

The Super Mage Bestiary

by Dean Shomshak



HERO  **GAMES**

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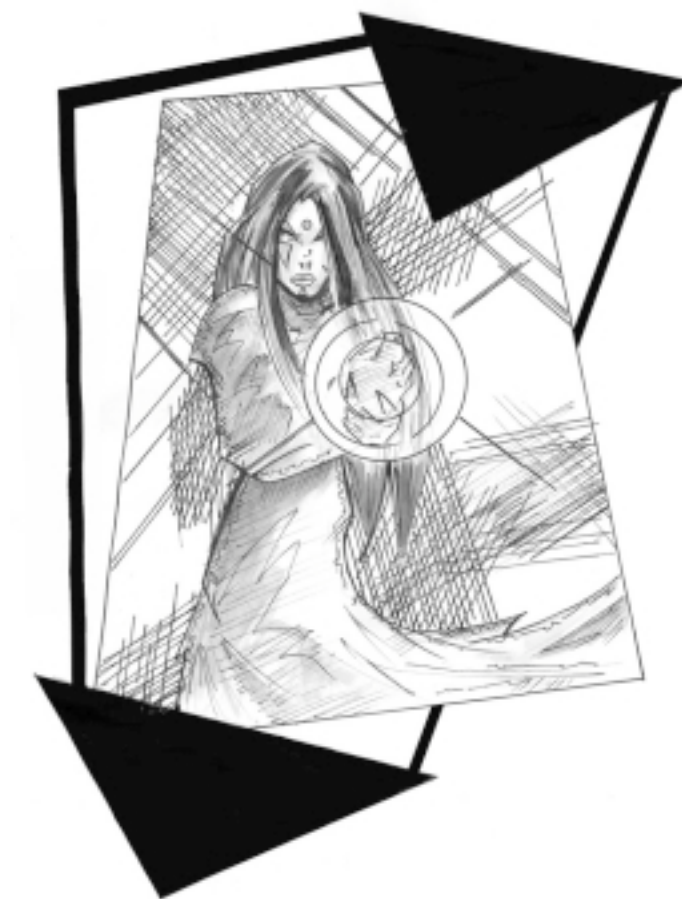
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Introduction



Welcome to THE SUPER MAGE BESTIARY. As one might guess from the title, the SUPER MAGE BESTIARY (or “SMB”) is a collection of creatures for GMs to use in magic-oriented superhero campaigns. THE ULTIMATE SUPER MAGE (USM) included many magical creatures, but there just wasn’t enough space to provide a really good assortment. Some types of creatures had to be ignored completely. Now, however, the GM of a Super Mage campaign has scads of spirits, magical races, and monsters available at his or her fingertips. What’s more, GMs will have patterns they can use to design more monsters of their own.



That term “monsters” needs a little explanation. Quite a few of the creatures in *SMB* *are* monsters that exist to fight the heroic PCs. Such creatures need not be simple berserkers. Some of them attack in peculiar ways: there are ways to hurt a person other than a straightforward beating. Similarly, PCs can defeat some creatures without brute force, by taking advantage of their weaknesses and motivations. Still other creatures only become hostile if their interests happen to conflict with the PCs — one can negotiate with such adversaries. A few “monsters” might even become allies. After all, good-guy mages can summon spirits and recruit magical entities too!

While it would certainly help GMs to have read *USM*, this is not strictly necessary. The writer and editors have made every effort to give capsule explanations of the necessary concepts. If anything remains obscure, ignore it or invent your own background for the creature. If a *USM* rule isn’t explained (we writers and editors are only human), you can probably figure out the rule from context.

Nor are the writeups themselves sacred and graven in stone. GMs should feel free to adjust the writeups to suit their own campaigns. These creatures were designed to mesh with superheroic-level characters built on about 250 points, with 60-some Active Point attacks. If a monster seems like a cool idea but the writeup makes it too powerful or not powerful enough for your own campaign, go ahead and change it. It’s pretty easy to raise or lower attacks, defenses, and Characteristics to fit the standards of your own campaign.

Contents

THE SUPER MAGE BESTIARY is divided into five chapters.

Chapter One describes entities from “the Inner Planes.” These Angels, Atavisms, Ethnic Demons, and Magical Races all come from dimensions closely associated with the Earth, such as the Lower Astral Plane or the Land of Legends.

Chapter Two gives a set of “Standard Elementals,” all built on a base of 75 points for ease of summoning. Some exotic types supplement the basic set of air, earth, fire, and water elementals.

Chapter Three describes “Spirits of the Zoas” allied to the cosmic forces of Order, Chaos, Art, and Nature. Even if player mages don’t owe allegiance to any of the Four Zoas, they will often meet mages and dimension lords who do. These spirits can be minions, companions, advisors, or perhaps even supervisors.

Chapter Four’s denizens are united by story function rather than origin. Edomites and Qliphothic entities come from the foulest and most remote recesses of the

Multiverse. Draconic monsters and Constructs are home-grown on Earth. They are all “Eldritch Horrors” — implacable monsters with a touch of the strange.

Finally, Chapter Five comes back to Earth with “People.” Here is a cult of werewolves and the evil goddess they serve, followed by more “supernatural super-thugs” to assist villainous mages.

Use In Other Genres

STRAIGHT SUPERHERO: Any of these creatures might turn up in normal superhero campaigns. Now and then, even the most non-magical superheroes might visit other dimensions or fight magical invaders. A GM could also use some of the creatures in this book as creatures from space instead of from other dimensions. (You might have to change some of the Disadvantages, but that’s easy enough to do.)

HORROR HERO: Everything in the “Eldritch Horrors” chapter could be used in supernatural horror campaigns. So could the Ethnic Demons, Atavisms, and the cult of the Hunter’s Moon.

FANTASY HERO: Classic “high fantasy” wizards need critters to summon just as much as supermages do. Elementals, angels, demons, and assorted servitor spirits and uncanny monsters can all find use in a fantasy campaign.

EVERYTHING ELSE: The kuei, oni, and maybe a few other monsters might find occasional use in wilder, more fantasy-oriented martial arts campaigns. Creative GMs might adapt some creatures as gene-spliced monsters, robots, or alien horrors for sci-fi campaigns. As for contemporary spy, cop and military adventures, westerns, and the like? Sorry, probably nothing here...unless the GM is doing something *very* strange as a change of pace. It sounds like fun!

Where They Come From

THE SUPER MAGE BESTIARY supplies creatures from throughout the Multiverse — or at least from every section of the Multiverse that Super Mages will frequently encounter.

EARTH itself is the first important source of magical creatures. Some of the entities described in this book are people with magical powers of some sort. Human wizards created other entities: elementals, Draconic monsters, and various constructs.

The INNER PLANES comprise the Lower Astral Plane and the four “Parterre” dimensions: the Land of Legends (or Faerie), Babylon, Elysium, and the



Netherworld. Human thought created these dimensions (which is why some sages call them the Imaginal Realms). Many, many sorts of spirits, monsters, and magical races live in them. A supermage can't help but encounter Inner Planes creatures.

Beyond the Inner Planes stretch the OUTER PLANES. The Outer Planes have no direct connection to Earth, but mages can reach them via the Middle Astral Plane or through an appropriate extradimensional gate. (See USM pages 74-78 for a more complete description of the Multiverse).

The Outer Planes range from dimensions very similar to our own, with stars and planets, to mad realms where space and matter twist like globs of taffy. Those dimensions that fundamentally run by impersonal natural law are grouped as Assiah, the "Material World," while dimensions that operate entirely by magic are grouped as Yetzirah, the "Astral World." Of course, supermages often find reason to interact with beings from intensely magical dimensions. Many of the creatures in SMB come from the Outer Planes.

Even the most magical Outer Planes dimension is made of matter — even if the matter isn't like that of Earth. The UPPER PLANES of the "Intellectual World" of Briah are completely spiritual. The truly cosmic, mystical entities who personify concepts occupy the Upper Planes. Nothing in or from the Upper Planes actually has any sort of physical form. Material entities, however, cannot perceive pure Spirit; they imagine shapes and bodies for Upper Plane entities for their own convenience. Chapter Three has several examples of Brialic spirits.

At the furthest bounds of reality lurk the horrible dimensions of negative energy. Wizards call these the "Qliphothic Worlds." Qliphothic entities are intrinsically destructive to normal life, energy, and reality itself.

There is a yet higher layer of reality, the "Archetypal World" of Atziluth, but this is the level of Cosmic Unity beyond individual existence.

A Note about Language

Most of these creatures don't come from Earth. On the other hand, humans never have any trouble talking to them, or vice-versa. No, they don't all have Universal Translator, either.

Most dimensions of magic automatically confer Universal Translator on anyone who enters, for as long as they stay there. Thus, humans who visit a weird, magical dimension can talk to the natives.

Most magical creatures — especially spirits — who visit nonmagical worlds such as Earth automatically gain the ability to speak the dominant language of their place of summoning or entry. For as long as they are on Earth, it becomes their "native" language. Thus, a

klevastic summoned in France speaks French, no matter where on Earth it goes later. An elf who finds a nexus point to Tokyo will speak Japanese. In regions of multiple common languages (like Los Angeles, with both Spanish and English), the "native language" will depend on the neighborhood or the language of the creature's summoner.

A Note about Spirits

What's a spirit? As far as this book is concerned, a spirit is anything that a mage can summon. A ghost is a spirit. So is an elemental, a demon, or an Unspeakable Thing from Beyond. Ghosts are well known for vaporous intangibility, but for the purposes of this book, intangibility and other classic "spiritual" traits are not necessary. If a sorcerer can summon a magical creature, it's a spirit. If it can't be summoned, it's just a magical race or monster. Since one of the main reasons for SMB is to give Super Mages something to summon, a lot of the creatures in this book are spirits.

Spirits do tend to have certain other traits in common. Their writeups reflect this. Most spirits resist normal sorts of damage, and at least slightly resist mental and magical attacks (i.e., they have both Mental and Power Defense). Very often they have some Life Support too, being made of extradimensional matter and living in strange environments. Because they are innately magical creatures, they might have exotic, magic-based senses. All these powers are common enough that it seems fair to define "Spirit Powers" as an Elemental Control.

Some Disadvantages are also common among spirits. Because spirits blur the line between thought and matter, many spirits must return to their home dimension if they lose consciousness. Even Stunning might send a spirit home.

Many spirits are never entirely solid or entirely in a single dimension. For this reason, many sorts of spirits take extra damage from attacks with the Power Advantages of "Affects Desolid" or "Transdimensional."

Finally, spirits associated with a moral idea usually take damage from areas dedicated to opposing moral concepts. A demon taking damage on holy ground is only the most familiar example.

Because spirits share so many traits, a knowledgeable Super Mage PC can have a pretty good idea of a newly-encountered spirit's strengths and weaknesses. This ain't a bug, it's a feature. One reason to encourage this is internal consistency. Certain broad classes of creatures have various common traits. Carnivorous beasts are strong, fast, and have nasty sharp pointy teeth; spirits are immune to disease and aging. It's perfectly natural.

There's also a storytelling reason, though. One of the basic premises of both "real" and fantasy magic is that



knowledge matters. If every sort of monster the PCs encounter is unique, the player always starts out knowing nothing about it. The character has to make a Knowledge Skill check, or guess blindly. Neither involves the *player* actually thinking. If the player has learned, however, that all demons have certain features in common — or all Order spirits, or all elementals — then when her character encounters a new demon or elemental she can try to figure out its strengths and weaknesses beforehand. Not only does the character have “secret knowledge,” the player does too —even if it’s only about an imaginary creature in an imaginary world.

Conversely, if the creature breaks expectations and *doesn’t* have the expected powers and weaknesses, there’s a chance for some real surprise. Of course players shouldn’t know everything about their foes, but they should feel like they have a fair chance, that the milieu makes some kind of sense.

Enough already. Bring on the monsters!



Chapter 1:



The Inner Planes

Sorcerers know that the Earth has a halo of other dimensions generated by human thought. The most important of these “Inner Planes” are the set called the Quaternion, or the Parterres: the Netherworld, which holds all the Hells; Elysium, the sum of all the Heavens; the Land of Legends, home to the faerie-folk and pagan gods of nature; and Babylon, a dimension of city life. The Lower Astral Plane connects the Parterres to Earth. That abstract dimension also has its own divi-

sions, such as the Dreamzone and the small Cysts that may spontaneously appear and disappear over the decades. (USM describes these dimensions in detail.)

Not surprisingly, human wizards have more contact with the Inner Planes than with any other magical dimension. The Inner Planes support a diverse fauna of spirits and magical entities, from great gods to petty imps. USM and other books have described some of the spirits and creatures of the Inner Planes. Here are some more.



Angels

Everybody knows about angels. Well, everybody *thinks* they know about angels. Many angels do not fit the popular stereotype of a blandly handsome man or woman with a white robe, white wings, and a tinsel halo. Some sorts of angels do not look human at all. Nor are angels all the happy-skippy doers of good deeds depicted in movies, TV shows, and vapid coffee-table books. Anyone who reads the Bible knows how wrong *that* is:

And there were in the same country shepherds abiding in the field, keeping watch over their flocks by night.

And, lo, the angel of the Lord came upon them, and the glory of the Lord shone round about them: and they were sore afraid.

— *Gospel of Luke, 2:9*

Those shepherds were right to feel fear. Real angels are scary. Even the “nice” ones are scary. Angels carry the will of God: as his messengers, his watchmen, his soldiers, and sometimes his executioners. In their heart of hearts, most people know all too well that they are not worthy to face such perfection.

There are many ranks of angels. Some of the ranks have names, such as Cherubim, Seraphim, Archangels, Thrones, Powers, and Principalities. The most powerful angels are holy terrors who can destroy entire cities with their wrath. They certainly equal the power of the mightiest demon kings. Even minor angels are no push-overs.

God creates each sort of angel for a single purpose. Some purposes are general: there are warrior angels, messenger angels, healing angels of mercy, and so on. Some purposes are *very* specific: Jewish lore tells of angels who exist only to sing one hymn of praise to their Creator before plunging to their doom in the river of fire that surrounds the throne of God. Because of this specialization, angels do not have well-rounded, flexible personalities. They understand very little beyond their function. No one can argue an angel out of doing its job.

Just because an angel’s function does not allow it to personally oppose a wrongdoer does not mean that an enemy gets off scot-free. The angel may report the sinner to a coordinator angel, who will dispatch yet another angel who *is* allowed to deal with the situation. If this means an angel of wrath and vengeance (such as Lahatviel from USM), the transgressor may be in a great deal of trouble! Although most angels cannot visit the Earth whenever and wherever they want, the Ban will let them manifest wherever someone prays for their help. Screaming “Oh, God!” near an angel may be considered *carte blanche* for any of the Heavenly Hosts to appear...assuming they think the person deserves their aid. Angels usually have high standards, although they

will take advantage of an opportunity to beat up on demons and Satanists.

Once an angel takes a mission, it will not let anything distract it from its duty. It does not care what damage it endures. “Death” will just dispel it back to Elysium, where it can start again. Even if threatened with true death from powerful and evil magic, an angel will still do its duty without fear or hesitation.

USM gave an example of a warrior angel. Here are three “utility” angels whose primary purpose is unrelated to combat. The Herald Angel carries messages; the Angel of Mercy performs miraculous healings; and the Warding Angel guards a location from unholy incursions.

Herald Angel

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	140 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 12d6 Total
12	COM	1	11-	
10	PD	7		
10	ED	7		
3	SPD	6		Phases: 4,8,12
6	REC	0		
30	END	0		
25	STUN	0		

Total Characteristic Cost: 62

Movement: Running: 6"/12"
Flight: 10"/40"



Powers & Skills:

Angelic Powers:

Angelic Multipower (45 pt Pool) (45)

- u - **Find Recipient:** 6d6 Mind Scan, XDim: Earth (+½), 1 Turn Extra Time (-1) (45/2) [4]
- u - **Banishment:** 15d6 Dispel vs. Summon (45/4) [4]
- u - **Invisibility** vs. Hearing, All Vision, 0 END (45/4) [0]
- u - **EDM:** Inner Planes, AP (45/4) [4]
- u - **Teleport**, 15", AP (45/4) [1/5"]
- u - **Divine Glory:** +45 PRE, Offensive Only (-½) (45/3) [0]
- u - **Desolid**, Not vs. Spirit Magic (40/4) [4]

Spirit Powers Elemental Control (9)

- a - **Spiritual Substance:** Armor 5 PD, 5 ED, Hardened (19/10) [0]
- b - **Spiritual Immunities:** LS: Breathing, Disease, Aging, Heat/Cold (19/10)
- c - **Gift of Tongues:** Universal Translator 13- (20/11) [0]
- d - **Wings:** 10" Flight, x4 NCM (25/16) [1/5"]

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 8 pts Total (5)

Power Defense: 5 pts (5)

Eidetic Memory (10)

Messenger Skills:

- Astral Navigation 12- (3)
- Dimensional Navigation 12- (3)
- Navigation 12- (3)
- Oratory 12- (3)

Total Powers & Skills Cost: 163

Total Character Cost: 225

Disadvantages: 50+

Distinctive Feature:

Shining Angel (Can't Conceal) (15)

Hunted by:

Demons & Satanists, 8- (More Pow) (15)

Physical Limitation:

Dispelled if Unconscious (Infrequent, Total) (15)

Psychological Limitation:

- Exists to Deliver Messages (Very Common, Total) (25)
- Piety (Common, Strong) (15)
- Hatred of Demons & Deliberate Sinners (Common) (10)

Reputation:

Emissary of God, 14- (15)

Watched by:

GOD, 11- (More Pow) (10)

Total Disadvantage Points: 225

The Herald Angels are God's messenger boys. Wizards on good terms with the Big Guy Upstairs can also summon these angels to deliver their own messages. Herald Angels look like androgynous humans with birdlike wings, wrapped in folds of light that might be robes. Strangely, humans always see a herald angel as a person of their own race: a white person will see the angel as white, to a black person the angel appears black, and so on.

A herald angel does need some idea of where it should go; they lack the power to find a person who might be anywhere in the world. (There are angels who *can* do this, though, so God's messages always get delivered.) Of course, a herald angel will still try to find a missing person. If necessary it will search the entire world, square

mile by square mile. Standard procedure is to do most of the traveling on the Near Astral Plane, where the angel can move instantaneously to the vicinity of the message's recipient. The herald will then use Mind Scan to find the target's location more precisely. Finally, the angel will transfer to Earth and fly about invisibly until it finds its target. Only quite extraordinary barriers can stop a herald angel from getting to where it wants to go.

It is as difficult to capture a herald angel as it is to keep one from delivering a message. With abilities including teleportation, desolidification, and the ability to move between dimensions, there is not much that can hold a herald angel. They can even pierce Hardened barriers. On the other hand, herald angels have low defenses; that makes them relatively easy to dispel. Here's the catch: the angel will promptly report the reason it could not complete its mission. A warrior angel or three might soon appear on the battle scene to chastise the poor fool who set himself in the way of God's own messenger.

Herald angels won't do anything that does not involve delivering a message. They only defend themselves or anyone else if they must do so to complete their mission. The only way to get help from a herald angel is to try to give it a message. For instance, if a hapless individual hung by his fingers off the edge of a skyscraper, a herald angel would only pull him to safety if it thought he had a message to deliver – a message too lengthy to impart before plunging to his death. Herald angels are more likely to take this sort of action if it means opposing the forces of evil or promoting godliness.

Angel of Mercy

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	140 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 12d6 Total
12	COM	1	11-	
10	PD	7		
10	ED	7		
3	SPD	6		Phases: 4,8,12
6	REC	0		
30	END	0		
25	STUN	0		

Total Characteristic Cost: 62

Movement: Running: 6"/12"
Flight: 10"/40"

Powers & Skills:

Angelic Powers:

Angelic Multipower (45 pt Pool) (45)

- u - **Locate Patient:** 6d6 Mind Scan, XDim: Earth (+½), 1 Turn Extra Time (-1) (45/2) [4]
- u - **Locate Sickness:** Clairsentience: Detect Sickness, XDim: Inner Planes & Earth, x2 Range, Concentrate to ½ DCV Throughout (-½) (45/3) [4]
- u - **Healing:** 7d6 Aid, vs. Any Characteristic (+¼), Restore Only (-½) (44/3) [4]
- u - **Reconstruction:** 1 ½d6 Major Transform, Var: Heal Any Impairment or Disease (+¼), Cumulative, 0 Range (44/3) [4]



- u - **Slow Poison:** 3d6 Drain, vs. Any Poison Effect (+¼), Return 1 pt/Turn (+¼) (45/4) [4]
- u - **Invisibility** vs. Hearing, All Vision, 0 END (45/4) [0]
- u - **EDM:** Inner Planes, AP (45/4) [4]
- u - **Teleport**, 15", AP (45/4) [1/5"]
- u - **Desolid**, Not vs. Spirit Magic (40/4) [4]
- u - **Divine Glory:** +45 PRE, Offensive Only (-½), Only for Peace, Hope and Comfort (-¼)(45/3) [0]

Spirit Powers Elemental Control (9)

- a - **Spiritual Substance:** Armor 5 PD, 5 ED, Hardened (19/10) [0]
- b - **Spiritual Immunities:** LS: Breathing, Disease, Aging, Heat/Cold (19/10)
- c - **Aerial Passage:** 10" Flight, x4 NCM (25/16) [1/5"]

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 8 pts Total (5)

Power Defense: 5 pts (5)

Detect Sickness, Discriminatory, +2 PER (12)

Travelling Doctor Skills:

- Astral Navigation 12- (3)
- Dimensional Navigation 12- (3)
- Navigation 12- (3)
- Paramedic 12- (3)

Total Powers & Skills Cost: 163

Total Character Cost: 225

Disadvantages: 50+

Distinctive Feature:

- Shining Angel (Can't Conceal) (15)

Hunted by:

- Demons & Satanists, 8- (More Pow) (15)

Physical Limitation:

- Dispelled if Unconscious (Infrequent, Total) (15)

Psychological Limitation:

- Exists to Heal Those in Need (Very Common, Total) (25)
- Piety (Common, Strong) (15)
- Hatred of Demons & Deliberate Sinners (Common) (10)

Reputation:

- Emissary of God, 14- (15)

Watched by:

- GOD, 11- (More Pow) (10)

Total Disadvantage Points: 225



Angels of Mercy are sent (or summoned) to supply miraculous healings and comfort. These supernatural medics and counselors recognize no other function for themselves. An angel of mercy has no attacks at all; its closest approximation is a Presence Attack that spreads an aura of holiness and peace. It will never so much as lift a finger in its own defense—if it is injured or even destroyed, so be it. At most, the angel can refuse to help one side in a conflict: they will not heal demons (their touch would trigger a demon's Susceptibility anyway), Satanists, or obvious and unrepentant sinners.

These angels look like cowed robes with feathered wings. The body inside is completely invisible and intangible, although the patient may feel the light brush of the angel's fingers. They have no gender, so far as anyone can tell.

Warding Angel

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack 10 ½d6 Total
6	COM	-2	11-	
11	PD	8		
11	ED	7		
3	SPD	5		Phases: 4,8,12
8	REC	2		
40	END	0		
28	STUN	0		

Total Characteristic Cost: 83

Movement: Flight: 11"/44"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +5 OCV w/Roll With Punch (10)

Angelic Powers:

Fiery Spirit Elemental Control (18)

- a - **Fiery Body:** 1d6 RKA, Penetrating, Damage Shield, 0 END (37/19) [0]

- b - **Holy Aura:** Change Environment 8" Radius, Indirect (+½), Transdimensional: Earth (+½), 0 END, 0 Range (50/21) [0]

- c - **Spiritual Substance:** Armor 10 PD, 10 ED, Hardened (37/19) [0]

- d - **Spiritual Immunities:** LS: Total + Power Defense: 7 pts (37/19) [0]

- e - **Whirling Motion:** 11" Flight, 0 END, x4 NCM (38/20) [0]

Spinning Multipower (33 pt Pool) (33)

- u - **Wing Swat:** +4d6 HA (6d6 w/STR), x2 Knockback (+¾), Damage Shield, 1 Hex AE (33/3) [3]

- u - **Bounce Attack:** Missile Deflect +6 vs. All Ranged (32/3) [0]

- u - **Vortex of Glory:** +33 PRE, Only to Cause Fear/Awe (33/2) [0]

- u - **Spinning Gate:** EDM: Inner Planes Except Earth, x3 END (-1) (30/1) [9]

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 10 pts Total (7)

Power Defense: 5 pts (5)

Detect Supernatural, Ranged, Discriminatory (13)

360 Degree Vision (10)

Running: -6" (0" Total) (-12)

Background Skills:

Astral Navigation 12- (3)

Breakfall 12- (3)

Total Powers & Skills Cost: 202

Total Character Cost: 285

Disadvantages: 100+

Distinctive Feature:

Vortex of Wings and Fire (Can't Conceal, Cause Terror) (25)

Hunted by:

Demons and Satanists, 8- (As Pow) (10)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

No Fine Manipulation (Infrequent, Total) (15)

Psychological Limitation:

Fanatic Devotion to Guarding Assigned Spot (Very Common, Total) (25)

Hatred of Demons and Deliberate Sinners (Common, Strong) (15)

Piety (Common, Strong) (15)

Susceptibility:

3d6 STUN+BODY, Believing Has Sinned (Uncommon) (30)

1d6 STUN+BODY/Turn, Unholy Ground or Symbols (Uncommon) (20)

Watched by:

GOD, 11- (More Pow) (10)

Total Disadvantage Points: 285

These angels guard places, not people. Hebrew lore calls these warding angels the Auphanim or Ophanim, the "Wheels" or "Many-Eyed Ones." Ophanim make an area holy so that demonic forces will not dare to enter it. They do not even have to come to Earth to do this: a warding angel can stay on the Near Astral Plane and cast its consecration onto the corresponding place on Earth.

The *Book of Enoch* describes warding angels as the "Ophanim of the fiery coals." They appear as whirling disks of fire studded with unblinking eyes. In the center floats a stern face carved from hot coals, with flaming yellow eyes. Shining white wings unfold from the vortex and merge back into it again. Warding angels can spin vertically, horizontally, or any way in between. They are quite terrifying to behold (the default setting for their Multipower is the extra PRE slot).

Because they must guard an area against attack, warding angels have more combat-oriented powers than do the herald angel or angel of mercy. Their flames can burn fiercely; they can crash into an invader with wings outspread to swat him again and again. Since their chief enemies are demons, though, their strategy and powers are defensive. They try to hold unholy forces at bay until the demons must flee or succumb to the angel's aura of holiness. Thus, ophanim usually let their enemy do the attacking. If attacked hand-to-hand, a warding angel tries to roll with the blow, letting its damage shields punish the foe for his blasphemy. Against ranged attacks, they Missile Deflect.



Once a warding angel is assigned to guard a location, nothing will make it abandon its post except dismissal by the one who gave the assignment, or someone of greater authority. Warding angels don't mind talking to visitors — as long as the visitors are devout Christians, Jews, or Muslims. Like many angels, ophanim tend to speak in pseudo-scriptural orations. Once convinced of a visitor's good faith, a warding angel can supply lots of information about its "home-land" of Elysium and the angels who dwell there.

Atavisms

Atavisms embody strong emotions and the raw drives of the body. Any intense experience can produce an atavism on the Lower Astral Plane. Strong emotions such as love, hate, rage, or fear often generate atavisms; the stronger the emotion, the more powerful the atavism will be. (Unfortunately, the negative emotions seem to carry the most visceral power.) Intense physical sensations such as agony and ecstasy create atavisms as well. DT hallucinations, for instance, aren't all in the drunkard's head: the creepy critters can really appear on the Astral Plane. Most atavisms lack true intelligence, but that doesn't mean they can't be dangerous. Under the right circumstances, an atavism's blind will can cause as much harm as a demon's malice.

An experience shared by many people is more likely to create an atavism; indeed, the power of the created atavism tends to increase with the size of the crowd. Religious ceremonies can create atavisms of awe, reverence, and joy. More sinister atavisms can grow from lynch mobs, angry or exultant crowds at sporting events, or other riot-prone situations. Sometimes these powerful atavisms can psychically dominate their creators or others nearby, sucking them into a primitive, obsessive

mass mind. Psychologists call it “mob fever” and explain it away as the power of suggestion. Sorcerers know that when everyone in the revival tent starts falling and speaking in tongues, or innocent, moral bystanders get swept into a lynch mob, they have fallen under the power of an atavism.

Pain and passion come together most intensely in violent deaths. Murders, fatal accidents, and other unexpected deaths might create a “psychic snapshot” of a person, similar to a ghost but actually an atavism.

Finally, some people can deliberately create atavisms. Some sorcerers know how to incarnate their emotions as atavisms, but they don’t have a monopoly on the art. Demagogues, charismatic preachers, and “crowd-pleaser” entertainers might have a knack for creating atavisms, without even knowing it. They just know that sometimes they get a crowd “in the palm of their hand.”

In most cases, atavisms don’t last very long. They evaporate on their own or some astral predator (such as a stronger atavism) eats them. In some cases, however, atavisms can persist indefinitely. Atavisms are more likely to survive long periods in places where similar atavisms have appeared over and over. Prisons, brothels, churches, and casinos, for instance, may be “haunted” by atavisms on the Astral Plane. Repeated, deliberate creation of an atavism in a ritual framework has the same effect. Eventually the atavism never fades. In time, such atavisms may develop into angels, demons, or gods.

The powers possessed by an atavism usually follow a pattern. Commonly, their chief power is to transmit the feeling that created them to another being’s mind. Some powerful atavisms can do this to people on Earth while they themselves stay on the Astral Plane. Atavisms also have fairly typical spirit powers: high defenses (partly resistant), a little Mental and Power Defense, some Life Support, and perhaps Flight. Atavisms that can affect people on Earth might have Transdimensional Clairsentience or other transdimensional powers.

Atavisms vary tremendously in appearance. Spontaneous atavisms created from pain or negative emotions are all grotesque, but all unique. These usually look like bits of human bodies spliced together with parts of ugly, frightening animals such as octopuses, bugs, and reptiles. Positive emotion atavisms also look rather weird, even if they aren’t actually ugly. Most appear mammalian rather than insectoid, or incorporate elements of the surroundings of their creation, such as a newborn baby’s blanket for a body, or the gleam of soft candlelight for eyes. Atavisms created by death traumas look like the person who died. Ritually evoked atavisms take whatever shape their creator imagines—usually some totem animal or legendary monster.

GMs can use atavisms as one more hazard to encounter on the Lower Astral Plane. They might be “wandering monsters,” or they might haunt a location the PCs want to visit. Atavisms may also turn up closer to home. Some sorcerers know how to summon atavisms to Earth to use as minions. Uncontrolled atavisms that can attack or control people on Earth while remaining on the Astral Plane can also make an interesting challenge for heroes.

USM gave three examples of low-power atavisms: the Fearling, Dreadling, and Trauma Ghost. Here are two examples of very powerful atavisms. In the right setting, a single Bad Place Haunt or Mob Ruler makes a satisfactory villain for a scenario.

Bad Place Haunt

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
23	CON	26	14-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 3 ½d6
10	COM	0	11-	
7	PD	4		
7	ED	2		
4	SPD	13		Phases: 3,6,9,12
12	REC	8		
46	END	0		
30	STUN	0		

Total Characteristic Cost: 73

Movement: Flight: 15"/30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Multipower (10)

Spirit Powers:

Spirit Powers Elemental Control (15)

a - **Spiritual Substance:** Armor 10 PD, 10 ED (30/15) [0]

b - **Spiritual Immunities:** LS: Total (30/15) [0]

c - **Flight** 15", x2 NCM (30/15) [1/5"]

d - **Invisibility** vs. Detect Magic, All Vision, 0 END Persistent, Only in HQ (-1) (60/22) [0]

e - **Clairsentience:** Normal & IR Vision, Hearing, Mental Awareness, Interdimensional, 0 END, Only Area Inside HQ (-1) (82/33) [0]

Haunting Multipower (70 pt Pool) (70)

u - **Psychic Domination:** 8d6 Mind Control, ½ END, * (70/7) [3]

u - **Induce Hallucinations:** 8d6 Mental Illusions, ½ END, * (70/7) [3]

u - **Read Minds:** 8d6 Telepathy, ½ END, * (70/7) [3]

u - **Poltergeist Power:** Telekinesis 27 STR, ½ END, * (70/7) [3]

u - **Haunting Effects:** Images vs. Normal Vision & Hearing, -8 PER, ½ END, * (68/7) [3]

u - **Desolidification,** Not vs. Spirit Magic (40/4), 0 END Persistent in HQ (+1, -1) (60/6) [4/0]

Mental Defense: 10 pts Total (7)

Power Defense: 5 pts (5)

IR Vision (5)

Running -6" (0" total) (-12) [0]

Background Skills:

PS: Vile Manipulator of Emotions 15- (6)

Home Haunted: 25 pt Headquarters (5)

Total Powers & Skills Cost: 252

Total Character Cost: 325

Disadvantages: 175+

Physical Limitation:

Dispelled if Unconscious/0 BODY (Frequent, Total) (20)

Movement, Powers Blocked by Area Mental Defense/ Mental Force Wall (Infrequent, Greatly) (10)



Can be Attacked from Earth Using Mental Powers/
Affect Desolid Powers/Desolid Person's Attacks
(Frequent, Slightly)

Psychological Limitation:

Homicidal (Very Common, Strong) (20)
Reluctant to Leave Chosen Home (Very Common,
Strong) (20)
Fear/Hatred of People Who Know It Exists (Common)
(10)

Susceptibility:

1d6 STUN/Phase, Home Being Destroyed (Common)
(20)
2d6 STUN+BODY, Mind Control Disrupting
Consciousness (Uncommon) (20)
1d6 STUN, PRE Attack Threats at +10 Effect
(Common) (10)

Vulnerability:

x1 ½ STUN, BODY, Magic w/'Affects Desolid'
(Uncommon) (10)

Total Disadvantage Points: 325

Many instances of the "haunted house" in fiction involve a single ghost with a distinct personality. By contrast, the less-frequently dramatized Bad Place Haunt seems to be an impersonal force of evil. Instead of performing a classic chain-rattling routine, this haunt reveals itself through its psychological effects on the people who enter the Bad Place. People die in strange "accidents." Marriages fall apart. People turn to drugs or the bottle...or murder. A person without psychic senses can only identify a Bad Place through the pattern of madness, death, and misfortune that emerges over the years.

The Bad Place Haunt is actually a powerful atavism. A Bad Place begins when a location becomes the focus of great terror, pain, hate, or grief for a long time — perhaps a string of deaths, or children tormented by a viciously abusive parent. While most of these atavisms dwell in homes, a Bad Place Haunt could also emerge in a factory, office building, nursing home, or any other place where people must stay together for a long time. The more twisted the emotions, the greater the chance of a Bad Place Haunt emerging.

Once created, the Bad Place Haunt tries to sustain itself and grow stronger. A 'Haunt can use its psychic powers to prompt the emotions that gave it birth. While a Bad Place Haunt's powers are small by superhero standards, they can easily wreck a normal person's life. A 'Haunt can also kill directly by using Telekinesis or Mental Illusions to cause fatal accidents. Even a superhero can fall prey to a Bad Place Haunt, if the 'Haunt can prod a strong Psychological Limitation. (And you thought that Total Commitment would never really be a problem...) In most ways, Bad Place Haunts are not too bright — but even without their Telepathy, they have a diabolical insight into phobias and obsessions.

Usually a Bad Place Haunt works slowly and stealthily, gradually driving people to madness and murder. If someone recognizes its existence and strikes back, the 'Haunt will lash out in an attempt to kill the person directly.

Mob Ruler

Val	Char	Cost	Roll	Notes
10/26*	STR	0	14-	800 kg; 5d6 [2]
18/23*	DEX	24	14-	OCV: 6(8*)/DCV: 6(8*)
13/21*	CON	6	13-	
7/15*	BODY	6	12-	
8	INT	2	11-	PER Roll 11-
10/18*	EGO	16	13-	ECV: 3(8*)
15/31*	PRE	5	15-	PRE Attack 6d6
0	COM	-5	9-	
6/14*	PD	4		
6/14*	ED	3		
3/5*	SPD	6		Phases: 4,8,12/3,5,8,10,12
5/13*	REC	0		
24/56*	END	-1		
19/35*	STUN	0		*Bonus: Aid

Total Characteristics Cost: 34

Movement: Running: 6"/12"

Powers & Skills:

Spirit Powers:

Spiritual Parasite Elemental Control (30)

- a - **Spiritual Substance:** Armor 15 PD, 15 ED + Mental Defense: 17 pts (60/30) [0]
- b - **Diffuse Body:** Damage Reduction: ½ vs. rPD, ½ vs. rED, Not vs. Area Attacks (-½) (60/20) [0]
- c - **Power Of the Mob:** 2d6 Aid, max +16 pts (+2 pts), to All Chars Except INT, COM (+2), Continuous, Uncontrolled 0 END, Self Only (-½), Only Near Active Mob (-1) (60/12) [0]
- d - **See Earth:** Clairvoyance: Vision, Transdimensional: Earth, 0 END, 0 Range (60/20) [0]

Spiritual Attack Multipower (125 pt Pool) (125)

- u - **Mob Control:** 9d6 Mind Control, Nonverbal, Transdimensional: Earth (+½), ½ END, Nonselective 9" Radius AE (+¾), Only to Provoke & Direct Rage & Violence (-½) (124/8) [6]
- u - **Myriad Hands:** +25 STR, BOECV (+1), Invisible vs. Sight, Hearing & Magic (+1), Transdimensional: Earth (+½), ½ END, Selective 9 Hexes AE (+1 ¼), Can Only Attack Beings Aware Of It (-½), Does Not Add to Other STR (-½), No Figured Chars (-½) (125/5) [6]

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 7 pts (7)

LS: Breathing, Disease, Aging (16)

360 Degree Vision (10)

Extra Limbs (5)

Background Skills:

SC: Mob Psychology 12- (3)

Total Powers & Skills Cost: 296

Total Character Cost: 330

Disadvantages: 175+

Berserk:

When Attacked, Go 14-, Recover 11- (30)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Common, Total) (20)

Area Mental Defense Acts As Force Wall (Infrequent, Greatly) (10)

Can Be Attacked From Earth Using Mental Powers or Magic w/"Affects Desolid" (Frequent, Slight) (10)

Psychological Limitation:

Obsessed w/Provoking/Maintaining Violence (Very Common, Total) (25)





Susceptibility:

3d6 STUN + BODY, Mind Control Against Violence
(Uncommon) (30)

1d6 STUN, Successful PRE Attack Using Positive
Emotions (Common) (10)

Vulnerability:

x2 STUN, BODY, Magic w/Affects Desolid
(Uncommon) (20)

Total Disadvantage Points: 330

The Mob Ruler is one of the most powerful sorts of atavism. Few sorcerers have the ability to materialize such a potent atavism on Earth, but the Mob Ruler does not need such help. This atavism can affect people on Earth while remaining on the Astral Plane.

A Mob Ruler grows from a mass of excited, aggressive people, such as a crowd of really intense and partisan sports fans — or a lynch mob. As long as a Mob Ruler can astrally follow an active, violent crowd, almost nothing can destroy it. The atavism instantly restores itself from the psychic energies of the mob.

Every rioting mob eventually dissipates, but this doesn't always mean the end of a Mob Ruler. These atavisms can endure for months. They travel about the Astral Plane looking for crowds to whip into a frenzy that will give them another few months of life.

Mob Rulers have two major powers. First, they can psychically affect people on Earth, driving them toward violence. They can direct people in a mob to attack specific targets. (Normally, such a Transdimensional mental attack would require a Mind Scan to target, but the Mob Ruler's Clairvoyance functions exactly like on-the-spot vision, giving it effective Line of Sight targeting.)

