do they betray the peace they seek.

Lifestyle

The heart and soul of the Step-Children are their relations with Outsiders. Given the centuries of fighting, it is all but a miracle any god, let alone a Step-Child, is allowed into their midst. This allows one of the Step-Children's dearest traditions: fosterage. Any god intending to join the Theology is expected to spend at least six months living with an Outsider. This teaches them tolerance, if not acceptance, of a creature that may think differently from a human, let alone a god. While this builds trust between Step-Child and Outsider, it also means they can become rather blasé about morally questionable Outsider activity.

This also teaches the Step-Child to be vigilant and subtle. Many have come to harm through ignorance of Outsider customs. Of course, many individuals are willing to betray an established peace for personal gain, and the Step-Child learns to counter such beings. This puts a Step-Child in the unenviable position of removing such problems before they grow, even requiring them at times to seek a more permanent solution.

It should come as no surprise the Step-Children attract a good number of people dedicated to peace, whether it is a war-weary veteran or an idealistic member of the Peace Corps who sees no reason to abandon their ideals when they become gods. Interestingly enough, the Step-Children attract another group of people: those with an interest in the paranormal such as spirit mediums and UFO hunters. These people happily join this Theology since it confirms the suspicions they hold about the true nature of the world, giving them the opportunity to explore it further.

Given their constant exposure to godly and Outsider society, it should come as little surprise a Step-Child's mortal ties tend to wither on the vine. Few want to risk having their neighbor turned to stone while having tea with the local Gorgon. However, one benefit is it may strengthen their ties to their Worshippers and followers, or to the local Outsider community.

Pantheon Role

A Step-Child is often lost without a Pantheon; after all, how can they heal the breach between god and Outsider if they are busy hiding at home? This makes them a capable follower in any capacity, and they naturally excel when dealing with Outsiders. Many deities don't trust them to hold the Pantheon's interest above the Outsiders'. As leaders, a Step-Child can be just as capable as any other Theology, but most ignore leadership roles, as concerns about their loyalties increase tenfold. Step-Children have sided with Outsiders in past conflicts, especially if they feel the Pantheon is the guilty party; the Step-Child would rather face exile than perpetrate another wrong.

Character Creation

Aspect Ideals: Your Step-Child aspect can be invoked or compelled in these situations: brokering a peace between two parties, faced with an ally being guilty, dealing with a misunderstood Outsider, and when someone tries to take advantage of you.

Special Gift - Step-Mother's Touch: Reminiscent of the Source itself, the Step-Children can elevate a mortal to a Touched. For every two fate points a Step-Child spends, they may grant the mortal an entitlement that they possess. If the entitlement has a manifestation-level component to it, use the entitlement's manifestation level for the Touched. These powers last for three nights, but the god may renew them for another three nights by spending another fate point. Once a year, a Step-Child may spend a fate point to make one entitlement permanent, effectively making the mortal truly one of the Touched. The Touched created by this Gift are wholly independent but are usually friendly to the Step-Child who empowered them.

Special Gift – Calmed Divinity: A Step-child who approaches an Outsider peacefully may successfully engage them in conversation rather than violence. An Outsider's free will is not absent, but even those Outsiders with a compulsion to attack gods find themselves less likely to engage in violence as a first step.

Drawback – Atonement: Step-Children feel compelled to atone for the sins of their forbearers. If a Step-Child initiates an act of physical harm toward an Outsider, they gain the mild consequence Weighed Down By My Actions. If they attack another Outsider, another mild consequence is gained. This happens for each Outsider they initiate violence against. Defending themselves and fellow Pantheon members from a violent Outsider does not apply the consequence-only initiating an attack against an Outsider without having been attacked first.

Miakoda Atreides, Goddess of Conspiracy

Background

Born to Native American and Greek parents, Miakoda had a happy childhood, as such things are measured. Her parents were busy with work, so it fell upon her grandmother, Chloe, to raise her. Maybe it wasn't fit viewing for a young child, but Chloe watched every conspiracy and paranormal show she could, instilling a similar interest in the impressionable Miakoda. As she grew older, Miakoda believed as her grandmother did: there was more to the world that forces like the government conspired to keep secret. Only the determined few, like Miakoda, could peer behind this veil and expose the truth. Chloe died, sadly, just before the first episode of Miakoda's cable series Paranormal Hunters aired.

The hidden world made itself known in a big way on a crisp summer day. Scouting locations for a possible shoot about Sasquatch, Miakoda was deep in the woods when she heard a woman's scream. Ignoring all common sense, she ran in the direction of the scream. Miakoda came upon a scruffy-looking man, axe in hand, drooling over a young, blonde woman. The terror grew on the woman's face as the man mumbled something about 'how he loved the taste of young Gorgon.' Instinctively, Miakoda grabbed a nearby branch and brought it down upon the man. The man dropped to the ground in pain, but the young woman's body melted, growing a serpent's tail where legs once were, and her head took on a more serpentine cast, snakes replacing hair. With sinuous grace, the woman wrapped herself around the man and tore out his throat. A flash of light escaped the body, and arced into Miakoda, knocking her unconscious.

When Miakoda awoke, the Gorgon looked down upon her with uncertainty. Hesitantly, Miakoda greeted the serpent-woman, and a tentative smile filled the Gorgon's face. Resuming her human form, the Gorgon introduced herself as Heather, and beckoned Miakoda to follow her. In this fashion, Heather brought Miakoda to a Step-Child, who inducted her into the Theology, spending her fosterage period with Heather. Much to her dismay, Miakoda found herself unable to reveal her findings to the world; in fact, to protect them, she now must spend much of her show participating in her own conspiracy: hiding the presence of

Outsiders, and gods alike.

Miakoda fills several roles within her Pantheon. She habitually attends to the Outsiders, but Miakoda also uses her Dominion to make sure no one power, whether it be god or Outsider, gains too much advantage over another. Miakoda's mortal identity fills a role she personally finds distasteful: she uses her show to cover up the actions and presence of Outsiders, deflecting mortal attention by providing a rational explanation which would satisfy the average human.

Personality

When she is dealing with her public, Miakoda is almost annoyingly cheerful. Of course, this barely hides her inner turmoil. After all, she never thought she would be one of the "conspiracy powers" who would seek to hide the truth. Still, Miakoda is cautiously optimistic: she clings to the belief that at some point in the future god, Outsider and mortal may live together peacefully. If that day ever comes, though, it is a long way off.