Second, Mob Rulers can punch and grab at an opponent. They can reach from the Astral Plane to attack an enemy on Earth, but only if the target can sense the Mob

Ruler's presence. Even a fully energized Mob Ruler's physical strength is nothing special by superbeing standards, but Mob Rulers can wield their strength against an opponent's psyche instead of his body. A punch from a Mob Ruler acts against Mental Defense, not Physical Defense, to do STUN; someone grabbed by a Mob Ruler must pit his EGO against the Mob Ruler's STR to break free. (Despite the "Based on ECV" label, normal OCV and DCV are used because this is not actually a ranged attack.) A Mob Ruler's "psychic strength" cannot do BODY to a target...but the Mob Ruler's human puppets can.

Even though the Mob Ruler is technically on another dimension, someone on Earth can attack it through mental powers or spells with the Affects Desolid advantage. First, however, they must detect and target the Mob Ruler. Mental senses will detect a Mob Ruler's influence on a crowd, but they are not automatically Targeting. Astral Awareness will Target a Mob Ruler. If an attacker can sense and hit the Mob Ruler, the atavism will do everything it can to kill the attacker, both attacking directly and through the mob under its control. If the Mob Ruler faces destruction, it will release its mob and flee deeper into the Astral Plane, where Earthly attackers cannot target it.

A Mob Ruler has no stable, solid form. It looks like a fluid mass of angry faces, disembodied eyes, shouting mouths, and shaking, clenched fists. Bits constantly appear and disappear. It can occupy up to 8 hexes, but not much of that volume is ectoplasmic flesh. This diffusion makes a Mob Ruler hard to damage, since there's not much to aim at and it has no vital organs. No matter how large a Mob Ruler swells, it suffers no DCV penalties due to size: its volume is just a special effect for Stretching.

Ethnic Demons

Demons are great enemies: they are so clearly, unambiguously BAD. GMs can get a lot of use from generic demons loosely based on either Judeo-Christian-Islamic tradition or pure fantasy. Other HERO System supplements have described several sorts of demons along these lines. Generic JCI demons, however, can become predictable: the players quickly learn to exploit their weaknesses to holy symbols and pentagrams. The demons lose their effectiveness as villains and minions. Conversely, fantasy demons tend to have a rather arbitrary feel — mere collections of powers tossed together and labeled “demon.”

Fortunately for the jaded, other mythological and religious traditions have their own assortments of demons. As a change of pace, here are sample demons from some ancient traditions: the Maskim, from the Mesopotamian tradition; the Rakshasa from Hindu mythology; the Kuei, from China; and the Japanese Oni. These “ethnic” demons still have some points of similarity to the generic demons described in other CHAMPIONS publications, but the Maskim, Rakshasa, Kuei, and Oni all have their own unique features and inner logic.

Maskim (Mesopotamian)

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack 2 ½d6
0	COM	-5	9-	
11	PD	8		
11	ED	8		
3	SPD	6		Phases: 4,8,12
6	REC	0		
30	END	0		
25	STUN	0		

Total Characteristic Cost: 45

Movement: Running: 6"/12"
Flight: 7"/14"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Plague Touch (6)

Demonic Powers:

Spirit Elemental Control (30)

a - **Spirit Form:** Desolid, Not vs. Spirit Magic, 0 END (60/30) [0]

b - **Walk Unseen:** Invisibility vs. All Vision, 0 END Persistent, Always On (60/20) [0]

c - **Spiritual Substance:** Armor 16 PD, 16 ED, Hardened (60/30) [0]

d - **Plague Touch:** 1d6 RKA, BODY NND: LS: Disease (+2), +1 STUN Multiplier (+½), 0 END, 0 Range, 1 Turn Gradual Effect (-½) (60/15) [0]

Mental Defense: 10 pts (8)

Power Defense: 5 pts (5)

LS: Breathing, Disease, Aging, Heat/Cold (19)

Flight: 7", x2 NCM (14) [1/5"]

Background Skills:

Stealth 12- (3)

Total Powers & Skills Cost: 180

Total Character Cost: 225

Disadvantages: 75+

Distinctive Feature:

Mostly Invisible Thing (Hard to Conceal, Scary) (15)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Can't Enter Ceremonially Warded Area (Infrequent, Greatly) (10)

Made Visible on Phase a Magic Attack Hits (Frequent, Greatly) (15)

Psychological Limitation:

Lusts to Spread Plague and Death (Very Common, Strong) (20)

Susceptibility:

1d6 STUN+BODY/Turn, Exorcism/Holy Ground (Common) (30)

2d6 STUN+BODY, Spells to Cure Disease (Uncommon) (20)

Vulnerability:

x2 Effect, Summoner's PRE Attacks/Bindings (Common) (20)

Total Disadvantage Points: 225

Many human cultures believed that disease came from evil spirits. The cultures of Mesopotamia, from the Sumerians to the Chaldeans, carried this idea to an extreme. Mesopotamian magicians filled their clay tablet “grimoires” with spells to banish the demons of fever and plague. In fact, they didn't have spells for much else. The evil maskim, the “liers-in-wait,” are just one of these disease spirits.



The maskim were not the most powerful of Mesopotamian demons, but they were among the stealthiest. Although the tablets record dozens of exorcisms against the maskim, apparently nobody knew what they looked like, or at least no description survived. Their master Nergal, more prominent due to his status as the great god of plague and war, had a lion's head.

Maskim remain invisible almost all the time. If "seen" through special targeting senses, or in the few seconds they become visible when struck by a magical attack, they appear as lion-headed phantoms. Because the Mesopotamians never clearly visualized them, however, the maskim always look blurry and vague.

Although maskim can attack physically, they prefer to use their powers to induce disease. They only need to touch their victim. Anyone so touched who isn't completely immune to all disease will quickly develop a high fever and various other common symptoms of serious illness (select 1-3 at random): skin pustules (pox), rashes, constricted breathing, vomiting, diarrhea, aching joints, swollen glands, runny nose, or constant coughing. Each touch makes the disease worse, until the victim dies.

(Note the Gradual Effect on the plague attack. No damage occurs on the segment of the actual attack. Instead the target takes 1/3 of the damage on each of the maskim's Phases thereafter, until the Turn of effect is complete. On the first two Phases, round fractions down and make them up on the final Phase. A BODY Aid or LS: Disease Usable By/Vs. Other on the victim will stop the Gradual Effect.)

The maskim have become a lesser Netherworld race. Mesopotamian Hell doesn't count for much, since nobody has believed in the Mesopotamian religion for over 1500 years. A few modern sorcerers employ these demons, however, because maskim can cross pentagrams and most other traditional demon wards. Maskim also ignore crosses and other modern holy symbols, although the holy ground or exorcisms of any ethical religion will do them harm. (Many Mesopotamian gods became Judeo-Christian demon lords, and some of the "generic demon" weaknesses have carried over to the maskim.)

Various special warding signs and rituals will block maskim the same way that pentacles and pentagrams block Judeo-Christian demons, but few people know about them. Occultists and sorcerers know these wards, or at least know of them, if they can make a KS: Mesopotamian Mythology roll, a KS: Ancient or World Mythology roll at -3, or a KS: Demonology roll at -5. Given a few hours in a well-stocked research library — and help from a librarian — anyone can discover wards against maskim.

Rakshasa (Indian)

Val	Char	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3 ½d6
0	COM	-5	9-	
15	PD	10		
15	ED	11		
3	SPD	3		Phases: 4,8,12
10	REC	2		
40	END	0		
35	STUN	0		

Total Characteristic Cost: 100

Movement: Running: 12"/24"
Flight: 7"/14"

Powers & Skills:

Demonic Powers:

Demon Powers Elemental Control (9)

- a - **Claw/Bite:** 1d6+1 HKA (20/11) [2]
- b - **Spiritual Substance:** Armor 6 PD, 6 ED (18/9) [0]
- c - **Spiritual Immunities:** LS: Breathing, Disease, Aging, Heat/Cold (19/10) [0]
- d - **Mutable Form:** Shape Shift to Anything, 0 END (45/36) [0]

Demonic Power Multipower (45 pt Pool) (45)

- u - **Walk Unseen:** Invisibility vs. Detect Magic & All Vision, 0 END (45/4) [0]
- u - **Illusions:** Images vs. Normal Vision & Hearing, -7 PER, ½ END (45/4) [2]
- u - **Growth:** 20 pts Growth, 0 END (30/3) [0]
- u - **Shrinking:** 2 Levels Shrinking, 0 END (30/3) [0]
- u - **Bigger Claws/Fangs:** +1d6 HKA (15/1) [1]
- u - **Running:** +6" (12" Total), ½ END (15/1) [1/10"]
- u - **Grow Wings:** Flight 7", x2 NCM, Restrainable (14/1) [1/5"]

Mental Defense: 8 pts Total (5)

Power Defense: 5 pts (5)

IR Vision (5)

Detect Magic (3)

+20 COM, Linked to Shape Shift, Requires Disguise Roll (-½) (5)

Background Skills:

- Acting 13- (3)
- Conversation 13- (3)
- Disguise 13- (7)
- WF: 2 Weapon Types (2)

Total Powers & Skills Cost: 175

Total Character Cost: 275

Disadvantages: 100+

Accidental Change:

to True Form if Recognized as Demon, 14- (20)

Distinctive Feature:

Grotesque Humanoid (Concealable, Horrible) (15)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)



Psychological Limitation:

- Deceptive & Murderous (Very Common) (15)
- Hatred/Envy of the Gods (Common, Strong) (15)
- Honorable Among Themselves (Common, Strong) (15)
- Fear of Fire (Common, Strong) (15)
- Devout (Uncommon, Strong) (10)

Susceptibility:

- 1d6 STUN+BODY/Turn, Hindu Holy Symbols & Exorcisms (Common) (30)

Vulnerability:

- x1 ½ Effect, Summoner's PRE Attacks/Bindings (Common) (10)
- x1 ½ Effect, PRE Attacks After Burned (Common) (10)

Total Disadvantage Points: 275

Hindu mythology has a rich panoply of demons. Among the most feared are the Rakshasas, shape-shifting enemies of gods and men. Ravana, their king, had enough power to challenge the entire Hindu pantheon (as described in the *Ramayana*). Of course, most rakshasas were much less powerful: armies of bears and monkeys could hold their own in battle against Ravana's demon hordes. Rakshasa cunning, however, was always more dangerous than their physical prowess.

These demons are masters of deception. Virtually anything might be a tricky, murderous rakshasa in disguise, since they augment their shapeshifting with magical illusions. Rakshasas often take the form of ominous creatures such as wild dogs, snakes, or vultures, but can just as easily appear as beautiful men or women, or anything else they please.

Their true forms vary incredibly, but rakshasas all look hideous. When the monkey-god Hanuman spied on a rakshasa gathering, he saw tall and short rakshasas; thin and fat ones; rakshasas with yellow, blue, or green skin; demons with only one eye, or several; or only one leg, or as many as five. Sometimes a rakshasa has a humanoid head, but some have the heads of serpents or donkeys, horses, or elephants — and they may have more than one. Ravana had no less than ten heads! All rakshasas have one peculiar feature, though: their eyelids work from side to side instead of up and down, so their eyes are vertical instead of horizontal.

To humans and gods, the rakshasas are totally evil. All the dark passions known to humanity drive them: greed, lust, hatred, ambition, and all the rest. Rakshasas have no reason for their evil. It's simply their place in the cosmic scheme of things — their "caste duty," as it were. Among themselves, however, rakshasas can show affection, loyalty, courage, and honor. Unlike most sorts of demons, rakshasas can cooperate in complex plots requiring discipline and trust among the conspirators.

This writeup describes only a simple rakshasa. The rakshasas also have more powerful priests, knights, and nobles. Despite their enmity to the gods, the rakshasas are also devout Hindus themselves. Through religious austerities and penances, rakshasa Brahmins can gain tremendous magical power. If it seems strange that the demons worship the very gods they hope to overthrow, and through that worship get the power to challenge those gods — well, that's just part of what makes the rakshasas so different from JCI demons.

Many rakshasa weaknesses, however, resemble those of other demons. They take damage from exorcism or holy symbols wielded by devout mortal Hindus (rakshasas cannot exorcise each other). Wizards can summon, bind, and dispel them just like other demons. Rakshasas also have a special weakness to fire. The god Agni mystically links every flame to the sacrificial fire, the very center of Hindu worship. Wherever there is fire, Agni is there too, representing the gods. Thus, although rakshasas take no special damage from fire, they lose courage in the presence of its divine power.

Kuei (Chinese)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
15	PD	12		
15	ED	12		
3	SPD	5		Phases: 4,8,12
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristic Cost: 72

Movement: Running: 6"/12"

Powers & Skills:

Animal Powers:

Animal Form: Shape Shift to 1 Animal Type, Persistent

Animal Form Powers: Pick 2, All Linked to Animal Form (-½) (26)

***Claw/Bite/Gore:** 1d6+1 HKA (13) [2]

***Growth:** 10 pts Growth, Persistent (13)

***Shrinking:** 1 level Shrinking, Persistent (13)

***Venom:** ½d6 RKA, BODY NND: Immunity (+2), Uncontrolled Continuous 0 END, 5 Minutes Gradual Effect (-1 ½), 0 Range, Must Be Able to Do BODY to Target (-½) (12)

***Running:** +8" (14" Total), ½ END (13) [1/10"]

***Wings:** Flight 13", Restrained (-½) (13) [1/5"]

*Etc.

Spiritual Powers:

Power Defense: 5 pts (5)

Mental Awareness (3)

Special Power: Pick 1 (20)

***Cause Accident:** 2d6 RKA, Trigger: Random Interval of Days (+¼), Var Sp FX: Plausible Accident (+½), Invisible Power Effects vs. Sight/Hearing (+¾), 1 Charge, Costs END, No Cumulation: Only 1 Attack per Victim at a Time (-½) (19) [7]

***Cause Sickness:** 1d6 RKA, BODY NND: LS: Disease (+2), Uncontrolled Continuous 0 END, Invisible Power Effects vs. Sight/Hearing (+¾), 1 Day Gradual Effect (-3), 0 Range (19) [9]

***Enthrall:** 8d6 Mind Control, Nonverbal (+¼), Only to Cause Love/Lust (-1), 0 Range (20) [5]

***Vanish:** Invisibility vs. Normal Vision (20) [2]

Sneaky Skills:

Acting 12- (3)

Disguise 11- (3)

Seduction 12- (3)

Total Powers & Skills Cost: 83

Total Character Cost: 155

Disadvantages: 50+

Accidental Change:

to Animal Form 14- if Recognized as Spirit (Common) (20)

Distinctive Feature:

Demonic Aura (Few Detect, Cause Dislike) (10)

Physical Limitation:

No Fine Manipulation in Animal Form (Infrequent, Greatly) (10)

Psychological Limitation:

Malicious, Casual Killer (Very Common) (15)

Lecherous (Common) (10)

Susceptibility:

2d6 STUN, Being Spat Upon (Very Common) (20)

1d6 STUN/Turn, Exorcism (Uncommon) (10)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attacks/Bindings (Common) (10)

Total Disadvantage Points: 155

The Chinese do not clearly distinguish between ghosts, demons, and supernatural animals; they subsume them all under the general name of *Kuei*, "Evil Spirit." Some kuei are human ghosts who possess animals, or materialize in animal form. Other kuei are animals who gained intelligence and the magical powers of spirits because of their great age. Still other kuei are the ghosts of animals, or have no definite origin at all. To make things more confusing, the Chinese may call completely different sorts of evil spirits "kuei," although these spirits usually have their own names as well. The animalistic kuei, however, are one of the most common and distinctive sorts of Chinese evil spirit.

Despite the confusion about the origins of the kuei, folktales are quite consistent about their activities. Kuei have two chief motivations: lust and murder. Kuei assume attractive human forms to seduce mortals. Such dalliances are extremely unhealthy for humans. All too soon, the kuei's unwitting lover falls sick or has a fatal accident. Once in a while, desire overcomes malice long enough for human and kuei to have a child. More often, a kuei will skip the sex and go straight on to terror and murder. Fortunately, mere mortals can easily kill a kuei — if they can detect and expose it. At least, they can kill its body. It's not at all clear whether bludgeoning, butchering, or boiling a kuei kills it for good, or whether this merely forces the spirit to look for a new body.

All kuei have a human and a nonhuman form. Most kuei choose young and attractive human seemings, the better to help them slake their lust. The nonhuman form can be just about any sort of animal. Tales describe kuei who took the form of tigers, foxes, dogs, goats, donkeys, cattle, pigs, rats, roosters, snakes, gavials (a Chinese relative of the crocodile), and many other animals. Rare kuei take the form of insects or even trees. Animal forms often show their supernatural character by being white — the color that the Chinese associate with death. If the kuei is an aging natural animal possessed by a demonic spirit, though, its appearance does not change after possession. Kuei can spend as much time in either form as they please.

In animal form, kuei have the normal abilities of that animal. A horse-kuei can run swiftly, a tiger-kuei has claws and fangs, a bird-kuei can fly; a cow-kuei is more massive than a human, while a fox-kuei is smaller. Most kuei stay within the normal size range of their animal form, although one legend describes a rat-kuei as big as a dog. For the "generic kuei" detailed here, the animal form receives 26 Character Points of appropriate powers. A pair of 13-point powers will adequately represent most animals.



In either form, the kuei has one special supernatural power. This may be as simple as the ability to turn invisible or as subtle as the power to curse a victim to suffer injury in a “natural” accident. (A cursed person might fall off his horse, be burned in a fire, or, in a more modern setting, crash his car. The curse may take effect days after it is placed.) 20 Character Points go to this “Special Power.”

Unless a kuei can take the form of a tiger or some other fierce predator, these demons have no great physical combat power. Once they detected a kuei — which usually forced the demon to assume its animal form — a gang of Chinese peasants could kill a kuei without much difficulty. If the peasants were lucky, the kuei had not cursed any of them to lethal misfortune in the next few days. The kuei’s real strength lay in their power to move unnoticed among humanity.

Unlike most demons, kuei suffer no damage from holy symbols or consecrated ground. Their only religion-based weakness is to formal exorcisms by religious believers. As spirits go, the kuei have a strong connection to the material world. Stunning or knocking out kuei will not dispel them. On the other hand, kuei suffer terrible pain from being spat upon!

Oddly, tales do not mention sorcerers summoning the kuei as servants. Nor do kuei appear in the Ten Hells of Chinese Buddhism. The “Ghost Countries” of the kuei seem to be separate regions of the Netherworld. These demons usually appear as freelance workers of evil, and less often as instruments of Heaven’s vengeance on the wicked. Presumably, though, a wizard can call kuei from the Ghost Countries — and the kuei, like all other demons, will be more easily controlled by their summoner than by other people. Kuei also appear on Earth spontaneously. They can easily pass from the Ghost Countries to the Chinese pantheon’s demesnes in the Land of Legends, and from there they can reach Earth.

More exceptional sorts of kuei also exist. The Tiger Ghosts can appear as tigers or as warriors dressed in red and gold. They are fierce fighters either way. An old romance tells of a white serpent (undoubtedly a kuei) who became a powerful magician by practicing meditation and austerities for centuries. Exceptional kuei such as Madame White-Snake can be major villains in their own right, the equals of any Western demon lord.



Oni (Japanese)

Val	Char	Cost	Roll	Notes
20/40*	STR	10	13-	400/6400 kg; 4d6/8d6 [2/3]
17	DEX	21	12-	OCV: 6/DCV: 6/5
20	CON	20	13-	
10/12*	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
4	COM	-3	10-	
18	PD	14		
18	ED	14		
3	SPD	3		Phases: 4,8,12
8	REC	0		
40	END	0		
30/32*	STUN	0		*Bonus: Growth

Total Characteristic Cost: 86

Movement: Running: 6"/12"

Powers & Skills:

Demonic Powers:

Classic Demon Powers Elemental Control (9)

- a - **Claw/Bite:** 1d6+1 PHKA (20/11) [2]
- b - **Spiritual Substance:** Armor 6 PD, 6 ED (18/9) [0]
- c - **Spiritual Immunities:** LS: Breathing, Disease, Aging, Heat/Cold (19/10) [0]

Miscellaneous Multipower (30 pt Pool) (30)

- u - **Growth:** 10 pts Growth, 0 END, +10 STR, 0 END, No Figured Chars (-½) (30/2) [0]
- u - **Shape Shift:** Any Japanese Human, 0 END (30/3) [0]
- u - **Invisibility** vs. Normal Vision, 0 END (30/3) [0]
- u - **Mind Scan** 6d6 (30/3) [3]
- u - **Unique Personal Power** (30/3)

Mental Defense: 7 pts Total (5)

Power Defense: 5 pts (5)

IR Vision (5)

Background Skills:

- Acting 12- (3)
- Stealth 12- (3)
- Personal Skill Choice (3)
- WF: Common Japanese Weapon Types (2)

Total Powers & Skills Cost: 109

Total Character Cost: 195

Disadvantages: 75+

Accidental Change:

- to True Form if Recognized as Demon, 14- (Common) (20)

Distinctive Feature:

- Grotesque, Ogreish Humanoid (Hard to Conceal) (10)
- Demonic Aura (Few Detect, Strong Reaction) (10)

Psychological Limitation:

- Treacherous or Sadistic (Very Common) (15)
- Cravenly Obedient to Those Who Defeat Them (Common, Strong) (15)

Susceptibility:

- 3d6 STUN/Phase, Beans (Common) (30)

Vulnerability:

- x2 Effect, PRE Attacks Backed Up w/Buddhist Piety (Common) (20)

Total Disadvantage Points: 195

The Oni are the premier demon race of Japan. Not only did they once haunt the mountains and forests of old Japan, they yet await the souls of sinners in Jigoku, the Hell of Japanese Buddhism.



Unlike most demons, the oni are not utterly devoted to harming humanity. Buddhist Hells are temporary way-stations where sinners do penance before they reincarnate. The oni, their torturers, have a dirty job — but someone has to do it. The lords of Jigoku might even send a squad of trustworthy oni to fetch an especially vile sinner a little early. Through centuries of such faithful service, an oni can gain enough merit to win reincarnation in some higher form, like an animal or a beggar — a chance for further progress.

Unfortunately, many oni forget or shirk their duty. Left unsupervised on Earth, they often succumb to their baser instincts. The activities of rogue oni range from petty pranks to murderous banditry. Oni can mingle with humanity invisibly or magically disguised, to work mischief and lead unsuspecting people astray from the path of virtue. Fortunately, sincere displays of Buddhist piety (such as reading aloud from the Buddha's sermons) remind oni of their duty and make them more likely to submit or flee in shame.

If piety fails, Japanese tradition offers another way to drive away oni: beans! The slightest touch from beans will cause intense pain to an oni. On some holidays the Japanese scatter beans around the house while people chant, "Oni go away!" Other than this, oni take no harm from holy symbols or consecrated ground. Indeed, a few oni become Buddhist or Shinto priests themselves, in hopes of gaining greater merit. Conversely, once in a while a priest volunteers to become an oni after death, to serve as the guardian of the temple. (Such exceptional oni would have different Psychological Limitations.)

Strong, tough, and magical, oni are formidable combatants; even so, samurai heroes can defeat them. Oni know how to use classic Japanese weaponry. (Exceptional oni “officers” could know weapon-based Japanese martial arts such as Kenjutsu.) All oni can grow to giant size, turn invisible, or take human form (Japanese only). They can mystically track down ordinary people, “officially” in pursuit of sinners. Like Western demons, oni are immortal, immune to disease, and accustomed to great heat (Jigoku, like the Western Hells, has many fiery sections). In addition, every oni has one special power of its own. This could be just about anything (within the Active Point limit).

Oni are humanoid, but gnarled and hairy, with short, pointed horns, large claws, and teeth. They come in many colors: red, blue, green, violet, and others. Despite their ugliness, oni look more comical than frightening — except when they attack! Oni can grow eight or nine feet tall, but normally they stay human-sized or just a bit smaller. In their true form, oni seldom wear anything but a loincloth, but when disguised as humans they love to dress up as playboys or priests.

Note: GMs can also use oni as the demons of the Chinese Buddhist Hells. These demons have the heads of bulls or horses and dress in soldierly uniforms, but for the most part they are straightforward bruisers.

Magical Races

Finally, here are a few examples of humanoid creatures who dwell on other Inner Planes. The Elves, of course, live in the Land of Legends; the Conurbites come from Babylon; and the Ghost Pirates dwell on the Astral Plane. (For more about the ghost pirates, see the description of the ghost town of Puerto Muerto in USM.)



Elf

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack 2 ½d6
12	COM	1		
5	PD	2		
5	ED	2		
3	SPD	6		Phases: 4,8,12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 46

Movement: Running: 6"/12"

Powers & Skills:

Faerie Powers:

- Multipower** (52 pt Pool): Choose 2 5-pt Slots, 1 2-pt Slot (52)
 - u - **Mind Reading:** 10d6 Telepathy (50/5) [5]
 - u - **Create Illusion:** 10d6 Mental Illusions (50/5) [5]
 - u - **Command:** 10d6 Mind Control (50/5) [5]
 - u - **Silent Command:** 8d6 Mind Control, Nonverbal (+¼) (50/5) [5]
 - u - **Weaken:** 3 ½d6 STR Drain, Recover 1 STR/Minute (+½) (52/5) [5]
 - u - **Tricky Fingers:** 10 STR TK + Fine Manipulation, Invisible vs. Sight/Hearing (+¾), ½ END (50/5) [2]
 - u - **Images vs. Hearing + All Sight, -7 PER, ½ END** (51/5) [2]
 - u - **Images vs. Hearing + All Sight, Touch, Detect Magic, -3 PER, ½ END** (49/5) [2]
 - u - **Enthrall:** 1d6+1 Transform to Devoted Slave, Cumulative, Invisible vs. All (+1), Victim Must Perform Action (-1) (50/2) [5]
 - u - **Animal Curse:** 1d6+1 Transform to Animal, Cumulative, Invisible vs. All (+1), Victim Must Perform Action (-1) (50/2) [5]
 - u - **Magic Weapon:** 2d6 RKA, Penetrating, ½ END, OAF, 0 Range (52/2) [2]
 - u - **Magic Weapon:** +4d6 HA (6d6 w/STR), BODY AVLD: Mental Defense (+2 ½), Penetrating, ½ END, OAF (5½) [2]
 - u - **Shape Shift:** Limited Class, 0 END, Initial Concentrate to 0 DCV (-½) (30/2) [0]

Etc.

Fairy Mail: Armor 6 PD, 6 ED, OIF (12)

Mental Defense: 8 pts (5)

LS: Disease, Aging (6)

UV Vision (5)

Sense Magic (5)

Background Skills:

Stealth 12- (3)

Skill of Choice (3)

WF of Choice (1)

Total Powers & Skills Cost: 104

Total Character Cost: 150

Disadvantages: 75+

Distinctive Feature:

Elf (Noticed) (5)

Physical Limitation:

Cannot Understand or Use Technology (Infrequent, Greatly) (10)

Psychological Limitation:

Mischievous (Very Common) (15)

Susceptibility:

1d6 STUN/Turn, Contact w/Iron (Common) (15)

Vulnerability:

x1 ½ STUN+BODY, Ferrous Weapons (Common) (20)

Other Limitation of Choice (10)

Total Disadvantage Points: 150

The elves or fairy-folk are the dominant race of the Land of Legends. There are many races of elves, dwelling in all sorts of environments. The most familiar races, like the European Fays and the Native American Nunnehi, live in forest regions. The undines live in lakes or under-sea grottoes; the svartalgar dwell deep underground; oreads prefer the heights of rugged mountains; sylphs sport among the clouds. The fairy warrior above can represent most races of elves, with minor adjustments for elves who live in unusual environments. (For instance, add LS: Underwater Breathing to make an undine and pay for the Power with a small Dependence on contact with water).

The elves have monarchs and feudal nobles, of sorts. Fairy lords such as King Oberon or Queen Mab have tremendous personal powers of personality and magic, but their authority seldom reaches beyond their line of sight. A mortal visibly placed under a fairy monarch's protection is safe from *some* inhabitants of the Land of Legends. Many creatures, however, don't care.

Most elves do not exceed human agent-types in physical competence. Most of them have only nonmagical weapons, such as swords or bows. (Heroic-level elves don't pay points for such weapons, just for the Weapon Familiarity. Special superheroic-level elves would carry magic weapons and pay Character Points for them.)

The great strength of the elven race is their magic. Every elf has at least three magic powers. This usually includes some sort of illusion power or mental influence, for the fairy-folk delight in twisting perceptions and emotions. Fairy magic seldom emphasizes attacks (although some elves carry formidable magic weapons), but it can give a considerable edge in combat.

The elves are really most dangerous in social situations, when they can subtly trick unsuspecting mortals. Only an alert human can avoid fairy curses — the most dangerous of elven powers. An elf can inflict strange obsessions, or even turn a human into an animal. To fall prey, the victim must repeatedly put him or herself in the elf's power in some way: for instance, kissing the elf or drinking the elf's enchanted wine.

Elven personalities vary, but not as much as human personalities do. Elven psychology centers on trickery, immortality, and the lack of a soul. Most elves are tricksters in some fashion, with tastes ranging from low slapstick to the most calculated and subtle ambiguity in their speech. Mortals are, of course, their favorite targets. Elves seldom think of the long-term consequences of their trickery or other actions. As immortals, the elves



outlive all consequence except their own deaths — and of death they dare not think. Without a soul, death becomes an absolute ending, with no hope of resurrection or some other existence beyond.

The elves are as unpredictable and mercurial as Nature itself, cruel or kind by whim. An elf can laugh at the most appalling crime or disaster, yet fly into a cold, murderous rage at the interruption of a dance. Without souls, however, none of their emotions have the depth and permanence of human passions. They understand neither true love nor true hate, neither sin nor redemption. An elf can spend twenty years preparing a horrible revenge on a mortal just for the sport of it, then make a pass at the dead man's daughter — and not understand why she doesn't like him.

Elves resemble humans; most could easily pass for human if their pointed ears and sharp features go unnoticed. Elves may have skin, hair, or eyes of any color found among humanity, and quite a few colors that aren't. They are uniformly good-looking, and wear fine clothing and jewelry of the style appropriate to their culture. European fays, for instance, often dress in silk, satin, and velvet in a Medieval or Renaissance style. American nunnehi wear clothes of stitched, fringed, and dyed leather with ornaments of beads, polished shells, and feathers. Persian peris assume typical Oriental splendor. A fairy warrior, like the one described above, would also wear armor, of whatever style fits the corresponding human culture.

Conurbite

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack 2 ½d6
12	COM	1	11-	
13	PD	10		
13	ED	10		
3	SPD	6		Phases: 4,8,12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 62

Movement: Running: 6"/12"

Powers & Skills:

Machine Powers:

Multipower (Choose 1 3-pt Hand Weapon Slot, 2 4-pt Other Slots) (45)

u - **Cutting/Drilling Hand:** 2d6+1 RKA, ½ END, 0 Range (44/3) [2]

u - **Burning Hand:** 2d6+1 RKA, ½ END, 0 Range (44/3) [2]

u - **Electrical Hand:** 7d6 EB, ½ END, 0 Range (44/3) [2]

u - **Mattershaping:** 1 ½d6 Transform, Var: Same Substance, Any Shape (+¼), Cumulative (44/4) [4]

u - **Transmutation:** 1 ½d6 Transform, Var: Same Shape, Any Substance (+¼), Cumulative (44/4) [4]

u - **Mind Over Matter:** 30 STR TK (45/4) [4]

u - **Wrapup:** 3d6 Entangle, Indirect (+½) (45/4) [4]

u - **Flare:** 3d6 Flash vs. Vision, Explosion (+½) (45/4) [4]

u - **Shape Shift:** Anything, 0 END (45/4) [0]

u - **Cyberkinesis:** 9d6 Mind Control vs. Machines (see ULTIMATE MENTALIST) (45/4) [4]

Etc.

Damage Resistance: 4 PD, 4 ED (4)

Mental Defense: 8 pts (5)

Power Defense: 5 pts (5)

LS: Disease, Aging (6)

Sense Magic (5)

Background Skills:

PS of Choice 12- (3)

Other Skill of Choice (3)

FAM of Choice (1)

Total Powers & Skills Cost: 88

Total Character Cost: 150

Disadvantages: 75+

Distinctive Feature:

Plastic Complexion, Inorganic Bits (Noticed) (5)

Psychological Limitation:

Mercenary, Anti-Ideological (Common) (10)

Dislikes Nature (Common) (10)

Susceptibility:

1d6 STUN/Turn, Areas Consecrated to Nature (Uncommon) (10)

Vulnerability:

x1 ½ STUN+BODY, Natural Weapons (Very Common) (30)

Other Limitation of Choice (10)

Total Disadvantage Points: 150

The conurbites are a new magical race emerging in Babylon. Just as the elves of Faerie embody the unpredictable influence of Nature, the conurbites personify the urban environment. They dislike natural surroundings and unprocessed foods. Unlike the elves, who cannot understand any machine more complicated than a water wheel, conurbites love technology. Every conurbite has some technical skill such as Mechanics or Electronics, or a craft skill such as Blacksmith, Weaver, or Painter.

The innate magical powers of conurbites emphasize the control of force and matter. All conurbites can "morph" part of their body (usually a hand) into some sort of tool or appliance that they can also use as a weapon. (They can also "morph" their hands into the ordinary hand tools they would use in their chosen Professional Skill. For instance, a conurbite auto mechanic could shape his hands into wrenches, a carpenter could make hammers, screwdrivers, and small saws, while a painter would turn her hands into normal brushes or airbrushes.) Every conurbite also has at least two other magical abilities. The list above suggests some typical powers.

Like the elves, conurbites live forever (unless slain) and lack souls. Also like elves, they tend toward amorality. Conurbites, however, tend to be mercenaries rather than tricksters. Their attitudes to human religious codes range from casual ignorance to biting contempt. Instead, conurbites follow a general code of professional ethics: to do a good job, without regard to the nature of one's client. Some conurbites are friendly and some are truly



vicious, but almost all of them are company men, even when they are self-employed.

Conurbites look very human, mimicking the features and coloration of all the major human racial groups. Conurbites are all good looking, but their features are a little too regular, their skin too smooth, like plastic store mannequins. Their ears are flattened on top. In the last few decades, some conurbites have appeared with small amounts of metal, glass, ceramic, or even machinery in their bodies. A conurbite might have TV screen eyes, teeth made of cut glass, a circuit board with tiny winking lights set in the forehead like a third eye, or nails of polished metal. The appearance and abilities of conurbites may well change in the coming centuries. The race has not yet reached its final form (or forms), and no one knows what that form will be.

Conurbites dress in the high fashion of every district of Babylon, from Roman togas to power suits to acid-washed jeans with \$100 sneakers. Some of them hybridize fashions, producing combinations such as business suits embroidered with Chinese dragons, silk cravats worn with studded leather jackets, or turbans with togas.

Ghost Pirate

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
0	COM	5	9-	
8	PD	5		
8	ED	5		
3	SPD	6		Phases: 4,8,12
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristic Cost: 45

Movement: Running: 6"/12"
Flight: 11"/22"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Ghost Sword

Ghost Powers:

Ghost Elemental Control (30)

- a - **Phantom Form:** Desolid, Not vs. Spirit Magic, 0 END Persistent, Always On on Earth (-1/2), Never On on Astral Plane (-1/4) (80/29) [0]
- b - **Spiritual Substance:** Armor 16 PD, 16 ED + Power Defense 5 pts + Mental Defense 10 pts Total (61/31) [0]
- c - **Spiritual Strength:** 15 STR, Affects Solid (+2), Penetrating, 0 END (60/30) [0]
- d - **Ghost Sword:** +3d6 HA (4d6 w/STR), Affects Solid (+2), BODY AVLD: Power Defense (+2 1/2), AP, Personal Immunity, 0 END, OAF, BODY Damage Heals 1 BODY/Minute (-1/4) (61/14) [0]
- e - **Ghost Longboat:** 11" Flight, x2 NCM, Use by Other (+1/4), 4 Hexes AE (+1), 0 END, Only in Company of Other Pirates (-1) (60/15) [0]

Spiritual Immunities: LS: Breathing, Eat/Excrete/Sleep, Disease, Aging (21)

Flash Defense vs. Vision: 5 pts (5)

Background Skills:

PS: Pirate 12- (3)

FAM: Singing Sea Chanties (1)

Total Powers & Skills Cost: 185

Total Character Cost: 230

Disadvantages: 100+

Distinctive Features:

Skeletal Phantoms (Can't Conceal, Terrifying) (25)

Physical Limitation:

Solid at Instant when Magic Hits (Frequent, Greatly) (15)

Psychological Limitation:

Greedy (Common, Strong) (15)

Roisterous (Common, Strong) (15)

Vengeful, Hunting Those who Thwarted Them (Common, Strong) (15)

Susceptibility:

1d6 STUN+BODY, Flash Attacks vs. Vision (Common) (20)

1d6 STUN/Turn, Exorcisms & Holy Ground (Uncommon) (10)

Unluck: 2d6 (10)

Total Disadvantage Points: 230

The Ghost Pirates are an example of the more aggressive phantoms found on the Lower Astral Plane. They appear as ghostly skeletons dressed in the tattered remains of pirate outfits. Their captain, for instance, wears a ragged greatcoat, trousers, boots, and a broad tricorne hat with a bedraggled plume. Some of the phantom buccaneers wear red bandannas around their skulls; a few have eye patches, hooks, or peglegs. They carry cutlasses, and travel in ghostly longboats or an eerily shining, full-sized ghost ship.

The pirates are not nice people (ex-people?). They like taking people's valuables. If the people resist, the pirates will kill them. Since the pirates are now ghosts, immune to all physical force, normal humans can't do much to stop them. Fortunately, the Ghost Pirates seldom stray onto the material plane; their normal haunt is the astral seas. If a traveler from Earth defeats them, however, the Ghost Pirates might eventually find their way to Earth, looking for vengeance.

Fortunately, spirit-based magic such as Hermetic Theurgy and Voodoo can affect the Ghost Pirates. (Their Desolidification remains effective against High Magic and Natural Magic.) If hit by a Spirit Magic attack, they become solid for the remaining duration of the Segment; at that moment, other attacks will do damage. Flash Attacks, whether magical or not, can whittle them down.

Ghost Pirates have some serious psychological problems: they make their own Unluck. They might ignore even obvious traps, as long as the bait looks valuable enough. Let a pretty girl bat her eyes at a Ghost Pirate and he might stop fighting or looting to run over, strut, brag, and cop a feel (ick). Get them in a tavern or a liquor store, and they'll drink and sing "Yo Ho Ho" for hours. Of course the booze just pours through them and puddles on the floor, but that won't stop them. They're vicious, but not too bright.



Chapter 2:



Standardized Elementals

Elemental spirits personify states of matter. The most well known elementals embody the classical elements of Air, Earth, Fire, and Water, but many other forms of matter can also generate elementals. Examples include mud, ice, lava, smoke, and lightning.

Many sorcerers use elementals as minions. Most elementals are formidable combatants. Their powers give them many noncombat uses as well. Each particular type of elemental only has a few powers...but there are many sorts of elementals.

Elementals are surly creatures, however, and must be magically bound into service. Failing at the binding spell usually has severe consequences. Most commonly, a failed binding enrages the elemental. Most unbound elementals dispel themselves after such an attack, but sometimes a strong-willed elemental will remain on Earth or the Lower Astral Plane. Fortunately, elementals are relatively easy for their summoner to compel. They are not so easy for other people to control.



The magical theory often used to explain the existence of elementals proposes that the potential for life and thought permeates all existence: anything can be related to as if it were a person. When a sorcerer conjures an elemental, he makes manifest the “person-ness” implicit in a state of matter. A dispelled elemental dissolves completely, in both mind and body.

If the sorcerer loses control, the elemental might show entirely too *much* personality — and never a friendly one! Elementals are not mindless berserkers, though. A liberated elemental, or one whose orders leave room for interpretation, will show likes, dislikes, and other personality quirks. Some may try to stay “alive” at all costs; others may yearn for the Nirvana of oblivion. When a powerful elemental goes on a rampage, its personality may provide options, besides raw force, to use against it.

And that’s about all one can say about elementals. They are very straightforward creatures.

Primary Elementals

The “primary” elementals embody the classic Four Elements of Western occultism: Air, Fire, Earth, and Water. These are the best-known types of elemental, and consequently the ones most often summoned. Each type comes in a base 75 point form. Creating more or less powerful versions with higher or lower base points is just a matter of number-crunching. Elementals make good minions for evil sorcerers: a group of them will give a team of heroes a decent (but not too difficult) fight as a warm-up for the main battle to come.

Summoning a “primary elemental” requires a fair quantity of the appropriate element. A mage must summon air elementals in open spaces; earth elementals on the ground; water elementals near a body of water; and fire elementals from at least a bonfire.



Air Elemental

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½D6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
13	CON	6	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
10	PD	7		
10	ED	7		
3	SPD	3		Phases: 4,8,12
6	REC	0		
26	END	0		
22	STUN	0		

Total Characteristic Cost: 48

Movement: Running: 6"/12"
Flight: 12"/48"

Powers & Skills:

Air Spirit Powers:

Airy Nature Elemental Control (15)

a - **Dissolve Into Air:** Desolid, Not vs. Wind/Area ED Attacks, 0 END, Can't Penetrate Solid Matter (-½) (60/30) [0]

b - **Never Really Solid:** Armor 10 PD, 10 ED (30/15) [0]

c - **Aerial Movement:** 12" Flight, ½ END, x4 NCM (35/20) [1/10"]

d - **The Wind's Strong Hand:** +13 STR, 0 END, No Figured Chars (-½), Doesn't Add to Base STR (-½) (45/15) [0]

e - **Unseen as Air:** Invisibility vs. Normal Hearing/All Vision (30/15) [3]

f - **Weather Control:** Change Environment 4" Radius, Any Weather (+1), 0 Range(30/10) [3]

Power Defense: 5 pts (5)

LS: Tainted Air, Heat/Cold, Disease, Aging (14)

Swimming: -2" (0" Total) (-2)

Total Powers & Skills Cost: 137

Total Character Cost: 185

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Whirlwind (Can't Conceal, Unnerving) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Turn, Shut Off From Open Air (Uncommon) (20)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attack/Binding (Common) (10)

x1 ½ BODY, Area ED Attacks (Common) (10)

Total Disadvantage Points: 185

Air elementals look like 8' tall whirlwinds with flickering hints of human forms inside. Of course, they can fly. They can rarely themselves to become immune to most forms of damage without losing their ability to attack or

to affect solid matter. Air elementals can also turn invisible or create any weather condition around them. They can't swim, though — if circumstances force an air elemental underwater, it will just bubble out to the surface. They tend to be (what else) flighty — one might say airheaded — with short attention spans.

Earth Elemental

Val	CHA	Cost	Roll	Notes
40*	STR	20	17-	6400 kg; 8d6 [4]
11	DEX	3	11-	OCV: 4/DCV: 4
19	CON	18	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
6	COM	-2	10-	
15*	PD	7		
15*	ED	9		
3	SPD	9		Phases: 4,8,12
10	REC	0		
38	END	0		
35	STUN	0		* Bonus: Density Increase

Total Characteristic Cost: 74

Movement: Running: 6"/12"
Tunneling: 3"/6"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/HTH Combat (5)

Earth Spirit Powers:

Earthy Nature Elemental Control (16)

a - **Body of Stone:** Armor (11-PD, 11-ED) (33/17) [0]

b - **Move Through Earth:** 3", DEF 6 Tunneling, Close Behind, x2 END (34/12) [2/5"]

Solid Rock: Density Increase 10 pts, 0 END Persistent, Always On (13)

Power Defense: 5 pts (5)

LS: Breathing, Heat/Cold, Vacuum/Pressure, Disease, Aging (22)

N-Ray Vision, Blocked by Air, Only to See Through Ground (-½) (13)

Swimming: -2" (0" Total) (-2)

Total Powers & Skills Cost: 101

Total Character Cost: 175

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Dirt & Rocks (Can't Conceal, Unnerving) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Turn, Losing Contact w/Ground (Uncommon) (20)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attack/Binding (Common) (10)

Total Disadvantage Points: 175

Earth elementals take the form of rough, man-shaped figures of dirt and rock. They are slow but tremendously strong and resistant to damage, and they move through solid ground with ease. Earth elementals can sense the hidden structure of the ground, which allows them move beneath opponents standing on the ground to attack from surprise. They are stolid and dependable when not Berserk. They tend to be stubborn.

Fire Elemental

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3 ½d6
6	COM	-2	10-	
15	PD	12		
15	ED	12		
3	SPD	0		Phases: 4,8,12
6	REC	0		
30	END	0		
24	STUN	0		

Total Characteristic Cost: 71

Movement: Running: 6"/12"
Flight: 14"/28"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Fire Blast/Dodge (6)

Fire Spirit Powers:

Fiery Substance Elemental Control (17)

a - **Flaming Body:** 1d6 RKA, Damage Shield, 0 END Persistent, Always On (37/13) [0]

b - **Fire Blast:** 2d6+1 RKA (35/18) [3]

c - **Not Really Solid:** Armor (12 PD, 12 ED) (36/19) [0]

d - **Rise Like Smoke:** 14" Flight, ½ END, x2 NCM (35/18) [1/10"]

Body of Fire: +6 ED, Only vs. Heat/Fire (-½) (4)

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 5 pts (5)

LS: Breathing, Heat, Disease, Aging (19)

Total Powers & Skills Cost: 124

Total Character Cost: 195

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Bonfire (Can't Conceal, Unnerving) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN/Phase, Contact with Water (Common) (20)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attack/Binding (Common) (10)

x1 ½ STUN+BODY, Cold/Water Attacks (Uncommon) (10)

x1 ½ BODY, Area PD Attacks (Common) (10)

Total Disadvantage Points: 195

Fire elementals look like vaguely humanoid bonfires. They are even swifter and more accurate than air elementals, but they have a lower top-flight speed. As might be expected, they burn anything that touches them, but cannot be hurt by fire themselves. Fire elementals can also project bursts of flame. They love to set their surroundings on fire (as a matter of self-preservation, if nothing else). They never understand why organic beings object to this. Fire elementals also tend to be vain about their abilities and love a chance to show off.

Water Elemental

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
6	COM	-2	10-	
17	PD	12		
17	ED	14		
3	SPD	6		Phases: 4,8,12
8	REC	0		
30	END	0		
29	STUN	0		

Total Characteristic Cost: 68

Movement: Running: 6"/12"
Swimming: 8"/32"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/ Grab OCV (4)

Water Spirit Powers:

Watery Nature Elemental Control (18)

a - **Grab & Drown:** 2d6 EB, NND vs. LS: Breathing (+1), Uncontrolled Continuous 0 END, 0 Range (40/15) [0]

b - **Flowing Form:** Desolid, No Defense: Only to Pass Small Openings (-1) (40/11) [4]

c - **Attacks Splash Through:** Armor (12 PD, 12 ED) (36/18) [0]

d - **Body Flows Back Together:** 2d6 STUN + 1d6 BODY Aid, Continuous, 0 END, Self Only (-½), Restore Only (-½) (37/9)

Power Defense: 5 pts (5)

LS: Breathing, Disease, Aging (16)

Swimming: +6" (8" Total), x4 NCM (10) [1/5"]

Total Powers & Skills Cost: 107

Total Character Cost: 175

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Water Blob (Can't Conceal, Unnerving) (20)





Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)
Clumsy, DEX Roll for Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attack/Binding (Common) (10)
x1 ½ STUN+BODY, Heat/Fire Attacks (Common) (20)

Total Disadvantage Points: 175

Not much can hurt these bulbous, humanoid forms of living water. Most attacks just go through them, and any damage they do suffer repairs itself in seconds. Water elementals can ooze through even the tiniest openings. Their favorite attack strategies are to grab and squeeze opponents, or to drag them into a body of water to drown.

Water elementals have inscrutable personalities. Aside from any behavior forced on them by binding spells, water elementals can be helpful or murderous at whim. They can sense that humans are mostly water, but regard humanity's solid fixity of form as bizarre and disturbing.

Secondary Elementals

The classic Four Elements form a square. Midway between the corners fall the four qualities that describe them: hot, wet, cold, and dry. Water is cold and wet, air cold and dry, fire hot and dry, and earth hot and wet — so says ancient tradition, anyway. The four qualities can generate elementals too, from substances that strike an average between the “parent” elements. Ice, which comes from either water or air (as snow), embodies the quality of cold. For heat there are lava elementals, a fusion of Earth and Fire. Mixing Earth and Water gives Mud as the embodiment of moisture, while hot, dry Smoke forms an obvious conjunction between Air and Fire.

One can summon secondary elementals from the appropriate substances directly, or from symbolic representations: for instance, water and a chunk of quartz for ice, or volcanic rocks in a bonfire for lava. This reduces the chance, however, of successfully conjuring the elemental. (In rules terms, give any spell to summon secondary elementals an Activation Roll if such a substitution is made, or put minuses on any Activation or Skill Roll that is already part of the spell.)

Ice Elemental

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
6	COM	-2	10-	
27	PD	23		
27	ED	24		
3	SPD	6		Phases: 4,8,12
7	REC	0		
30	END	0		
30	STUN	4		

Total Characteristic Cost: 88

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Ice Blast OCV (4)

Ice Spirit Powers:

Icy Nature Elemental Control (17)

a - **Cold Aura:** 2d6 EB, AP, Penetrating (Not vs. LS: Cold), Damage Shield, 0 END Persistent, Always On (35/12) [0]

b - **Cold Blast:** 4d6 EB, NND: LS: Cold (+1), ½ END (45/28) [2]

Body of Ice: Damage Resistance: 10 PD, 10 ED (10); Armor: 6 PD, 6 ED, Only vs. Ice/Cold (-1 ½) (7)

Power Defense: 5 pts (5)

LS: Breathing, Cold, Disease, Aging (19)

Total Powers & Skills Cost: 102

Total Character Cost: 190

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Icicle (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Any Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN/Turn, Temp over 70 Degrees F. (Common) (15)

Vulnerability:

x1 ½ STUN+BODY, Fire Attacks (Common) (20)

x1 ½ Effect, Summoner PRE Attacks/Bindings (Common) (10)

Total Disadvantages Cost: 190

Ice elementals are intensely cold and can project supercooled frost — the concentrated essence of winter. They look like humanoid figures made of snow and ice. Ice elementals have an intrinsic dislike of humans and other warm-blooded creatures. Even without orders to cause harm, an ice elemental may display a patient, relentless hatred of the living.

Lava Elemental

Val	CHA	Cost	Roll	Notes
35*	STR	15	16-	3200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3 ½d6
4	COM	-3	10-	
10*	PD	3		
10*	ED	4		
3	SPD	6		Phases: 4,8,12
8	REC	-2		
36	END	0		
32	STUN	0		*Bonus: Density Increase

Total Characteristic Cost: 59

Movement: Running: 6"/12"

Tunneling: 5"/10"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/HTH Combat (5)

Lava Spirit Powers:

Lava Nature Elemental Control (19)

a - **Hot Surface:** 1d6+1 ERKA, Damage Shield, 0 END Persistent, Always On (50/21) [0]

b - **Stony Crust:** Armor: 13 PD, 13 ED (39/20) [0]

c - **Make Lava Tube:** 5", DEF 10 Tunneling (Leave Tunnel), x3 END (-1) (40/10) [3/5"]

Magma Body: Density Increase 10 pts, 0 END Persistent, Always On (13); Armor: 6 ED, Only vs. Heat/Fire (-½) (6)

Power Defense: 5 pts (5)

LS: Breathing, Heat/Cold, Disease, Aging (19)

Swimming: -2" (0" Total)

Total Powers & Skills Cost: 116

Total Character Cost: 175

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Lava Blob (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Any Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (5)

Susceptibility:

1d6 STUN/Phase, Contact with Water (Common) (20)

Vulnerability:

x1 ½ Effect, Summoner PRE Attacks/Bindings (Common) (10)

Total Disadvantage Points: 175

Lava elementals combine the strength and toughness of earth elementals with the body heat of fire elementals. They can move through solid ground like earth elementals do, but not as quickly or easily. They often show little awareness of their surroundings, just burning and shoving their way through anything in their path.



Mud Elemental

Val	CHA	Cost	Roll	Notes
30*	STR	15	15-	1600 kg; 6d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3 ½d6
4	COM	-3	10-	
19*	PD	13		
9*	ED	4		
3	SPD	6		
8	REC	-2		
36	END	0		
32	STUN	0		*Bonus: Density Increase

Total Characteristic Cost: 69

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Grab OCV (2)

Mud Spirit Powers:

Muddy Nature Elemental Control (19)

- a - **Suffocate:** 3d6 EB NND vs. LS: Breathing (+1), Damage Shield, 0 END, Must Grab & Hold (-½) (45/17) [0]
- b - **Ooze Through Openings:** Desolid, Only to Pass Through Small Openings (-1) (40/10) [4]
- c - **Attacks Just Sink In:** Armor (13 PD, 13 ED) (39/20) [0]
- d - **Repair Body:** 4d6 STUN + 4d6 BODY Aid, Self Only (-½), Only to Restore Lost STUN/BODY (-½) (40/10) [4]

Made of Mud: Density Increase 5 pts, 0 END Persistent, Always On (7)

Power Defense: 5 pts (5)

LS: Breathing, Disease, Aging (16)

Total Powers & Skills Cost: 106

Total Character Cost: 175

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Mud Blob (Can't Conceal, Disgusting) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)
Clumsy, DEX Roll for Any Manipulation (Frequent, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Minute, Immersion in Running Water (Uncommon) (10)

Vulnerability:

x1 ½ Effect, Summoner PRE Attacks/Bindings (c) (10)
x1 ½ STUN, Fire Attacks (Common) (10)

Total Disadvantage Points: 175

Mud elementals aren't as strong as earth elementals, but they are quicker, harder to hit, and can seal up damage and ooze through small openings the way water elementals do. In combat, they like to grab an opponent and flow over him, drowning and crushing him in their bodies. Perhaps some amount of concentration is necessary to maintain their humanoid forms, as they don't like to move about any more than they have to.

Smoke Elemental

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
8	COM	-1	10-	
9	PD	6		
9	ED	6		
3	SPD	6		Phases: 4,8,12
6	REC	0		
30	END	0		
24	STUN	0		

Total Characteristics Cost: 45

Movement: Running: 6"/12"

Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Grab OCV (2)

Smoke Spirit Powers:

Smoky Nature Elemental Control (18)

- a - **Dehydration Touch:** ½d6 ERKA, Penetrating, Affects Solid (+2), ½ END (37/19) [2]
- b - **Smoke/Wind Hand:** 15 STR, Affects Solid (+2), 0 END, No Figured Chars (-½), Doesn't Add to Base STR (-½) (52/17) [0]
- c - **Dissolve Into Air:** Desolid, Not vs. Area PD Attacks, 0 END, Can't Penetrate Solid Matter (-½) (60/28) [0]
- d - **Never Really Solid:** Armor (12 PD, 12 ED) (36/18) [0]
- e - **Rise Like Smoke:** Flight 12", 0 END (36/18) [0]

Power Defense: 5 pts (5)

LS: Breathing, Heat, Disease, Aging (19)

Swimming: -2" (0" Total) (-2)

Total Powers & Skills Cost: 140

Total Character Cost: 185

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Smoke Cloud (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Common, Total) (20)
Clumsy, DEX Roll for Any Manipulation (Common, Slight) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Minute, Contact with Water/Fog (Common) (20)

Vulnerability:

x1 ½ Effect, Summoner PRE Attacks/Bindings (Common) (10)

x1 ½ STUN, Area PD Attacks (Common) (10)

Total Disadvantage Points: 185

Smoke elementals look like billowing, humanoid clouds of smoke and ash. They personify dryness: their touch desiccates and withers organic matter. Like air elementals, they can fly, ignore most forms of damage, and pass through tiny cracks. Dust can generate functionally identical elementals, but smoke particularly illustrates how dryness falls between air and fire. Like air elementals, smoke elementals are easily distracted; like fire elementals, they seem not to comprehend the harm they cause to other beings.

Special Elementals

GMs can define other sorts of elementals, too. Some can be variant forms of other elementals, generated by specialized environments. Other elementals can grow from states of matter and energy that have nothing to do with the traditional Elemental Square at all.

As an example of the first sort, here is the Smog Elemental, a variant form of the Smoke Elemental. The Lightning and Plastic Elementals exemplify the second sort of Special Elemental. All of these variants would work well in adventures that involve magic in urban settings, as minions of an up-to-date sorcerer.

Smog Elemental

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
4	COM	-3	10-	
10	PD	7		
10	ED	7		
3	SPD	2		Phases: 4,8,12
6	REC	0		
30	END	0		
23	STUN	0		

Total Characteristic Cost: 51

Movement: Running: 6"/12"
Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Grab OCV (4)

Smog Spirit Powers:

Smoggy Nature Elemental Control (15)

a - **Dissolve Into Air:** Desolid (not vs. WindExplosive Area Attacks), 0 END, Can't Penetrate Solid Matter (-½) (60/30) [0]

b - **Choke:** 2d6 EB, NND: LS: Breathing (+1), Use While Desolid (+2), Continuous, ½ END, 0 Range, Must Grab/Hold (-½) (52/18) [2]

c - **Smog/Aerial Hand:** +13 STR, Usable While Desolid (+2), 0 END, No Figured Chars (-½), Doesn't Add to Base STR (-½) (45/15) [0]

d - **Never Really Solid:** Armor 10 PD, 10 ED (30/15) [0]

e - **Float As Vapor:** 12" Flight, ½ END (30/15) [1/10"]

Power Defense: 5 pts (5)



LS: Tainted Air, Heat/Cold, Disease, Aging (14)

Swimming: -2" (0" Total) (-2)

Skulking Skills:

Shadowing 13- (7)

Stealth 13- (3)

Total Powers & Skills Cost: 139

Total Character Cost: 190

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Smog Cloud (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Clumsy, DEX Roll for Any Manipulation (Frequent, Slight) (10)

Can't Enter Water (Infrequent, Slight) (5)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN/Turn, Being in Clean, Unpolluted Air (Common) (15)

Vulnerability:

x1 ½ Effect, Summoner PRE Attacks/Bindings (Very Common) (15)

x1 ½ STUN, Explosive Area Attacks (Common) (10)

Total Disadvantage Points: 190

A smoke elemental generated from smog becomes a somewhat different sort of spirit: a smog elemental. This elemental looks like a cloud of evil-smelling, yellow-brown fog. Wisps and eddies of smog suggest arms and a distorted face.

A smog elemental attacks by wrapping itself around its victim and forcing its stinking, corrosive substance into an opponent's lungs. Despite being made of vapor, smog elementals can affect solid objects: they can grab and lift a man, shove, punch, and throw things with their foggy arms. In most ways, smog elementals are no more intelligent than other elementals. They have a low cunning, however, at making their way through the cities where they can be summoned; hence, they have Stealth and Shadowing skills.

Smog elementals have some weaknesses common to many spirits, and one unique weakness: they need to stay in at least moderately polluted air. Genuinely clean air actually causes them harm. They also cannot enter water because they have no way to push it aside.

Lightning Elemental

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack 3 ½d6
8	COM	-1	11-	
13	PD	10		
13	ED	10		
3	SPD	2		Phases: 4,8,12
7	REC	2		
30	END	0		
23	STUN	0		

Total Characteristic Cost: 64

Movement: Running: 6"/12"
Teleport 11"
Flight 5"/10"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Lightning Bolt OCV (2)

Lightning Spirit Powers:

Electrical Nature Elemental Control (19)

a - **Shocking Touch:** 4d6 EB, Damage Shield, 0 END Persistent, Always On (50/21) [0]

b - **Lightning Bolt:** 8d6 EB (40/21) [4]

c - **Machine Control:** 15 STR TK w/Fine Manipulation, ½ END, Only vs. Machines w/Significant Electrical Parts (-1 ½) (40/8) [2]

d - **Made of Electricity:** Armor (13 PD, 13 ED) (39/20) [0]

e - **Spark Jump:** 11" Teleport, ½ END, +5" Flight, 0 END (39/20) [1/10"]

Body of Electricity: +11 ED, Only vs. Electrical (-¾) (6)

Power Defense: 5 pts (5)

LS: Breathing, Disease, Aging (16)

Swimming: -2" (0" Total) (-2)

Total Powers & Skills Cost: 136

Total Character Cost: 200

Disadvantages: 75+

Berserk:

in Combat, Go 8-, Recover 14- (15)

Distinctive Feature:

Living Lightning Bolt (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Common, Total) (20)

Clumsy, DEX Roll for Any Manipulation (Frequent, Slight) (10)

-2 on all OCVs When Around Magnetic Fields/Iron (Infrequent, Greatly) (10)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Turn, Grounding/Immersion in Water (Common) (30)

Vulnerability:

x1 ½ Effect, Summoner PRE Attacks/Bindings (Very Common) (15)

Total Disadvantage Points: 200



Lightning elementals shine blue-white. They move with incredible speed — their teleportation — and can hover or slowly drift through the air like ball lightning. They shock whoever touches them, of course, and can throw bolts of lightning. They have an innate connection with all electrical machinery: by casting a thread of their own current into a machine, a lightning elemental can animate and control it. They can achieve far more than a 15 STR force from the machine, too, by using their TK to control the machine's own controls.

(For instance, a lightning elemental could use a bulldozer's massive full STR to knock down a wall. It would use its TK to start up the bulldozer and work the gas pedals and steering wheel. Anyone who could exert more than 15 STR on the steering wheel would take away the elemental's ability to steer. Likewise, the bulldozer still would not start if it didn't have any fuel.)

A sorcerer can summon lightning elementals in stormy weather with the help of a lightning rod, or from any strong electrical source. Lightning elementals have little patience — they have to stay on the move, doing *something*. While grounding can destroy lightning elementals, their greatest fear is water, which disperses electricity.



Plastic Elemental

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
13	PRE	3	12-	PRE Attack 2 ½d6
10	COM	0	11-	
15	PD	12		
15	ED	12		
3	SPD	5		Phases: 4,8,12
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristic Cost: 58

Movement: Running: 6"/12"

Powers and Skills

Combat Skills:

Combat Skill Levels: +2 Levels with Grab

Plastic Spirit Powers:

Plastic Nature Elemental Control (15)

a - **Take Any Form:** Shape Shift, Anything, 0 END (45/30)

b - **Extending Limbs:** 4" Stretching, 0 END (30/15)

c - **Flow Back Together:** Regeneration, 3 BODY/Turn (30/15)

d - **Not Much Harms Plastic:** LS: Total (30/15)

Damage Resistance: 5 PD, 5 ED (5)

Power Defense: 5 pts (5)

Extrude More Limbs: Extra Limbs (5)

Background Skills:

Cramming (5)

Disguise 11- (3)

Jack of All Trades (3)

Total Powers & Skills Cost: 122

Total Character Cost: 180

Disadvantages: 75+

Berserk:

in Combat (Very Common), Go 8-, Recover 14- (15)

Distinctive Feature:

Living Plastic (Easily Concealed, Unnerving) (10)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Psychological Limitation:

Rudimentary Personality (Uncommon) (5)

Susceptibility:

1d6 STUN + BODY/Turn, Taken BODY From Fire Attack (Common) (30)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attacks/Binding Spells (Common) (10)

Total Disadvantage Points: 180

Those wacky technomancers may have finally discovered something useful: the plastic elemental. These are pretty poor fighters compared to other elementals, but very good workers. Given a few hours in which to putter, a plastic elemental can mysteriously pick up *any Professional Skill at all*, from Aardvark Wrangler to Zymurgist. Born of the one common substance that is entirely man-made, plastic elementals seem to be able to access the entire range of human skills. A plastic elemental won't be



a great carpenter, violinist, or financial analyst, but at least it will be competent.

In its true form, the elemental looks like a humanoid figure made of plastic — whichever plastic the sorcerer used to summon it. The elemental can take the form of anything with the same mass and change its color to fit. Plastic elementals never get textures exactly right, though: they always feel like plastic.

Their solid plastic bodies resist most sorts of damage and heal with incredible speed; they survive environments that rapidly degrade other elementals. Fire, however, can easily destroy a plastic elemental. If a heat or fire-based attack does BODY to a plastic elemental, it catches fire and continues to burn. Until it somehow manages to extinguish the flame, the elemental suffers another 1d6 of Killing damage each Turn thereafter — and its Regeneration won't help until it stops burning.

Plastic elementals enjoy being useful. Left without direction, a plastic elemental will take some useful-seeming form (which may or may not fit in with the surroundings) and just sit. Unlike other elementals, they never spontaneously dispel themselves. In theory, a plastic elemental could remain on Earth for thousands of years.

Defining New Elementals

For some GMs, all the elementals in this chapter still won't be enough! No problem: one can define new sorts of elementals and write them up quite easily. (For additional inspiration, see Steven S. Long's article "Customizing Elementals" in ADVENTURER'S CLUB #23 for suggestions regarding variant forms of primary elementals. Fred Saberhagen's novel/trilogy, EMPIRE OF THE EAST, has other nifty ideas for variant elementals.

Concept

First decide upon a concept. Just about any state of matter or energy can form the basis for an elemental. Specialized versions or variations on standard types have already been mentioned. For instance, earth elementals could have variant forms based on particular substances or environments, such as Mountain Elementals (much larger than normal earth elementals) or Broken Glass Elementals (with a Damage Shield). As the plastic elemental shows, man-made forms of matter can generate elementals too.

Types of energy are another possibility — well, really these are highly energized states of matter. Fire, after all, is actually hot gas undergoing chemical reactions, while lightning is an electrified, ionized gas called "plasma." One could create elementals of magnetism, gravity, light, or even (gulp) radioactivity!

Living matter isn't usually considered a suitable basis for elementals. After all, a tree or animal is already alive. The elemental, however, makes a good model for "nature spirits" which a sorcerer might evoke; for instance, a "tree elemental" or a "bird elemental." They aren't *really* elementals, but the writeups can be very similar (and dead wood could still form the basis for a "wood elemental.")

Do remember that not every little variation demands a new writeup. An elemental raised from cinderblocks may look very different from an elemental raised from polished marble or a heap of gold bullion, but all three are still just earth elementals. A colorful, vivid description of an elemental will make it more memorable to the players than a few odd powers ever could.

Power Level

Next decide on the elemental's power level. These standard elementals all use a base of 75 points, with about 100 points in Disadvantages. The Disadvantage points probably shouldn't change very much, since so many of the Disadvantages are "hard-wired" into all elementals. Shared sets of Disadvantages play an important role in defining any coherent class of spirits.

Each elemental does have a few special Disadvantages, though. Usually these are Susceptibilities, Vulnerabilities, or Physical Limitations based on the elemental's state of matter. For example, ice melts, so attacks based on fire or heat do extra damage to ice elementals. Air bubbles out of water, so air elementals cannot swim or push their way into a body of water. You may have to stretch a bit to find enough Disadvantage points for some concepts. At the end of this stage, though, GMs know how many points they have available for their new elemental.

Powers

What powers does the substance of the elemental suggest? Some “elements” suggest obvious powers, such as a Damage Shield for fire elementals or Desolid for air elementals. A less obvious power, however, can make an elemental more interesting. Players may get a surprise when the lightning elemental takes over their vehicle’s electrical system! One can never find the points to pay for all the powers a standard elemental might have. The GM will have to pick out which powers they most want the elemental to display. (You can show off the rest through special, high-powered elementals created as unique, full-fledged characters.)

What Power Frameworks will the writeup include? Multipowers and Elemental Controls make points go further...meaning one can fit in more nifty powers. Powers that the elemental would only use one at a time can go in a Multipower. Powers that the elemental might need to use at the same time might fit in an Elemental Control. A few types of elementals use both an Elemental Control and a Multipower, but usually it’s more efficient to use just one or the other.

Standard elementals all have a few powers in common. They all have a little Power Defense and at least some kinds of Life Support. They generally have some sort of attack power, just because their most common role in an adventure is “dumb muscle” for a sorcerer. (Still, that’s another option for GMs who want to create new sorts of elementals: elementals who specialize in noncombat, “utility” effects. An air elemental with a much more powerful Weather Control might be a good example.) Note that most types of elementals have no Skills to speak of. It’s just not their idiom. (The plastic elemental is a notable exception.)

Characteristics

One also has to assign Characteristics to the elemental. Is it strong or relatively weak? Quick or slow? Tough or fragile? (All elementals are pretty tough compared to humans, but some can soak up more damage than others.) As the elementals in this chapter show, however, some Characteristics stay nearly the same for all sorts of elementals.

Conclusion

After this, all that’s left is the number-crunching to work out the exact costs of each power and bring the total within the points available. In many cases, you can save time and effort by using an existing elemental as a model for the new type. Find an elemental whose set of powers resembles the new elemental’s scheme and work from there. It’s easier just to change one or two Powers and Characteristics than to write a whole creature from scratch. Some variations are easy. A Sand Elemental, for

instance, might have the same writeup as a Mud Elemental, but with a Susceptibility to wind instead of water.

And that’s about it for elementals. These suggestions may also be useful in designing other classes of spirits. A GM who invents the six types of Whoongian Whatamores has a free hand in defining what they do — but he still needs to set power levels and come up with common sets of basic Disadvantages and Powers. At least, he needs to do this if he wants his Whoongian Whatamores to seem like creatures that actually have something in common besides the name.

Some Possible Variant Elementals

Some of these options are filed according to which primary element their substance most resembles. Others are filed according to which writeup would provide a good model. Some variants get filed in more than one place.

(For instance, an ice elemental’s substance associates it with water elementals, but its energy attack and Damage Shield make its writeup resemble a fire elemental’s.)

Not every wizard can summon every sort of variant elemental. At the GM’s option, only a technomancer (or someone trained by one) can summon “urban elementals” based on man made substances such as plastic and glass. Conversely, a technomancer might not be able to summon variant elementals based on special natural environments such as mountains and storms.

Air:	Water:
Vacuum	Chemical Sludge
Cloud/Fog	Ice
Light	Mud
Smog	Hot Spring
Smoke/Dust	Petroleum
Storm	Sand

Earth:	Fire:
Brick/Ceramic	Ice
Clay	Lava
Glass	Light
Gravity/Density	Lighting/Plasma
Ice	Nuclear
Lava	
Metal	
Mountain	
Mud	
Nuclear	
Wood	

Chapter 3:



Spirits of the Zoas

The Multiverse as a whole is dominated by the Four Zoas, cosmic entities personifying the forces of Order, Chaos, Art, and Nature. THE ULTIMATE SUPER MAGE (USM) describes these forces in depth; this chapter will merely summarize them. Each of the four sections of this chapter contains three spirits associated or aligned with a particular Zoa.

Many sorts of spirits serve these universal forces. Those that serve the Zoas directly can be very powerful, and also tend to be fanatically driven by duty. The first spirit in each chapter is one of these chosen beings from the Upper Planes of the cosmic entities. As these spirits have similar origins and purposes, so they also have similar powers and weaknesses. As a convenience for GMs, these are all built on a base of 300 points. A Summon for one of them will cost 90 Active Points, about right for a villain's best spell. Each spirit consecrates an area to its own Zoa by its mere presence.



Some Zoa-aligned spirits come from dimensions where one force or another dominates — or conversely, where beings especially need one force or another to survive. These can vary widely in power and abilities. The second spirit in each chapter is a member of one of these magical races who make their home in the Outer Planes. These are all built on a base of 100 points, but they have little else in common. To Summon one sort of these spirits costs 50 Active Points; a Variable Summon will cost 62 Active Points, comparable to the attack of a normal superheroic-level character.

The third quartet of spirits has nothing in common. These spirits vary greatly in power, summoning cost, body shape, preferred beverage, and nearly any other attribute you care to mention. Possible spirit types are as endless as the Multiverse; this chapter is only a beginning meant to spark the imaginations of Supermage GMs.

Spirits of Order

*He in darkness clos'd view'd all his race,
And his soul sicken'd! He curs'd
Both sons & daughters; for he saw
That no flesh nor spirit could keep
His iron laws one moment.*

— William Blake, *The Book of Urizen*

Order is certainly the easiest of the Zoas to understand. Obedience, cooperation, conformity — everyone gets drilled in the precepts of Order from the day they are born. It works, too. True lone wolves and freethinkers are rare: most “rebels” and “outsiders” really just follow a different orthodoxy, that of a smaller herd than the designated “Establishment.”

It's no surprise, then, that many types of powerful spirits serve the force of Order. The highest Lords of Order send Teletarchs as emissaries: they coordinate and advise Servants of Order throughout the Multiverse. The Geometers of Selestar pursue the transcendent Order of mathematics. The Monitors serve as “loyalty inspectors” and soldiers for the Lords of Order. Two other sorts of Order minions, the Mirrorheads and Compass Men, appeared in CREATURES OF THE NIGHT: HORROR ENEMIES.

Teletarch

*The sons of Urizen shout. Their father rose.
The Eternal horses
Harness'd, They call'd to Urizen; the heavens
moved at their call.*

— William Blake, *The Four Zoas*

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 12d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 15- Total
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack 5d6
8	COM	-1	11-	
18	PD	15		
18	ED	14		
3	SPD	6		Phases: 4,8,12
8	REC	2		
60	END	10		
27	STUN	0		

Total Characteristic Cost: 130

Movement: Running: 6"/12"
Flight: 10"/80"

Powers & Skills:

Magical Powers:

Spirit Powers Elemental Control (15)

a - **Spiritual Substance:** Armor 8 PD, 8 ED, Hardened (30/15) [0]

b - **Spiritual Immunities:** LS: Total (30/15) [0]

c - **Spirit Levitation:** Flight 10", 0 END, x8 NCM, Side Effect: Lose Hands (-½) (30/12) [0]

d - **Mystic Senses:** Spatial Awareness, +2 All PER (31/16) [0]

e - **Spirit Link:** Mind Link x8 to Anyone (30/15) [0]

f - **Consecration Aura:** Change Environment 4" Radius, Persistent, 0 Range, Always On (30/7) [0]

Multipower (75 pt Pool), Acts 12- in Area Consecrated to Chaos (-¼) (60)

u - **Command:** 15d6 Mind Control (75/6) [7]

u - **Inquisition:** 15d6 Telepathy (75/6) [7]

u - **Conversion:** 3d6+1 Transform vs. EGO to Loyal Ally, Cumulative (75/6) [7]

u - **Psychic Bolt:** 6d6 Ego Attack, ½ END (75/6) [3]

u - **Tracking:** 9d6 Mind Scan, +15 ECV (75/6) [4]

u - **Consultation:** 7d6 Mind Scan, XDim: Order Planes (+¾), +7 ECV, 1 Turn Extra Time (-1) (75/3) [6]

u - **Create Array:** +3 All Combat Levels, Use by Other x8 (+1), Ranged, Uncontrolled (While Mind Link Lasts, +1 Turn), Levels Only Usable While Within 5" of Another Array Member (-½) (72/4) [7]

u - **Call Reinforcements:** 150 pt Summon, Var: Order Spirits (+¼), Only Use Once/Hour (-1 ¼), x2 END (75/2) [14]

u - **Empowerment:** 2d6 Transform, Universal: Grant Any Super-Powers (+1), Cumulative, 0 Range, 1 Turn Extra Time (-1), Concentrate to ½ DCV (-¼) (75/2) [7]

u - **Plane Travel:** EDM: Any, x4 Mass, x3 END (50/2) [15]

Mental Defense: 15 pts Total, 5 pts Hardened (11)

Power Defense: 10 pts, 5 pts Hardened (11)



Any Distance/Dimension on Mind Link, Costs END, x2 END, Constant Concentrate to 0 DCV (-1) (3) [2]

Universal Translator 13- (20)

Background Skills:

Bureaucratics 14- (3)

Deduction 13- (3)

Dimensional Navigation 13- (3)

Persuasion 14- (3)

Tactics 13- (3)

AK: Dimensions of Order 13- (3) (INT-Based)

AK: The Multiverse 11- (2)

KS: Ideologies of Order 13- (3) (INT-Based)

KS: Zoa Lore 13- (3)

KS: Empowerment Transforms 12- (3)

SC: Sociology 13- (3)

Perk: Favored Servant of Urizen (5)

Total Powers & Skills Cost: 280

Total Character Cost: 410

Disadvantages: 300+

Distinctive Feature:

Horse-Headed Man or Horse Head in Glowing Bubble (Can't Conceal) (15)

Hunted by:

Agents of Other Zoas, 8- (As Powerful) (10)

Physical Limitation:

Dispelled if Unconscious (Infrequent, Total) (15)

Psychological Limitation:

Intolerant of Disobedience and Emotionalism (Very Common, Strong) (20)

Rigid and Stubborn (Common, Strong) (15)

Advocate of Order (Common, Strong) (15)

Susceptibility:

1d6 STUN+BODY/Turn, Area Consecrated to Chaos (Uncommon) (20)

Total Disadvantage Points: 410

The Teletarchs serve Urizen directly. He sends them throughout the Multiverse to coordinate the efforts of Urizen's mortal servants and to promote ideologies of Order. A teletarch has two possible appearances, both glowing with golden light: a translucent, horse-headed man in robes; or a meter-wide iridescent bubble holding a large, ghostly horse's head. (Teletarchs assume this form when flying. Since the bubble form actually hinders them — the teletarch loses all ability to handle objects — it is written up as a Side Effect, not a Shape Shift.) Teletarchs are relatively weak combatants, but their powers make them a tremendous asset to an organization.

First, teletarchs have formidable mental powers. Few entities can keep a secret from a teletarch if the Order servant really wants to know (and teletarchs are very thorough). A teletarch can even permanently twist a mortal's mind, making him or her a loyal ally and zealous follower of whatever local ideology of Order the teletarch assists. (One can break such a Mental Transform through extreme psychological shock, conventional deprogramming, or mental powers that force a victim to remember their original personality.)

Second, teletarchs help their allies to coordinate their activities. A teletarch can stay in mental contact with up to 8 other beings at once, relaying messages back and forth. In combat, this Mind Link and the teletarch's analytical talents let a group of fighters act with uncanny

unity and skill. (In game terms, the teletarch enables the group to fight as an array. See THE ULTIMATE MARTIAL ARTIST for a complete discussion of arrays.) If the teletarch itself is present — a situation it will avoid — it can contribute its own mental powers to the fray.

Third, a teletarch can supply further allies. The simplest method is to summon other spirits of Order. More complicated magic allows a teletarch to grant superpowers to Servants of Order deemed worthy. (As a general suggestion, build teletarch-empowered supers as normal starting superheroic-level characters, on 100 base points plus Disadvantages.) Just as precious to followers of Order, however, is the teletarch power to put them in direct mental contact with the Lords of Order.

Like the other Zoa spirits, teletarchs have a special sense for magic. The teletarch's mystic sense does not discriminate between different sorts of magic. This does not particularly disadvantage the teletarch, since its mystic sense can penetrate Invisibility, Images, or Darkness vs. Detect Magic. To block a teletarch's magic sense, one must buy those powers to affect the whole Magic Sense Group (or Spatial Awareness). The teletarch doesn't care what sort of magic other beings use. It only cares whether someone is an enemy or an ally. If another being also serves Order, it will submit to the teletarch's authority...and if it doesn't, it will submit to psychic bolts and Mind Control.

Like all Zoa spirits, a teletarch's greatest weakness is its own unbalanced nature. No one could deny teletarch competence and efficiency, but as creatures of pure Order they worship planning, dogma, discipline, and chain of command. They are never stupid, but once a teletarch commits to a course of action, it sticks to it. Teletarchs tolerate no insubordination. They have no sympathy or compassion. The only way to make a teletarch change its mind is through logic, explaining how a different course of action will provide greater efficiency or long-term benefit to the cause of Order.