Bonds

• **Heather:** A rather unassuming name for a Gorgon, Heather is dear to Miakoda. Heather could've killed Miakoda, but didn't, showing some Outsiders are worthy of trust, and Miakoda hopes she's more than earned that trust.

• **Film Crew:** The men and women who made Miakoda's career possible, her film crew are believers and Worshippers who are just as eager to explore the wonders the world holds, and protect their secrets if necessary.

• **Mainstream Media:** Miakoda despises what she terms "the mainstream media." There are forces and groups at work that try to hide the truth, and the media is one of these. While she understands the need from a godly perspective, Miakoda can't shake her dislike from her mortal days.

PART-TIME GODS OF FATE

		Miakoda Atreides	Name	Divine			The Goddess Of Conspiracy
	Journalist Seeking Hi	dden Knowledge	Human	Theology			Envoy Of Coatlicue's Step-Children
SKILLS		(K)			MAN	IFEST	ATIONS (Reference)
Superb (+5)			_ 9		Aegis	Rank +2	Specialization You Don't See The Truth Before Your Eyes
Great (+4)	Mythology				Beckon		
Good (+3)	bod (+3) Investigate, Rapport Fair (+2) Athletics, Deceive, Notice		— REFRESH		Journey		
Fair (+2)					Minion		
Average (+1)	Fight, Physique, Resources,	, Travel	DIN	VINE POINTS	Oracle	+1	Tracking That Which Can't Be Tracked
Bonds			6		Puppetry	+3	I Create A Better Explanation
Object		Aspect	1	1 1 1 1	Ruin		
Heather	The G	orgon Whom I Owe			Shaping		
Film Cre	w I Protect Becau	ise They Follow Into The D	Dark		pg		
Mainstream	Media They Cove	er Up The Wrong Things!					
	TUNTS & GEAR		STRESS & CO	DNSEQUENCES		ENTIT	LEMENTS & DIVINE EXTRAS
Attention To De	tail	-	1 Physical	234			rldly Sight
Use Investigate instead of Empathy to defend					• Telepath		
against Deceive attempts.			Mental			• Special (- Gift - Step-Mother's Touch (Step-Children)
		2 Minor	r			• Special G	Sift - Calmed Divinity (Step-Children)
						• Drawba	ck - Atonement (Step-Children)
		- 4 Mode	erate			Worship	pers - Miakoda's Snoops Forum Mods

6

(Rank 1; 5 Worshippers, Prayer +1, Mundane +0, Stress 2)

FENRIC SHACKLES

Other Names: Monster Tamers, Zookeepers, Slavers Stereotypes: Confident, Domineering, Sadistic

History

The Fenric Shackles draw their name from the first great deed attributed to the Theology: the binding of the Fenris Wolf. Back when the Little Ice Age gripped medieval Europe, the northern gods realized the arctic freeze was not naturally occurring, but rather it was caused by the power of one of the greatest Outsiders, the Fenris Wolf. None could kill the mighty Outsider, but one knew how to stop him: Freya, goddess of love and war. Freya knew how to shackle the mind and soul of any Outsider, an ability she learned from Zeus in exchange for a night of passion. Freya believed this skill was similar to the ones used to imprison the Source itself, but she couldn't verify it with certainty. Freya had one problem: in her diminished state she was no match for Fenris. But what she couldn't accomplish singly, she decided could be done by a group of like-minded deities. So Freya taught these gods the secrets behind the soul shackles. Working as one, the group imprisoned Fenris once more, while Freya sacrificed her life and divinity to keep him bound forevermore.

Perversely, their success almost doomed the Theology from the start. At this time, the Outsiders were few and far between, and without Outsiders, what need was there for the Fenric Shackles? Still, enough Outsiders caused problems in the world to convince a few gods to join the Shackles and keep the Theology going. In many ways, the Shackles give thanks for the Coming Storm. The appearance of so many powerful Outsiders revitalized the Theology, as many Pantheons seek the help of the Shackles to control the Outsider flow.

The modern age proves problematic for many Fenric Shackles. Their ways rely on ancient and mystical modes of slavery, a mythic heritage that put practitioners above the Outsiders as masters and kings. Such concepts have little acceptance in the modern world, even by many Shackles themselves. It is well enough to bind a Hellhound, but what about those almost human, like Elves and Dwarves? This leaves many modern Shackles feeling uncertain, but to show uncertainty would be to show weakness, and in the face of the Coming Storm, the Fenric Shackles are anything but weak.

Lifestyle

The primary concern of a Fenric Shackle is control: control over others, control of oneself. This Theology attracts individuals who already exert a great influence over the lives of others such as teachers, police, or dominatrixes. However, it also boasts a number of people who never had direct control of their life like social wallflowers and the bullied, people who want to be the whipping hand for a change.

This obsession for control extends to their mortal lives. Few Shackles willingly give up their mortal ties if for no other reason than it would strike them as defeat. After all, if one can force a Gorgon to submit to you, then surely a god can handle a 9 to 5 job. However, with only a certain number of hours in a day, Shackles find themselves having to split time between attending to their mortal obligations, their godly duties and the Outsiders under their control. All too often, if push comes to shove, it is usually the mortal side that suffers.

This balance between godly and mortal life influences the kind of Outsiders a Shackle associates with. Those Shackles who wish to increase their personal power go out of their way to bind strong, often monstrous Outsiders. The only way to accomplish this is to emphasize their godly side at the cost of their mortal life. Conversely, those Shackles wishing to retain their mortal bonds deliberately limit themselves to the weaker Outsiders, many of whom can more or less masquerade as humans, and require less hands-on control.

Joining is rather direct, but training is far from easy. Initiates learn the arts of persuasion and intimidation; many compare it to attending a finishing school taught by a drill sergeant. Initiates also undergo a rigorous program to reinforce their mental and emotional well-being. If a Fenric Shackle is unable to maintain self-control at all times, how are they going to dominate a rampaging Outsider? Once their instructor deems them ready, a Shackle is expected to go on safari, returning with an Outsider under their control. It is acceptable to bring back a Puck, but others make a name for themselves by trapping much more dangerous game.

Pantheon Role

Many Fenric Shackles project a lone-wolf attitude, refusing to join any Pantheon. These individuals figure that between them and their Outsiders, they are more than a match for any threat. However, the majority of Shackles do join Pantheons, even if it is just for self-preservation. After all, when an Outsider comes knocking, it helps to have other deities watching one's back.