Or one can simply hit the teletarch really hard. If a teletarch loses consciousness, it vanishes back to Urizen's dimension of Ulro. It won't return soon despite its power to move between planes freely. That's because other powerful spirits are debriefing the teletarch, assessing the threat level and planning a response to this interfer-



Magical

Empowerment

Using the Transform power to grant super-abilities is expounded upon in USM, page 52. In brief, both creating a fully-powered superbeing and temporarily giving a companion a useful knack requires an appropriate skill. The teletarch is obviously well-practiced with his KS: Empowerment Transforms.





Magic Style Restrictions

This new Disadvantage was introduced in USM (see page 62 of that book).

The disadvantage has three components: first, it restricts what magic the practitioner can acquire, and even what sorts of magic items she can use. Second, it represents a package of limitations on the practitioner's spells and rituals. Third, it functions like the Martial Artist's Style Disadvantage — to the skilled observer, the restricted practitioner's style is predictable.



ence...

Geometer

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
13	PD	11		
13	ED	9		
3	SPD	3		Phases: 4,8,12
6	REC	0		
40	END	0		
25	STUN	0		*½ END When In Formation With 2 or More Other Geometers (+¼, -1)

Total Characteristic Cost: 85 points

Movement: Running: 6"/12"
Flight: 10"/80"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Silver Circles (6)

Magical Powers:

Spells of Selestar Multipower (69 pt Pool), -½ Var.

Lim: GI/C0DCV (-¼), Acts 12- in Area Consecrated to Chaos (-¼) (46)

u - **Silver Circles I:** 5d6, 5 DEF Entangle, Personal Immunity, * (69/5) [7/3]

u - **Silver Circles II:** 3 ½d6, 3 DEF Entangle, Affects Desolid (+½), PI, * (66/4) [7/3]

u - **Whirling Rings:** 6d6 EB, x2 KB (+¾), PI, * (64/4) [6/3]

u - **Slicing Circles:** 2d6+1 RKA, Penetrating, PI, * (66/4) [7/3]

u - **Inquisition:** 12d6 Telepathy, * (67/4) [7/3]

u - **Deflecting Disks:** Missile Deflect +7 vs. All Ranged, Use At Range (+1) (68/4) [0]

u - **Solid Geometry:** 3d6, 3 DEF Entangle, Selective 3" Radius AE (+1 ¼) (67/4) [7]

u - **Appeal to Unity:** 1 x 125 pt Summon, Var: Spirits of Order (-¼), 1 Phase Extra Time (-½), x3 END (-1) (69/2) [21]

u - **Another Thaumaturgic Spell** (68/4) [7/3]

Order Powers Elemental Control (15)

a - **Physical Discipline:** Force Field (9 PD, 9 ED), Hardened, 0 END (31/16) [0]

b - **Mind Over Environment:** LS: Total (30/15) [0]

c - **Mind Over Gravity:** Flight 10", x8 NCM (30/15) [1/5"]

d - **Strength of Unity:** PD +9, ED +9, REC +6, Only When In Formation With 2+ Other Geometers (-1) (30/7) [0]

Mental Defense: 8 pts Total (8)

Power Defense: 5 pts (5)

Background Skills:

Spell Research 13- (3)

Tactics 13- (3)

AK: The Multiverse 11- (2)

KS: Urizen's Law 11- (2)

KS: Thaumaturgy 11- (2)

SC: Mathematics 13- (3) (INT-Based)

Total Powers & Skills Cost: 180 points

Total Character Cost: 265 points

Disadvantages: 100+

Distinctive Feature:

Luminous, Abstract Humanoid (Can't Conceal, Eerie) (20)

Hunted by:

Minions of Chaos, 11- (As Pow) (15)

Physical Limitation:

Dispelled if Unconscious (Infrequent, Total) (15)

Magic Style Restriction: Only Thaumaturgy (Infrequent, Greatly) (10)

Psychological Limitation:

Utterly Loyal to Urizen and the Cause (Common, Total) (20)

Never Lies or Breaks a Promise (Unless Ordered to Do So) (Common, Total) (20)

Revolted by Nonsense, Illogic, and Messiness (Common, Strong) (15)

Susceptibility:

1d6 STUN + BODY/Turn, Area Consecrate to Chaos (Uncommon) (20)

2d6 STUN, Being Teleported (Uncommon) (10)

Vulnerability:

x 1 ½ STUN, BODY, Transdimensional Attacks (Uncommon) (10)

Watched:

by Lords of Order, 11- (More Pow) (10)

Total Disadvantage Points: 265

The Geometers are a race of spirits devoted to Order. No one knows the original form of their home dimension of Selestar. The geometers have transformed it into a place of materialized mathematics. Every structure has been abstracted into a pure geometric form. The geometers constantly rebuild everything in their dimension, seeking a perfect arrangement that will make Selestar a visual guide to the laws that govern all reality — a Grand Unified Theory of the entire Multiverse. They believe that if they can reduce the ultimate principles of reality into a set of geometric proofs, this will purge physical reality of



all imperfection. All beings will then live in crystalline, changeless harmony, forever.

As part of their study of cosmic Order, the geometers have developed several spells. Their most famous spell is the Silver Circles of Selestair; every geometer knows at least two forms of the Silver Circles, which bind enemies in cages of shining silver rings. Each geometer also knows a few other spells, including the spell they use to create geometrical shapes of solidified force. As their one concession to individualism, each geometer may learn one spell of its own. Usually the geometer chooses another form of the Silver Circles, but geometers can learn any spell of the light-show variety called Thaumaturgy.

The geometers have great unity of purpose. They never disagree with their leader, the powerful Lord of Order known only as the Great Geometer. (If a geometer ever did disobey orders or otherwise break harmony and discipline, the others would soon notice and destroy it.) Geometers don't have names of their own.

This transcendent unity actually magnifies the power of geometers fighting in a group. Alone, a geometer lacks the energy to fight for very long; a super-mage can defeat one easily. Let three or more geometers arrange themselves in a simple, symmetrical arrangement, however, and they become much tougher and virtually tireless. They also become virtually perfect tacticians: each geometer gets to make a Tactics roll to benefit the group. Every Phase, at least one geometer will devote its action to deflecting attacks upon the others. They make liberal use of Held Actions, coordinated attacks, and other tricks of strategy. Necessarily, geometers tend to fight defensively and they must all move together. If a foe can somehow break their symmetry, the geometers will lose the special benefits of the array, although they will still be clever tacticians. (Note: The geometers use a different sort of combat-enhancing array than the one described in THE ULTIMATE MARTIAL ARTIST, although the game principle is similar.)

Geometers only fight when they must. They prefer negotiation — the rational way to solve disputes. If someone will not be reasonable, though, the geometers will have no mercy. Anyone who stands in the way of their Universal Theorem, after all, opposes the best interests of Reality itself. Why should one have mercy upon such criminals?

A geometer looks like an abstract model of a human made of silvery, translucent spheres, cones, and cylinders. A halo of ever-turning rings of white light surrounds its body. All their shared spells have rings or disks of silver-white light as their special effect. Groups

of geometers usually speak in unison, or share the words of each sentence amongst themselves.

Monitor

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 3 ½d6
6	COM	-2	10-	
13	PD	11		
13	ED	9		
3	SPD	3		Phases: 4,8,12
6	REC	0		
30	END	-5		
25	STUN	0		

Total Characteristic Cost: 82 points

Movement: Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Multipower

Magical Powers:

Order Spirit Elemental Control (15)

a - **Efficiently Compact Form:** Shrinking: 2 Levels, Persistent, Always On (40/17) [0]

b - **Spiritual Substance:** Armor (8 PD, 8 ED), Hardened (30/15) [0]

c - **Spiritual Immunities:** LS: Total (30/15) [0]

d - **Levitation:** Flight 12", ½ END, x2 NCM (30/15) [1/10"]

e - **Unstoppable Unity:** 2 x 100 pt Summon Monitors, Trigger: When Killed/Dispelled (+¼), 1 Charge, 1 Turn Delayed Effect (-½) (69/17) [1c]

Inquisitorial Multipower (52 pt Pool), Not on Chaos-Consecrated Ground (-¼) (42)

u - **Burning Gaze of Judgment:** ½d6 RKA, BODY NND: EGO Roll at -5 (+2), +2 STUN Multiple (+1), Continuous, ½ END (52/4) [2]

u - **Bolt of Chastisement:** 3d6+1 RKA (50/4) [16c]

u - **Strike of Shame:** 5d6 Ego Attack (50/4) [16c]

u - **Restrain Suspect:** 4d6, 4 DEF Entangle, Personal Immunity (50/3) [12c]

u - **Probe for Truth:** 10d6 Telepathy (50/3) [12c]

u - **Force the Will:** 8d6 Mind Control, Nonverbal (50/3) [12c]

u - **Bypass Obstruction:** 12" Teleport, AP, x2 Mass, x4 NCM (51/3) [12c]

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 10 pts Total, 5 Harde

Power Defense: 7 pts (7)

Running: -6" (0" Total) [0]

Background Skills:

Interrogation 13- (3)



Tactics 12- (3)
 KS: Urizen's Law 12- (3)
 KS: Servants of Order 12- (3)
 KS: Servants of Chaos 12- (3)

Total Powers & Skills Cost: 188 points

Total Character Cost: 270 points

Disadvantages: 100+

Distinctive Feature:

Winged, Luminous Eye (Can't Conceal, Uncanny) (20)

Physical Limitation:

Dispelled if Unconscious/0 BODY (Frequent, Total) (20)

No Manipulation At All (Frequent, Total) (20)

Mute, No Communication Except Telepathy (Infrequent, Total) (15)

Completely Literal-Minded (Infrequent, Greatly) (10)

Psychological Limitation:

Utterly Loyal to Urizen's Law (Common, Total) (20)

Relentless in Pursuit, Inquisition and Attack (Very Common, Strong) (20)

Susceptibility:

2d6 STUN + BODY/Turn, Ground Consecrated to Chaos (Uncommon) (30)

3d6 STUN, Believing has Betrayed/Disobeyed Urizen (Uncommon) (15)

Total Disadvantage Points: 270

The Monitors of Urizen are one of the most frequently encountered spirits of Order. They come from Ulro, the dimension of Order ruled by the Prime Avatar Urizen himself. Most Lords of Order in the Outer Planes have a squadron of monitors on call; many Servants of Order can summon a monitor at need.

When materialized, a monitor looks like a giant eyeball, about six inches in diameter, floating on white-feathered wings. The monitor glows with bluish-white light. Non-mental attacks from monitors all take the form of brilliant white light shining from the pupil of the eye.

As its name suggests, a monitor's job is to watch, control, and discipline. It can assess a person's character by probing his mind. If the person resists, the monitor can restrain him. If the monitor does not like what it finds, or the person is a registered enemy to the cause of Order, the monitor is well equipped to deliver punishment. Its mightiest attack, although its slowest, is the Burning Gaze of Judgment. The monitor dredges up all the memories of shame and failure the victim has ever felt, filling the victim with the overwhelming knowledge that he does not deserve to live. And, slowly, he dies...unless someone can stop the monitor. Victims only get one chance to muster the strength of will to resist a monitor's judgment. This is the only attack a monitor can use an unlimited number of times.

In the best tradition of Order, monitors are fanatics. Once a monitor sets out to judge or punish a person, nothing can sway it from its mission. One can only try to get away, very fast, so the monitor cannot follow. Dispelling a monitor doesn't help: a Turn later, two more monitors appear to finish the job. If those are dispelled, two more monitors replace each one in turn. This continues without limit until the victim submits, gets

away, or finds a way to dispel the Summoning effect that calls forth the replacements.

Spirits of Chaos

Those who restrain desire, do so because theirs is weak enough to be restrained; and the restrainer or reason usurps its place & governs the unwilling.

— William Blake, *Marriage of Heaven and Hell*

Chaos is not merely the lack of organization. Chaos includes individualism, self-reliance, chance, and all the forces that drive the soul to reject any rule but its own will. All passions, from the darkest hate and greed to the purest love and devotion, are equally of Chaos. Of course Chaos frightens people: it is a fearsome thing to lose control, with no safety net of rules and plans and organizations to protect one from others — or from oneself. Very few people have the strength to stand utterly alone, taking total responsibility for themselves with no excuses. But then, such an extreme of Chaos is not very human.

Some sorts of spirits, however, embrace pure Chaos. Luvah the Anarch, Prime Avatar of Chaos, sends the Tygers of Wrath as his emissaries. The Tygers rip people free of social convention, prudence, and reason itself, whether the people want such freedom or not. The solitary Autarks wander through the Multiverse, bemusedly



watching the affairs of everyone else and making pests of themselves. The Klevastics are shapeshifting emotion junkies, whipsawing those around them from one passion to another.

Tyger of Wrath

*When the stars threw down their spears,
And water'd heaven with their tears,
Did he smile his work to see?
Did he who made the Lamb make thee?*
— William Blake, "The Tyger,"

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
21	EGO	22	13-	ECV: 7
25	PRE	15	14-	PRE Attack 11d6 Total
12	COM	1	11-	
18	PD	12		
18	ED	13		
5	SPD	19		Phases: 3,5,8,10,12
15	REC	8		
50	END	0		
40	STUN	0		

Total Characteristic Cost: 185 points

Movement: Running: 16"/128"
Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Multipower (10)

Chaos Spirit Powers:

Spirit Powers Elemental Control (15)

- a - **Spiritual Substance:** Armor (8 PD, 8 ED), Hardened (30/15) [0]
- b - **Spiritual Immunities:** LS: Total (30/15) [0]
- c - **Run Through Air:** Flight 12", ½ END, x2 NCM (30/15) [1/10"]
- d - **Mystic Senses:** Sense Magic, Targeting; +2 All PER (31/16) [0]
- e - **Consecrate Area:** Change Environment 4", Persistent, 0 Range, Always On (30/7) [0]

Chaos Magic Multipower (62 pt Pool), Acts 12- in Order-Consecrated Area (-¼) (50)

- u - **Emotion Blast:** 6d6 Ego Attack (60/5) [6]
- u - **Mind Contact:** 12d6 Telepathy (60/5) [6]
- u - **Emotion Control:** 10d6 Mind Control, Nonverbal, Only Emotions (-½) (62/3) [6]
- u - **Triggered Emotion:** 7d6 Mind Control, Nonverbal, Var Trigger (+½), 0 Range (61/3) [6]
- u - **Derange Judgement:** ½d6 Major Transform vs. EGO, Var: Impose 1 Total Psych Lim (+¼), Cumulative, NND: EGO Roll at -5 (+1), Uncontrolled Continuous 0 END, Invisible vs. All (+1), Var Trigger (+½), 0 Range (62/3) [6]
- u - **Mind Surgery:** 1 ½d6 Major Transform vs. EGO, Universal: Any Personality Change (+1), Cumulative, 0 Range, Concentrate 0 DCV (-½), Need Mind Surgery Skill Roll (-½), Side Effect: Whole Change Goes Wrong (-1) (62/1) [6]
- u - **Breaking Barriers:** 8d6 Suppress, vs. Any 1 Power Acting to Restrain/Obstruct (+¼), ½ END, Max Range 4" (-¼) (60/4) [3]

- u - **Plane Travel:** EDM: Any, x4 Mass, 1 Turn Extra Time (-1), x2 END (-½) (50/2) [10]
- u - **Soul Claw/Bite:** +5d6 HA (8d6 w/STR), BOECV (+1) (30/2) [3]
- u - **Power Claw/Bite:** +5d6 HA (8d6 w/STR), AP, Affects Desolid (30/2) [3]
- u - **Emotional Influence:** +30 PRE, Offensive Only (-½) (30/2) [0]
- u - **Healing:** 3 BODY Regeneration/Turn (30/2) [0]
- u - **Super-Running:** +10" Running (16" Total), x8 NCM (30/2) [1/5"]

Mental Defense: 10 pts Total, Hardened (7)

Power Defense: 10 pts, 5 pts Hardened (11)

Universal Translator 13- (20)

Background Skills:

- Acting 14- (3)
- Dimensional Navigation 13- (3)
- Persuasion 14- (3)
- AK: Chaos Planes 13- (3)
- AK: The Multiverse 11- (2)
- KS: Chaotic Doctrine 13- (INT-Based) (3)
- KS: Mind Surgery 13- (3)
- KS: Zoa Lore 13- (3)

Total Powers & Skills Cost: 240 points

Total Character Cost: 425 points

Disadvantages: 300+

Berserk:

if Realizes Has Been Mind Controlled, Go 14-, Recover 14- (15)

Distinctive Feature:

Flaming Tiger (Can't Conceal, Uncanny) (20)
Hunted by Minions of Order, 8- (As Pow) (10)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)

Psychological Limitation:

Hatred of Restriction and Authority (Very Common, Strong) (20)
Impatient and Impulsive (Very Common) (15)
Advocate of Chaos (Common) (10)

Susceptibility:

1d6 STUN+BODY/Turn, Area Consecrated to Order (Uncommon) (20)

Total Disadvantage Points: 415

The Tygers of Wrath are powerful soldiers of Chaos. They look like tigers made of yellow-orange fire, striped with bands of utter blackness. Their eyes are brilliant yellow-white fire. They are beautiful and terrifying. (A Tyger of Wrath is as big as a real tiger, too, but since this has no combat effect for them they do not have Growth.)

Although they take some pride in their imposing bodily presence, the tygers' physical prowess pales before their mystical and emotional powers. A tyger can magically influence the emotions of other beings — usually to inflame them, driving their victims to irrational actions. Whether it drives its victim to heroic deeds or monstrous crimes does not matter to a tyger of wrath. On its own, a tyger will simply magnify a victim's existing fears and desires. Given a purpose, a tyger can radically and subtly modify another being's whole emotional structure. This is their most powerful strategy for undermining social structures of Order.

If a tyger of wrath gets in an ordinary brawl, it can



Based on ECV

USM includes an extensive discussion of the Based on ECV Power Advantage in magical settings. (See page 53 of that book.)

The tyger's Soul Claw isn't so bad, really. It could be a killing attack, in which case the BOECV advantage would cost +2.



claw and bite like a real tiger. Its claws and teeth, however, can exert spiritual force to bypass normal, physical defenses. If a tyger wishes, it can channel some of its energy into self-repair. Not only does this make the tyger harder to kill, it makes the tyger virtually immune to Transforms.

The strangest power of a tyger of wrath is its ability to weaken barriers. The Suppress can affect anything that restrains or impedes the tyger: a wall that keeps it out (or in); an Entangle; the strength of a foe who has grabbed it; a defensive power that blocks its attack; a spell which hides an enemy from the tyger's search — anything. On the other hand, the tyger cannot Suppress powers that do not obstruct it in any way, or which merely obstruct some other being. Chaos is about freedom, and a tyger of wrath goes and does what it wills.

Not surprisingly, tygers of wrath are complete anarchists. Tygers hate attempts to imprison them and completely flip out when someone tries to control them. Anyone who summons a tyger of wrath had better accept it as a free agent! Tygers don't take kindly to physical or social restraint of other beings, either. (They excuse their own emotional manipulations from this rule. Tygers claim they don't control their victims, they liberate them to new possibilities. That may be hypocritical, but then, isn't consistency a fetish of Order?) A tyger will usually follow its first impulse, and will urge others to follow their impulses as well. A tyger of wrath can listen to reason...but it's much happier just charging in and improvising, for better or worse.

Autark

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 2 ½d6
6	COM	-2	11-	
19	PD	16		
19	ED	16		
3	SPD	9		
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 63

Movement: Running: 6"/12"

Powers & Skills:

Self-Reliance Powers:

Magic Power Pool (22 pt Pool), 1 Phase and No Skill Roll to Change (+1), Only for Senses, Movement, Defenses and Making Defenses Usable by Other (-1) (33)

Armor: 8 PD, 8 ED, Hardened (30)

Mental Defense: 13 pts Total, 5 pts Hardened (11)

Power Defense: 10 pts, 5 pts Hardened (11)

LS: Total (30)

Regeneration: 1 BODY/Turn (10)

+20 PRE, Defensive Only (-1) (10)

Thaumaturgic Powers:

Thaumaturgy Multipower (37 pt Pool), -1 Var Lim:

Gestures/Incantations/Concentrate/Extra Time/Activation (-½), Side Effect: EDM to Other Plane if Spell Disrupted (-1) (15)

u - **Minor Spell** of choice (37/1)

u - **Minor Spell** of choice (37/1)

u - **Minor Spell** of choice (37/1)

u - **Minor Spell** of choice (37/1)

Magical Tourist Skills:

Dimensional Navigation 12- (3)

Spell Research 12- (3)

AK: The Outer Planes 14- (5)

KS: Dimension Lords 13- (4)

KS: Thaumaturgy 11- (2)

Smartass Skills:

Conversation 12- (3)

Deduction 12- (3)

Total Powers & Skills Cost: 187

Total Character Cost: 250

Disadvantages: 100+

Distinctive Feature:

Inappropriate Coloration (Hard to Conceal) (10)

Mouthy, Nosy (Hard to Conceal, Annoying) (15)

Hunted by:

Random Offended Persons, 11- (As Pow) (15)

Physical Limitation:

Dispelled if Unconscious (Common, Total) (15)

Psychological Limitation:

Utter Contempt for Authority (Common, Total) (20)

Curious (Common, Strong) (15)

Impulsive (Common, Strong) (15)

Amoral, Does Not Believe in Anything (Common, Strong) (15)

Susceptibility:

1d6 STUN/Minute, Enforced Boredom (Common) (10)

Vulnerability:

x2 Effect, Summoner's Binding Spells (Common) (20)

Total Disadvantage Points: 250

If the Autarks have a home dimension, no one remembers it – not even them. Autarks can live anywhere, and often do. Their powers make them completely self-reliant. They travel freely through the dimensions, seeing the sights and making a nuisance of themselves.

Autarks are annoying creatures. They despise any sort of authority. They are tremendously curious, though, and nothing attracts them so much as the forbidden. Mark a place "No Admittance," and an autark will go there. Say you don't want to talk about something, and an autark will talk of nothing else. They delight in drawing out a person's opinions and picking them apart, looking for unflattering interpretations and inconsistencies. If an autark gets a person to actually change her opinion, the autark will turn around and attack the new opinion with equal gusto. It's no use asking autarks why they do this. An autark will only reply, "Why not?" — and give an irritating laugh.

Amazingly, once in a while a wizard will summon an autark. This isn't simply pure masochism. First, autarks have impressive and thorough defenses, as shown by their ability to live in nearly any environment. If an autark doesn't already have the defenses it needs to survive somewhere, it can create the appropriate power through its



Power Pool. (Their great adaptability marks the autarks as partly aligned to Nature as well as Chaos.) Therefore, an autark can go places where the wizard cannot.

Second, an autark can magically share some of its immunities with other beings. This is useful if one absolutely, positively has to go somewhere deadly, like a dimension with an atmosphere made of superheated cyanide gas.

Third, autarks get around. In their long, long lives they see a lot of the Outer Planes. An autark can be a fountain of information, assuming one can get it to talk and stay on the subject.

Fourth, they know magic, a chaos-oriented form of Thaumaturgy. They never learn very powerful magic, but an autark just might have a new spell to teach.

No one has ever seen an autark's true form because they don't have one. When an autark appears on an inhabited world, it immediately changes form to match the native sentient race. Even in the first Phase of disorientation that all creatures experience when Summoned, an autark has its new form. This is completely automatic and the autark has no control over the process whatso-

ever. Perhaps that's why their mimicry is not very good. Little details like skin color, hair color, hair style, or the size and shape of facial features will be wrong. Thus, an autark on Earth would take human shape...but with, say, bright purple skin and bright pink Bozo the Clown hair. Autarks act surprised if anyone draws attention to these imperfections.

Klevastik

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 1/2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
25	PRE	15	14-	PRE Attack 11d6 Total
10	COM	0	11-	
9	PD	6		
9	ED	6		
3	SPD	6		Phases: 4,8,12
6	REC	0		
40	END	7		
24	STUN	0		

Total Characteristic Cost: 78

Movement: Running: 6"/12"

Powers & Skills:

Shapeshifting Powers:

Shapeshifting Elemental Control, Cannot Use On Order-Consecrated Ground (-1/4) (12)

- a - **Shape Shift**: anything, 0 END (45/24) [0]
- b - **Adjust to Surroundings**: LS: Total (30/12) [0]
- c - **No Vital Organs**: Armor 10 PD, 10 ED (30/12) [0]
- d - **Repair Damage**: 3 BODY/Turn Regeneration (30/12) [0]

Multipower (62 pt Pool) (62)

- m - **Find Emotional Triggers**: 12d6 Telepathy, Read Only (-1/2) (60/8) [6]
- m - **Emotional Projection**: 10d6 Mind Control, Nonverbal, Only Emotional States (-1/2) (62/8) [6]
- u - **Be Convincing**: +30 PRE, Offensive Only (-1/2) (30/2) [0]
- u - **Shapeshifting Attack I**: +7d6 HA (11d6 w/STR), Var Sp FX: Any Blunt Object (+1/4), 1/2 END, *(3 1/2) [1]
- u - **Shapeshifting Attack II**: 1d6+1 HKA, Var Sp FX: Anything Sharp (+1/4), 1/2 END, * (30/2) [1]
- u - **Shrinking**: 2 levels Shrinking, 0 END, * (30/2) [0]
- u - **Growth**: 20 pts Growth, 0 END, * (30/2) [0]
- u - **Grow Wings**: Flight 15", x2 NCM, Restrained, * (30/2) [1/5"]

* Cannot Change to/from this Power on Order-Consecrated Ground (-1/4)

Mental Defense: 8 pts Total (5)

Power Defense: 5 pts (5)

Universal Translator 12- (20)

+10 COM, Linked to Shape Shift (-1/2) (3)

Impersonation Skills:

- Acting 14- (3)
- Conversation 14- (3)
- Disguise 12- (5)
- Mimicry 11- (3)
- Oratory 14- (3)
- Seduction 14- (3)



Total Powers & Skills Cost: 212

Total Character Cost: 290

Disadvantages: 175+

Distinctive Feature:

Inhuman Spirit (Easily Concealed) (5)

Physical Limitation:

Dispelled if Stunned/Unconscious (Common, Total) (20)

Psychological Limitation:

Manipulative, Histrionic (Very Common, Strong) (20)

Hates Being Controlled (Very Common, Strong) (20)

Self-Centered (Common) (10)

Susceptibility:

1d6 STUN+Transform BODY/Phase, Order-

Consecrated Ground (Uncommon) (30)

Vulnerability:

x1 ½ STUN, BODY, "Affects Desolid" Attacks (Uncommon) (10)

Total Disadvantage Points: 290

The Klevastics inhabit a dangerous plane called the Maelstrom where the elements of nature roil in perpetual, turbulent flux. Storms and eruptions of wind, fire, rocks, and less describable substances rage all the time. Waves of random transmutation sweep through the dimension every hour or so. Even gravity changes — light, heavy, up, down, or sideways. The klevastics, however, are well adapted to their world, able to transform themselves freely.

Klevastic social life is...flexible. No one looks the same from hour to hour. Unless two klevastics check each other's memories, they have no way to know if they have ever met each other before. They don't take time building relationships. They don't have time. Klevastics fill the first few seconds of any encounter with a whirl of telepathic probes, emotional projections, and Presence Attacks as they negotiate their relationship.

Klevastics do not travel the planes under their own power; the only klevastics found outside the Maelstrom are those summoned by wizards. They are only moderately physically tough, but versatile. They can grow, shrink, or extrude weapons ranging from claws and fangs to big, bonking mallets or whirling buzz-saw blades. Klevastics are most useful as secret agents, not combatants. They can look like anything at all — a housecat, a sled called "Rosebud," a gravestone, or a fun house swan boat — stretching or shrinking to fit.

Klevastics specialize in taking forms that will evoke a strong emotional response from another person. Left to itself, a klevastic will not care what emotion it evokes — only that the emotion is intense. The summoner may make suggestions, which the spirit will probably ignore unless it is compelled by magic. (Klevastics, like most chaotic entities, hate compulsion and will try to take revenge on anyone who binds them.) Using its Presence Attacks, Mind Control, and shapeshifting, a klevastic can make a person feel overwhelming emotion. A klevastic can appear as the dream lover one would die for, the nightmare one cannot face, the long-sought object one would kill to possess, the master one cannot defy.

Whatever "relationship" the klevastic creates, it won't last for long. Soon the klevastic will take another form, or another role, to send its victim on an emotional roller-coaster. Love, hate, fear, rage, hope, despair — the klevastic doesn't care. It just wants to keep the drama going, as fast as it can.

Unlike most shapeshifting spirits, recognizing a klevastic for what it is will not force it back into its true form. A klevastic shows its true form only in the first few seconds after it is Summoned, or for a moment when it is dispelled: a twisting column of fluid metal and prismatic light.

What's more, unlike most Zoa-aligned spirits, a klevastic will not die from being in an area consecrated to the opposite Zoa. A klevastic will take STUN, yes, but the BODY rolled is applied as Transform rather than Killing damage. Without the ability to change its form, the spirit might not be able to switch to (or from) certain Multipower slots. Eventually, the klevastic will freeze into its current shape. Once fully Transformed, the klevastic will lose its spiritual and emotion-control powers and permanently become whatever form it mimicked at the time. What's more, an unconscious klevastic will not vanish back to its home plane if it loses consciousness. A klevastic caught on Order-consecrated ground will try to Stun or knock itself out to escape this dreadful fate.

Spirits Of Artifice

"When the Sun rises, do you not see a round disk of fire somewhat like a Guinea?" O no, no, I see an Innumerable company of the Heavenly host crying, 'Holy, Holy, Holy is the God Almighty.' I question not my Corporeal or Vegetative Eye any more than I would Question a Window concerning a Sight. I look thro' it & not with it.

— William Blake, "A Vision of the Last Judgment"

At its core, Artifice presumes that thought is the most important part of reality. The so-called "real world" is just raw material for sentient will to shape — either given new physical form, or new meaning and interpretation. The most precious thing in all reality is the moment of creative inspiration, when something truly new can appear.

Every aspect of Artifice has its associated spirits. Some Art-spirits shape matter according to their imagination; others shape energy, magic, thought, or meaning itself.



The powerful Forge Daemons can perform even the most abstract sorts of shaping. The Dynurge race comes from a dimension where Nature has little sway, and there is no stable or solid form except what the dynurges create by magic. They specialize in shaping matter and magical energy. Finally, Memes are sentient ideas who take over the thoughts of other beings. They don't just change beliefs, they *are* beliefs — thoughts in search of people to think them.

Forge Daemon

*"In Golgonooza Los' anvils stand & his
Furnaces rage,*

*"Ten thousand Demons labor at the forges
Creating Continually*

*"The times & spaces of Mortal Life, the Sun,
the Moon, the Stars,*

*"In periods of Pulsative furor, beating into
wedges & bars,*

*"Then drawing into wires the terrific Passions
and Affections..."*

— William Blake, *The Four Zoas*

Val	CHA	Cost	Roll	Notes
25	STR	15	800 kg; 5d6 [2]	
20	DEX	30	OCV: 7/DCV: 7	
25	CON	30		
14	BODY	8		
18	INT	8	PER Roll 15-	
20	EGO	20	ECV: 7	
20	PRE	10	PRE Attack 10 ½d6 Total	
4	COM	-3		
15	PD	10		
15	ED	10		
4	SPD	10	Phases: 3,6,9,12	
10	REC	0		
50	END	0		
40	STUN	0		

Total Characteristic Cost: 148

Movement: Running: 6"/12"
Flight: 15"/30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Hammer/Universal Transform/Mental Illusion (3)

Art Spirit Powers:

Spirit Powers Elemental Control (15)

a - **Spiritual Substance:** Armor 8 PD, 8 ED, Hardened (30/15) [0]

b - **Spiritual Immunities:** LS: Total (30/15) [0]

c - **Mystic Senses:** Sense Supernatural, Targeting, +2 All PER (31/16) [0]

d - **Wings:** 15" Flight, x2 NCM, -½ Var Lim: Restrainable/x2 END (-¼), Only in True Form (-¼) (30/10) [1/5"]

e - **Consecration Aura:** Change Environment 4" Radius, Persistent, 0 Range, Always On (30/7) [0]

Artifice Magic Multipower (77 pt Pool) (77)

u - **Reality Shaping:** 1d6 Transform, Universal (+1), Cumulative, NND: EGO Roll at -5 (+1), Continuous, 0 END (75/7) [0]

u - **Perception Shaping:** 15d6 Mental Illusions (75/7)

[7]

u - **Hammer of Reality:** +9d6 HA (14d6 w/STR), Var Sp FX: Any (+½), ½ END (47/5) [2]

u - **Conceptual Form:** Desolid, not vs. Art Magic, ½ END (50/5) [2]

u - **Roleplaying:** +33 PRE, Invisible Power Effects (+½), Offensive Only (-½) (49/3) [0]

u - **Plane Travel:** EDM: Any, x4 Mass, x2 END, 1 Phase Extra Time (50/2) [10]

u - **Time Out:** EDM, Temporal: Outside Time, x4 Mass, x2 END, 1 Phase Extra Time (50/2) [10]

u - **Immolation:** 1d6 RKA, Damage Shield (22/2) [2]

u - **Unconquerable Will:** Force Field 6 PD, 6 ED, 6 MD, 6 PowD, 0 END (22/2) [1]

u - **Go Native:** Shape Shift: Native Sapient Race, Persistent (20/2) [0]

Mental Defense: 14 pts Total, 5 pts Hardened (11)

Power Defense: 10 pts, 5 pts Hardened (11)

Cramming (5)

Universal Translator 13- (20)

Cosmic Artisan Skills:

Dimensional Navigation 13- (3)

Spell Research 13- (3)

AK: Dimensions of Artifice 13- (INT-Based) (3)

AK: The Multiverse 11- (2)

Scholar (3)

KS: Artist Doctrine 13- (INT-Based) (2)

KS: Physical Transforms 13- (2)

KS: Mental Transforms 13- (2)

KS: Social Transforms 13- (2)

KS: Power Transforms 13- (2)

KS: Zoa Lore 13- (2)

KS: Worldsmithing 11- (1)

Jack of All Trades (3)

Total Powers & Skills Cost: 272 pts

Total Character Cost: 420 pts

Disadvantages: 300+

Accidental Change:

to True Form if Recognized as Supernatural, 14- (Common) (20)

Distinctive Feature:

Burning Iron Devil (Easily Concealed, Scary) (10)

Hunted by:

Agents of Other Zoas, 8- (As Pow) (10)

Psychological Limitation:

Proud of Abilities (Very Common, Strong) (20)

Advocate of Artifice (Common) (10)

Dislikes Natural Environments (Common) (10)

Susceptibility:

1d6 STUN+BODY/Turn, Area Consecrated to Nature (Uncommon) (20)

Vulnerability:

x1 ½ STUN, Natural Attacks (Very Common) (15)

Total Disadvantage Points: 420

Forge Daemons assist the Lords of Artifice in shaping a meaningful reality. In Golgonooza, the dimension of the Prime Avatar Urthona, they work on an abstract level, creating moments of inspiration and systems of thought. In the planes of matter, forge daemons engage in more concrete labors.

To human eyes, a forge daemon looks like a strong man with batlike wings, sculpted entirely from blackened iron. The tools of his trade – a large blacksmith's hammer, sandals, and apron – appear to be made of the

same material. Wisps of flame flicker around the imposing figure.

Forge daemons are masters of transformation. They can change nearly anything in nearly any way one can imagine. In a blaze of mystic fire, these spirits can transmute matter and energy; alter beliefs; create, destroy or alter enchantments; or even change a being's social status. (Changes in beliefs can be contagious, too. A forge daemon can Transform a person to carry a *meme*, described below.) A single forge daemon can even create a simple pocket dimension.

Creating real and permanent changes usually takes too long to be of any combat use. In just an instant, however, a forge daemon can twist a victim's perceptions. Such hallucinations can be complete enough to put a victim in a world of the daemon's imagining, or real enough to kill. Also, a forge daemon can use its hammer as a mighty weapon. Of course it's not a real hammer; it's an expression of the forge daemon's will. Normally the hammer looks and feels like iron, but a forge daemon can transform its hammer into any substance it can imagine. The hammer can become silver, stone, wood, ice, fire, sound, cosmic energy...anything at all. Forge daemons have no special skill or intuition for guessing another being's Vulnerabilities or Susceptibilities, but they can try just like any other character.

Forge daemons can shape reality in other, more metaphysical ways. They can "imagine away" their solidity or move between dimensions. They can imagine themselves as normal-seeming members of a dimension's sentient race and even cameras will believe them. (Although this form will differ from dimension to dimension, the forge daemon has no choice about the must still observe its mass limit. Thus, a forge daemon cannot instantly create a dimension in Eternity, because the dimension would be too massive for the daemon to move out of Eternity and into Time.)

Despite their combat strengths, forge daemons are most useful as laborers. They will happily accept any job that lets them show off their skill at shaping reality. A forge daemon can acquire any mundane Professional Skill in a few hours (through the combination of Cramming with Jack of All Trades). Left to its own devices, a forge daemon will start puttering with whatever it finds at hand. The whole idea of "leaving something as Nature made it" revolts them.

Most of the forge daemon weaknesses deal with Nature in one way or another. Even these spirits of pure



Artifice cannot escape their essential nature: their shapeshifting does not disguise them from mystical senses or preserve their disguises if someone figures out what they truly are. And just as the presence of mystic Nature harms them, so can the touch of the mundanely natural: forge daemons take extra damage from natural weapons. Against a gun or a magical bolt, products of Artifice, they get their full defenses – even breaking off a tree branch to use as a club is an act of Artifice. The damage from fists, teeth, mutant powers (inborn!), falling rocks, or other natural weapons cannot be imagined away so easily.

Dynurge

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
6	COM	-2	10-	
11	PD	8		
11	ED	7		
3	SPD	3		Phases: 4,8,12
8	REC	2		
36	END	0		
26	STUN	0		

Total Characteristic Cost: 76

Movement: Running: 6"/12"
Flight: 12"/48"

Powers & Skills:

Magical Powers:

Adaptive Magic Pool (10 pt Pool), Only for Senses and Defenses (-1), Magic Sense PER Roll to Change (-0) (12)

Energy Aura Elemental Control (17)

a - **Force Field**: (11 PD, 11 ED), 0 END (33/16) [0]

b - **Energy Crackle**: 1d6 RKA, Penetrating, Damage Shield, ½ END (34/17) [1]

c - **Flight**: 12", ½ END, x4 NCM (35/18) [1/10"]

Thaumaturgy Multipower (56 pt Pool), Gestures (45)

u - **Magic Bolt**: 4d6 EB, AVLD: Power Defense (+1 ½), ½ END (55/4) [2]

u - **Force Reversal**: Missile Deflect +5 vs. All Ranged, Reflection, +1 Return OCV (55/4) [0]

u - **Phantom Form**: Desolid, Not vs. Thaumaturgy, ½ END (50/4) [2]

Pick 2 Optional Slots:

u - **Bubble**: 5d6, 5 DEF Entangle (50/4) [5]

u - **Lightcraft**: 3d6 Flash vs. Vision, Nonselective 3" Radius AE (+¾) (52/4) [5]

u - **Force Bolt**: 11d6 EB (55/4) [5]

u - **Quell Magic**: 5d6 Suppress, vs. Any 1 Magic Effect (+¼), Uncontrolled (11- Chance of Continuation/Turn), 0 END to Maintain (56/4) [6]

u - **Spellcraft**: 1d6+1 Major Power Transform; Universal (+1), Cumulative, Personal Immunity (55/4) [5]

u - **Mattercraft**: 1d6 +1 Physical Transform; Universal (+1), Cumulative, Personal Immunity (55/4) [5]

u - **Planecraft**: EDM: Any Dimension, x8 Mass (55/4) [5]

Energetic Substance Powers:

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 5 pts (5)

Innate Mystic Awareness: Sense Magic, Ranged, Discriminatory

Background Skills:

KS: Thaumaturgy 11- (2)

KS: Transform Type 11- (2)

Total Powers & Skills Cost: 174 pts

Total Character Cost: 250 pts

Disadvantages: 100+

Distinctive Feature:

Weird, Luminous Entity (Can't Conceal, Scary) (20)

Physical Limitation:

Dispelled if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Powerful Mystic Aura is Detectable from Long Distances (Infrequent, Greatly) (10)



Psychological Limitation:

Utterly Mercenary, Greedy for "Fees" (Very Common, Strong) (20)

Vengeful (Very Common) (15)

Seeks Liberation from Service (Common) (10)

Susceptibility:

2d6 STUN + BODY, Adjustment Attacks vs. Magic (Common) (30)

Vulnerability:

x1 ½ Effect, Summoner's PRE Attacks/Bindings (Very Common) (15)

x1 ½ STUN, BODY, Attacks with "Affects Desolid" (Uncommon)

Total Disadvantage Points: 250

The Dynurges come from a dimension called the Aureole. Wizards throughout the Multiverse summon dynurges for their skill at shaping matter and energy. One can enslave dynurges (as with most spirits, a dynurge is most easily controlled by its summoner), but dynurges are too clever and powerful to remain bound for long. They hold grudges, too. It is easier just to pay them to serve for a while, although this does have risks of its own – a dynurge will abandon its employer if someone else makes a better offer. At best, dynurges serve no longer

than they have to, by the letter of their contract.

A dynurge has a humanoid torso and arms. The head is long and narrow, with a hooked beak like an eagle's. Instead of legs, the body extends in a tail that splits into three, then three again at the tips. Ears and forearms have spiny fins, and another fin runs from the head down the back and along all three tails. Dynurges look like they are made of translucent glass in various pastel hues, wrapped in an aura of swirling, pale blue light. An unconscious dynurge loses its glowing aura and no longer levitates. A slain dynurge dissolves into glowing vapors in a few minutes. (One can only observe a truly unconscious or dead dynurge, however, in the Aureole.)

The Aureole is a spiraling nebula of glowing vapor as big as the Earth. Very little solid matter ever condenses out of the nebula, and it soon dissolves again. Only living creatures and the creations of the dynurges stay solid for long. In addition to the dynurges, the Aureole contains about a dozen species of smaller, unintelligent but conscious animals. Since there is no gravity in the Aureole, everything floats freely and moves by levitation. The dynurges use their powers to condense solid matter from the Aureole's clouds and build homes for themselves. Dynurge dwellings are loose, free-floating collections of translucent rods, disks, globes, and cylinders. Only a few dozen dynurges will live in each complex. While some dynurges gain respect because of greater power, wisdom, experience, or skill, dynurge society is largely classless and anarchic. To the dynurges, ideologies of Order and Chaos don't matter very much.

The dynurges do place a high value on matter from Earthlike worlds. They can alloy such matter with the substance of the Aureole. Not only does this stiffen the condensed matter and keep it from evaporating again, the admixture lets the dynurges create effects such as opacity, crystalline transparency, and more intense color. Not just any matter will do, though: only pure, elemental matter alloys properly. Thus, a dynurge would not accept coal as payment (coal is too impure), but would consider several pounds of soot — chemically pure carbon — a splendid fee for short-term service. Dynurges especially value elemental metals. The rarer the element, the better and longer the service one can buy. Dynurges also reject elemental matter created by magic: magical matter, they say, becomes unstable in the Aureole. Prospective employers must obtain a dynurge's fee by mundane means.

Meme

Val	CHA	Cost	Roll	Notes
10	DEX	0	11-	OCV: 3/DCV: 3
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
3	SPD	10		Phases: 4,8,12

Total Characteristic Cost: 29

Movement: Not Applicable

Powers & Skills:

Idea Powers:

Spread To Other Minds: 1d6 Transform vs. EGO, NND: Not Understanding or Not Being Impressed (+1),

Invisible Power Effects vs. Sight/Hearing (+¾), Cumulative, 0 END, x2 Hard to Dispel (+¼), Requires a Skill Roll (-½) (40)

18 PRE (18)

Mind Link x1 to Host (5)

Mental Defense: 10 pts Total, Use by Self + 1 Other (+½) (9)

Other Powers Conferred on Host: (25)

Proselyte Skills:

Conversation 13- (3)

Oratory 13- (3)

Other Skill of Choice (3)

KS: Carried Doctrine 12- (3)

Other KS or PS of Choice (2)

Total Powers & Skills Cost: 111

Total Character Cost: 140

Disadvantages: 75+

Physical Limitation:

Can Only Exist In Other Beings' Minds, Must Operate Within Their Physical Capacity (All the Time, Total) (25)

Psychological Limitation:

Devoted to Spreading Itself (Common, Total) (20)

Susceptibility:

1d6 EGO Drain, Recover 1 EGO/2 Hours (= Killing Damage), EGO+20 PRE Attacks or Really Good Oratory or Debate Rolls (Uncommon) (20)

Total Disadvantage Points: 140

Memes are not spirits of Artifice, they are Artifice itself: pure information. Memes are to minds what genes are to bodies. Genes are sets of instructions that tell bodies how to grow, act, and reproduce themselves. Memes are sets of instructions that tell minds how and what to think. Memes infect minds just as viruses — rogue genes — infect bodies. Ideologies, pop songs, religions, fads, theories, slogans — they're all memes.

The very idea of a meme is a meme. It has used this author and this book to try to infect you, dear reader.

Some memes are powerful and ruthless. They don't care what happens to their hosts, as long as they survive and propagate. Does an AIDS virus care that it kills its host? Of course not. As long as it infects someone else before the host dies, the virus thrives. So it is with killer memes like "It is sweet and seemly to die for your country," or "Whoever dies fighting for the Faith gets a martyr's crown in Heaven."

If a meme controls everyone in a culture, no one even notices it. It seems perfectly reasonable that one should exchange oddly-colored slips of paper for everything from groceries to diamond rings...or that one should lynch certain people if they try to mate with certain other people.

A person newly infected with a powerful meme doesn't realize he is a puppet. He thinks he has finally seen the light. He cherishes the meme. He will probably try to spread the meme to other people, so they will see the light as well.

So far, we are not talking about anything supernatural.

The Lords of Art can create special memes as tools for shaping societies. Some Artifice-oriented mages also use memes. These special memes are intelligent — they



actively guide their hosts and react to events. They plan. Such memes are effectively AIDs that take over people's minds and use the host's brain as their "hardware." If they wish, such memes can speak directly, using their host's voice.

When a sentient meme possesses someone, it can cause a radical change in personality. The meme itself, though, does not share the Psychological Limitations it imposes on its victim. A meme of martyrdom, for instance, does not want to die for the Faith itself; at the very least, it wants to spread itself before its host dies.

The meme forms a constant Mind Link to its host so it always knows what's going on and can give orders and advice. Memes are often smarter than their hosts. A sentient meme can give the host access to its own knowledge and skills, so that the host knows things and has abilities he or she never had before. The host always gains the power to infect other people with a copy of the meme. This is represented as a Transform vs. EGO, not a Summon. A normal Dispel vs. Summon doesn't work against memes: you can't get rid of an idea that easily. Transform is also more appropriate because unlike other possessing entities (like the Symbiont described below), memes never have any existence outside their host's mind.

To infect another person, a meme must fulfill several conditions. It must communicate with the victim in some way, whether by speech, music, art, or some other means. A victim must come under the meme's influence several times, or for a long period. The victim must understand the meme's message: a person who only speaks Hungarian can't proselytize someone who only speaks Chinese. (Some particularly virulent memes may carry the Universal Translator Talent.) Similarly, a tone-deaf person can't be swept away by music. A victim can still resist an invading meme that seems too alien, repugnant, or illogical. GMs can handle this through contested rolls between the meme's communication skills and the victim's INT or EGO, through Presence Attacks, or — best of all — through actual roleplaying between the character and the meme.

(Note that memes don't always need a person as a vector for propagating themselves. A meme could exist, for instance, as a book that infects anyone who reads it. Alternatively, a meme carried by a book, painting, or whatever could be represented as a Focused Trigger on the Transform. Natural memes freely mutate as they propagate; supernatural memes generally replicate precisely, unless designed otherwise. Meme copies do not stay in telepathic contact.)

Most sentient memes also confer other minor powers on their hosts. These will only be powers that help the meme to propagate itself and achieve its goals. The list of cultist powers given in USM makes a good starting point, but a meme could confer even more spectacular powers. A meme might even teach its hosts how to cast actual spells. In the meme given here, 25 Character points are left free for such powers. More powerful memes could have greater point reserves. Whether or not these Powers are Usable by Others is up to the GM. (The Mental Defense is Usable by Others because it protects both the

host and the meme.)

How does one fight a meme? Most normal attacks simply don't apply. One cannot zap it with force-bolts, blind it, or immobilize it. Even if someone used Extra-Dimensional Movement to physically enter the host's "mindscape dimension" and confront the meme directly, defeating an idea by punching it out is ludicrous.

At least one can immobilize the meme's host. Memes are limited by their "operating systems." If the host is knocked out, the meme can't do anything, any more than a computer program can do with the computer turned off.

Some powers can break a meme's hold. Since memes are collections of ideas, a really powerful Mind Control (EGO + 30 effect) can make a person stop believing in a meme. Deep Telepathy (EGO + 20) can make a person forget the meme. Either one might reverse the Transform and banish a meme that has only recently infected its host.

Given time, a meme will dig in and rearrange the victim's whole life around itself. In this case, Mind Control could make the person renounce the meme for a few minutes. Telepathy could make the person forget the meme for a few weeks. Neither strategy can banish the meme for good. Only another Transform vs. EGO — Mind Surgery — can root out a deeply entrenched meme.

Thankfully, such extreme powers aren't really necessary. Ordinary Presence Attacks and communication skills can "kill" a meme. Making a victim doubt a possessing meme reduces the meme's power. Memes suffer from a special Susceptibility. Memes under assault lose their PRE and EGO instead of STUN and BODY (which they do not have). When a meme drops below 0 PRE, its communication skills become very feeble. At 0 EGO or -18 PRE, a



Memes are a decidedly extreme stretch of the Hero System rules for computers and AIDs. GMs probably should not let players create PCs who are memes or other AIDs. An AID, however, seems like the best way to represent a being of pure mind that genuinely has no physical body at all, under any circumstances. Such a being makes an unusual and challenging opponent for PCs, so what the heck. If something makes a good story and you can describe it within the Hero System, however strangely, go for it!



meme can no longer resist at all. At -18 EGO, the meme is “dead” and gone. (The GM and players really should roleplay this conflict. If the characters can fight the meme through a deep telepathic “dream sequence,” so much the better.)

Note, however, that “deprogramming” a person this way won’t be easy. The meme has established itself as the host’s most cherished belief, and people never abandon deeply-held beliefs without a struggle. Only a really powerful Presence Attack, or skill rolls made by large amounts (and with good soliloquies) will make the host doubt the meme. The meme won’t take the assault lying down, either. It will certainly do all it can to fight back or flee.

Spirits Of Nature

“The sea fowl takes the wintry blast for a cov’ring to her limbs,

“And the wild snake the pestilence to adorn him with gems & gold;

“And trees & birds & beasts & men behold their eternal joy.

“Arise, you little glancing wings, and sing your infant joy!

“Arise, and drink your bliss, for every thing that lives is holy!”

— William Blake, *Vision of the Daughters of Albion*

Nature is, of course, the opposite of Artifice. Nature is what exists apart from interpretation, acting from its own obscure imperatives, without plan or purpose. The concept of nature encompasses many powerful ideas: reproduction, evolution, death, and necessity, to name a few.

There’s a slight paradox within all sentient spirits of Nature, because Nature is not sentient. Where Nature rules unchallenged, no mind exists to recognize it. Nevertheless, spirits of Nature do exist. The powerful Theriae, minions of Tharmas the Prime Avatar itself, grant temporary life and will to the inanimate as soldiers of Nature. The Symbionts are spirits of adaptation who form a strange partnership with their hosts, protecting their lives but suppressing their conscious identity. Carnifices, spirits of Death, enforce the natural law of mortality.

Some mystics suggest that only the disruption caused by the other Zoas rouses these spirits to awareness and

activity. Perhaps Nature creates these spirits to restore its dreamless Nirvana. Other mystics suggest that there are many ways to think and exist. Logic does not keep the heart beating. Emotion does not drive the Sun across the sky. No artist sculpts a growing fetus. Sometimes one should stop the chatter of the mind, listen to the silence, and simply be.

Theriae

*Dark & fierce, the Bull his rage
Propagates thro’ the warring Earth. The Lion
raging in flames,*

*The Tyger in redounding smoke. The serpent
of the woods*

And of the waters, & the scorpion of the desert...

— William Blake, *The Four Zoas*

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack 5d6
6	COM	-2	10-	
16	PD	11		
16	ED	11		
5	SPD	14		Phases: 3,5,8,10,12
10	REC	0		
46	END	0		
38	STUN	0		

Total Characteristic Cost: 167

Movement: Running: 6"/12"

Powers & Skills:

Nature Spirit Powers:

Possessing Spirit Elemental Control (20)

- a - **Unaffected by Damage to Body:** Armor 11 PD, 11 ED, Hardened (4½1) [0]
- b - **Spiritual Immunities:** LS: Total + Power Defense: 10 pts, 5 pts Hardened (4½1) [0]
- c - **Repair Body:** 2d6 Aid, vs. All Phys Chars & Mvt. (+2), Continuous, 0 END, Self Only (-½), Restore Only (-½) (45/12) [0]
- d - **Mystic Senses:** Sense Supernatural, Targeting, +6 Telescopic, +2 All PER (40/20) [0]
- e - **Consecration Aura:** Change Environment 8" Radius, Persistent, 0 Range, Always On (40/10) [0]
- f - **Special Movement Power** Appropriate to Form (40/20)
- g - **Special Miscellaneous Power** Appropriate to Form (40/20)

Multipower (52 pt Pool) (52)

- u - **Claw/Bite:** 2 ½d6 HKA, ½ END (50/5) [2]
- u - **Banishment:** 17d6 Dispel vs. Summon (51/5) [5]
- u - **Create Magic-Free Zone:** 1d6+1 Power Transform: Create Persistent, Invisible Suppress vs. All Magic, Cumulative, 4" Radius AE (+1), 0 Range, 1 Phase Extra Time (-½) (50/2) [5]
- u - **Plane Travel:** EDM: Any, x4 Mass, 1 Turn Extra Time (-1) (50/2) [5]
- u - **Special Attack Power** Appropriate to Form (52/5) [5]



Mental Defense: 12 pts Total, 5 pts Hardened (9)
Mind Link x1 to Anyone (15)

Background Skills:

Concealment 12- (3)
Dimensional Navigation 12- (3)
Oratory 14- (3)
Stealth 14- (3)
Survival 11- (3)
AK: Dimensions of Nature 11-
KS: Zoa Lore 11- (2)

Total Powers & Skills Cost: 258

Total Character Cost: 425

Disadvantages: 300+

Distinctive Feature:

Elemental Beast, Radiating Power (Can't Conceal, Scary) (20)

Hunted by:

Other Zoa Agents, 8- (As Pow) (10)

Physical Limitation:

No Fine Manipulation (Infrequent, Total) (15)
No Speech, Only Communicates in Mental Images (Infrequent, Slight) (5)

Psychological Limitation:

Hunting Other Zoic Meddlers (Very Common, Strong) (20)
Hates Artificial Environments & Things (Very Common) (15)
Promotes Naturist Ways (Common) (10)

Susceptibility:

1d6 STUN/Minute, Area Consecrated to Art (Uncommon) (5)

Vulnerability:

x1 ½ STUN, BODY, Antagonistic Phenomenon (Common) (20)

Total Disadvantage Points: 425

The Theriae (singular, therium) serve Tharmas, the Zoa of Nature. They stalk the planes, hunting the agents of the other Zoas who would claim neutral worlds for Order, Chaos, or Artifice. The Multiverse is a big place, though: theriae usually manifest because a Naturist mage has summoned one. Agents of the other Zoas have reason to fear the theriae. Most Zoa spirits swiftly succumb to areas consecrated to their opposing Zoa, but not the theriae: Nature is everywhere, underlying everything, and this partly shields these spirits. Wherever they go they are, in a sense, native creatures.

These Brialic spirits cannot materialize bodies of their own. Instead, they possess some feature of the environment and shape it into a body. Wizards describe a therium by what it used to build its host body. A pyrotherium has a body made of fire; a petrotherium is made of stone; a xylotherium possessed a tree to make a body out of wood.

Theriae never possess animals or sentient creatures, but the possessed object or substance takes the form of some animal native to that dimension. For instance, on Earth one could encounter a therium shaped like a wolf, a horse, or a giant insect — to name only a few possibilities.

All theriae have certain powers in common. Theriae are tough, quick, and have some way to inflict mundane damage on opponents — claws, teeth, horns, hooves, or whatever. Their assumed bodies constantly repair them-

selves as long as the therium remains conscious. Theriae can move themselves and other beings between dimensions, banish low-power summoned spirits, and even create zones where magic has less effect.

(This last power is analogous to using Power Transform to create a magic item, except there's no Focus to carry the resulting enchantment. The power created is Suppress, vs. All Magic Except Innate Spirit Powers (+2), Invisible Power Effects (+1), 0 END Persistent. The number of dice of Suppress depends on how many increments of Transform the therium accumulates. It takes many increments to pile up a big enough Suppress to matter, but given time a therium can make a sizable area in which only the mightiest spells will have any effect at all.)

Other theriae powers depend on the form and substance of their temporary body. Every therium should have a different set of special powers. For movement powers, Flight makes sense for theriae who take bird shape, or who are made of cloud, wind, or fire. Theriae made of earth, stone, or lava, or who take the shape of burrowing creatures such as moles or badgers, can have Tunneling. A therium made of lightning or light itself could have Teleportation. A water-based therium, or one shaped like a fish, a seal, or some other aquatic creature, would have extra Swimming. If nothing else seems appropriate, a therium can have extra Running.

A therium's substance will determine some of its attack powers. Pyrotheriae, for instance, get a fire-based Ranged Killing Attack. An ice-based therium could have an Energy Blast or Entangle. A therium's substance can



also suggest special powers: Density Increase for a petrotherium, a Damage Shield for a pyrotherium, and so on.

Theriae rely on instincts and do not use any sort of abstract symbolism or language: those are aspects of Artifice. Theriae think concretely, in direct images. It may seem strange for a creature that cannot speak (except for animal noises) to have Oratory. Theriae can, however, use Mind Link to project images and feelings to other beings. To give an example, if a therium wanted to tell someone to go someplace, it would send a feeling of eagerness to move and images of landmarks along the route. While there is a limit to how much detail a therium can communicate this way, this sort of direct experience can still persuade another being to take a course of action. In the long term, it might even change someone's opinions.

Symbiont

Val	Char	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 9*
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
6	COM	-2	10-	
16	PD	13		
16	ED	13		
3	SPD	5		Phases: 4,8,12
6	REC	0		
30	END	0		
26	STUN	0		* Bonus: Shrinking + CSL

Total Characteristic Cost: 77

Movement: Flight: 10"/20"

Powers & Skills:

Combat Skills:

Combat Skill Levels:

+2 Levels w/Grab OCV (6)

+2 Levels w/DCV (10)

Magical Powers:

Fluid Form Elemental Control (10)

a - **Small Profile:** Shrinking 1 Level, 0 END

Persistent, Always On (20/7) [0]

b - **Cling and Bind:** +20 STR, No Figured Chars (-½),

Only to Grab and Hold (-1) (20/4) [2]

c - **No Vital Organs:** Armor 7 PD, 7 ED (21/11) [0]

d - **Alien Immunities:** LS: Total (30/20) [0]

e - **Rejoin Body:** Regeneration, 2 BODY/Turn

(20/10) [0]

f - **Flow Through Air:** Flight 10", x2 NCM (20/10)

[1/5]

Symbiotic Possession: 3d6 Transform vs. EGO to

Merged Creature, Cumulative, Continuous, 0 END, 0

Range, Must Grab & Hold (-½), Side Effect: No

Independent Self While Victim Transformed (-1)

(45)

Lesser Spirit Powers:

Mental Defense: 8 pts Total (5)

Power Defense: 7 pts (7)

Magical Echo Sense: Radar Sense (15)

Always Flies: Running -6" (0" Total) (-12)

Adaptive Skills:

Acting 12- (3)

Total Powers & Skills Cost: 148

Total Character Cost: 225

Disadvantages: 100+

Distinctive Feature:

Unearthly Flying Blob (Can't Conceal, Eerie) (20)

Physical Limitation:

No Fine Manipulation When Not Possessing Person (Frequent, Greatly) (15)

Mute When Not Possessing Person (Infrequent, Greatly) (10)

Psychological Limitation:

Frightened of Independent Existence (Very Common, Strong) (20)

Tries to Blend Into Environment (Common) (10)

Loyal to Nativist Spirits (Uncommon, Strong) (10)

Susceptibility:

1d6 STUN+BODY/Phase, Area Consecrated to Art (Uncommon) (30)

Vulnerability:

x1 ½ STUN, BODY, 'Affects Desolid' Attacks (Uncommon) (10)

Total Disadvantage Points: 225

The Symbionts come from a world where life is harsh indeed. Intelligence takes time to develop, and on this world no corporeal creature can live long. The symbionts, however, are spirits. They survive by occupying the bodies of other creatures. On its own, a symbiont is a shapeless blob of ectoplasm darting through the air. They very much prefer the safety and richer sensations that come from possessing a corporeal creature.

Although the symbiont controls its host, it does give something in return. Possessed creatures gain the symbiont's Regeneration and Armor (but the symbiont cannot raise its host's resistant defenses above 7 PD, 7 ED). On their home dimension, the beasts that the symbionts possess also gain the survival advantage of intelligence. On the other hand, possessed creatures also gain the symbiont's Susceptibility and Vulnerability.

Left to themselves, symbionts try to adapt to their environment. They don't like to call attention to themselves. As with any spirit, unfortunately, mages can summon and bind them into service. Symbionts make excellent deep-cover agents. If a symbiont possesses a



sentient being, it gains access to the victim's memories. They are quite good at passing as the possessed victim. And who would expect a dog or cat to act with human intelligence? Here's the catch: if the wizard does not carefully bind a symbiont to obey, it may well abandon its mission and go native.

One can exorcise a symbiont in several ways. The most direct is to Mind Control the symbiont into abandoning its host. One can strike the host with attacks which Affect Desolid; the symbiont will have a strong desire to get away. If a symbiont believes its host will soon die, it will leave the host as quickly as possible. A symbiont can survive the death of its host, but this knocks it out of its host's body — and it suffers as much STUN loss as the host body did before the moment of death. That could very well knock out the symbiont, and few things frighten a symbiont more than the thought of being unconscious outside a host body. No doubt clever PCs can think of other strategies to persuade a symbiont to leave.

Carnifex

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
0	COM	-5	11-	
17	PD	14		
17	ED	13		
4	SPD	13		Phases: 3,6,9,12
10	REC	6		
50	END	7		
30	STUN	3		

Total Characteristic Cost: 125

Movement: Running 6"/12"
Teleport 10"

Powers & Skills:

Basic Spirit Powers:

Spirit Powers Elemental Control (15/15)

- a - **Spiritual Substance:** Armor 8 PD, 8 ED, Hardened (30/15) [0]
- b - **Spiritual Immunities:** LS: Total (30/15) [0]
- c - **Instant Movement:** 10" Teleport, AP (30/15) [1/5"]

Deathly Powers Multipower (75 pt Pool) (75)

- u - **Locate Victim:** 9d6 Mind Scan, +15 ECV (75/7) [4]
- u - **Approach Unnoticed:** Invisibility vs. Hearing, All Sight, All Magical, All Solid-Based, 0 END (75/7) [0]
- u - **Observe Death:** Clairsentience, Vision, Hearing, Smell, Past, ½ END, +4 All PER, Only Death Scenes (-1 ½) (74/3) [3]
- u - **Death Touch I:** 1d6 RKA, Penetrating x2 (+1), Uncontrolled Continuous 0 END to Continue, Invisible Power Effects vs. Sight/Hearing (+¾), x2 Hard to Dispel (+¼), 0 Range, Only vs. One Preselected Victim (-1) (75/3) [7]
- u - **Death Touch II:** +4d6 HA (6d6 w/STR), BODY NND: LS: Total (+2), ½ END (39/4) [2]
- u - **Blend Into Surroundings:** Shape Shift: Native

Sentient Races, 0 END, Invisible vs. Magic Senses (+½) (40/4) [0]

- u - **Plane Travel:** EDM: Any (40/4) [4]
- u - **Bypass Barriers:** Desolid, Not vs. Magical Force Walls or Magical Hardened DEF (40/4) [4]
- u - **Spiritual Invulnerability:** +11 PD, +11 ED, +5 Mental Defense, +5 Power Defense, Hardened (40/4) [0]
- u - **Mystic Sense I:** N-Ray Vision, Not vs. Magical Force Walls or Hardened DEF barriers, +3 PER, +6 Telescopic (35/3) [0]
- u - **Mystic Sense II:** Targeting on Mental Awareness, +3 PER, +6 Telescopic (35/3) [0]
- +10 COM, Linked to Shape Shift (-½) (3)
- Mental Defense:** 8 pts Total (5)
- Power Defense:** 5 pts (5)

Background Skills:

Forensic Medicine 13- (5)
Shadowing 11- (3)
AK: The Multiverse 12- (3)

Total Powers & Skills Cost: 205

Total Character Cost: 330

Disadvantages: 225+

Accidental Change:

to True Form if Detected as Spirit, 14- (Uncommon) (15)

Distinctive Feature:

Death Incarnate (Hard to Conceal, Cause Stark Terror) (20)

Psychological Limitation:

Relentlessly Pursues Intended Victim (Common, Total) (20)

Hates Being Summoned and Bound (Common, Strong) (15)

Dedicated to Letting Nature Take Its Course (Common, Strong) (15)

Susceptibility:

2d6 STUN+BODY, Healing Powers (Uncommon) (20)



Nothing is more natural than death. Sooner or later it happens to everyone. This makes the cosmic Avatar of Death one of the most powerful of the Lords of Nature.

Not everyone will accept the inevitable. Some people try to live forever. Death commands special spirits who hunt would-be immortals: the Carnifices, makers of meat. One can defeat a carnifex...but eventually Death will send another carnifex, and another, and another. Oddly enough, Death never sends more than one carnifex at a time after a single victim.

As creatures from Briah, these death-spirits have no true form in any human sense. Humans perceive them as their own personified death-image. In Western society nowadays, this usually means the classic Grim Reaper — but a carnifex is far more frightening than a mere skeleton with a scythe. Anyone who sees a carnifex instinctively knows that this isn't a special-effects trick, this is Death. To prevent panicking crowds (which might warn its victim of its approach), a carnifex will magically disguise itself or turn invisible. A carnifex's disguise will even fool magical senses, although not aura vision: a "sensitive" will easily spot a carnifex's blacker-than-black aura. Detecting a death-spirit will probably force it to abandon its disguise. When a carnifex turns invisible, it also becomes silent and undetectable by magical senses, and senses based on bouncing something off objects (radar, sonar, and some forms of spatial awareness, depending on special effect).

Carnifices have other powers, too. They can psychically single out their victim from a huge population. When they close in, they can employ other odd, mystical senses to see through walls or track an individual's mind. (Remember, they automatically have Mental Awareness for free because they have a mental power, Mind Scan.) A carnifex has two "Death Touch" powers. One it can use on anyone: it stuns and withers anyone who is not immune to all environmental effects. The other attack is slower but deadlier, because nothing can block it completely. Every Turn, the victim gets a BODY Roll (9 + BODY/5) to stop the Uncontrolled attack...but this is based on current BODY! A carnifex can strike more than once, too. Fortunately, this attack will only affect the carnifex's preassigned target. Everyone else is immune.

Not surprisingly, it's hard to keep a carnifex from reaching its target. Using Extra-Dimensional Movement, Desolid, and Armor-Piercing Teleport, a carnifex can penetrate just about any barrier imaginable. Carnifices also have the expected resistance to most forms of damage.

Finally, a carnifex can look back in time to the moment of another being's death. Although the death-spirit has no supernatural way to tell what killed a person, carnifices know a lot about how mortal creatures die. You might say it comes with the profession. If a carnifex can't pinpoint a cause of death exactly, it can probably give a good guess.

Death-spirits do not pursue every artificial immortal and no one knows why. No one has ever persuaded Death Itself to explain its choices. The most popular theory is that Destiny, a force allied chiefly to Order, has power equal to Death. Some people seem predestined to live a long, long time in defiance of Nature...but their time will

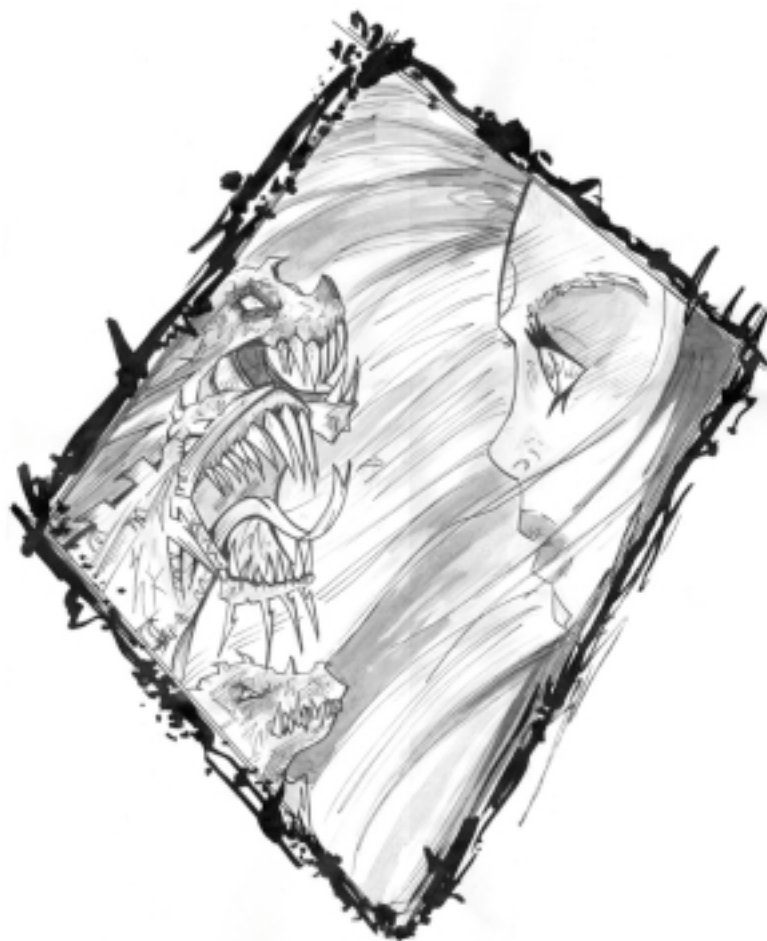
Chapter 4:



Eldritch Horrors

Super Mage GMs will need strange and exotic monsters, especially if the campaign has an edge of horror. This chapter describes a variety of villainous creatures that can menace heroic wizards. Most of them are clearly, definitely Evil. The exceptions are some of the constructs, which serve their masters blindly, for good or evil — but then, mindless and relentless obedience can be pretty scary, too.

The Undead may seem conspicuous by their absence in this chapter. It's true, the Undead are a classic sort of magical monster. The HERO SYSTEM BESTIARY and other Hero System products, however, already provide a wide range of undead horrors. There is no need to include them here.



Edomite Monsters

Edomite monsters, the relics of an ancient and evil empire, no longer roam the cosmos freely. These creatures may be summoned, however, by the Kings of Edom or the sorcerers and cults who serve them. Perhaps a few dwell on Earth, imprisoned eons ago before the advent of organic life. These alien monstrosities come from environments beyond human imagining. Some are not even made of matter as we know it.

Too much exposure to these Lovecraftian abominations will damage human minds. The immediate shock of seeing them can make most people flee in mindless panic – even the stoutest hero might tremble. The insanity inflicted on the innocent passers-by can range from catatonic terror to maniacal worship. Some Edomites are so horrifically alien that even superheroes risk insanity from seeing them. Long-term or repeated exposure to Edomites can drive anyone insane, no matter how strong their will (use the system for long-term stress from HORROR HERO).

GMs who want to use Edomites or other Lovecraftian horrors should also look at the “Horror World” section of CHAMPIONS IN 3-D. GMs can use the Anopheles monsters in “Horror World” as more types of Edomites; the section also provides a good idea of what might happen to the world if the heroes fail. GMs can find even more ideas for monsters and types of horror-induced insanity in Chaosium’s CALL OF CTHULHU game (the definitive treatment of Lovecraftian horror) — and of course in H. P. Lovecraft’s stories themselves.

(Note: These monsters first appeared in ADVENTURER’S CLUB #22. These versions have been substantially revised.)

Spined Horror

Val	CHA	Cost	Roll	Notes
45*	STR	5	18-	1600 kg; 9d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
20*	BODY	8	13-	
8	INT	-2	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 13d6#
0	COM	-5	9-	
38	PD	35		Total: 54 PD/16 rPD
38	ED	32		Total: 54 ED/16 rED
5	SPD	20		Phases: 3,5,8,10,12
10	REC	2		
50	END	-3		*Bonus: Growth
42*	STUN	1		#Bonus: Extra PRE

Total Characteristic Cost: 185

Movement: Running 11"/22"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/HTH Combat

Unearthly Giant Monster Powers:

Giant Monster Elemental Control (30)

a - Really Big: 30 pts Growth, 0 END Persistent, Always On (4 m Tall, 6400 kg Mass, -4 DCV, 4" Reach, -6" KB, +4 to PER) (60/20) [0]

b - Really Tough: Armor 16 PD, 16 ED, Hardened (60/30) [0]

c - Spiny Hide: 2 x 1d6 RKA, Damage Shield, 0 END Persistent, Always On, Careful Touch Avoids (-½), Reduced Penetration (-¼) (75/20) [0]

Unearthly Substance Elemental Control (15)

a - Hard To Focus Upon: +6 DCV (30/15) [0]

b - Unearthly Substance: LS: Total (30/15) [0]

c - Alien Senses: Spatial Awareness, 360 Degrees (35/20) [0]

d - Uncanny Appearance: +45 PRE, Only to Cause Fear/Madness (-¾) (45/17) [0]

Multipower (62 pt Pool) (62)

u - Leg Strike: 3d6+1 RKA, ½ END, 0 Range (62/4) [3]

u - Bite: 2d6+1 HKA (4d6 w/STR), AP, ½ END, Only vs. Target Directly Below (-1) (61/3) [3]

u - Stalking: 10d6 Mind Scan, +6 ECV (62/6) [5]

Alien Mind: Mental Defense (10 pts Total) (7)

Alien Metabolism: Power Defense (5 pts) (5)

Mind Link x1 to any King of Edom or Designated Priest (10)

Extra Limbs (5)

Clinging: 45 STR (10)

Running: +5" (11" Total) (10) [1/5"]

Swimming: -2" (0" Total) (-2)

Background Skills:

Tracking 14- (7)

KS: Edomite Lore 11- (2)

Total Powers & Skills Cost: 320

Total Character Cost: 505

Disadvantages: 400+

Berserk:

if Take BODY, Go 11-, Recover 11- (20)

Physical Limitation:

Blocked by Special Talismans (10)

Distinctive Feature:

Huge Alien Monster (Can’t Conceal, Causes Horror)(25)

Psychological Limitation:

Loyal to Kings of Edom (Common, Total) (20)

Relentless in Attack & Pursuit (Very Common, Strong) (20)

Vulnerability:

x1 ½ STUN & BODY from Indirect or Transdimensional Attacks (Uncommon) (10)

Total Disadvantage Points: 505



This aberrant monstrosity looks a little bit like a gigantic, spiky crab, only it has no claws, or eyes, or even a front or back. It does have eleven legs scattered around the rim of its carapace, and a huge, constantly chewing, three-lobed mouth set in its bottom shell. Its chitinous armor bends into countless rigid spines over the creature's entire body. It is possible to punch the creature, but if the attacker isn't careful he or she will hit a spine. "Being careful" is defined as Concentrating to ½ DCV during the attack, or a Haymaker (from the DCV penalty). Anyone who strikes the creature with their entire body (because of a Move Through, because one is knocked back into it, or whatever) will surely impale themselves on several spikes. A Spined Horror normally attacks by stabbing with its pointed legs. If it can maneuver so it stands over an opponent, it will squat and bite; it will certainly try to do this to a knocked down opponent.

Spined Horrors have two main uses. One is as a simple juggernaut of destruction. The other is as an assassin: a Spined Horror can track designated victims both by mundane clues and by mental emissions. There are few places it cannot go, and few barriers it cannot smash down, given time. It cannot follow a victim into the air, or down tunnels that are too small for its bulk. But of course the Kings of Edom have other creatures for these occasions...

Squrm

Val	CHA	Cost	Roll	Notes
25*	STR	0	14-	800 kg; 5d6 [0]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack 17d6 Total
0	COM	-5	9-	
23*	PD	18		Total: 31 PD/8 rPD
23*	ED	15		Total: 31 ED/8 rED
5	SPD	22		Phases: 3,5,8,10,12
10	REC	6		
46	END	0		*Bonus: Density Increase
40	STUN	5		

Total Characteristic Cost: 154

Movement: Running: 1"/2"
Wings: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/Autofire Strike/Grab (9)

Alien Monster Powers:

Alien Monster Elemental Control (15)

- a - **Big But Hard To Hit:** Density Increase 15 pts, 0 END Persistent, Always On (800 kg Mass,) (30/10) [0]
- b - **Bite:** 1 ½d6 HKA (3d6+1 w/STR), ½ END (31/16) [1]
- c - **Rubbery Hide:** Armor 8 PD, 6 ED, Hardened (30/15) [0]
- d - **Wings:** 12" Flight, ½ END, Restrained (-½) (30/10) [1/10"]
- e - **Tentacles:** +4" Stretching, 0 END (30/15) [0]
- f - **Alien Biology:** LS: Total (30/15) [0]



g - **Disgusting Appearance:** +65 PRE, Only to Cause Fear/Horror (-¾) (65/29) [0]

Uncanny Attacks Multipower (62 pt reserve), Gestures (-¼) (50)

u - **Disintegration:** 2d6 RKA, Penetrating, Indirect (+½) (60/5) [6]

u - **Web of Force:** 3d6 Entangle, 3" Radius Effect (+1) (60/5) [6]

u - **Apportation:** 10" Teleport, Use vs. Other (+1), Ranged (+½), AP (60/5) [6]

u - **Gravity Control:** 33 STR Telekinesis, ½ END (59/5) [3]

u - **Hypnotic Illusion:** 10d6 Mental Illusions, ½ END (62/5) [3]

u - **Hypnotic Suggestion:** 10d6 Mind Control, Nonverbal (+¼) (62/5) [6]

Multiple Tentacles: Extra Limbs (5)

Multiple Attacks: AF5 (+½), 0 END (+1) on STR, Only for Strike or Grab (-½) (25)

No Legs: -5" Running (1" Total) (-10) [1/5"]

Alien Mind: Mental Defense: 13 (10)

Alien Metabolism: Power Defense: 5 (5)

Alien Senses: Radar Sense (15)

Mind Link x1 to any King of Edom or Designated Priest (10)

Background Skills:

KS: Edomite Lore 11- (2)

Total Powers & Skills Cost: 276

Total Character Cost: 430

Disadvantages: 300+

Berserk:

if Take Body (Very Common), Go 11-, Recover 11- (25)

Distinctive Feature:

Slimy, Tentacled Horror (Can't Conceal, Causes Horror) (25)

Physical Limitation:

Blind in Normal Vision (Infrequent, Greatly) (10)

Blocked by Special Talismans (Infrequent, Greatly) (10)

Psychological Limitation:

Loyal to Kings of Edom (Common, Total) (20)

Susceptibility:

1d6 STUN/Turn, Contact w/Wide, Flat, Smooth Surfaces (Very Common) (20)

Vulnerability:

x1 ½ STUN, BODY, Fire Attacks (Common) (20)

Total Disadvantage Points: 430



This oozing horror looks like a huge squid flying on slimy, membranous wings. (Elementary physics shows the wings cannot support a creature of the Scurm's mass — but the scurm is not made of normal matter and its wings push against more than the air.) Scurms are black, streaked with putrid yellow, green, and brown. They have a single, twin-pupiled eye. Despite a scurm's bulk, their constant looping, twitching, twirling movement means they are no easier to hit. Scurms never move in straight lines in any way.