Unfortunately, a Shackle may bring needless drama to the Pantheon. If a Shackle can curb their lust for power, they make excellent followers. However, given the nature of their training, many Shackles develop an alpha personality. These individuals believe their iron will, and Outsider muscle, gives them the right to lead, even if they have no other skills to back it up. These individuals also expect the other gods to follow their orders without question. Such regimes seldom end well; as the Shackle pulls ever tighter on the leash of the Pantheon, the other gods strain against this domination.

Character Creation

Aspect Ideals: Your Shackle aspect can be invoked or compelled in these situations: when a plan goes off track, when your authority is challenged, when on the hunt for an Outsider, when encountering an Outsider you have never heard of, and when you gain the upper hand and enforce your ideas over others ideas.

Special Gift – Spiritual Chains: The greatest strength of the Fenric Shackles is the assorted Outsiders that come under their sway. The number of Outsiders a Shackle may dominate is limited by their Spark. A Shackle's rating in their Puppetry manifestation is the number of Outsiders they can control. A Shackle with a Puppetry of Good (+3) may control three Outsiders at any one time.

To place an Outsider under their control, the Outsider must be taken out and then the god must make a Puppetry overcome action against the Outsiders highest skill rating. If successful, the god has chained the Outsider. If successful with a complication, the Outsider can once try to break free of the god's control at anytime of its choosing. If failed, the Outsider is unable to be chained by the god and it can't be attempted again for a day.

An Outsider snared in a god's Shackles must obey their orders to the best of their ability. Refusal causes the Outsider immense pain, and they take one point of mental stress. Every further defiance deals a point of physical stress as well. This stress cannot be recovered until they obey the given command.

The Fenric Shackle's dominance isn't absolute. Once each month, an enthralled Outsider may try to break free. The Shackle uses their Puppetry manifestation against the Outsider, the Outsider may take a defend action to resist. Additionally, an Outsider may try to break free if the Shackle's command greatly violates the Outsider's intrinsic nature. The Shackle might find a giant-kin eagerly following their orders if allowed to feast on any child they procure, but a unicorn would balk at harming an innocent.

Drawback – Balance of Power: A Shackle must maintain control at all times. Failure to do so could mean their death at the hands and claws of the Outsiders they dominate. This mentality often bleeds into the Shackle's regular relations, whether it is with mortals or other gods. Because of this, the Fenric Shackle begins play with only four stress boxes for Bonds instead of the usual six. Additionally, the Shackle's thralls often have other needs the Shackle must attend to such as dietary restrictions, inhuman appearance, etc. Failure to accommodate these needs may result in a visit from the Masks of Jana, an Outsider breaking free, or some other effect as determined by the GM.

VIALLE KINCAID, GODDESS OF ILLICIT LOVE

Background

Raised in a middle-class home, the younger of two daughters, Vialle grew up in the shadow of her older sister, Thalia. Thalia was easily the favorite child, gifted both athletically and scholastically. This would normally breed resentment, but Thalia was close to Vialle. As the two grew older, their bond remained strong, and in Vialle's case, her feelings grew stronger than society would consider appropriate. Eventually, her feelings moved Vialle to drift from Thalia.

Thalia soon approached Vialle to find out why she was so distant. After an awkward amount of time, Vialle revealed her emotions, expecting her sister to leave forever. Instead, she found Thalia's lips meeting hers, reciprocating her feelings. Their relationship naturally stopped after Thalia went to college. However, once she was out of her sister's shadow, Vialle discovered a talent for debate and an interest in fencing. Vialle earned a scholarship, and headed to the same university as her sister, even joining the same sorority.

Vialle's life took a swift turn one autumn day. She was in a fencing match when an unexpected surge of energy rocked her body. Vialle dropped to one knee, removing her fencing mask, and gasped for air. Vialle heard a worried gasp in the audience, and saw her sister standing with worry, while a vibrant red string seemed to run from Vialle's heart to Thalia's. Overwhelmed, Vialle passed out. When she awoke, Vialle found herself in the university's health clinic, with the fencing coach professor explaining how she was now a goddess.

Odds are likely Vialle would've never joined the Fenric Shackles, except a member of the Theology discovered a hidden spirit feeding on the emotions of the sorority. This shook Vialle to the core, for while she noticed the emotional spiral in the sorority, she never suspected a creature was feeding on them. Vowing not to let it happen again, Vialle joined the Fenric Shackles. Unlike other Shackles, Vialle has yet to claim a thrall. Of course, Vialle still lives at the sorority, and keeping an Outsider there would require some serious explanation.

Vialle is an insecure member of her Pantheon. While she excels as an envoy, as well as subduing the occasional Outsider, Vialle gets on the others' nerves by demanding recognition for her actions. Part of this stems from Vialle's desire to be useful, while the other part is Vialle's hope her fellow gods don't look too askance at her romantic relationship.

Personality

Vialle is a rather average-looking woman who gives off a girlnext-door vibe. People find themselves opening up to her, even if Vialle wishes they would go speak to someone else. She doesn't say this, of course, but she often feels it. Vialle is truly happy when she is around her sister, even though they must be cir cumspect in their relationship, which is hard to do while in public.

Bonds

• **Thalia:** Thalia is the most important person in Vialle's life. The goddess would be bereft if something were to happen to her sister. This often leads to quarrels, as Thalia accuses Vialle of being smothering, which is true, but the two are truly happy together.

• **Sorority:** Vialle acts as the sorority's protector. It is where her sister lives, and Vialle would do anything for her sister.

• **Pantheon:** Vialle strives to increase her power in the Pantheon. This isn't because she would be the best leader, but for more selfish reasons. As leader, she could protect her sister better; as leader, she can ensure Outsiders never harm her friends.

PART-TIME GODS OF FATE

	Vialle Kincaid	Name	Divine			Goddess Of Illicit Love
ι	Jnassuming But Approachable Sorority Sister	Human	Theology			Young Pup Of The Fenric Shackles
SKILLS			Kon I	MANI		
Superb (+5)				Aegis	Rank	Specialization
Great (+4)	Rapport			Beckon		
Good (+3)	Athletics, Deceive		REFRESH	Journey		
Fair (+2)	Fight, Knowledge, Notice			Minion		
Average (+1)	Contacts, Mythology, Physique, Travel		DIVINE POINTS	Oracle		
Bonds				Puppetry	+3	Someone Turns A Blind Eye
Object	Aspect		11111	Ruin	+1	Your Secret Desires Burn You If Not Sated
Thalia	I Am Devoted To My Love			Shaping	+2	l Strengthen The Thoughts You Know You Have
Sorority	No One Hurts My Sisters					
Pantheor	n I Will Rise To The Power I Need					

STUNTS & GEAR

STRESS & CONSEQUENCES

People Tell Me Things

Since people open up to you and trust you, you

can use Rapport instead of Notice to determine

things about social situations or structures as

people share their secrets with you.