Scurms are one of the more intelligent sorts of Edomite. They have formidable quasi-psychic powers. Whether these powers are really magic, psionics focused by tentacle gesturing, or some unknown scientific discipline is anybody's guess. By waving their tentacles in complex designs, scurms can move objects through space, make solid matter crumble, create entangling webs from thin air, or hypnotize unfortunate humans. They can also simply grab at people — several at a time — and bite with a parrotlike beak nestled amid the tentacles.

Since scurms have no legs, on the ground they can only wriggle. They have an entirely rational fear and hatred of anything that can keep them from flying — it's not a Psychological Limitation, it's good sense. They also stay away from wide, smooth, flat surfaces such as glass-sheathed skyscrapers or flat, level roads and parking lots; touching such surfaces causes a scurm pain and can eventually kill it.

Angler

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 12*
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 12d6 Total
4	COM	-3	10-	
21	PD	18		Total: 31 PD/10 rPD
21	ED	16		Total: 31 ED/10 rED
4	SPD	7		Phases: 3,6,9,12
8	REC	0		
40	END	-3		*Bonus: Shrinking
30	STUN	0		

Total Characteristic Cost: 120

Movement: Running: 6"/12"
 "Flight": 12"/24"
 Teleport: 15"

Powers & Skills:

Living Geometry Powers:

- Unearthly Nature Elemental Control** (15)
 - a - **Contact Slicing:** ½d6 RKA, BODY NND vs. Force Field (+2), Damage Shield, 0 END Persistent, Personal Immunity, Always On (47/21) [0]
 - b - **Nothing to Damage:** Armor 10 PD, 10 ED (30/15) [0]
 - c - **Alien Non-Substance:** LS: Total (30/15) [0]
 - d - **Small Profile:** Shrinking 2 Levels, 0 END (+4 DCV, 4 PER, +6" KB, Size/Mass Indeterminate) (30/15) [0]
 - e - **Incomprehensible Appearance:** +40 PRE, Only to Cause Fear/Madness (-¾) (40/14) [0]

Multipower (30 pt Reserve) (30)

- u - **Slice Between Atoms:** +3d6 HA (4d6 w/STR), BODY NND: Force Field (+2), ½ END (29/3) [1]
- u - **Angle Between Dimensions:** EDM: Dimensions Holding Other Anglers (30/3) [3]
- u - **Instant Movement:** Teleport 15", Only Between Angles (-¼) (30/2) [1/5"]
- u - **Ignore Gravity:** Flight 12", ½ END, Only Along Surfaces (-¼) (30/2) [1/10"]

Knockback Resistance: 5" (10)

Alien Mind: Mental Defense: 12 (10)

No Body At All: Power Defense: 5 (5)

Alien Senses: Spatial Awareness (25)

Background Skills:

Stealth 13- (3)

Tracking 12- (3)

KS: Alien Occult Geometry 13- (4)

Total Powers & Skills Cost: 195

Total Character Cost: 315

Disadvantages: 200+

Distinctive Features:

Living Geometry (Can't Conceal, Utterly Bizarre) (25)

Physical Limitation:

Can't Move Across Smooth Curves (Infrequent, Greatly) (10)

Can't Communicate in Humanly Comprehensible Ways (10)

Psychological Limitation:

Relentless in Pursuit (Very Common, Strong) (20)

Toys with Victim (Very Common, Strong) (20)

Vulnerability:

x1 ½ STUN, BODY, Area Attacks (Very Common) (30)

Total Disadvantage Points: 315

Anglers are one of the strangest servants of the Kings of Edom. They appear as tangles of zigzagging, shimmering lines extending in more than three dimensions. They are completely colorless. At any given moment, an angler will have 3-6 "legs" of interlacing, crooked lines extending from its body. This is the closest they have to recognizable limbs or organs. Unlike most Edomites, the Anglers are not grotesquely hideous — just incomprehensible. Human minds



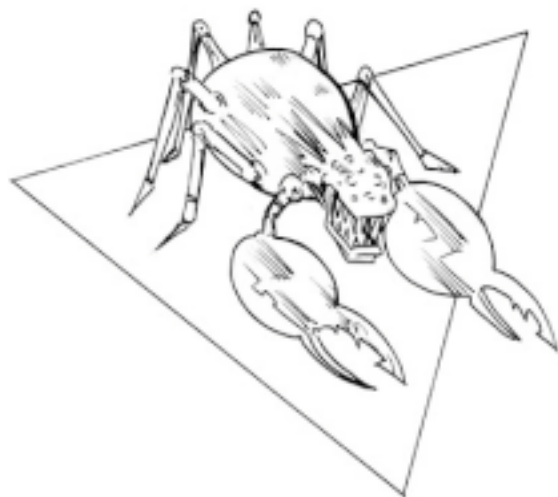
cannot make sense of them, and retreat in confusion and fear.

Although anglers fill a volume of space equal to a man or large dog, their open structure makes them very hard to hit and almost massless. An angler's one-dimensional body cuts through anything made of matter, sliding between the very atoms.

Anglers can walk on any flat or angled surface regardless of gravity, but cannot cross a curved line or surface. If an angler stands at an angled surface (such as the corner of a room) it can instantly travel to any other angle within 15 hexes. The angler seems to stretch out like lazy-tongs and re-compress at the other angle in a split second. Finally, anglers can move between dimensions: they can go to any dimension in which anglers already exist. If one does not destroy or exorcise an angler quickly, other anglers may appear on their own...

Angler minds are strange even by Edomite standards. Most Edomites can convey simple ideas to humans if they really want to (a rare event). Anglers cannot. They cannot even communicate by pointing, because they have such a different understanding of space and direction. There is nothing in an Angler's mind that a human telepath could interpret, at least not without a deep knowledge of higher mathematics and Edomite lore. No one knows how they communicate among themselves, or even if they do communicate. Some of the few wizards who study the Edomites speculate that there is really only one angler, manifesting "simultaneously" in many places throughout space, time and dimension.

(The anglers are, of course, inspired by the Hounds of Tindalos created by Frank Belknap Long, a friend of H. P. Lovecraft. The Hounds are one of the strangest, most mysterious creatures of the Cthulhu Mythos; the Anglers are included as an example of just how *alien* a Horror from Beyond can be.)



Mind Thief

Val	CHA	Cost	Roll	Notes
3	STR	-7	10-	38 kg; ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 9*
13	CON	6	12-	
5	BODY	-10	10-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	
10	PRE	0	11-	PRE Attack 10d6 Total
0	COM	-5	9-	
9	PD	8		
9	ED	6		
3	SPD	6		Phases: 4,8,12
4	REC	0		
20	END	-3		
20	STUN	6		*Bonus: Shrinking

Total Characteristic Cost: 24

Movement: Running: 7"/12"

Powers & Skills:

Horrific Powers:

Grotesque Critter Elemental Control (20)

a - **Small and Sneaky:** Shrinking 2 Levels, 0 END Persistent, Always On (40/13) [0]

b - **Hideous:** +40 PRE, Only to Cause Fear/Horror (-¾) (40/11) [0]

Brain Occupation Powers:

Crawl Into Brain: 2d6 Transform, NND: "Affects Desolid" Defenses or EGO Roll at -5 (+1), Cumulative, 0 END, 0 Range, Side Effect: No Separate Existence While Victim Possessed (-1); +2d6 HA, NND: As Above (+1), x2 END (-½) (44) [2]

Eat Victim's Brain: 4d6 RKA, BODY NND: Not Having Organic Brain or EGO Roll at -5 (+2), 0 Range, Only on Phase When Leaving Possessed Victim (-2) (33) [1c]

Damage Resistance: 2 PD, 2 ED (2)

Clinging: 3 STR (10)

Running: +1 (7" Total) (2) [1/5"]

Spatial Awareness (25)

Mind Link x1, Any King of Edom or Designated Priest (10)

Stalking Skills:

Concealment 12- (3)

Stealth 12- (3)

Total Powers & Skills Cost: 176

Total Character Cost: 200

Disadvantages: 125+

Distinctive Feature:

Repulsive, Slimy Bug-Thing (Can't Conceal, Causes Horror) (25)

Psychological Limitation:

Utterly Loyal to Kings of Edom (Common, Total) (20)

Fears/Hates Sunlight (Very Common) (15)

Susceptibility:

1d6 STUN/Phase, Intense UV Light (Uncommon) (15)

Total Disadvantage Points: 200

Mind Thieves are one of the most insidious of the Edomite horrors. A mind thief looks a bit like a huge spider and a bit like a crab, but with the addition of a huge, fanged mouth. A mind thief is physically weak, but has the ability to desolidify, crawl into a victim's brain, and take control. A mind thief can call on all its victim's skills, knowledge, and powers. (This is a Transform of the victim; the Transform reverses when the Mind Thief leaves the victim's skull.)

Ultraviolet light, X-rays, and other forms of energetic radiation are the greatest weakness of mind thieves. A mind thief can take damage from irradiation despite hiding in a victim's skull. Even the ultraviolet light in sunlight irritates a mind thief, although it cannot cause actual harm. Victims will be sure to wear hats out of doors no matter what the weather. Intense UV light or radiation can drive a mind thief out of its victim's brain. The treatment had better be quick, strong, and a complete and terrifying surprise to the mind thief. Normally, when a mind thief leaves a victim it takes bites of the victim's brain, almost always causing death (after all, this automatically targets Hit Location: Head)! If a mind thief has the time, it will eat the victim's brain completely, leaving a corpse with no external sign of damage.

Qliphothic Entities

Qliphothic entities are spirits of negative existence — the spiritual counterparts, in a way, to the Edomites. Qliphothics come from dimensions so ancient and ravaged by entropy that they actually have a negative energy level. These entities hunger for positive energies to consume and annihilate. Some feed by disrupting matter. Others disrupt radiant energy, magic, or even space itself. The more they feed, the hungrier they get — and they may reproduce.

By their very nature, qliphothic entities destroy their environment. In their native planes, they increase the dimension's "energy debt," making it still more alien and hostile to normal forms of life and matter. An uncontrolled qliphothic infestation can wreck a small positive-energy dimension, reducing it to qliphothic status itself. It is criminally irresponsible to summon qliphothic entities to a normal dimension...but the qliphothics are powerful. Some wizards are selfish enough, or vicious enough, or just plain crazy enough to employ them.

Some qliphothic entities are intelligent and even have a religion. They worship the Great Devourer, whom Earthly wizards call Quemetiel. This cosmic entity is the final sink of entropy, a supernatural black hole. As a dimension's negative energy level rises, it approaches Quemetiel. The ultimate and inevitable fate of the dimension is to be drawn into Quemetiel, consumed and destroyed by Quemetiel's own infinite negative energy.

THE ULTIMATE SUPER MAGE (USM) described two qliphothic monsters, the Claynull and the Darque. Here are three more: the magic-eating Necheshiron, the bizarre Space-Eaters, and the mighty Harab Serapel, dark angels of Oblivion.

Necheshiron

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 7*
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
0	COM	-5	9-	
10	PD	7		
10	ED	7		
3	SPD	5		Phases: 4,8,12
6	REC	0		
26	END	0		
25	STUN	0		*Bonus: Shrinking

Total Characteristic Cost: 49

Movement: Running: 6"/12"
Teleport: 10"

Powers & Skills:

Combat Skills:

Combat Skill Levels:

+2 Levels w/Deflect/Grab/Bite (6)

+2 Levels w/DCV (10)

Unearthly Powers:

Qliphothic Powers Elemental Control (9)

a - **Half Out of Space:** Shrinking 10 pts, 0 END
Persistent, Always On (12 kg, +2 DCV, -2 to PER, +3" KB) (20/7) [0]

b - **Substance of Unbeing:** Armor 5 PD, 5 ED,
Hardened (19/10) [0]

c - **Resist Most Forces:** Force Field 5 PD, 5 ED, 6
PowD, 0 END (19/10) [0]

d - **Unearthly Immunities:** LS: Breathing, Disease,
Heat/Cold, Vacuum/Pressure (19/10) [0]

e - **Eat Magic:** 1d6 PD + 2d6 ED Absorption, to
BODY, END or STUN (+¼), Only vs. Magic (-1)
(19/5) [0]

f - **Slide Outside Reality:** 10" Teleport (20/11) [1/5"]

g - **Replication:** 1 x 100 pt Summon Necheshiron,
Only on Phase After Deflect Spell or Finish
Draining Power (-½) (50/16) [4c]

Multipower (30 pt Pool) (30)

u - **Eat Spell:** Missile Deflection +5 vs. Any Magic
(30/3) [0]

u - **Bite:** 1d6+1 HKA, Penetrating (30/3) [3]

u - **Eat Magic:** 2d6 Drain, vs. Any 1 Magic Effect
(+¼), Recover 1 pt/Turn (+¼) (30/3) [3]

u - **Constriction:** +20 STR, 0 END, No Figured Chars
(-½), Only to Grab & Squeeze (-½) (30/1) [0]

Mental Defense: 9 pts (6)

Extra Limbs (5)

"Radar Sense" (15)

Background Skills:

Concealment 11- (3)

Stealth 12- (3)

Total Powers & Skills Cost: 166

Total Character Cost: 215

Disadvantages: 100+

Distinctive Feature:

Big Black Snake-Thing (Can't Conceal, Creepy) (20)

Hunted by:

Every Wizard in Area, 11- (More Powerful) (20)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)



Psychological Limitation:

Gluttonously Seeks Magic to Eat (Common, Strong) (15)

Summons More Necheshiron Whenever Possible (Common, Strong) (15)

Susceptibility:

2d6 STUN+BODY, Adjustment Attacks (Common) (30)

Total Disadvantage Points: 215

The Necheshiron (Hebrew, “Snaky”) are hardly the most powerful of Qliphothic entities, but they are among the most feared and hated by magicians. Necheshiron “eat” magic, either gulping down spells aimed at them (the Missile Deflect) or siphoning away the enchantment from magic items and Continuous spells (the Drain). When necheshiron feed, they make more necheshiron, who go looking for more magic. An out-of-control population of necheshiron can strip an entire world of magic. For an intrinsically magical dimension, this means the end of existence as the inhabitants know it. Even on a world like Earth, where magic is not so vital, wizards who would otherwise kill each other on sight will join forces to fight necheshiron.

Necheshiron are not very intelligent, but they do follow some simple pack tactics. Some will guard the others by interposing themselves and deflecting spells cast at their fellows. Others try to grab and squeeze any opponent who has found some way to hurt them. A few might wait to bite grabbed opponents, but would prefer a chance to eat spells. The “Extra Limbs” let necheshiron bite a grabbed opponent, although they cannot squeeze for damage on that Phase. They normally keep their Absorption EC slot set to STUN.

Necheshiron are absolutely black. From every angle, a necheshiron looks like a flat silhouette of a huge snake with a spiny crest on its head that runs down its back. They radiate invisible waves of negative energy and sense their surroundings from the reflections (the “Radar Sense”).

**Space-Eater**

Val	CHA	Cost	Roll	Notes
5	STR	5	10-	50 kg; 1d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 10*
15	CON	10	12-	
7	BODY	6	10-	
8	INT	2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
0	COM	5	9-	
10	PD	9		
10	ED	7		
3	SPD	3		Phases: 4,8,12
4	REC	0		
30	END	0		
18	STUN	0		*Bonus: Shrinking

Total Characteristic Cost: 37

Movement: Running: 9"/18"
Teleport: 10"

Powers & Skills:**Qliphothic Powers:****Body of Shattered Space Elemental Control (15)**

- a - **Small Size:** Shrinking 20 pts, 0 END Persistent, Always On (1.5 kg, +4 DCV, -4 to PER, Takes +6" KB) (40/17) [0]
- b - **Substance of Unbeing:** Armor (8 PD, 8 ED), Hardened (30/15) [0]
- c - **Unearthly Immunities:** LS: Total (30/15) [0]
- d - **Spacecutting Spines:** ½d6 RKA, Penetrating, Damage Shield, 0 END Persistent, Max 1 BODY Inflicted (-1) (30/7) [0]

Spacewarping Elemental Control (10)

- a - **Spacecutting Claws:** 1d6 RKA, Penetrating x2 (30/13) [3]
- b - **Chewed Space:** +1 DCV, Use vs. Others (+1), 1 Hex AE, 0 END Persistent (+1), Personal Immunity, Initial 1 Hour Extra Time (-1 ¼) (19/4) [0]
- c - **Eaten Space Wormholes:** EDM: Any Plane, Use by Other x1 (+¼), Uncontrolled Continuous 0 END, Opens Both Ways (-½), Initial 5 Hours Extra Time (-1 ½), No Conscious Control (-2) (130/24) [0]
- d - **Gravity-Free Running:** Running +3" (9" Total), ½ END, + 14 STR Clinging (20/10) [1/10"]
- e - **Bypass Space:** Teleport 10" (20/10) [1/5"]

Mental Defense: 10 pts (8)

Power Defense: 5 pts (5)

Spatial Awareness (25)

Total Powers & Skills Cost: 178

Total Character Cost: 215

Disadvantages: 100+**Distinctive Feature:**

Grotesque Alien Thing (Can't Conceal, Strong Reaction) (20)

Enraged by:

Attacks on Other Space-Eaters, Go 14-, Recover 11- (15)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)

Psychological Limitation:

Cannot Recognize Danger, Except Fire (Very Common, Total) (25)

Susceptibility:

2d6 STUN+BODY, Trying to Teleport Thru Hardened Barrier (Uncommon) (20)

Vulnerability:

x1 ½ STUN, BODY, Heat/Fire Attacks (Common) (20)

Total Disadvantage Points: 215

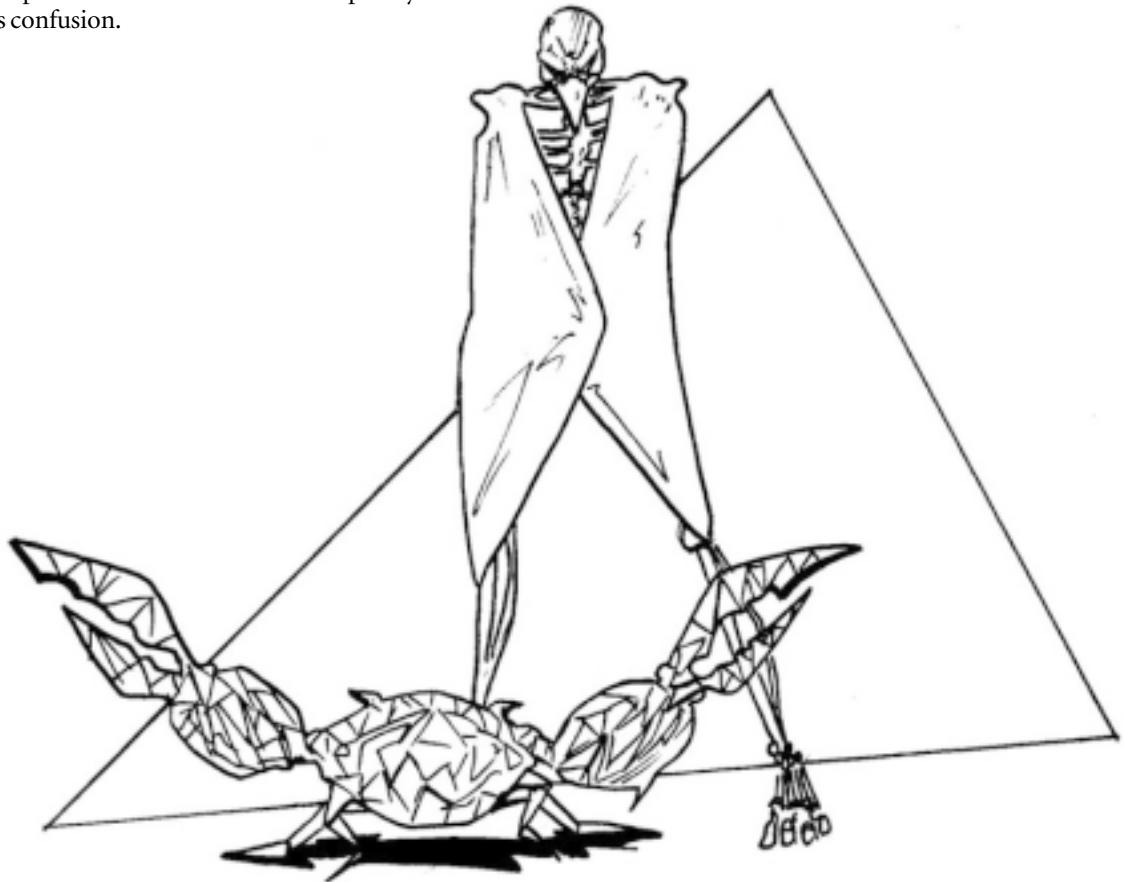
The “technical” name for the Space-Eaters is “Tzaphiriron” (Hebrew, “Scratchers”) but the popular name more vividly describes what they do. These qliphothic creatures feed on the integrity of space itself. Their mere presence in an area causes space to warp until it rips, opening spontaneous “Wormholes” to other dimensions. This is not good for a universe. The space-eaters themselves are not especially dangerous, but their wormholes can cause terrible harm. Even if no horrible things come through from the other side, a wormhole might open to an environment that is poisonous, super-heated, in vacuum (sucking away a world’s air), or worse.

The first effect of this warping of space in an area infested with space-eaters is to make combat (or even walking) more difficult. Everything has extra DCV, including hexes of space themselves. For combat in an area occupied by space-eaters, GMs should assign random DCV bonuses from 0 to 3, or even 0 to 5, to each target. The bonus changes each time a target moves, or for that matter when the attacker moves, if the attacker stays more than 1 hex from an immobile target. The defense against this Use vs. Other effect is to have Combat Sense or Spatial Awareness, and to make a PER Roll each Phase to compensate for spatial distortion. The space-eaters themselves are completely immune to this confusion.

The second effect of a space-eater infestation left unchecked is the creation of wormholes. Wormholes lead wherever the GM wants. They are quite likely, however, to lead to qliphothic dimensions, letting through other creatures such as claynulls, necheshiron, or Edomite horrors. All wormholes last at least one minute, then have an 11- chance of closing; five minutes later, they have a 10- chance of closing; an hour later, 9-; and so on. The longer they last, the more stable they become.

These irritable creatures cannot do a great deal of damage all at once to an opponent in combat, but they always do at least a little damage when they hit. Their claws cut space itself, so no Armor or Force Field, however mighty, can completely protect against space-eaters. They pop Force Walls with ease. They only fear fire: even if they are getting massacred by some other form of attack, space-eaters will not retreat.

Space-Eaters look something like huge crabs or spiders made of shards and tendrils of black and silver mirrors, shimmering as they scuttle along the floor, walls, or ceiling. They have no visible eyes, but quite visible claws. Slender spines jut from their bodies. Space-Eater bodies are about a foot across, not counting their spindly legs.



Harab Serapel

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	600 kg; 4 ½d6 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
25	CON	30	14-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack 5d6
2	COM	-4	9-	
19	PD	14		
19	ED	14		
3	SPD	9		Phases: 4,8,12
10	REC	0		
50	END	0		
37	STUN	0		

Total Characteristic Cost: 132

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +5 Levels w/Motion Destruction, Stasis Projection or Energy Drain (15)

Qliphothic Powers:

Qliphothic Elemental Control (24)

- a - **Annihilating Aura:** 1d6 RKA, Penetrating x2 (+1), Affects Desolid (+½), Damage Shield, ½ END (49/25) [2]
- b - **Substance of Unbeing:** Armor 10 PD, 10 ED, Hardened + Power Defense 10 pts, Hardened (49/25) [0]
- c - **Local Motion Destruction:** Missile Deflect +6 vs. All Ranged, Damage Shield (49/25) [0]

Qliphothic Magic Multipower (91 pt Pool), Gestures (-¼), Only in Pale Cathedral (-½) (52)

- u - **Time Dilation Aura:** Missile Deflect +4 vs. All Ranged, Use at Range (+1), Selective 6" Radius AE (+1 ¼) (91/5) [0]
- u - **Stasis Projection:** 4d6, 4 DEF Entangle, Damage Transparent (+½), Affects Desolid, Hardened (90/5) [9]
- u - **Energy Drain:** 1 ½d6 RKA, Penetrating x2, Continuous, Personal Immunity, ½ END (87/5) [4]
- u - **Psychic Attack:** 7d6 Ego Attack, ½ END (87/5) [4]
- u - **Gate:** EDM: Qliphothic Planes, Usable by Other x2 (+½), Continuous, 0 END (90/5) [0]
- u - **Scrying:** Clairsentience: Normal Vision, Hearing, Sense Magic, Extradimensional, x4 Range (1.5 Miles), 0 END, Initial 5 Minutes Extra Time (-1) (90/3) [0]
- u - **Scrying:** 7d6 Mind Scan, Transdimensional: Any (+1), +10 ECV, * (90/2) [7]
- u - **Ego Attack:** 4 ½d6, XDim: Any, * (90/2) [9]
- u - **Mind Control:** 8d6, Nonverbal, XDim: Any, * (90/2) [9]
- u - **Mental Illusions:** 9d6, XDim: Any, * (90/2) [9]
- u - **Telepathy:** 9d6, XDim: Any, * (90/2) [9]
- u - **Transfer Planar Energies:** 1d6 BODY Transfer to BODY, Ranged, Indirect (+½), XDim: Any, Use vs. Other (+1), 6" x16 Radius AE (+2), * (90/2) [9]

*1 Hour Extra Time (-2 ½)

Mental Defense: 15 pts Total, Hardened (12)

LS: Total (30)

Mind Link x2 to Other Harab Serapel, Target has Mind Link (7)

Sense Magic, Targeting (25)

Background Skills:

Deduction 13- (3)
 Spell Research 13- (3)
 AK: Qliphothic Planes 13- (3) (INT-Based)
 Scholar (3)
 KS: Qliphothic Magic 13- (INT-Based) (2)
 KS: Terrible Cosmic Secrets 13- (2)
 KS: Art Magic 11- (1)
 KS: Time Magic 11- (1)

Total Powers & Skills Cost: 298

Total Character Cost: 430

Disadvantages: 300+

Distinctive Feature:

Ancient, Mumbling Skeletal Thing (Can't Conceal, Ghastly) (25)

Enraged by:

Attacks on Pale Cathedral, Go 14-, Recover 14- (10)

Hunted by:

Powerful Entities from Destroyed Dimensions, 8- (As Pow) (10)

Psychological Limitation:

Devoted to Destroying Other Dimensions (Common, Total) (20)
 Cowardly (Common, Strong) (15)
 Eager for Help in Prolonging Their Existence (Common) (10)

Susceptibility:

1d6 STUN+BODY/Turn, Being Off Home Plane More Than 5 Minutes (or on Any Non-Qliphothic Plane) (Uncommon) (20)
 1d6 STUN/Phase, Clever Combination of PC Powers (Common) (20)

Total Disadvantage Points: 430

The Harab Serapel ("Ravens of Dispersion" or "Ravens of Death") are one of the most powerful and mysterious of the qliphothic entities. Their dimension, the Pale Cathedral, is the last stop before the final abyss of Quemetiel and total annihilation. The Harab Serapel are older than anyone can imagine. They know from whence the Edomites came, for they were already ancient when the home dimensions of the Kings were born.

Thousands of universes ago, mighty Lords of Artifice crafted Times for mortals to live in, faceting each moment with care and stringing them into necklaces of hours, days, years, and ages. But with passage of eons, even conceptual entities can die. The Harab Serapel are ghosts of ghosts.

By rights the Harab Serapel and their dimension, the Pale Cathedral, should have fallen to oblivion eons ago. The Ravens of Death, however, learned how to stave off that final plunge by stealing energy from other planes, pulling the other dimension a little closer to destruction in the process. Stealing small amounts of energy is easy, but each theft only sustains the Pale Cathedral for a short time. To gain whole ages of extra time, the Harab Serapel must pull entire worlds into oblivion — which they do. They have lost the power to create anything, so instead they create Nothing.

Although the Harab Serapel have great power, even they cannot destroy an entire world all by themselves. They can, however, achieve such a feat with the help of other beings. Lesser qliphothic entities are the least of their pawns. Naïve inhabitants of the worlds that the



Harab Serapel wish to destroy serve the Raven's plans much better – or perhaps they simply appeal to some tiny remnant of a sense of humor. The Ravens of Death mentally search the Multiverse for sorcerers who are corrupt, insane, or foolish enough to call on the powers of the qliphothic planes. They teach such wizards through dreams and visions, increasing their power and madness until the mage can open a Gate to the Final Abyss. Unless such a Gate is closed quickly, it can expand out of control as the world's energies pour away. The Harab Serapel make sure that the Gate does not close.

A Harab Serapel looks like a human skeleton topped with a bird's skull. Their obsidian wings wrap around them like the husks of dead, dried-out beetles. They mutter and squawk to themselves in querulous voices as they shuffle about the Pale Cathedral and conduct their deadly rituals.

The Harab Serapel have a wide range of powers. First, the Harab Serapel have great mental powers, although most of these only operate across dimensions and require a full hour to prepare. The Ravens must work together to use these powers: one Mind Scans, one scries, and the rest prepare their attack, relying on their shared Mind Link for targeting. Second, the Ravens of Death can manipulate time to affect an object's motion or freeze something in time. Also, like many qliphothic entities, the Harab Serapel can annihilate what they will – either by touch or at range. Finally, they can open Gates to other qliphothic dimensions. Usually, they only do this to bring other creatures to the Pale Cathedral, for the greater energies of other planes — even other qliphothic dimensions — will cause them harm. The Harab Serapel fight cautiously and cooperatively. (They didn't survive so long by being rash...) At least one of them concentrates on stopping missile attacks (in addition to their personal deflection auras) while the others attack with Stasis Projection, Psychic Attack, and Energy Drain. They also let the Pale Cathedral itself take its toll on a foe.

The dimension of the Pale Cathedral looks like an endless blank plane of white. No horizon divides the flat white ground from the blank white sky. There's nothing to see but the Harab Serapel's home, the Pale Cathedral itself. From a distance, the Pale Cathedral is a pointed, pale yellowish blot. One can never go more than a few miles from the Pale Cathedral. Space itself twists so that no matter how far or how fast one travels, the Cathedral never seems to get much further away. If one moves toward the Cathedral, however, space compresses to speed one's journey. A good thing, too: for every minute spent out in the white void, one suffers a 1d6 Drain vs. BODY, CON, REC, END, and END Reserve, with a recharge rate of 5 points per hour. There is NO defense against this. None at all. Only the interior of the Cathedral resists this pull from the Void — as long as the Ravens of Death will it to be so.

The Pale Cathedral is well named. It really does look like a huge, Gothic cathedral...only it is made entirely of bleached bones fitted together into walls and spires and arching buttresses. No doors block one from entering the pointed archways. The same sourceless white light present outside fills the interior. The center of the

Cathedral holds a well surrounded by a low wall of birdlike skulls and tiled vertebrae. Look down it and one can see Quemetiel, the Devourer of All, twitching and churning in the final abyss. It is the last sight one will see as a sane being.

Draconic Cultists and Creatures

The Dragon has many minions. Some of them are cultists who fanatically worship its evil. Others are spirits and monsters created by the Dragon or by cultist-sorcerers in its service. Most Draconic cults will not only have a little magic, but can call upon a monster or two. Some of the monsters were once human.

Basilisk Cultist

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2 ½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack 3d6
10	COM	0	11-	
8	PD	5		
7	ED	4		
3	SPD	6		Phases: 4,8,12
6	REC	0		
26	END	0		
25	STUN	0		

Total Characteristic Cost: 48

Movement: Running: 6"/12"



Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Bite

Magical Mutation Powers:

Bite: 1d6 RKA, AP, 0 Range (15) [2]

Venom: 1d6 RKA, BODY NND: LS: Total or Poison Immunity (+2), Uncontrolled (1 Minute), 0 END, Linked to Bite, Only if Bite does BODY (-½), 0 Range, 1 Turn Gradual Effect (-½), 6 Charges of 1 Minute (-0) (20) [6c]

Cultist Powers and Equipment:

Fanatic Resistance to Pain: Damage Reduction, 50% vs. PD (20)

Bulletproof Vest: Armor 3 PD, 3 ED, IIF, Acts 12- (-¾) (4)

Immunity: Own Poison (1)

Background Skills:

Acting 12- (3)

Disguise 11- (3)

Stealth 12- (3)

KS: Ouroboros 11-, (2)

Skill Choice: Bribery, Climbing, Conversation, Lockpicking, Security Systems, or Shadowing (3)

Total Powers & Skills Cost: 82

Total Character Cost: 130

Disadvantages: 75+

Distinctive Feature:

Fangs (Easily Concealed) (5)

Psychological Limitation:

Murderous Religious Fanatic (Common, Total) (20)

Susceptibility:

1d6 STUN+BODY/Minute, Captured (Very Common) (30)

Total Disadvantage Points: 130

Basilisks are one of the Ouroboros cult's "elite" agents. A magical mutation gave poison-injecting fangs to these cult assassins. Their job is to get close to their victim, then bite. One bite will usually kill a normal human, but the Basilisk will bite twice if it can — just to be sure. Indeed, some Basilisks develop a perverted oral fixation: given a chance (such as a victim who is alone), the Basilisk may bite dozens of times, long after they run out of venom.

The sheer shock of seeing an apparently normal person stretch his jaws impossibly wide to reveal long, slender fangs will paralyze the average civilian onlooker for a few seconds — long enough for the Basilisk to chomp his victim and start running away. A captured Basilisk is fanatical enough to actually will himself to die, so that no one can force cult secrets from him.

Basilisk cultist venom acts with remarkable speed, running its course in just 1 minute; most snake venoms take an hour (see the discussion of "Gradual Effect" in FANTASY HERO). Every Phase 12 after the Basilisk bites, the victim suffers 1d6 Killing Attack damage; this happens 5 times, for 1 minute of total effect. As per normal snake venom, a successful Paramedic roll will stop the venom's damage — but the roll is at -1 for every Turn of damage the victim has already taken. If a victim drops below 0 BODY, the Bleeding rules take over. Without medical care, the victim will probably die.

Aside from their fangs (which are easy to hide), Basilisk cultists look quite ordinary. Indeed, they are most effective when they stay undercover, so they can get close to their victim.

Elemental Worms

Fire Worm

Val	CHA	Cost	Roll	Notes
35*	STR	5	16-	3200 kg; 7d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 4*
23	CON	26	14-	
15*	BODY	2	12-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
25	PRE	15	14-	PRE Attack 5d6
6	COM	-2	10-	
21	PD	18		
21	ED	16		
5	SPD	23		Phases: 3,5,8,10,12
10	REC	4		
46	END	0		
35*	STUN	*		*Bonus: Growth

Total Characteristic Cost: 128

Movement: Running: 9"/18"
Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Melee Combat (10)

Fire Monster Powers:

Fiery Creature Elemental Control (15)

a - **Great Size:** Growth 20 pts, 0 END Persistent, Always On (40/17) [0]

b - **Claw/Bite:** 1 ½d6 HKA (3d6+1 w/STR), ½ END (31/16) [1]

c - **Fiery Breath:** 3d6 RKA, Only Use Once/Turn (-1) (45/15) [4]

d - **Flaming Body:** 1 ½d6 RKA, Damage Shield, 0 END (50/35) [0]

e - **Tough Scales:** Armor 10 PD, 10 ED (30/15) [0]

f - **Elemental Substance:** LS: Total (30/15) [0]

g - **Heat Immunity:** Damage Reduction 50% rED, Only vs. Heat/Fire (30/9) [0]

h - **Self-Repair:** 6d6 Heal Aid, Self Only (-½), Restore Only (-½) (30/7) [3]

i - **Flaming Flight:** Flight 12", ½ END, x2 NCM (30/15) [1/10"]

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 5 pts (5)

Tail & Hind Legs: Extra Limbs (5)

Running: +3" (9" Total) (6) [1/5"]

Background Skills:

L: Summoner's Language, Fluent (2)

Total Powers & Skills Cost: 192

Total Character Cost: 320

Disadvantages: 150+

Berserk:

if Take BODY, Go 11-, Recover 11- (20)

Distinctive Feature:

Flaming Dragon (Can't Conceal, Terrifying) (25)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)

Dispelled if Unconscious for 1 Turn (Infrequent, Total) (15)

Psychological Limitation:

Relentless in Attack (Very Common, Strong) (20)

Reverent of the Dragon (Common, Strong) (15)

Nascent Personality Quirk (Uncommon) (5)



Susceptibility:

1d6 STUN/Turn, Contact with Water (Very Common) (20)

2d6 STUN, Dispers (Common) (15)

Vulnerability:

x1 1/2 STUN, BODY, Cold Attacks (Uncommon) (10)

x1 1/2 Effect, Summoner's PRE Attacks/Bindings (Common) (10)

Total Disadvantage Points: 320

Ice Worm

Val	CHA	Cost	Roll	Notes
35*	STR	5	16-	3200 kg; 7d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 4*
23	CON	26	14-	
15*	BODY	2	12-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
6	COM	-2	10-	
26	PD	23		
26	ED	21		
5	SPD	23		Phases: 3,5,8,10,12
10	REC	4		
46	END	0		
35*	STUN	0		*Bonus: Growth

Total Characteristic Cost: 133

Movement: Running: 12"/24"
Flight: 12"/24"

Powers & Skills:**Combat Skills:**

Combat Skill Levels: +2 levels w/Melee Combat (10)

Ice Monster Powers:**Icy Creature Elemental Control (15)**

a - **Great Size:** Growth 20 pts, 0 END Persistent, Always On (40/17) [0]

b - **Claw/Bite:** 1 1/2d6 HKA (3d6+1 w/STR), 1/2 END (31/16) [1]

c - **Frost Breath:** 5d6 EB, NND: LS: Cold (+1), Use Only Once/Turn (-1) (50/17) [5]

d - **Living Ice:** Armor 10 PD, 10 ED (30/15) [0]

e - **Cold Immunity:** Damage Reduction 1/4 vs. rED, 1/2 vs. rED, Only vs. Ice/Cold (-1 1/2) (45/12) [0]

f - **Elemental Substance:** LS: Total (30/15) [0]

g - **Self-Repair:** 6d6 Heal Aid, Self Only (-1/2), Restore Only (-1/2) (30/7) [3]

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 5 pts (5)

Running: +6" (12" Total) (12) [1/5"]

Flight: 12", x2 NCM (24) [1/5"]

Tail and Hind Legs: Extra Limbs (5)

Background Skills:

L: Summoner's Language, Fluent (2)

Total Powers & Skills Cost: 177

Total Character Cost: 310

Disadvantages: 150+**Berserk:**

if Take BODY, Go 11-, Recover 11- (20)

Distinctive Feature:

Dragon Made of Ice (Can't Conceal, Scary) (20)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)

Dispersed if Unconscious for 1 Turn (Infrequent, Total) (15)

Psychological Limitation:

Relentless in Attack (Very Common, Strong) (20)

Reverent of the Dragon (Common, Strong) (15)

Nascent Personality Quirk (Uncommon) (5)

Susceptibility:

1d6 STUN/Turn, Hot environments (Uncommon) (10)

2d6 STUN, Dispers (Common) (15)

Vulnerability:

x1 1/2 STUN, BODY, Heat/Fire Attacks (Uncommon) (20)

x1 1/2 Effect, Summoner's PRE Attacks/Bindings (Common) (10)

Total Disadvantage Points: 310

Stone Worm

Val	CHA	Cost	Roll	Notes
50*	STR	5	19-	25,600 kg; 10d6 [5]
17	DEX	21	12-	OCV: 6/DCV: 4*
23	CON	26	14-	
15*	BODY	2	12-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
25	PRE	15	14-	PRE Attack 5d6
6	COM	-2	10-	
27*	PD	21		
27*	ED	19		
5	SPD	23		Phases: 3,5,8,10,12
10	REC	4		
46	END	0		
35*	STUN	0		*Bonus: Growth & Density Increase

Total Characteristic Cost: 134

Movement: Running: 12"/24"
Tunneling: 6"/12"

Powers & Skills:**Combat Skills:**

Combat Skill Levels: +2 Levels w/Melee Combat (10)

Rocky Monster Powers:**Earthy Creature Elemental Control (15)**

a - **Great Size:** Growth 20 pts, 0 END Persistent, Always On (40/17) [0]

b - **Stony Substance:** Density Increase 15 pts, 0 END Persistent, Always On (30/10) [0]

c - **Claw/Bite:** 1 1/2d6 HKA (3d6+1 w/STR), 1/2 END (31/16) [1]

d - **Stony Scales:** Armor 10 PD, 10 ED (30/15) [0]

e - **Elemental Substance:** LS: Total (30/15) [0]

f - **Self-Repair:** 6d6 Heal Aid, Self Only (-1/2), Restore Only (-1/2) (30/7) [3]

g - **Earth Moving:** 6", DEF 6 Tunneling (30/15) [1/5"]

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 5 pts (5)

Tail & Hind Legs: Extra Limbs (5)

Running: +6" (12" Total) (12) [1/5"]

Earth Sight: N-Ray Vision, Only to See Through Earth & Stone (-1/2) (17)

Background Skills:

L: Summoner's Language, Fluent (2)

Total Powers & Skills Cost: 166

Total Character Cost: 300

Disadvantages: 150+**Berserk:**

if Take Body, Go 11-, Recover 11- (20)

Distinctive Feature:

Dragon Made of Rocks (Can't Conceal, Scary) (20)



Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)
Dispelled if Unconscious for 1 Turn (Infrequent, Total) (15)

Psychological Limitation:

Relentless in Attack (Very Common, Strong) (20)
Reverent of Dragon (Common, Strong) (15)
Nascent Personality Quirk (Uncommon) (5)

Susceptibility:

1d6 STUN+BODY/Turn, Losing Contact with Earth (Uncommon) (20)
2d6 STUN, Dispels (Common) (15)

Vulnerability:

x 1 ½ Effect, Summoner's PRE Attacks/Bindings (Common) (10)

Total Disadvantage Points: 300

Elemental Worms are a kind of spiritual entity that minions of the Dragon can summon. Several sorts of Elemental Worm exist: the Fire Worm, Ice Worm, and Stone Worm given here are merely typical examples. GMs can easily write up other varieties.

Elemental Worms all look like huge serpents with four legs. They are big, tough, and strong. As spiritual beings, they take no damage from most hostile environments. If damaged, they can will their bodies to become whole again. Elemental Worms also have nasty big claws and teeth.

The Fire Worm's scales look like glowing charcoal and always radiate heat. The Fire Worm even leaves a drizzle of ash behind it. At will, a Fire Worm can radiate flame from its body; it can also breathe a blast of fire once per Turn and fly on a trail of fire. Fire Worms take extra damage from attacks based on ice or cold, and take damage from contact with large amounts of water, which puts out their flame.

The Ice Worm seems to be made of, what else, ice. It can breathe a blast of supercooled frost. It leaves a trail of snow when it flies. No surprise, it takes extra damage from heat-based attacks and suffers melting damage in hot environments.

The Stone Worm seems to be made of rocks. It has no "breath weapon," but is the strongest sort of Elemental Worm. The Stone Worm can also "swim" through solid rock, and see through earth and stone. A favorite strategy is to approach a victim underground, then lunge up directly under the victim in a Tunneling Half Move to attack from surprise. If a Stone Worm loses contact with the ground, it begins to crumble into gravel.

All Elemental Worms serve the Dragon and will ferociously pursue and attack designated enemies. They are not mere extensions of the Dragon's will, though, so mortals can fool them. Each Worm also has a unique personality quirk that may cause problems for it – or the cultists who summoned it. This could be anything: a fascination with shiny objects, a wish to be addressed as "Your Mightiness," a dislike of sport utility vehicles (someone dropped one on it the last time it was summoned), or the like.

Uraeus

Val	CHA	Cost	Roll	Notes
15/20*STR		5	12-	200 kg; 3d6 [1]
17/20*DEX		21	12-	OCV: 6/DCV: 6
15/20*CON		10	12-	
10 BODY		0	11-	
8 INT		-2	11-	PER Roll 11-
14 EGO		8	12-	ECV: 5
15/20*PRE		5	12-	PRE Attack 4d6 Total
4 COM		-3	10-	
19/20*PD		16		
19/20*ED		16		
4/5* SPD		13		Phases: 3,6,9,12/3,5,8,10,12*
6/8* REC		0		
30/40*END		0		
26/3* STUN		0		*Bonus: Augmentation

Total Characteristic Cost: 89

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:





Combat Skill Levels: +2 Levels w/Bite/Eye Flame/Grab (6)

Monstrous Powers:

Attack Multipower (52 pt Pool) (52)

u - **Bite:** 2d6 (3d6 w/STR) HKA, AP, ½ END (52/5) [2]

u - **Eye Flames:** 1d6 RKA, BODY AVLD: Power Defense (+2 ½) (52/5) [5]

Supercharged Life Force Elemental Control, Only Within 2" of Soul Object (-1 ½) (18/7)

a - **Super-Healing:** 3d6 Heal Aid, Continuous, 0 END, Self Only (-½), Restore Only (-½) (37/5) [0]

b - **Augmentation:** +5 STR, +3 DEX, +5 CON, +5 PRE, +1 SPD (36/7) [0]

Damage Resistance: 7 PD, 7 ED (7)

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 8 pts Total, Only Within 2" of Soul Object (-1 ½) (2)

Power Defense: 5 pts (5)

Total Powers & Skills Cost: 106

Total Character Cost: 195

Disadvantages: 100+

Berserk:

if Augmentor Focus Attacked, Go 11-, Recover 14- (15)

Distinctive Feature:

Giant Snake (Can't Conceal, Scary) (20)

Physical Limitation:

No Fine Manipulation (Frequent, Greatly) (15)

Can't Speak (Infrequent, Total) (15)

Psychological Limitation:

Protects Cult Location to the Death (Common, Total) (20)

Fear of Leaving Augmentation Zone (Common, Strong) (15)

Total Disadvantage Points: 195

The ancient Egyptians used the Uraeus serpent as a symbol of divine authority, but it was actually created by humanity's great enemy, the Dragon. While some Aegyptophile cults or sorcerers might own a Uraeus or

two, only minions of the Dragon can use the Uraeus' full power.

This man-sized giant cobra with red and golden scales can inflict grave wounds with its bite, and its eyes flash all-destroying flame. The Ouroboros cult knows how to boost a Uraeus' physical powers by bonding it to a consecrated soul-object. As long as the Uraeus stays within 4 meters of its soul-object it is stronger, quicker, more impressive, and heals wounds so quickly that it is nearly indestructible. To destroy a Uraeus, one must first destroy its soul-object, or force the Uraeus more than 4 meters away. Soul-objects usually take the form of cult statues or bas-relief plaques of the Dragon. They will always be very sturdy or very well hidden even from magical senses, so finding and destroying the soul-object of a uraeus can be a bit of a challenge.

Constructs

Some monsters are made, not born. Legends and fantasy stories have many examples of wizards bringing dead matter to life, from the classic Golem to the marching brooms of the Sorcerer's Apprentice. Other stories tell of statues, automobiles, or other works of human artifice spontaneously developing minds and mobility of their own. Often the constructed creature goes ber-



serk and must be destroyed. And sometimes the creature was specially made to commit murder...

Here are some examples of monstrous constructs.

Gargoyle

Val	CHA	Cost	Roll	Notes
20	STR	0*	13-	400 kg; 4d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 8*
20	CON	20	13-	
10	BODY	0	11-	
5	INT	5	10-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
2	COM	-4	9-	
20	PD	14*		
20	ED	14*		
3	SPD	3		Phases: 4,8,12
8	REC	0		
40	END	0		
30	STUN	0		*Bonus: Density Increase & Shrinking

Total Characteristic Cost: 75

Movement: Running: 6"/12"
Flight: 12"/24"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Grab OCV (4)

Statue Powers:

Statue Elemental Control (12)

a - **Stone Body:** Density Increase 10 pts + Shrinking 10 pts, 0 END Persistent, Always On (50 kg Mass, 1 Meter Tall, +2 DCV, -2 PER, Take +1" KB) (40/19) [0]

b - **Stone Skin:** Armor 8 PD, 8 ED (24/12) [0]

c - **Immunities of Rock:** LS: Breathing, Eat/Excrete/Sleep, Disease, Aging, Heat/Cold (24/12) [0]

d - **Wings:** 12" Flight, Restrained (-1/2) (24/8) [1/5"]

Stone Fists: +4d6 HA (8d6 Total) (12) [1]

Mental Defense: 12 pts (10)

Power Defense: 5 pts (5)

UV Vision (5)

+2 All PER (6)

Background Skills:

Shadowing 13- (7)

Stealth 12- (3)

Total Powers & Skills Cost: 115

Total Character Cost: 190

Disadvantages: 100+

Berserk:

if Take BODY, Go 11-, Recover 11- (20)

if Summoner Tries Forcing Second Task, Go 14-, Recover 8- (25)

Physical Limitation:

Mute, No Communication Except Pointing (Infrequent, Greatly) (10)

Psychological Limitation:

Relentless in Pursuit and Attack (Very Common, Strong) (20)

Fear of Capture and Immobilization (Common, Strong) (15)

Total Disadvantage Points: 190

Any city with buildings more than 60 years old will have a few gargoyles of stone or cast concrete. Once

animated, these gargoyles make excellent temporary minions for evil sorcerers: gargoyles are strong, tough, able to fly, and too dumb to question orders. This also means, however, that they lack the wit for much besides abductions and muggings on command.

Note that gargoyles only accept one mission before returning to their perches as architectural ornaments. While a sorcerer who tries getting a second task from a gargoyle will thereby prolong its animation, her control over the gargoyle will almost certainly break. The gargoyle will then go berserk and rampage until mind-controlled back into service, or destroyed. A sorcerer must wait a full year before safely animating a particular gargoyle again.

Wicker Man

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
5	CON	-10	10-	
7	BODY	-6	10-	
8	INT	-2	11-	PER Roll 11-
N/A	EGO	0*	N/A	ECV: N/A
13	PRE	3	12-	PRE Attack: 2 1/2d6
4	COM	-3	10-	
9	PD	23*		
7	ED	20*		
3	SPD	5		Phases: 4,8,12
5	REC	0		
10	END	0		
N/A	STUN	0*		*Mod: Automaton Power

Total Characteristic Cost: 55

Movement: Running: 6"/12"

Powers & Skills

Combat Skills:

Combat Skill Levels: +2 Levels w/Grab OCV (4)

Immolation: 2d6 RKA, AP, Damage Shield, 1 Charge of 1 Minute (-1), Cannot Recharge (-2), Only after Grab (-1/2) (13) [1c]

Golem Powers Elemental Control (15)

a - **Magic Animation:** Automaton: Only Takes BODY (60/45)

b - **Ignores Damage:** Damage Resistance (9 PD, 7 ED), Hardened, * (30/15)

c - **Dead Matter:** LS: Total (30/15)

Uncanny Senses:

Flash Defense: 5 pts (5)

Tracking Scent, +3 PER (16)

Background Skills:

Stealth 14- (7)

Total Powers & Skills Cost: 135

Total Character Cost: 190

Disadvantages: 75+

Distinctive Feature:

Living Statue of Twigs (Hard to Conceal, Causes Fear) (15)

Physical Limitation:

Fixed Program (Infrequent, Total) (15)

Mute (Infrequent, Greatly) (10)

Susceptibility:



2d6 STUN+BODY/Turn from Immolation (Very Common) (50)

Vulnerability:

- x1 ½ BODY from Area Attacks (Very Common) (15)
- x1 ½ BODY from Fire Attacks (Common) (10)

Total Disadvantage Points: 190

Wicker Men are man-sized, man-shaped figures woven of tough, flexible twigs and reeds. When animate they seem to have twisted, leering faces. Some sorcerers create them as assassins. Their greatest limitation is that their creator can only use a particular Wicker Man once.

Wicker Men have a fixed plan of attack: Block if the target attacks hand-to-hand first, then Grab at the first opportunity. When a Wicker Man succeeds in grabbing a victim, it actually envelops him in its twiggy body. Then it bursts into flames. Each turn the Wicker Man takes a Susceptibility that would do 2d6 STUN with BODY, only Wicker Men take no STUN — just the BODY.

The druids of ancient Gaul used the Wicker Man as both a form of sacrifice and a method of executing criminals. Victims were burned alive within a huge figure constructed of wood and twigs. If someone greatly offended the druids, they created a smaller, magical Wicker Man to track him down. Wicker Men only have very simple minds, but they are good at their job. They can follow a person's trail for days, then spring from hiding to wrap around their victim.

A Wicker Man's single-minded focus can provide the key to its destruction. To get at its intended victim, a Wicker Man will step off a cliff or into an obvious meat-grinder of waiting attackers. On the other hand, the intended victim had better make sure that he really did destroy his twiggy attacker: if the murderous construct has even a single point of BODY left to keep it "alive," it will soon crawl after its victim again, relentless as Death itself.

Junkyard Golem

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	600kg; 4 ½d6 [0]
14	DEX	12	12-	OCV: 5/DCV: 5
0	CON	-20	9-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
N/A	EGO	0*	N/A	ECV: N/A
18	PRE	8	13-	PRE Attack 3 ½d6
4	COM	-3	10-	
4	PD	7*		
4	ED	12*		
3	SPD	6		Phases: 4,8,12
0	REC	-10		
0	END	0		
N/A	STUN	0*		*Mod: Automaton Power

Total Characteristic Cost: 24

Movement: Running: 6"/12"
Swimming: 0"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/Cable Body Combat (9)

Martial Arts: Cable Body Combat (10)

Maneuver	OCV	DCV	Damage
Grab	-1	-1	Grab, 33 STR Hold
Trip	+0	+1	4 ½d6 + V/5, Opponent Falls
Escape	+0	+0	38 STR vs. Grabs

Junk Body Powers:

Junk Body Elemental Control (15)

a - **Magical Animation:** Automaton: Takes No STUN (45/30) [0]

b - **Sturdy Materials:** Armor 5 PD, 5 ED, * (45/30) [0]

c - **Dead Matter:** LS: Total (30/15) [0]

d - **Shock (Special Attack):** 8d6 EB, 0 Range, Must Grab (-½) (40/9) [6c]

No Real Eyes: Flash Defense vs. Vision: 5 pts (5)

Self-Repair: 1 BODY Regeneration/Turn (10)

Cable Arms: +1" Stretching, 0 END (10)

0 END on STR (11)

Swimming: -2" (0" Total) (-2)

Total Powers & Skills Cost: 152

Total Character Cost: 175

Disadvantages: 75+

Berserk:

if Take BODY, Go 8-, Recover 11- (20)

if Owner Gives Order Contrary to Original Program or Directives Conflict, Go 11-, Recover 11- (15)

Distinctive Feature:

Animate Mass of Junk (Can't Conceal) (15)

Physical Limitation:

Can't Swim, For Obvious Reasons (Infrequent, Greatly) (10)

Susceptibility:

3d6 STUN+BODY, Soaking in Water (Common) (40)

Total Disadvantage Points: 175

This twentieth-century version of the classic golem is made from tangled wire, cables, and bits of junked machinery. A junkyard golem might have an old axle for a spine and a wrecked TV set loaded with car batteries for a torso, with a VCR flashing "12:00" for a face and a Medusa-like fright wig of sparking jumper cables.

This particular junkyard golem's usual tactic is to grab and then squeeze and shock opponents. Note, however, that junkyard golems might have special attacks other than electricity — perhaps cutting blades or parts that burn, as with Killer Appliances (q.v.). All junkyard golems have exceptional skill at unraveling lengths of cable from their bodies to snare and immobilize opponents.

Note also that this is a relatively weak junkyard golem, suitable for use as a technomancer's minion or agent. Some technomancers might create rather more powerful golems.

Every junkyard golem has a set of pre-programmed directives that it cannot disobey. These are not Total Commitment Psychological Limitations, or even Physical Limitations — they are just part of being an automaton with no real mind. The creator specifies the directives. Every junkyard golem automatically has the directive, "Obey Commands Given by Your Owner." One additional directive per three points of INT is a good rule



(round fractions to the nearest whole number). Here are some typical directives (science fiction fans will recognize the first three as Asimov's Laws of Robotics):

Do not cause harm to a human or, through inaction, cause a human to come to harm.

Obey any command given by any human, except where this would conflict with a superior directive.

Protect your own existence, except where this would conflict with a superior directive.

Only permit persons authorized by your creator to enter the laboratory.

Do not harm or obstruct members of a certain organization. (Remember *Robocop*?)

Protect a certain person.

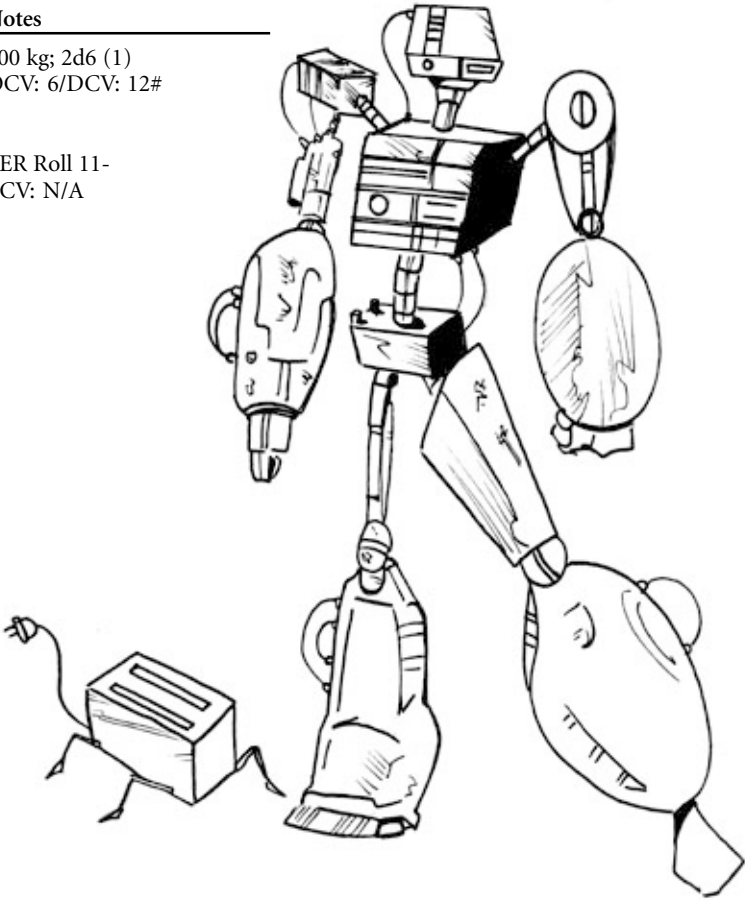
Kill a certain person.

A command may well put two directives in conflict — for instance, a command to attack given to a junkyard golem programmed both to obey all commands but never to harm a human. When this happens, the golem must choose which directive to follow. Very often, the strain makes the golem go berserk instead of obeying either directive. One must be careful when one owns a junkyard golem...

Killer Appliance

Things That Cut

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 (1)
17	DEX	21	12-	OCV: 6/DCV: 12#
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
N/A	EGO	0*	N/A	ECV: N/A



13	PRE	3	12-	PRE Attack 2 ½d6
4	COM	-3	10-	
4	PD	9*		
4	ED	9*		
3	SPD	3		Phases: 4,8,12
6	REC	4		
20	END	0		*Mod: Automaton Power
N/A	STUN	0*		#Bonus: Shrinking

Total Characteristic Cost: 34

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skills Levels: +1 Level w/Blade OCV

Living Machine Powers:

Golem/Robot Elemental Control (15)

a - Artificial Animation: Automaton: Takes No STUN (45/30) [0]

b - Small Size: Shrinking 30 pts (+6 DCV, 6 PER, +9 KB), 0 END Persistent, Always On (60/30) [0]

c - Made of Metal/Plastic: 4 PD, 4 ED Armor* (36/21) [0]

d - Blade: 2d6 RKA 0 Range (30/10) [3]

e - Dead Matter: LS: Total (30/15) [0]

Cord: 1" Stretching, 0 END (10)

Swimming: -2" (0" Total) (-2)

Background Skills:

Tactics 11- (3)

Programs: Attack, Cut Through Obstacles (2)

Total Powers & Skills Cost: 136

Total Character Cost: 170

Disadvantages: 100+

Physical Limitation:

Only Stores Power for 10 Minutes of Unplugged Action (Infrequent, Greatly) (10)

Can't Swim, Sinks like a Stone (Infrequent, Greatly) (10)

Susceptibility:

3d6 "STUN"+BODY/Phase, Immersion in Water (Very Common) (50)

Total Disadvantage Points: 175

Things That Burn

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 12#
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
N/A	EGO	0*	N/A	ECV: N/A
13	PRE	3	12-	PRE Attack 2 ½d6
4	COM	-3	10-	
4	PD	9*		
4	ED	9*		
3	SPD	3		Phases: 4,8,12
6	REC	4		
20	END	0		*Mod: Automaton Power
N/A	STUN	0		#Bonus: Shrinking

Total Characteristic Cost: 34

Movement: Running 6"/12"

Powers & Skills:**Combat Skills:**

Combat Skill Levels: +2 Levels w/Move Through OCV

Living Machine Powers:**Golem/Robot Elemental Control (15)**

a - **Artificial Animation:** Automaton: Takes No STUN (45/30)

b - **Small Size:** Shrinking 30 pts (+6 DCV, 6 PER, +9 KB), 0 END Persistent, Always On (60/30)

c - **Made of Metal/Plastic:** 4 PD, 4 ED Armor* (36/21)

d - **Red-Hot Surface:** 1d6+1 RKA, Damage Shield, ½ END, Acts 14- (-½) (35/13) [1]

e - **Dead Matter:** LS: Total (30/15)

Cord: 1" Stretching, 0 END (10)

Swimming: -2" (0" Total) (-2)

Background Skills:

Tactics 11- (3)

Programs: Attack, Let Yourself Be Grabbed (2)

Total Powers & Skills Cost: 141

Total Character Cost: 175

Disadvantages: 100+**Physical Limitation:**

Only Stores Power for 10 Minutes Unplugged Action (Infrequent, Greatly) (10)

Can't Swim, Sinks like a Stone (Infrequent, Greatly) (10)

Susceptibility:

3d6 "STUN"+BODY/Phase, Immersion in Water (Very Common) (50)

Vulnerability:

x1 ½ BODY, Cold Attacks (Uncommon)

Total Disadvantage Points: 175

Not all constructs are humanoid. Not all are deliberately made by human wizards, either. The perversity of the inanimate goes one step further: instead of passively

making life difficult, these appliances actively attack their owners. They sprout little metal legs and gleaming eyes, unplug themselves, and scurry to gang up on the unsuspecting humans they used to serve, plugs waving like long, thin tails.

There are two basic types of killer appliances: ones that cut with whirling or vibrating blades, and ones that get very hot. Examples of the former are electric carving knives, mixers, food processors, and even electric fans. Examples of the latter include steam irons, waffle irons, hot plates, and electric frying pans. Their heating Damage Shield doesn't always work because anyone who grabs for them will try to grab their insulated handles.

GMs can design more exotic types of killer appliances without much trouble, but cutters and heaters represent most of the common appliances. Other appliances without aggressive abilities could still do their small part to aid the cause. Stereos and TVs, for instance, could turn themselves on at mind-numbing volumes so the victims can't hear each other and the neighbors can't hear the screaming.

Appliances usually animate as killers because of demonic or ghostly possession. Less often, evil roboticists may bring domestic machinery to pseudo-life. (This, however, is more appropriate for normal superhero adventures than for super mages.) Or maybe we just don't know as much about our mechanical slaves as we think we do. Slaves have been known to resent their masters.

One aspect of appliance-hood doesn't change when they animate – they short out in water. Most appliances are small enough that a quart or so thrown on one is enough.



Chapter 5:



People

The SUPER MAGE BESTIARY concludes with some people. Quite a few of these ‘people’ aren’t human, but they are still unique individuals.

THE ULTIMATE SUPER MAGE (USM) described the vile cult called Ouroboros. Here’s another sinister cult: a society of werewolves called the Hunter’s Moon that worships Hecate, the Greek goddess of witchcraft. Finally, the chapter concludes with a few “supporting cast” supernatural villains for GMs to plug in wherever they want.



The Hunter's Moon

"O friend and companion of night, thou who rejoices in the baying of dogs and spilt blood, who wanderest in the midst of shades among the tombs, who longest for blood and bringest terror to mortals, Gorgo, Mormo, thousand faced moon, look favorably on our sacrifices!"

— H. P. Lovecraft, "The Horror at Red Hook"

Background: The pagan gods did not take kindly to losing their worshippers to the "ethical" religions. With the weakening of the Ban, some of the old gods have come to Earth to re-establish their worship by any means necessary. If that means robbery, extortion, or murder, well, what of it? They are gods; they decide what is good or evil...especially if they succeed. Some gods have set up cults of fanatics, hoping to make up in intensity of worship what they have lost in numbers of worshippers.

The Hunter's Moon worships Hecate, the Greek goddess of night and witchcraft — the most sinister aspect of the lunar Triple Goddess of ancient Europe. The cult is quite powerful although small and secretive. First, their high priestess Selene has magic powers. Second, their deity actually shows up regularly. Finally and most importantly, members become werewolves on their initiation.

The story of the Hunter's Moon is the story of its leader and founder, Selene. When the goddess Hecate accepted Selene as her priestess a few years ago, she commanded Selene to seek out other people who would embrace the old ways, the ways of terror and bloody sacrifice. Selene found her recruits in the more radical wings of the neo-pagan and environmentalist communities. They were Wiccans who craved a closer union to the Goddess, New Agers who wanted a taste of real power, ecoterrorists who'd gone from spiking trees to shooting loggers, and the like. One by one, Selene introduced her recruits to Hecate. One by one, they pledged themselves to the Goddess and took her gift of power...or they died.

Doctrines and Goals: While the Hunter's Moon has a political aspect, it is chiefly a pietistic and libertine cult. The cultists get an unbelievably intense religious and sensuous experience. The cult ceremonies combine the drama of sacrifice with the thrill of the hunt, the frenzy of animal abandon, and the awe of meeting a god, all filtered through the sharpened perception of a wolf. No one has ever defected from the Hunter's Moon. No one has even tried.

The cult holds its monthly Sabbats in the woods on the night of the full Moon. They hold special Sabbats if the dark of the Moon falls on a solstice, equinox, or the cross-quarter days of Imbolc (February 1 or 2, a.k.a. Candlemas), Beltane (May Day or the preceding Walpurgis Night), Lammas (August 1), or Samhain (Halloween or November 1). The cult only initiates new members in Sabbats that fall on one of these eight holy days. Each Sabbat involves kidnapping a person who seems not likely to be missed, hunting him through the

forest, and finally herding the exhausted victim to the altar in the sacred grove. There the cultists tear the victim to bits and eat him.

At present, the Hunter's Moon has only about 30 members, who live in and around one set of neighboring towns and cities. No member lives more than an hour and a half's drive away from the others or their sacred grove in the woods. A sweep against the cult, even aided by the membership list Selene keeps hidden in her home, could never get all of the cultists before some of them received warning and escaped.

The cultists want to "save the Earth from humanity," but so far haven't thought of a way to do this. They content themselves with massacring the occasional logging camp or real estate development crew. Most of their energy goes into procuring sacrifices and maintaining their secrecy.

That may soon change. Most of the cultists are leftist types. With the recent tsunami of conservatism in government threatening to wash away environmental laws and liberal social programs, Selene sees an opportunity for vast expansion. Hecate approves: she has long been the patron of outsiders, those who could not get their way by socially approved methods.

Group Organization: Since the Hunter's Moon is so small, its organization is very simple. Hecate gave Selene total control of the cult. For lieutenants, Hecate picked three werewolves with superior combat abilities, called the Cerberi. Selene has also started training three junior priestesses to lead offshoot cult groups someday. Then there are the rank and file members. That's it. The cult has no other special offices.

Magic and Equipment: Most of the members have no magic except the lycanthropy received either directly from Hecate or from a senior member. That's quite enough to make them some of the toughest cultists around.

Only Selene has any major spellcasting powers, and she can only cast her spells on ground consecrated to Hecate, or on the full or dark of the Moon. Some of the spells Hecate gave Selene, however, are curses that she can cast in advance and use later at any time. The junior priestesses have less powerful versions of a few of Selene's spells.

For an altar, the cultists use a slab of rough-hewn stone perched on four natural boulders. It has no innate magic powers. Above it, a scone nailed to a tree trunk holds a silver torch with a top shaped like a pomegranate, the fruit the Greeks especially associated with both fertility and the Underworld. This torch is magical. Selene or any of the junior priestesses can use it as a weapon. Of course, it's only present at Sabbats. Finally, one of Selene's curses relies on water from the River Styx, the River of Death that flows through the Greek section of the Netherworld. Hecate supplies this water as needed; one small flask will do for a dozen curses.

Costumes: Only Selene has anything like a special costume. The others wear nothing but their fur. (So does Selene, much of the time.)



Tactics: So far, the Hunter's Moon prefers to avoid open, intense confrontations. If anyone interrupts their Sabbat, Selene first tries to capture the intruders via Mind Control. Selene then interrogates the intruders through further use of Mind Control, seeking information about where they live, what they know, and who knows where they are. If Selene decides that no one will miss the captives soon or trace their deaths to the cult, then the werewolves have more victims to sacrifice. If the captives' disappearance seems likely to set people snooping around, Selene uses her Mind Control to erase the intruders' memories of what really happened and make them remember a false experience.

If the intruders are too numerous or too powerful to quickly capture, Selene uses Mind Control on as many as she can to make them flee or surrender to her. With the intruders in confusion, the werewolf cultists attack. The cultists preferentially attack disadvantaged opponents, such as Stunned or knocked down foes. Only the Cerberi ever cooperate in their attacks.

Outside the Sabbats, the scattered cultists strive to keep their existence secret. The cultists are good at finding ways to get close to their enemies unobtrusively. Selene might first prepare curses to trigger on nosy characters. For instance, a cultist might slip cursed pomegranate seeds into someone's fruit salad to inflict the Living Death, or pay a kid to squirt a character with Styx Water. If the first attempts fail or the investigating characters prove

too hard to approach, the cultists will not hesitate to take more drastic steps. The cultists might murder the service staff at the PCs' hotel and take their place to set up an ambush, or kidnap DNPCs to bait the trap. They will certainly try to separate the PCs so that gangs of werewolves can pick them off one by one.

Relations with Other Agencies: At this time the Hunter's Moon has no connections to any other cults or organizations with real magic. It's only a matter of time, though, before the Hunter's Moon meets other cults and sorcerers. The Hunter's Moon is strongly oriented to Nature, leans toward Chaos, and must be considered Evil. Only other evil groups and sorcerers would ever ally with them. Groups with strong allegiance to Order or Chaos probably will not find much common ground with the Hunter's Moon. Persons strongly tied to Art will oppose the Hunter's Moon, evil or not. Note that the Hunter's Moon environmentalism makes them unfriendly to technology; that would make them natural allies for the Devil's Advocates.

Many members came out of Wicca and other neo-pagan groups in the outer layer of the Occult World. They maintain connections with the neo-pagan community. Of course no one talks about lycanthropy or human sacrifice, but they drop hints that the Hunter's Moon has real power, *dangerous* power. Dangerous, that is, to enemies of the Earth and the Goddess.



Cultist Werewolf

Val	CHA	Cost	Roll	Notes
28*	STR	14	15-	1200 kg; 5 ½d6 [3]
18*	DEX	19	13-	OCV: 6/DCV: 6
20*	CON	16	13-	
10	BODY	0	11-	
9*	INT	-1	11-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20*	PRE	8	13-	PRE Attack 4d6
8*	COM	-1	11-	
14*	PD	6		
13*	ED	7		
3*	SPD	2		Phases: 4,8,12
14*	REC	6		
40*	END	0		
34*	STUN	0		*Only in Were Form (-¼)

Total Characteristic Cost: 82

Movement: Running: 14"/28"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Claw/Bite (6)

Werewolf Powers:

Therianthrope Powers Elemental Control (10)

a - **Claw/Bite:** 1 ½d6 (3d6+1 w/STR) PHKA, * (25/12) [2]

b - **Magic Invulnerability:** Armor 10 PD, 6 ED, Not vs. Silver/Fire (-¾), * (24/7) [0]

c - **Wolf's Swift:** Running +8" (14" Total), ½ END, * (20/8) [1/10"]

d - **Animal Senses:** Tracking Scent, UV Vision, Ultrasonic Hearing, +2 All PER, * (24/11) [0]

e - **Lupine Form:** Shape Shift: Full Wolf Form, Persistent, * (20/8) [0]

f - **Super-Healing:** Regeneration, 3 BODY/Turn, Not vs. Transforms (-¼), Not vs. Disabling/Impairing Wounds from Silver Weapons (-¼), Only in Were Form Or Under 0 BODY In Human Form (-¼) (30/11) [0]

Contagion: ½d6 Transform to Latent Werewolf, Cumulative, NND: Nonhuman Physiology (+1), Uncontrolled Continuous 0 END, Invisible vs. Sight/Hearing (+¾), Hard to Dispel (+¼), 0 Range, Linked to Bite, Must Use w/Bite (-½), Only if Bite Does BODY (-½), Acts 12- (-¾), * (14)

Damage Resistance: 3 PD, 3 ED (3)

Animal Skills:

Breakfall 13- (3)

Stealth 13- (3)

Tracking 11- (3)

Cultist Skills:

KS: Cult Lore 11- (2)

Initiate: Hunter's Moon (1)

Total Powers & Skills Cost: 103

Total Character Cost: 185

Disadvantages: 50+

Accidental Change:

in Extreme Emotion, Pain or Wounding, 11- (Uncommon)

Berserk:

if Take BODY, Go 11-, Recover 11- (20)

Distinctive Feature:

Werewolf (Hard to Conceal, Cause Fear) (15)

Physical Limitation:

Must Assume Were-Form During Nights of Full Moon (Infrequent, Greatly) (10)

Psychological Limitation:

Religious Fanatic (Common, Total) (20)

Murderous (Very Common) (15)

Reputation:

Werewolves as Vicious Killers (14-, Extreme) (20)

Secret ID (15)

Watched by:

Selene, 11- (More Pow) (10)

Total Disadvantage Points: 185

These cultists come from many backgrounds, but all of them felt themselves dispossessed in some way. Most of them came from the neo-pagan community or the radical wing of the environmental movement. When they felt the power of Hecate move through them, though, their old lives and selves dropped away. They were born again as children of the Hunter's Moon. They lost their humanity, but gained power, community, a meaning for their lives, and the ecstasy of total release from inhibitions. None of them regret the choice they made. They're willing to die for their religion, and even more willing to kill for it.

For most of the month, the cultists live outwardly normal lives. Perhaps they are a bit standoffish — don't talk about themselves much, don't make any close friends at work. Some of them marry other cultists and have children whom they will introduce to the cult when they're older. They don't join the PTA. Inwardly contemptuous of the mere humans — the *prey* — around them, they live for the night when they drive out of town to the old campground to shed first their clothes, then their human form. They taste the air, howl a greeting to the Moon.

Church is about to start.

The Cerberi

Val	CHA	Cost	Roll	Notes
30*	STR	16	15-	1600 kg; 6d6 [3]
23*	DEX	31	14-	OCV: 8/DCV: 8
23*	CON	21	14-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25*	PRE	12	14-	PRE Attack 5d6
8*	COM	-1	11-	
15*	PD	7		
15*	ED	8		
5*	SPD	14		Phases: 3,5,8,10,12
20*	REC	14		
46*	END	0		
39*	STUN	0		*Only in Were Form (-¼)

Total Characteristic Cost: 145

Movement: Running: 14"/28"

Powers & Skills:

Combat Skills:

Martial Arts: Dogfighting (11)

Maneuver	OCV	DCV	Notes
Takedown	+2	+1	6d6, Both Fall
Flying Tackle	+0	-1	6d6+V/5, FMove, Both Fall
Escape	+0	+0	45 STR vs. Grabs

Use in Humanoid or Full Wolf Form

Combat Skill Levels: +2 Levels w/Melee Combat (10)



Werewolf Powers:

Therianthrope Powers Elemental Control (10)

- a - **Claw/Bite:** 2d6 (4d6 w/STR) PHKA, ½ END, * (37/22) [2]
- b - **Invulnerability:** Armor 11 PD, 7 ED, Not vs. Silver/Fire (-¾), * (24/8) [0]
- c - **Wolf's Swift:** Running +8" (14" Total), ½ END, * (20/8) [1/10"]
- d - **Animal Senses:** Tracking Scent, UV Vision, Ultrasonic Hearing, +1 All PER, * (21/9) [0]
- e - **Lupine Form:** Shape Shift: Full Wolf Form, Persistent, * (20/8) [0]
- f - **Super-Healing:** Regeneration, 4 BODY/Turn, Not vs. Transforms (-¼), Not vs. Disabling/Impairing Wounds from Silver Weapons (-¼), Only in Were Form or Under 0 BODY In Human Form (-¼) (40/17) [0]

Contagion: ½d6 Transform to Latent Werewolf, Cumulative, NND: Nonhuman Physiology (+1), Uncontrolled Continuous 0 END, Invisible vs. Sight/Hearing (+¾), Hard to Dispel (+¼), 0 Range, Linked to Bite, Must Use w/Bite (-½), Only if Bite Does BODY (-½), Acts 12- (-¾), * (14)

Damage Resistance: 3 PD, 3 ED (3)

Magical Gifts:

Magic Sight: Detect Supernatural, Ranged, Discriminatory, Costs END, Concentrate ½ DCV Constant (-½) (6) [1]

Mind Link x1 to Other Cerberi or Selene, Target Has Mind Link (-1) (5)

Animal Skills:

- Breakfall 14- (3)
- Stealth 14- (3)
- Tracking 12- (3)

Cultist Skills:

- KS/PS from Human Life, 11- (Adds to Everyman 8-) (1)
- KS: Cult Lore 11- (2)
- Initiate: Cult Lieutenant (2)

Total Powers & Skills Cost: 145

Total Character Cost: 290

Disadvantages: 150+

Accidental Change:

- in Extreme Emotion, Pain, or Wounding, 8- (Uncommon) (10)

Berserk:

- if Take BODY, Go 11-, Recover 11- (20)

Distinctive Feature:

- Werewolf (Hard to Conceal, Cause Fear) (15)

Physical Limitation:

- Must Assume Were Form During Nights of Full Moon (Infrequent, Greatly) (10)

Psychological Limitation:

- Religious Fanatic (Common, Total) (20)
- Relentless in Attack (Very Common, Strong) (20)

Reputation:

- Werewolves as Vicious Killers, 14-, extreme (20)
- Secret ID (15)

Watched by:

- Selene & Hecate, 11- (More Pow) (10)

Total Disadvantage Points: 290

Hecate chose the three Cerberi, two men and one woman, as the cult's enforcers. They were the fiercest and most physically competent of the cultists. Hecate strengthened the enchantment on them, and they trained to further develop their abilities. In a fight, the Cerberi take point.