	1 2 3 4 Physical
	Mental
2	Minor
4	Moderate
6	Severe

ENTITLEMENTS & DIVINE EXTRAS

Natural Weapons

Special Gift - Spiritual Chains (Fenric Shackles)

• Drawback - Balance Of Power (Fenric Shackles)

Nanuk's Outlanders

Other Names: Exiled, Outlanders, Interlopers **Stereotypes:** Understanding, Bridges, Mixing with the Wrong Crowd

History

Nanuk was the god of bears, defender of these savage yet beautiful beasts, and the one who decided if hunters would be victorious in their chase. He ignored the God Wars and secluded himself in the frozen north. Those unwise enough to hunt his favored beasts or bring the God Wars within his boundaries quickly perished at the hands of the mighty god, which gave him a certain reputation. It wasn't long before other beasts came to ask for his protection, some of them Outsiders. In observance of a common ancestry, he agreed and formed one of the first alliances between god and Outsider. Soon, certain gods ventured north to experience this peace, bowing at Nanuk's feet and hoping to learn his ways.

The God Wars created a flood of gods who wanted out or Outsiders who craved protection, but when it ended, it was Nanuk and his followers who helped the transition. One god was no longer strong enough to guard all the creatures he swore to protect, but it was possible with the help of hundreds of other gods who rallied to his call. Many chose regions of the world found to be unsuitable for civilization, creating communes where all creatures lived in peace under the moniker of Nanuk's Outlanders. Others worked together with Outsiders to blend into the world of mortals, being a part of a new age together, hand in hand.

With the Coming Storm on the horizon, it has become necessary to come out of hiding and recruit other gods to the Theology who are not afraid to become friends with what others may call monsters. This is harder than one might think, as most gods are quick to use their newly found divine might to kill an Outsider on sight, even if it was only going to ask for directions to the theater. There is a code between Outsiders and the Outlanders, however; if one is attacked, the other is quick to lend aid and retaliate.

Lifestyle

Other gods begin their divine existence alone, scared and unsure of what to do. For those who hear the calling of Nanuk (and some have claimed to actually hear a horn that guides them to their destiny), they are thrust into a world of comrades. Immediately upon accepting their role as defender of Outsiders, the god is now a double agent, with one foot in the world of gods competing for power and territory, and the other with the Outsiders who strive to survive in a world full of gods. They become instant diplomats, working to help both sides of themselves come together in peace... though this is not always achievable. Not every Outsider is there for friendship. Some Outsiders just cannot help their monstrous nature, and their pull toward the Outlander leaves only destruction in their wake. Others can certainly control their actions, but choose not to, entertaining the idea of duping some starry-eyed god into helping them accomplish terrible deeds. Pucks also love to sow chaos into any type of peaceful negotiations, making Pucks the first example any god brings up to support the idea that they should destroy Outsiders outright.

For a god already living a double life, adding their mundane life into the mix makes them a triple agent. Not only must they hide their own divine natures, meet with Worshippers in private and find a way to become a worthwhile god without their loved ones finding out, but they must also make room for Outsiders who invade their life frequently in search for help, advice or even just a friend to drink with. If they weren't before, the god quickly becomes starved for alone time and may switch careers entirely to live on a remote farm or take a job that requires a lot of travel so they can get away.

Pantheon Role

Nanuk taught his followers that to be a good leader, one must be a good listener. To that effect, Outlanders can become amazing All-Fathers and All-Mothers (Divine Instruments of Fate, pg. 97). As leaders, they hear all sides of a situation and are quick to rule in the fairest way possible. Those who break the rules laid forth can expect swift retribution, also a lesson taught by Nanuk. They have a certain way of lending an ear and doling out advice that make them great advisors as well. In either case, they are the bridge between their Pantheon and the Outsiders who may live within their collective territory. In fact, Pantheons with an Outlander in their ranks can expect to meet ten times the number of Outsiders (both benign and vicious) as other Pantheons.

Character Creation

Aspect Ideals: Your Outlander aspect can be invoked or compelled in these situations: when encountering an Outsider in need of help, when giving advice or negotiating between parties, when seeing that help in a dispute between parties would be useful.

Special Gift - Brothers In Arms: An Outlander is characterized by their ability to connect with their Outsider brothers and sisters, extending to their spiritual power as well. By spending one fate point, the Outlander may gain access to a friendly Outsider's Payoff effect without the need to ingest their flesh like a Puck-Eater. They may only have one power active at any given time and the effect lasts only for the Scene. However, Outlanders cannot use this power on mortals or the Touched.

In an effort to avoid conflict with Outsiders, these gods have also developed a defensive use of their connection. By spending one fate point when attacked by an Outsider, the Outlander shifts themselves out of the way in a flash, steering clear of the attack entirely (no need for a check). In the process, they project an aura of peace around themselves, granting a +2 to all defend rolls against Outsider attacks until the end of the scene. The Outlander is unable to attack the Outsider during the use of this power. This tactic can tire out the more savage Outsiders, or help the Outlander to begin peaceful negotiations.

Drawback - **Monster Magnet:** Outsiders feel a pull toward the god, making it almost impossible to hide from them. Outsiders gain a +2 on rolls to detect the god. Outsiders invade the god's mortal life much more than other gods, which is the reason why most live in obscure and remote areas. Also, their deep connection to Outsiders is nestled within their emotions, making it hard for them to see a creature of the Source in pain.

Iason Blalock, God of Fear

Background

Jason always lived a larger-than-life existence. Not only was he the largest of any of his peers as far back as he can remember, but his "seize the day" attitude toward life made each day better than the last. The eventuality of his meeting his awesome wife and going on to have six (soon to be seven) children gave him a family that matched his own jovial mood and big size. Everything in his life was going just right for him.

That is, until the day he met Ralph. This man was new in the department, sent from the home office, and seemed to be in town just to make cuts. His very presence in the building put Jason and his other coworkers in a state of unease, scared for their jobs, their security and their futures with the company. One by one, people went into the office with Ralph and then left with a cardboard box while everyone else was at lunch. Jason had enough though, followed Ralph downstairs after work to give him a piece of his mind. In the midst of screaming in the man's face, he simply stared back at Jason, unaffected and uninterested. Then he suddenly keeled over dead, dropping to the ground with a thud.

Jason checked the man for injuries but found none. Moments later, an explosion of energy burst into his body, making it surge with power. The next moment, Ralph's body was simply gone... leaving Jason standing there dumbfounded. Returning to the office, he noticed that everyone, even those who he got beers with after work, cringed at his presence. They all feared him and he couldn't figure out why. Returning home, a woman, Heather, and her Satyr companion intercepted him. He jumped in fear, only for his new acquaintances to shrink back, fearing for their lives. She explained he was now the god of fear, and gave Jason his first introduction into godhood.

Personality

Today, he has learned to incorporate his divine side into his already amazing life. His wife and family were open to the idea of accepting their new cousins and relatives from the Outsider community, breaking bread with them (with a few of them bumming a spot on the couch from time to time). All and all, despite people judging him for the fear he instilled, the man on the inside couldn't be happier-and he shares this with anyone he meets, until they give him reason to think otherwise.

Bonds

• **Family:** Jason's large family is the epicenter of his entire life. He'd do anything for them, including giving his own life. No monster would dare touch one of his kin.

• **Coworkers:** Despite his chunky fingers, he stays diligent at work, but has yet to make it into upper management. It would be quite the achievement and would bring in additional money his growing family could really use.

PART-TIME GODS OF FATE

Jason Blalock] Name	Divine			The God Of Fear
Computer Tech With A Huge Family	Human	Theology		The	e Outlander With A Permanent Smile
Skills	<u> </u>	25	MAN	FEST	ATIONS (Representations)
Superb (+5)		\sim	Aegis	Rank	Specialization
Great (+4) Technology	Ÿ		Beckon	+3	One Of My Friends Is Close At Hand
Good (+3) Physique, Provoke		REFRESH	Journey		
Fair (+2) Contacts, Empathy, Fight			Minion		Bring Me A Beer
Average (+1) Athletics, Burglary, Notice, Will	D	IVINE POINTS	Oracle		
Bonds			Puppetry		
Object Aspect		11111	Ruin		
Family My Family Sustains And Supports	Me		Shaping	+2	This Is What You SHOULD Be Afraid Of
Co-workers I Find It Hard To Rise In The Rank	(S				
STUNTS & GEAR	STRESS &	CONSEQUENCES		ENTIT	lements & Divine Extras

Armor of Fear	
Use Provoke to defend against Fight attacks	Physical
until you take stress in combat.	Mental
	2 Minor
	4 Moderate
	6 Severe

- Colossal Size
- Fearful Aura
- Guardian Sight
- Special Gift Brothers In Arms (Nanuk's Outlanders)
- Drawback Monster Magnet (Nanuk's Outlanders)



ADVENTURE:

Breaking the Divine Seal

Scene One: Ambush!

purpose

To make the Pantheon aware that someone is looking to get their blood, and to make sure they get the ticket stub for H&S Photo Hut so they can move to the next scene.

It's the middle of the week, about midday, and the gods of the Pantheon are going about their routine business. When they seem most at ease, a group of cultists--dressed in street clothes and wielding pistols and knives--ambushes them. The ambush happens differently depending on where the gods are. If they are outside, the cultists drive up and start shooting from their vehicle. If they are inside, the cultists start shooting as soon as they get within range. Have the players make a Good (+3) Notice check to not have the aspect Ambushed placed on them by the cultists.

For the ambush, use stats for cultists (PTGoF, pg. 178) armed with knives and pistols, which have no weapon rating, and there are four cultists for every god. They are not trying to kill the gods. When a god takes a consequence of any kind, make it have to do with bleeding. The cultists stop fighting and attempt to gather some of the spilled blood using a medical syringe. If any of them succeed (using an action as long as they can reach some blood on the ground), they attempt to flee the area immediately while the others cover the escape.

The cultists fight to the death, going so far as to commit suicide rather than face capture by the gods. It is still possible to capture one of them alive with manifestations, entitlements, or knocking them out before they turn weapons on themselves. Captured cultists still try to find ways to commit suicide (jumping out of windows, into moving traffic, etc.) unless the gods properly secure them.

Aftermath

Whatever the Pantheon does, make sure they find a ticket stub for H&S Photo Hut. For example, one of the downed cultists might have the envelope sticking out of her pocket. Have a surviving cultist trying to rip up the envelope. It's the necessary clue to move the game along. Don't make them roll for it, and point directly to it so the characters find it.

Interrogating living cultists proves difficult, as all their tongues have been cut out. Anyone with medical training knows just by looking that the damage to the tongue is not new, as the wound healed weeks ago. A god using an entitlement or manifestation to ask mental questions finds the cultists unhelpful, with one phrase repeating in their minds: "In death I am one with the Source."

The gods might decide on some clever way to get information from the cultists. Here is what they can get and the base difficulty for obtaining the information:

• Fair (+2): The gods pick up the "In death I am one with the Source" chant.

• Good (+4): They learn the plan was not to kill the god but to obtain their blood for their Chosen One.

• Fantastic (+6): The god learns the cultists worship what they think to be a snake goddess named Euryale. She's really an Outsider who plans on releasing the Source during the alignment of the planets this very night. They also find a memory of a beautiful woman tearing out the cultist's tongue with a kiss.

Searching the cultists' bodies reveals these bits of information:

• Each cultist has a tattoo winding up their left forearm of two coiled serpents.

• A folded envelope with pictures of the Pantheon rests in one cultist's pocket. The pictures are from different angles and apparently from a distance as each god went about their business, and appear to have been taken over a few weeks' time.

• In the envelope with the pictures is a ticket stub for H&S Photo Hut, a photo-developing store with a local address.

Scene Two: Neutral Territory

purpose

To let the characters know they're dealing with a cult whose goal is to free the Source from its prison, and to introduce the cultist they'll need to follow to make the next scene happen.

After the ambush, the Pantheon knows someone is gunning for them. They are unable to recall any known gods or goddesses in the area with the Dominion of snakes or serpents. The only lead the Pantheon has (probably) is the receipt. A cursory internet search for H&S Photo Hut comes up with nothing but an address. A persistent internet search with a Good (+4) Technology overcome action finds a message on a questionable forum board that the employees set up to make a cheating boyfriend pay.

If the gods have Bonds or aspects related to the media or the police, asking one of those connections reveals reports that the shop has been under surveillance in the past. Various shady individuals—from high rollers and criminals to the downtrodden and blue-collar types— enter the shop but leave without any photos or other purchases. If one of the gods has a connection to the criminal world, they learn that if you need unobtainable information or a little payback against someone without getting your hands dirty, you go to that shop, cash in hand, and it gets done.

When they get to the shop, the gods find a less-than-impressive building. The Photo Hut shares space with a pawn shop next door, the two separated by a wall. The surrounding neighborhood is rough but not destitute: graffiti covers some of the walls, a few abandoned vehicles are on the street, and people hang out on corners but there aren't any junkies or homeless people in the mix. A Great (+4) Notice overcome action clues the gods into what the people loitering on the street really are: lookouts and guards for the H&S Photo Hut and pawn shop building. They can tell by the way they watch the vehicles and people come and go. There are six lookouts in total. Use stats for Thugs (PTGoF, pg. 180) armed with baseball bats and brass knuckles (because guns just bring the cops).

If the gods decided to stake out the store, they need a Superb (+5) Stealth overcome action to remain unnoticed by the lookouts. If the thugs see the gods, they move in on them and try to intimidate the group into leaving. The thugs work for Sara and Harleen, and if their intimidation tactics don't work, they happily resort to force.

If the Stealth check succeeds, the gods watch as a few people go in and out of the shop without any incidents. After a couple of hours of watching, a beautiful woman emerges from the shop, looks straight at the gods' hiding place, and beckons them to enter. She will continue to do this until they start moving toward the store, then she goes back inside.

If the gods decide to walk into the store without staking it out first, the thugs look at them but neither bother nor approach them.

The inside of the shop seems the complete opposite of the exterior: clean, bright and larger than expected. There doesn't appear to be much in the way of photo equipment, but there is a waiting area with chairs and a television. Behind the counter is a beautiful woman (the same woman that beckoned) slowly flipping through a magazine; a large black cat sleeps on the counter next to her. She slowly looks at them and, closing the magazine, says, "About time."

She identifies herself as Sara, explaining to the Pantheon that the shop is neutral territory: violence is not allowed within. Sara points them toward the waiting area and says her sister Harleen will be with them shortly. If the group refuses to abide by the neutrality of the shop or attempts to cause any disturbance, Sara has a panic button behind the counter that signals the lookouts to come inside. Sara is a Hag (PTGoF, pg. 183) who can use her Glamour power to look as she once did. Sara's sister Harleen is a Seer (PTGoF, pg. 183) who is also blind.

If the gods pull out the photos from the cultists, or the receipt, and start asking questions, Sara simply waives them off, telling them to be patient and their questions will soon be answered. After a few short minutes, a woman emerges from the back of the shop. She looks like an identical version of Sara, if Sara was ten years older and had pure white eyes: pure white eyes which don't seem to focus on anything. Harleen and her white eyes enter the waiting area and sit in an empty chair near the group to speak with them. She starts by answering a few questions they may ask:

Who are you people?

"My sister and I are neutral brokers of information and subtle blessings for those paying for services rendered. We do not choose sides."

Who attacked us today?

"Members of the Cult of Twin Serpents. They worship Euryale, a Gorgon who has filled their heads for centuries, convincing them that freeing the Source is the only way to find salvation."

Why are their tongues removed?

"So they can share no secrets, of course. It's part of their initiation. Well, except for their Chosen One, of course."

Who is their Chosen One?

Victoria, a killer of gods, who is loyal to Euryale.

Why did they attack us?

"To enact a ritual that, when performed today, will break the dimensional seal on the prison holding the Source and remake this world. In order to complete the ritual she needs divine blood, cursed blood and one loved by a divine being to break the seal that holds the Source."

Why didn't they finish as off?

"Euryale is afraid that killing you will render your blood useless. So you may be safe, at least until the ritual is performed."

How did they get pictures of us?

"We provided them. Like I said, we offer our services to whomever pays. I have seen one possible future. In it, this Pantheon stood before the Coming Storm. I do not know if you succeed or fail, but you were there nonetheless."

Neatral? Then why help as?

"Who said I am helping? I provided a service for which I expect to receive payment." Harleen says this with a smile and holds her hand out expectantly. As long as a god puts anything into her hand, she will take it and say, "Payment for services has now been rendered." If none of the gods places anything in her hand, then she frowns and Sara scoffs in the background.

Why should we trust you?

At this Harleen laughs. "You shouldn't, but you should listen to what I say, then make your own choice."

As the group speaks in the waiting room, a young man enters the shop and walks to the counter, handing a note to Sara. After she reads it, the man hands her an envelope, which she opens and starts counting the cash inside. Pick one of the gods to notice the man at the counter has the same serpent tattoo as the cultists who attacked them. Before the gods can move against the cultist, Harleen holds up a hand and simply says, "Neutral territory. Besides, they don't talk, remember?"

If the group does not offer or give payment for services rendered, Sara places a Hex on the group. She also does this if they violate the neutrality rule of the shop, Hexing only those who violate the policy. With the Hex, the affected gods gain the aspect Bad Luck For The Pantheon with two invocations on it for the rest of the Adventure. The GM should use the invokes on the aspect, their own fate points on it, and compel it where appropriate.

Scene Three: It's a Trap!

purpose

Victoria wants the blood or Spark of the Pantheon to help her master release the Source. The Pantheon will learn one of their loved ones is in danger, and may learn where the ritual to free the Source is taking place.

chasing the cultist

The cultist leaves after getting a nod from Sara. Then Harleen drops her hand, giving the signal for the group to go after him. Exiting the building, the gods see the cultist quickly walking down the street. They can try following the cultist with a Fantastic (+6) Stealth overcome action, as he is aware of them. If the check fails, or the gods decide to try and capture the cultist instead, he notices them and runs. This is a contest. Use stats for a cultist (PTGoF pg. 178), but give him a +4 for his Athletics skill. If the gods lose the contest, they don't lose the cultist but follow him to an abandoned warehouse that he enters.

If the gods manage to catch the cultist before he makes it to the warehouse, he acts the same way as the ones in Scene One. Searching him, the gods will find a note in his pocket with an address on it that leads them to the same warehouse.

The worehouse

The warehouse is the stereotypical two-story, abandoned building with boarded up windows and graffiti. There is a chain link fence around the property with holes in it and an unlocked front gate. There are no signs of activity coming from inside the warehouse as the group approaches.

The warehouse is another ambush to catch the gods. If the Pantheon tailed the cultist to the warehouse without tipping him off, they hear yelling and someone ordering people to get into position from within the building, followed by footsteps on the second level.

If the Pantheon was discovered by the cultist and chased him back to the warehouse, or caught the cultist, then the cult members inside the warehouse know the Pantheon is on the way, and the Pantheon hears no noise coming from inside.

entering the warehouse

The roof has a small hatch with a padlock on it. It requires a Good (+4) Burglary overcome action to open the hatch. Success with a complication means it opens with a screech. The hatch leads down to a small janitor's closet on the second-level catwalk.

The boarded-up second level windows have large steel metal sheets beneath them, and those metal sheets are bolted on the window frames from the inside.

Entering the first level via the front door or the truck delivery doors, the gods find the interior dark, with no lighting except from the outside. In the center of the room is an altar made of human bones. Looking at the second level, they can make out a catwalk that goes around the building. With a Fantastic (+6) Notice overcome action - it's only a Good (+3) if the Pantheon successfully tailed the cultist - the gods notice spotlights at the four corners of the catwalks (a success with style means they also hear the rustling of movement on the catwalk).

Anyone who came in through the roof hatch and failed the roll finds themselves at gunpoint when they exit the closet. Otherwise they will find themselves in a most favorable position, as the cult has no idea the Pantheon is there.

The standoff

If the group approaches the altar in the center of the room, the four spotlights in the corners of the catwalks flare and focus on the group. This drops the aspect Blinded By The Light on the table, as a dozen cultists with firearms aim down from the catwalk above. A tall, lithe woman glides out of the darkness down some catwalk stairs toward the group. She holds an ancient onyx sword down at her right side, while she holds up her left hand to show a push button device she is currently pushing down. In a silky voice she says, "Dead man's switch." She explains to the group that the entire building is wired to explode if she releases the button. If asked if she is Euryale, she shakes her head and says they can call her Victoria.

There are twelve cultists on the catwalks above armed with SMGs (Weapon:2) this time around. They can use the spotlight aspect to avoid being targeted as long as the spotlights are on. Victoria is Euryale's second-in-command and a God-Killer. Her bloodline produces one female every generation, whom they give to the Twin Serpent Cult to be Euryale's protector. Use the stats for a God-Killer (PTGoF, pg. 181), armed with an onyx sword, which is her weapon of choice, and a pistol at the small of her back.

Victoria asks the group to surrender peacefully, claiming they will not be harmed if they do and that they will be killed if they don't.

if the pantheon surrenders

Victoria motions for six of the cultists to come down and place the Pantheon in shackles. Victoria then draws blood from whatever Pantheon members the cult has not collected blood from yet. Once done, she looks them over and tells them she will keep her word and no harm will come to them here. She stands in front of whichever god has the highest number of Bond boxes with an individual, looks them straight in the eyes and says, "All that's left is the sacrifice of one loved by the divine." Victoria gets a text on her cell phone, checks it, and then leaves the warehouse with a nod to the cultists.

The cultists on the lower level encircle the group, keeping their weapons low, while the ones on the catwalks stay on top to keep watch. The shackles require a Legendary (+8) Physique overcome action to break, a Superb (+5) Burglary overcome to slip out of, or a Good (+3) Burglary overcome to pick open if they have something to pick the lock with. A fate point could be spent to declare they have such an item, or maybe one of their aspects would too. Remember GMs, the overcome action in Fate allows the characters to succeed with a complication, so remind them of that rule when they're trying to escape. The Pantheon should not be locked up in the warehouse while the ritual takes place!

If the pantheon fights

Victoria and all the cultists will die for the cause. The explosives Victoria threatened them with are fake, a ploy to get them to submit. The cultists don't want the Pantheon members dead, per their orders, and will accept the Pantheon's surrender later during the battle.

Victoria has her orders as well. If she can get the gods to surrender, she will accept it. If half the cultists fall, then she switches tactics and becomes more deadly, attempting to take their Sparks. Attempting to take Victoria alive proves to be difficult, as she will, like the other cultists, attempt to take her own life.

Aftermath

Getting Victoria to talk if captured requires a Fantastic (+6) Provoke overcome action to get her to speak, but all she does is repeat the same passage over and over: "Blood of the divine, Blood of one cursed by the divine, Sacrifice of one loved by the divine, Release the Source of all power."

Searching Victoria's pockets, the gods find her cell phone with a text from someone listed as "E" with the following message:

"Keep them occupied and meet me at the circle. I'm going after the sacrifice now."

With Victoria's cell phone, a computer, and an Epic (+7) Technology overcome action, the gods can access the phone's GPS and find where she has been. Victoria's most common location for the last month has been the nearby national park. She's been spending a lot of days and nights there. Learning this information leads straight to Scene Five if they wish pursue that lead.

Scene Four: The Gauntlet is Thrown

purpose

To make the freeing of the Source a personal matter to one of the gods, and to point the gods toward the final showdown with the Gorgon.

A loved one in Trouble

Having escaped the warehouse trap, whichever god has the highest number of Bond boxes with an individual gets a text from their Bond. The text says something about being in trouble and needing help. Once you do this, give the god a fate point to compel them to go rush to their Bond's aid. If wondering where the Bond is, use their home if possible. It's more personal that way, especially if it's also the gods home or better yet, a divine hub.

The location

When the gods arrive at the location the Bond sent the text from, they find the area in disarray. Depending on the place the damage can be anywhere from minor to major property damage. If there would be other people around at this time, the group finds stone statues in various positions--from running to cowering in fear. None of the statues have been damaged. Searching the area for the Bond reveals he or she is missing. If they think to call the Bond's cell phone, it rings and they find it near some blood stains.

The Envelope

When all seems lost, a young kid shows up and looks around at all the statues with a scared expression. As the gods approach, he presents an H&S Photo Hut envelope with his left hand, while holding out his right hand expectantly. He expects one of the gods to provide payment. He has no idea what is in it, or what happened here. Gods trying to take the envelope without offering payment won't find it difficult; in fact, the boy gives up the envelope without a fight but he then runs off quickly. Inside the envelope is a printed map of a nearby national park with an area circled in red.

Again, as in Scene Two, if the gods refuse to give payment for services rendered they suffer under a Hex for the remainder of the adventure, gaining the aspect Bad Luck For The Pantheon with two invocations on it. If the Pantheon already has this aspect it gains two more invocations.

наs photo ниt

Going by the H&S Photoshop is a bust as there is a sign on the door stating that they are closed for vacation. Even the lookouts are gone.

Looking into the park

Researching the national park provides this information:

• There has been an uptick of missing hikers lately.

• A high number of snake bite victims have been reported over the past year. A Fair (+2) Technology overcome action reveals the following:

• The old park ranger named Matterson died while on patrol from wounds that were consistent with falling into a rattlesnake pit. Success with style reveals these bits of information:

• After Ranger Matterson's death there was a string of replacement rangers who came and left until Ranger Donovan took over about a year ago.

• In the profile picture of Ranger Donovan, the gods can see the end of a serpent tattoo on his left arm.

Researching Gorgons

Doing research on Gorgons provides this information:

An Average (+1) Mythology check provides this information:

• The standard myth of Medusa and how Perseus used his polished shield to see Medusa's reflection to not be turned to stone during the fight. Success with style reveals this information:

• Medusa had two sisters, Euryale and Stheno, whom are rumored to be immortal.

Researching the **Ritual**

Research on the ritual turns up nothing. The original gods who imprisoned the Source long ago made sure to erase all knowledge pertaining to the possibility of releasing the Source.

Scene Five: The Time is Nigh!

purpose

Euryale is bringing the Source back within the vessel of the taken Bond, and the Pantheon is here to stop her and save the Bond.

entering the park

As the group nears the national park, they notice no traffic along the way. Rangers at the vehicle entrance tell the Pantheon the park is closed due to a loose bear in the area. With a Good (+3) Empathy overcome action, the gods realize that the park rangers are lying. If they were able to gather the information about the new head park ranger from Scene Four, the check difficulty becomes Mediocre (+0) as the group should already be suspicious.

These two park rangers are cultists keeping everyone out of the area. Trying to force their way past the roadblock requires the gods to deal with the guards before they are able to raise the alarm on their radios.

If the Pantheon decides to turn around to ditch the vehicle and sneak in on foot, they must make a Fair (+2) Stealth overcome action as the guards are only watching the road. Use stats for Police Officers (PTGoF, pg. 180) armed with pistols and a rifle (Weapon:1) in the truck.

Once past the roadblock, following the map to the location of the ritual site requires a Good (+3) Knowledge or Travel overcome action. Success means the group finds the entrance to the ritual glade and notices the guards before stepping into the clearing. Failure means they find the glade but are spotted by the guards before finally reaching the clearing.

If the guards at the roadblock were able to raise the alarm, there are six cultists waiting for them, along with Victoria if she survived and escaped. If they get by without raising the alarm, there are only two guards on watch, and while they are being watchful, they are bored. Only a Fair (+2) Stealth overcome action is needed to sneak up on them.

The glade

Within the glade Euryale is in her snake form. If the group came to the forest straight from getting the location from Victoria's phone, Euryale is still setting up the ritual circle with the chosen Bond in the center, unconscious.

If the players went through Scene Four, the gods find the ritual underway. If the guards raised the alarm, they find Euryale here performing the ritual without guards, as the gods already faced them. If the guards did not raise the alarm, the gods find Euryale performing the ritual with four cultists around the circle chanting and Victoria standing guard.

Euryale continues the ritual, even if the gods attack. Here are her actions:

• The first time she acts she spills the Pantheon blood in the circle.

• The second time she acts she cuts her hand over the circle, spilling her blood on it. This also works if her blood spills on the circle due to taking a consequence.

• The third action opens a dimensional portal above the Bond, and a strange energy starts flowing into both Euryale and the Bond. At this point Euryale announces that the Source will now be reborn into this vessel.

biscupting the Bitual

• If the Pantheon can stop Euryale from spilling their blood, the portal to release the Source will not open.

• If the portal has already opened, then they must remove the Bond from the circle to stop the ritual.

the open portal

The Source needs three turns before it can inhabit the Bond. The open portal and the energy emanating from it are dangerous and difficult to move through. Additionally, it is hard to make manifestations work in and around the open portal. The area or zones within and around the portal have the aspect The Source Messes With The Divine, with two invokes.

To get the Bond out of the portal area takes two successful overcome actions: one to get to the Bond, and then a second action to remove the Bond from the circle. Any action to try and remove the Bond from the ritual is against a Legendary (+8) opposition, and any failure results in the god who tried to remove the Bond taking their lowest consequence in backlash. If they choose to succeed with a complication, they take two consequences. If the open portal or the Source passively defends by three or more, the god takes a consequence. That's right: if a god tries to free the Bond and fails by three or more they could potentially take three consequences in the same action. This is the Source they're fighting against after all.

To make matters worse, as long as the portal is open, Euryale clears any stress she has taken and removes her lowest consequence when she starts her turn. The power of the Source is healing her.

Euryale

Euryale fights to the death as long as the portal is open, targeting anyone who's trying to remove or help the Bond in the portal. Once the ritual has been disrupted, she retreats. She's a Gorgon, so fighting her means a god is susceptible to her Stone Gaze attack. Looking at her through a reflective surface is a created aspect on the scene that she can also use and spend fate points on to defend herself. Gods can also choose to close their eyes completely, but without some narrative positioning the gods can't actually attack her with their eyes closed. A created advantage like Memorized The Battlefield or Superior Hearing would be enough. For Euryale, use Gorgon stats (PTGoF, pg. 188), but she gets a +1 to all her skills and an extra fate point.

complications

It's highly possible that Euryale's schemes weren't able to collect the Pantheon's blood. If this is the case, then the scene in the glade is very different. Euryale wants to trade the Bond for the blood of the Pantheon members she wasn't able to collect yet. She's lying, but it's a Superb (+5) Empathy overcome action to realize she is. If they agree, she takes their blood and starts the ritual, ordering her cultists to incapacitate the gods. It takes her an extra action of chanting before she spills the Pantheon's blood in this scenario. If the Pantheon refuses to give Euryale their blood, she orders her people to take them down.

If the fight goes poorly for Euryale, as a last ditch effort she grabs the unconscious Bond and threatens their life, which she can do with her snakes very easily. She still wants the blood and then wants the gods to leave. How that plays out is up to the GM.

Conclusion

Hopefully the Pantheon was able to stop the ritual and prevent the Source from breaking free. If Euryale escaped, she desires revenge against the Pantheon that decimated her cult and stopped her grand plans. As one of the immortal sisters of Medusa, she's probably not dead. When, or if, defeated, she breaks into a swarm of snakes and dissolves. She may come back one day. Pantheon members turned to stone may need their comrades to hunt her down to cure them. The gods may also wonder if Euryale was truly one of Medusa's sisters and if so, they may need to worry where the other one is. The cult was named the Twin Serpents after all!

As long as they abided by the neutral ground police of H&S Photo Hut, the Pantheon may have gained a valuable informational resource to use in the future. If they disrupted the ritual after the portal was already open, the Pantheon may need to be wary of any lasting effects. Perhaps something has changed within the Bond who was nearly possessed by the Source? Possibilities abound!

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