The Cerberi have fighting techniques the other cultists lack. Cerberi base their combat strategy on these techniques: they try to knock opponents down so the other cultists can pile on and bite a helpless foe. The Cerberi also have special skill at wriggling loose if anyone grabs them. (The Cerberi learned these maneuvers from a manual for training police dogs. Each one of them has a copy of the manual at home, even though none of them owns a dog.)

The Cerberi are visibly stronger than the other werewolves and are obviously quite fit in their human forms as well. One has black fur, one reddish brown, and one golden. They are further distinguished by a white streak on their foreheads (representing Hecate's torch). This becomes a white forelock in their human form.

High Priestess Selene

Val	CHA	Cost	Roll	Notes
10/30*	STR	16	15-	1600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 14-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack 5d6
18	COM	4	13-	
13/17*	PD	11		
15	ED	11		
4	SPD	12		Phases: 3,6,9,12
6/15*	REC	8		
40	END	0		
25/35*	STUN	0		*Only in Were Form (-¼)

Total Characteristic Cost: 137

Movement: Running: 14"/28"
Teleport 30"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Melee Combat (10)

Hecate's Gifts:

Witchcraft Multipower (66 pt Pool), Only in Ritual Conditions (-1), Only in Human ID (-½) (26)

u - **Hecate's Command:** 13d6 Mind Control (65/3) [6]

u - **Contact Hecate:** 7d6 Mind Scanning, Transdimensional: Netherworld (+½), +7 ECV, Only Targets Hecate (-1) (66/2) [5]

u - **Moonlight Journey:** 30" Teleport, 1 Fixed Pt, 1 Floating Pt, No Combat Teleport (-½) (66/2) [1/5"]

u - **Curse of Living Death:** 1d6 Transform to Cataleptic, Cumulative, NND: LS: Sleep (+1), Invisible vs. All Senses (+1), Use by 1 Other (+¼), Trigger: Victim Eats Pomegranate Seed/Juice (+¼), Hard to Dispel (+¼), 1 Charge of 1 Minute (-1), IAF Pomegranate, Initial 1 Turn Extra Time (-½) (64/1) [1c]

u - **Styx Water Curse:** 4d6 Suppress, vs. Any 1 Char (+¼), Uncontrolled, Invisible vs. Sight/Hearing (+¾), Use by 1 Other (+¼), Trigger: Victim Touches Styx Water (+¼), 1 Charge of 1 Week (+¼), 0 Range, IAF Styx Water, Initial 1 Turn Extra Time (-½) (65/2) [1c]

u - **Love Charm:** 7d6 Mind Control, Nonverbal (+¼), Use by 1 Other (+¼), Trigger: Target Touches Charm (+¼), 1 Charge, IAF Charm, 0 Range, Fixed Command: Lust (-½) (61/1) [1c]



- u - **Scrying I:** 10d6 Mind Scanning, +8 ECV, OAF Silver Bowl, 1 Turn Extra Time (-1) (66/1) [5]
- u - **Scrying II:** Clairvoyance: Vision, Sense Magic, x32 Range (10 miles), ½ END, OAF Silver Bowl, Constant Concentrate 0 DCV (-1) (62/1) [3]

Hecate's Torch: 3d6 HA (4d6 w/STR), AVLD: Power Defense (+1 ½), AP, Affects Desolid (+½), Uncontrolled, 8 Chgs of 1 Turn (-0), OAF Silver Torch (18)

Mystic Awareness: Sense Supernatural, Ranged, Discriminatory, Concentrate ½ DCV Constant (-½) (10)

Mind Link x1 to Cerberi or Hecate, Target Has Mind Link (-1) (5)

Werewolf Powers:

Therianthrope Powers Elemental Control (10)

- a - **Claw/Bite:** 1 ½d6 (3d6+1 w/STR) PHKA, * (25/12) [2]
- b - **Invulnerability:** Armor 10 PD, 6 ED, Not vs. Silver/Fire (-¾), * (24/7) [0]
- c - **Wolf's Swiftess:** Running +8" (14" Total), ½ END, * (20/8) [1/10"]
- d - **Animal Senses:** Tracking Scent, UV Vision, Ultrasonic Hearing, +1 All PER, * (21/9) [0]
- e - **Lupine Form:** Shape Shift: Full Wolf Form, Persistent, * (20/8) [0]
- f - **Super-Healing:** Regeneration, 3 BODY/Turn, Not vs. Transforms (-¼), Not vs. Disabling/Impairing Wounds from Silver Weapons (-¼), Only in Were Form or Under 0 BODY In Human Form (-¼) (30/11) [0]

Contagion: ½d6 Transform to Latent Werewolf, Cumulative, NND: Nonhuman Physiology (+1), Uncontrolled Continuous 0 END, Invisible vs. Sight/Hearing (+¾), Hard to Dispel (+¼), 0 Range, Linked to Bite, Must Use w/Bite (-½), Only if Bite Does BODY (-½), Acts 12- (-¾), * (14)

*Only in Were Form (-¼)

Damage Resistance: 3 PD, 3 ED (3)

Mental Defense: 10 pts Total (6)

Animal Skills:

Breakfall 13- (3)

Tracking 13- (3)

Cult Leader Skills:

Oratory 14- (3)

Seduction 14- (3)

Sleight of Hand 13- (3)

L: Fluent Classical Greek (English is native) (2)

Scholar (3)

KS: Witchcraft 13- (INT Based) (2)

KS: Greek Myth 11- (1)

KS: Celtic Myth 11- (1)

KS: Occult World 11- (1)

KS: Herbalism 11- (1)

PS: Cult Leader 12- (3)

Initiate: Cult Leader (5)

Total Powers & Skills Cost: 205

Total Character Cost: 350

Disadvantages: 100+

Accidental Change:

in Extreme Emotion, 8- (10)

Berserk:

if Take BODY, Go 11-, Recover 11- (20)

Distinctive Feature:

Werewolf (Hard to Conceal, Cause Fear) (15)

Psychological Limitation:

Religious Fanatic (Common, Total) (20)

Vengeful (Very Common) (15)

Fear of Silver Weapons (Common) (10)

Reputation:

Werewolves as Vicious Killers, 14-, extreme (20)

Secret ID (15)

Watched by:

Hecate, 11- (More Pow) (10)

Police (for disappearances), 11- (As Pow, NCI) (10)

Villain Bonus (104)

Total Disadvantage Points: 349

Background: "Not Lori. Selene. Got it?"

As far as Selene was concerned, Lori Beaner was dead. Lori Beaner had parents who thought voting Democrat exempted them from guilt. When she told them how they were the dupes of a patriarchalist system of capitalist oppression that was destroying the Earth, they threw her out of the house and cut off her tuition. Well, what did they expect? College was supposed to broaden the mind. That's where she learned about feminism (*real* feminism, not the limp pretense espoused by her mother), ecology, and the Goddess whom men had suppressed for 3000 years.

So Lori had to leave college. She made a meager living through a series of short-lived, low-paying jobs, with a little help (okay, a lot of help) from her fellow Goddess-worshippers. She wasn't the only neo-pagan who recognized that all goodness came from the Goddess, and that men were good for nothing but sex and heavy lifting. Many neo-pagans disagreed with her, insisting the God and Goddess ruled as equals, but they were guilty of false consciousness. In this period, Lori took to calling herself Selene and consecrated her first sacred grove outside town.

Then one night, one of Selene's friends came to her with a problem. Her date had raped her. She wanted to go to the police, but Selene talked her out of it. The police (run by *men*, she pointed out) wouldn't do a thing; even if they did arrest the guy, the judge (another man) would see that the case failed; while the newspapers (run by more men) would drag her own reputation through the mud. Selene said she'd deal with it herself.

She found the young man and feigned an interest in him. He responded. She talked him into driving out of town with her that evening, to a romantic "special place" she had. And so she took him to her grove.

Selene planned to get him hot and bothered, then knock him out, tie him to a tree, and bring her coven out to throw a scare in him. But her body betrayed her. Despite all her strident, oft-expressed contempt for men, she still liked them. A lot. Her seduction went considerably further than she had planned, and she enjoyed it. A lot. As the young man lay beside her afterward on her improvised altar, she hated him for it. Selene reached into her clothes for her cosh — and instead found the knife she also carried for protection. She stabbed the man to death as the full Moon beamed down. "Damn you!" she panted. "Goddess damn you!"

Then she realized what she had done and dropped the knife. Staring at the blood on her hands, she did not notice the moonlight thickening in the grove.



“Daughter.” An old woman in a black, black robe stood before her. “You have called; for the first time in fourteen hundred years, someone has called. I have come.” Selene saw the torch in the woman’s hand, and knew her. She dropped to her knees. The old woman smiled. Selene felt the Goddess looking through her mind and memories. The old woman stood taller — not old, but ageless. For a moment she had not one head, but three: a dog, a mare, and a lioness.

Hecate held out her hand to Selene. “This once you have served Me, Selene. Serve Me all your days and nights and no man will master you again.” Trembling with awe, Selene took Hecate’s hand and felt the power of the Goddess move through her. Fur sprouted on her body as her bones shifted and her nails and teeth became claws and fangs. The pain was intense, but the pleasure even stronger. “You will be My priestess, Selene, and My hunter. A hunter for the Moon.”

Too soon, Hecate vanished. So did the corpse on the altar. Selene howled a hymn of praise to the Moon, then loped into the woods to test her new body. She remembered Hecate’s commands and promises. She must bring other people to the grove, people ready to accept Hecate’s power and will. Selene herself would receive further powers. She would be only the first of the hunters for the Moon — but she would always be the most favored.

Quote: “The Moon shall be fed well. Blessed be!”

Personality: Selene sets the tone for the whole cult of the Hunter’s Moon. Her life revolves around pleasing Hecate, with pleasing herself rating a distant second. She appears far more socially well adjusted now than she did before meeting Hecate, because now her devotion gives her the strength to pretend to be normal. She doesn’t have to rant about capitalism or patriarchy or environmental degradation any more. She can even stand using her legal name, Lori Beaner, in her Secret ID. When the Hunter’s Moon gains enough strength, Hecate will send them forth to sweep away the Man’s World and restore the old ways and the Old Religion. Until that day comes, Selene doesn’t care. It’s all in the hands of the Goddess.

Even her contempt for men softened, once Hecate told her that the Goddess can’t keep the cycle of life turning without a consort, and the same goes for Her priestesses. Men are fine, as long as they serve the Goddess in some fashion. The men don’t even need to know that they serve. Of course, at the end of his reign the Sacred King ends up on the altar...

Powers/Tactics: Selene is both a werewolf and a priestess. She has great confidence in her were-form’s lethal power and invulnerability. Despite this, she is not rash. An open brawl, she thinks, is a man’s way of fighting. As a woman and a witch, she prefers stealth and terror. She doesn’t want to conquer the cult’s enemies, just to neutralize them — whether by fear, deception, or assassination matters little. Since she can have cultists or ignorant dupes deliver curses while she keeps track of the enemy through scrying, she can do quite a lot of harm while staying hidden.

If she must engage in open combat, Selene’s tactics depend on her current circumstances. If she has both magic and other cultists available, she tries to use her Mind Control, Styx Water Curse (she always carries 1 prepared dose), and magic torch to hinder the foe while the cultists claw and bite. If she can’t use magic, Selene changes into her lupine form and attacks. If she can’t kill her enemies quickly, she tries to flee.

Selene can only cast spells under the light of the full Moon, at the dark of the Moon, or on ground consecrated to Hecate. This means her current sacred grove or in her house: Hecate graciously consecrated the grounds. She can cast her two curses and love charm in advance, however, and carry away the triggering objects that inflict the curses on the cult’s enemies. The cult typically only keeps one Charge of each curse in stock, apart from the Charge of Styx Water Curse that Selene carries personally. If the full Moon is not in the sky, Selene can only use the Teleport spell to move about the sacred ground, or to leave it in one jump.

For the spell’s Fixed Point, Selene chose a small underground chamber about 40 meters (20”) from the sacred grove and 2 meters underground. A log and some bushes conceal the narrow, bending tunnel to the surface. If the cult is losing and her own precious life is in danger, Selene will teleport away to the cave. This signals the cult to scatter. Selene will grab a backpack full of money stashed in the chamber before fleeing herself, teleporting 30” a Phase under the moonlight.

Appearance: Selene is a strikingly beautiful woman with reddish-blond hair who looks as if she’s in her early 20s, although she’s actually 29. She dresses in black, although not to the point of obsession, with discreet silver jewelry (nothing about wolves or the Moon). In her Secret ID she runs the Silverhorn Herbal Tea Company, which has had some local success. (The most popular recipe came from Hecate, although Selene had to remove one herb that was hallucinogenic and illegal.) Her three employees are all cultists and one is a Cerberus.

During ceremonies, Selene wears nothing but a crown of vervain and a long, capelike shawl of silver-spangled, transparent black gauze. She discards these items when she assumes her were-form. As a werewolf she has reddish-blond fur. In either form she has leaf-green eyes.

Hecate

"You will be a dog, the image of light-bearer Hecate."

— Euripides

Val	CHA	Cost	Roll	Notes
13/25*	STR	3	14-	800 kg; 5d6 [2]
17/21*	DEX	21	13-	OCV: 6/7*/DCV: 6/7*
18/24*	CON	16	14-	
10/16*	BODY	0	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack 4 ½d6#
10	COM	0	11-	
9/15*	PD	6		
9/15*	ED	5		
4/5*	SPD	13		Phases: 3,5,8,10,12*
7/13*	REC	0		
36/60*	END	0		*Bonus: Aid
28/40*	STUN	2		#(12d6 w/Howl)

Total Characteristic Cost: 103

Movement: Running: 6"/12"
Flight: 14"/112"
Teleport: 14"/56"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +1 Level w/Multipower (5)

Goddess Powers:

Divine Powers Elemental Control (15)

- a - **Enhancement by Worship:** 2d6 Aid, vs. Most Phys Chars (+2), Continuous, Persistent, Self Only (-½) (50/23) [0]
- b - **Invulnerability:** Armor 10 PD, 10 ED (30/15)
- c - **Spirit Immunities:** LS: Total (30/15)
- d - **Divine Awareness:** Sense Magic, Targeting, +3 PER (31/16)

Divine Magic Multipower (75 pt Pool), -1 Var Lim:

OAF Torch/Concentrate 0 DCV/Acts 14-/x2 END (-½) (50)

u - **Hecate's Command:** 15d6 Mind Control (75/5) [7]

u - **Deadly Delusion:** 15d6 Mental Illusions (75/5) [7]

u - **Mental Mastery:** 15d6 Telepathy (75/5) [7]

u - **Magic Torch I:** 5d6 AVLD: Power Defense (+1 ½), AP (75/5) [7]

u - **Magic Torch II:** 5d6 AVLD: Power Defense (+1 ½), Affects Desolid (+½) (75/5) [7]

u - **Lethal Bad Luck:** 2d6 RKA, Var Sp FX: Anything in Surroundings (+½), Indirect (+½), +1 STUN Mult (+½) (75/5) [7]

u - **Styx Water Curse:** 8d6 Suppress, vs. Any 1 Char (+¼), Uncontrolled, 6 Chgs of 5 Minutes (-0), Costs END (70/3) [7]

u - **Dark Gift:** 2 ½d6 Transform, Confer Lycanthropy/Witch Power Packages or Turn Into Cult Animal (+¼), Cumulative, 0 Range (70/3) [7]

u - **Walk Unseen:** Invisibility vs. Sense Magic, All Vision, ½ END (37/2) [2]

u - **Ride the Winds:** 14" Flight, x8 NCM (38/2) [1/5"]

u - **Instant Movement:** 14" Teleport, x4 NCM (38/2) [1/5"]

u - **Walk the Worlds:** EDM: Astral Worlds/Earth, x2 Mass (35/2) [3]

u - **Divine Forms:** Shape Shift to Lion/Dog/Wolf/Horse, 0 END (30/2) [0]

u - **Terrifying Howl:** +37 PRE, Incantation, Only to Cause Fear (-¾) (37/1) [0]

u - **Mind Link** x1 to Transformed Worshipers, Any Distance or Dimension (20/1) [0]

Mental Defense: 15 pts Total (11)

Power Defense: 10 pts (10)

UV Vision (5)

Great Goddess Form: +6 COM, Linked to Shape Shift (-½) (2)

Hag Form: -4 COM, Whenever Not Shapeshifted (-0) (-2)

Background Skills:

Interrogation 14- (3)

Oratory 14- (3)

Scholar (3)

KS: Netherworld 13- (INT Based) (2)

KS: Pagan Witchcraft 13- (2)

KS: Greek Mythic World 13- (2)

KS: Herbalism 13- (2)

L: Accented English (Ancient Greek is Native) (3)

Total Powers & Skills Cost: 228

Total Character Cost: 331

Disadvantages: 100+

Distinctive Feature:

Infernal Yet Divine Aura (Few Detect, Scary) (10)

Hunted by:

Magical Heroes, 11- (As Pow) (15)

Demon Lords, 8- (As Pow) (10)

Psychological Limitation:

Vengeful (Very Common, Strong) (20)

Promotes Witchcraft, Seeks Followers (Common) (10)

Dislikes Ethical Religions, Esp. Christianity (Common) (10)

Protective of Hunter's Moon (Common) (10)

Reputation:

Grim Goddess of Witches, 8-, Extreme (10)

Susceptibility:

1d6 STUN/Turn, Disbelief & Ridicule (c) (15)

1d6 STUN/Turn, Holy Symbol/Exorcism (c) (15)

2d6 Drain/Turn vs. All Multipower, Ground

Consecrated to Ethical Religion (u) (15)

Watched by:

Greek Pantheon, 11- (More Pow) (10)

Villain Bonus (81)

Total Disadvantage Points: 331

Background: Hecate is one of the more mysterious of the Greek gods. She never belonged to the Olympian group; she was a goddess of the Underworld and the dead, patroness of night and sorcery, and a companion of the Furies. Despite her relative obscurity, Hecate was a powerful goddess. Even Zeus never challenged her ancient right to grant or withhold from mortals their heart's desire. She came from an older generation of gods, the destructive crone aspect of the lunar Triple Goddess who ruled Heaven, Earth, and Hell.

Not that this saved her from the coming of Christianity. The new religion banished Hecate from Earth along with the other Greek gods. Hecate made her home in the Netherworld, apart from the other Greek gods in the Land of Legends. Since the Netherworld maintained better connections to Earth than did the Greek pantheon, Hecate quickly learned about the ending of the Ban and



returned to Earth to restore her cult. She found the Neo-Pagan movement had already started the job.

To her disgust, though, the Wiccans and other Neo-Pagans were a bunch of sissies. Where was the blood and terror? Eventually, Hecate found a few radicals willing to serve her in the old ways. Hecate still has few worshippers, but her werewolf minions in the Hunter's Moon feed her power through human sacrifice. The quantity of worship is low, but the intensity is extreme. Hecate now probably has more power than any other Greek god, with the possible exception of Zeus himself. She still looks for more worshippers. The Hunter's Moon has put the word out on the Neo-Pagan grapevine that if a coven is in trouble, Hecate will help them — for a price.

Quote: “You would set yourself against a god? That is *hubris* — and *hubris* is punished by death...or worse.”

Personality: Hecate is ruthless even by the standards of gods, which is saying something. Her patronage of black magic and its corollaries of domination, revenge, and murder have submerged her more mystical aspects of fertility and secret wisdom. Since the most intense source of energy for a god is human sacrifice, Hecate gives the Hunter's Moon her full support. Although she does not have especially lethal powers, Hecate fully intends to kill anyone she fights — unless they surrender and dedicate themselves to her, body and soul.

Unlike the demons, Hecate is no blind force of evil. She can listen to reason; she can apply her power to good endeavors if she thinks it will further her interests. Indeed, she does care about the underdog (no pun intended) in her own vicious way. Hecate despises the modern world for what she sees as its *hubris* — overweening pride — in turning away from the old gods of the natural world. She sees herself not as a destroyer or corrupter, but as a supernatural vigilante punishing an entire society for its impiety. Hecate will always be a fearsome goddess, but in the right circumstances she might ally with the heroes — for the moment.

(Incidentally, Hecate's dislike of the ethical religions is slightly ironic: she herself almost became a leading figure in an ethical religion. Some Neoplatonists of the 2nd-5th centuries AD claimed Hecate as a bringer of divine revelation. They said she was a *good* goddess — one of the best and wisest. Neoplatonism, however, never became a very popular cult.)

Powers/Tactics: The worship Hecate receives from the Hunter's Moon gives her exceptional power, represented by the Continuous Aid on herself. (Note: if you find this excessive, replace it with Regeneration and extra Characteristics that she can only use in the presence of worshippers. The Continuous Aid is far too abusive a power for any reasonable PC.) If Hecate loses her worshippers — either by the dispersal of the Hunter's Moon or their loss of faith — or suffers the active disbelief and ridicule of a large group of people, the Aid stops. While she retains all her other Powers, Hecate then becomes much more vulnerable, and she lacks the END to keep fighting for long.

Hecate is a cautious fighter, trying to gain every advantage she can. For instance, she attempts to get behind an opponent invisibly so that her subsequent attack comes from surprise. She uses her terrifying howl to paralyze opponents and make them lose DCV and action Phases. Hecate makes the environment itself attack through her “Lethal Bad Luck” power. This can take the form of a stab from a broken tree branch, a gopher hole to twist and break an ankle, or anything else appropriate to the surroundings. She can also weaken opponents by splashing them with cursed Styx Water to strip away important Characteristics such as DEX, SPD, STR, or END. Best of all — for her, anyway — she can trap a foe in a terrifying, total-immersion Mental Illusion. Then they cannot dodge the magic torches she can summon at will, or her other attacks.

Hecate will cooperate closely with the Hunter's Moon. She prefers to attack Stunned or Knocked Back opponents. She will also hinder opponents with Mind Control, Mental Illusions, Styx Water, and Presence Attacks to make them easier prey for the werewolves.

If she and the Hunter's Moon face defeat, Hecate will flee (by Extra-Dimensional Movement, if necessary) and tell the cultists to scatter. She will re-gather them later, and plot a hideous, lethal revenge.

Appearance: In her basic form, Hecate appears as an ugly but imperious hag in a black chiton (a Greek garment sort of like a toga). She can also assume the forms of a lioness, dog, wolf, mare, or a woman of ageless beauty. Her hag form can have the head of a lioness, dog, or mare at will. In combat the shape of her head may change from Phase to Phase (this is just a special effect, and does not require the Shape Shift slot of the Multipower) — or she might have all three animal heads at once!

Supernatural Super-Thugs

Like other villains, an evil wizard may want a bit of muscle to back him up, something more than the usual cultist. If a project might lead him into conflict with another sorcerer, he wants to be sure he can kick butt — in a spiritual sense, of course. As always with wizards, however, style is everything. Supervillain wizards never just hire some cheap hoods with big guns to blow away the opposing wizard. No, they hire *mystical* cheap hoods.

USM described three supernatural super-thugs. Here are a few more to illustrate other sorts of magical minions for a powerful evil sorcerer.

Golem or Other Construct

Some sorcerers build their minions from scratch, giving them rudimentary personalities. Constructs tend to be particularly loyal: give the command word, and they obey.

Moonstone

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 10*
18	CON	16	13-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
17	EGO	14	12-	ECV: 6
18	PRE	8	13-	PRE Attack 3 ½d6
10	COM	0	11-	
13	PD	10		
13	ED	9		
3	SPD	3		Phases: 4,8,12
8	REC	2		
36	END	0		
25	STUN	0		*Bonus: Shrinking

Total Characteristic Cost: 82

Movement: Flight: 10"/20"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +3 Levels w/Fascination ECV (6)

Construct Powers:

Magical Construction Elemental Control (15)

a- **Small Construct:** Shrinking 2 Levels (+4 DCV, 6 PER, 1.6 kg, +6" KB), 0 END Persistent, Always On (40/17) [0]

b- **Solid Ceramic Body:** Armor 10 PD, 10 ED (30/15) [0]

c- **Dead Matter:** LS: Total (30/15) [0]

d- **No Real Mind:** Mental Defense (31 pts Total), 10 pts Hardened (30/15)

Moonlight Multipower (62 pt Pool), Can't Use in Daylight (-¼) (50)

u- **Fascination:** 18 STR TK, BOECV (+1), ½ END, Only to Hold Person Immobile (-½), Max Range 4" (-¼) (61/3) [3]

u- **Area Fascination:** 13 STR TK, BOECV (+1), 4" Radius AE (+1), ½ END, 0 Range, Only to Hold People Immobile (-½) (62/3) [3]

u- **Moon Blindness:** 2d6 Flash, NND: 15+ pts Mental Defense/Flash Defense vs. Mental Senses (+1), 4" Radius AE (+1), 0 Range (60/3) [6]

u- **Infect Lunacy:** 2 ½d6 Transform vs. EGO, Cumulative, Max Range 4" (-¼) (60/4) [6]

u- **Form of Moonlight:** Desolid, Not vs. Thaumaturgy, 0 END (60/5) [0]

Radiate Moonlight: Change Environment 4" Radius, 0 END, 0 Range (20)

Flash Defense vs. Vision: 5 pts (5)

Power Defense: 7 pts (7)

Flight: 10", x2 NCM (20) [1/5"]

Running: -6" (0" Total) (-12) [0]

Swimming: -2" (0" Total) (-2) [0]

Background Skills:

Seduction 13- (3)

Total Powers & Skills Cost: 192

Total Character Cost: 274

Disadvantages: 100+

Distinctive Feature:

Miniature Moon (Hard to Conceal) (10)

Physical Limitation:

Deactivates After 1 Minute in Daylight (Frequent, Total) (20)

No Manipulation At All (Frequent, Total) (20)

Deactivates if Knocked Out (Frequent, Total) (20)

Mute (Infrequent, Greatly) (10)

Psychological Limitation:

Dedication to Master & Mission (Common, Total) (20)

Terrified of Bright Light (Common, Strong) (15)

Vain (Common, Strong) (15)

Villain Bonus (44)

Total Disadvantage Points: 274

When active, the Moonstone looks like a 20-cm (8"), glowing model of the full moon floating through the air. It seems to be carved from the translucent blue-white stone from which it takes its name; actually it is glazed porcelain.

The Moonstone is a construct — a golem of sorts. It is impossible to guess its age from an examination of its smooth surface; someone could have made it decades or even centuries ago. It serves whoever gives its secret command word. The Moonstone can go just about anywhere, lure people with its bobbing dance (the Seduction skill), and mesmerize them into quietude. Its hypnotic influence can hold people immobile (at most, they can walk slowly, following the Moonstone wherever it leads), cause momentary blindness, or even burn away its victim's sanity. In the latter case, neither the Moonstone nor its master has any control over what sort of insanity the victim develops: it could be anything from catatonia to homicidal mania.

Either the touch of daylight or the loss of all its STUN can deactivate the Moonstone. If forcibly deactivated, it remains inactive for at least an hour. After that, it may reactivate if it thinks it is safe or necessary to do so. The Moonstone can also deactivate itself at will; in that case it can reactivate whenever it wants, as long as it's not in sunlight. It loses its brilliant, silvery glow while inactive: the only way it can shut off this glow is to deactivate itself and forfeit its movement and attacks.

When without a master or a mission, the Moonstone



remains inactive, merely watching what happens around it. While its simple mind can observe and plan for the best way to complete a mission, it cannot make a moral judgments about those missions.

Undead

Undead horrors make fine minions. Think of mummies, lesser vampires, ghosts, and suchlike. More flamboyant individuals who just so happen to be deceased will also fit the bill. The sorcerer might have made the undead minion, enslaved it, or just made it an offer that it couldn't refuse.

Dead Heat

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
25	CON	30	14-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack 7d6 Total
0	COM	-5	9-	
20	PD	15		
20	ED	15		
4	SPD	13		Phases: 3,6,9,12
10	REC	0		
50	END	0		
40	STUN	0		

Total Characteristic Cost: 136

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:

Combat Skill Levels: +2 Levels w/Single Shot, Spray or Cowboy (6)

Undead Gangster Powers

Flaming Undead Elemental Control (15)

- a - **Flame Aura:** 1d6 ERKA, Penetrating, Damage Shield, 0 END Persistent, Always On (45/20) [0]
- b - **Armor** 10 PD, 10 ED, Hardened (37/22) [0]
- c - **LS:** Total (30/15) [0]

Flaming Tommygun Multipower (75 pt Pool), OAF (37)

- u - **Single Shot:** 2 ½d6 ERKA, AP, ½ END, +1 OCV (75/4) [3]
- u - **Spray:** 2d6 ERKA, AP, Autofire to 5 (+½), ½ END (+½) (75/4) [3x5]
- u - **Cowboy:** 1d6+1 ERKA, AP, Uncontrolled Continuous, 0 END to maintain, +1 OCV, Max Range 4" (-¼), 1 Phase Extra Time (-½) (75/3) [7]

PRE +15, Only to Cause Fear (-¾) (9)

Hardened Defense on base PD, ED (10)

Flash Defense vs. Vision: 5 pts (5)

Mental Defense: 15 pts Total (12)

Power Defense: 5 pts (5)

Regeneration, 1 BODY/5 Minutes (-½) (7)

Background Skills:

PS: Hit Man 12- (3)

Total Powers & Skills Cost: 177

Total Character Cost: 313

Disadvantages: 100+

Distinctive Feature:

Burning, Skeletal Mobster (Can't Conceal, Terrifying) (25)

Psychological Limitation:

Total Hatred of Cops (Common, Total) (20)

Murderous (Very Common, Strong) (20)

Won't Abandon a Job (Common) (10)

Reputation:

Tough Supernatural Assassin, 11-, Extreme (15)

Susceptibility:

1d6 STUN/Phase, Immersion in Water (Common) (20)

1d6 STUN/Phase, Contact w/Holy Symbol or Ground (Common) (20)

2d6 STUN + BODY, Holy Water (Uncommon) (20)

Villain Bonus (63)

Total Disadvantage Points: 313

Dead Heat began his long criminal career in the 1930s as an ordinary gangster. The FBI cornered him in a burning building, where he died. The dead gangster became a neighborhood legend. Decades later, the evil master wizard Archimago heard the ghost stories about the gangster who burned to death rather than surrender. This inspired Archimago to dig up the gangster's remains and reanimate him as one of his minions. After Archimago's death, Dead Heat went freelance. Since then, heroes have 'destroyed' Dead Heat not once, but twice – but he keeps returning.

Dead Heat looks like a flaming skeleton in a pinstripe suit, carrying a flaming tommygun. In anyone else's hands, the tommygun is just a twisted lump of overheated metal. In Dead Heat's hands, however, it shoots



bullets of hellfire. If he loses the tommygun, he can replace it with any other submachinegun. Dead Heat can fire single shots, spray up to 5 bullets, or set the gun on full automatic to “cowboy” his target. (The Mob would cowboy victims when it wanted to make a spectacular example of someone. When performed properly, the gunman unleashes a continuous spray of bullets first across his target, then down, then across again.) A cowboied target takes less immediate damage, but keeps burning until something extinguishes the flames (any normal method of putting out a fire will do).

Although psychotically vicious, especially towards cops and G-men, Dead Heat has some sense of professional honor. If heroes stop Dead Heat once from completing a hit, he’ll try again. So far, nobody outside a select group of evil wizards knows what Dead Heat charges for his services, or what he does when he’s not on a job.

Minor Mystic

A person can easily pick up a few magic powers, if that’s all he or she wants. Well, it looks easy, compared to a lifetime of study. These powers could come from a magic weapon, a deal with the Devil, or just concentrating on learning a few flashy spells. Such minor mystics often find that their pursuit of quick power has cut them off from further advancement. So they try another shortcut, serving a senior wizard in return for training or more magic items.

Note that aged adepts might want to give their apprentices a few hard-hitting spells — so the adept can

use the apprentices as stalking horses, sending them out to test an enemy’s powers and defenses. If the apprentices win, well and good. If the apprentices get slaughtered, at least they made the enemy reveal its powers...and bought the master time to plan his own attack or escape.

Hmm...Combat-effective spells, but not a lot of knowledge or skill at other sorts of magic. Does this sound like a PC super mage? Maybe Dr. Weird’s aged mentor in the Himalayas isn’t *quite* so altruistic as he seems. And isn’t it funny how he gets the ‘flu right when the dimensional conqueror invades, so he has to send Dr. Weird instead of using his own supposedly vast powers...?

Tryxie

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 9
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
8	PD	6		
8	ED	5		
4	SPD	12		Phases: 3,6,9,12
6	REC	2		
30	END	0		
25	STUN	2		

Total Characteristic Cost: 82

Movement: Running: 6"/12"

Powers & Skills:

Combat Skills:



Combat Skill Levels:

- +2 Levels w/Magic Multipower (10)
- +3 Levels w/DCV (15)

Magic Elemental Control, IIF Costume & Props (12)

- a - **Catch in Hat:** Missile Deflection +5 vs. Any Ranged (30/12) [0]
- b - **Puff of Smoke:** 13" Teleport, x2 Mass (31/13) [1/5"]

- c - **Costume:** Armor (10 PD, 10 ED) (30/12) [0]

Stage Magic Multipower (52 pt Pool), IIF Costume & Props (42)

- u - **Exploding Balls:** 10d6 EB (50/4) [16c]
- u - **Demonic Doves:** 1d6 PRKA, Penetrating, Continuous, Uncontrolled, Charges Last 1 Turn (+½) (52/4) [16c]
- u - **Razor Cards:** 2d6 BODY Drain, Recover 1 BODY/2 Hours (+1), Ranged (50/4) [16c]
- u - **Exploding Bouquets:** 5d6 Flash vs. Vision (50/4) [16c]
- u - **Scarves:** 5d6 Entangle (50/4) [16c]
- u - **Puff of Smoke:** 13" Teleport, Use vs. Others (+1) (52/4) [16c]
- u - **Object Production:** 1 ½d6 Major Transform, Any Small Object from Nowhere (+1), 0 Range (50/3) [16c]
- u - **Make Object Fall Apart:** 3d6+1 PRKA, 0 Range, Only vs. Inanimate (-1) (50/2) [16c]

Background Skills:

- Concealment 12- (3)
- Contortionist 13- (3)
- Oratory 12- (3)
- Sleight of Hand 13- (3)
- KS: Occult World 11- (2)
- KS: Real Magic 11- (2)
- PS: Stage Magician 11- (3)

Total Powers & Skills Cost: 163

Total Character Cost: 245

Disadvantages: 100+

Normal Characteristic Maxima (20)

Physical Limitation:

- Magic Style Restriction: Ritual Magician, Can't Use Magic Items, Limited Style (15)

Psychological Limitation:

- Hungry for Magical Power (Common, Strong) (15)
- Fear of Close Combat (Very Common) (15)
- Amoral (Common) (10)

Secret ID (15)

Unluck: 2d6 (10)

Watched by:

- Current Employer, 11- (More Pow) (10)
- The Voice in the Hat, 11- (More Pow) (10)

Villain Bonus (20)

Total Disadvantage Points: 245

Tryxie wears a glitzy outfit of tuxedo top, matching black hot pants, high-heeled pumps, and top hat. No doubt Tryxie has a fascinating story about how she learned her unusual, stage-styled sorcery, but we shall not reveal it here. Perhaps her tale has something to do with the voice that moans "Feeeed Meeee" from inside the hat.

Tryxie attacks using magical versions of familiar stage magic props: oversized doves with needle-sharp beaks, scarves that wrap targets up like brightly-hued mummies, bouquets of flowers that explode in a flash of light, and so on. She can even teleport herself or other objects

by tapping them with her wand. It doesn't matter if she loses any specific prop (such as her top hat or wand), because she can produce another one in the next Phase. Tryxie can use any one of her props to recreate the others: a new jacket from out of her hat, say, or a new hat from under a scarf. If she loses *all* of her props, though, she can't do her magic.

Tryxie hungers for more magical power. To this end, she works for more learned mages. Since she is anxious to please her patrons, she will not question any but the most ruthless of plans.

Mythic Creature

Folklore supplies another reserve of interesting minions. Obviously the intelligent creatures, such as trolls and nature spirits, have the most potential for PC interactions other than fighting; but mythic animals can have their uses too. Think how stylish a wizardly villain would look riding a griffon.

Djinn

Val	CHA	Cost	Roll	Notes
33/63*STR		23	16-	2400 kg; 6 ½d6 [3]
18 DEX		24	13-	OCV: 6/DCV: 6
23 CON		26	14-	
12/18*BODY		4	11-	
15 INT		5	12-	PER Roll 12-
15 EGO		10	12-	ECV: 5
20 PRE		10	13-	PRE Attack 4d6
10 COM		0	11-	
23 PD		16		
23 ED		18		
4 SPD		12		Phases: 3,6,9,12
15 REC		6		
46 END		0		
4¼7* STUN		0		* Bonus: Growth

Total Characteristic Cost: 154

Movement: Running: 6"/12"
Flight: 15"/480"

Powers & Skills:

Djinn Powers:

Magical Multipower (115 pt Pool) (115)

- u - **Make or Change Things:** 2 ½d6 Transform, Universal (+1), Cumulative, ½ END (110/11) [5]
- u - **Create Building:** 4d6 Entangle, Blocks Vision, Selective 5" Radius AE (+1 ¼) (112/11) [11]
- u - **Cast Illusions:** Images vs. Normal Sight, Hearing, Smell, Taste, Touch, -9 PER, 4" Radius (+½), 0 END (114/11)
- u - **Break Spells:** 25d6 Dispel, vs. Any 1 Magic Effect (+¼), ½ END (112/11) [5]
- u - **Whirlwind Form:** 4d6 EB, x2 Knockback (+¾), Damage Shield, 0 END (55/5) [0]
- u - **Shape Shift,** Any Form, 0 END (45/4) [0]
- u - **Shrinking:** 3 Levels, 0 END (45/4) [0]
- u - **Growth:** 30 pts, 0 END (45/4) [0]
- u - **Invisibility** vs. All Vision, 0 END (45/4) [0]
- u - **Damage Reduction:** (¼ rPD, ½ rED) (45/4) [0]
- u - **Air Form:** Desolidification, Not vs. Air Powers (40/4) [4]
- u - **EDM:** Djinnistan, x8 Mass (35/3) [3]
- m - **Flight:** 15", x32 NCM (50/10) [1/5"]

Damage Resistance: 9 PD, 9 ED (9)
Flash Defense vs. Vision: 5 pts (5)
Mental Defense: 10 pts Total (7)
Power Defense: 5 pts (5)
LS: Breathing, Heat/Cold, Disease, Aging (19)
Sense Magic, Ranged, Discriminatory (15)
Universal Translator 12- (20)

Background Skills:

Disguise 11- (3)
Mimicry 11- (3)
KS: Middle Eastern Cultures 13- (4)
PS: Servant 11- (2)
PS: Palace Architect 11- (2)
WFAM: Blades (1)

Total Powers & Skills Cost: 296

Total Character Cost: 450

Disadvantages: 100+

Distinctive Feature:

Flamboyant Storybook Arab (Hard to Conceal) (10)

Physical Limitation:

Must Obey Summoner's Commands (Always, Greatly) (20)

Dispelled for 1 Hour if Stunned/Unconscious/0 BODY (Frequent, Total) (20)

Psychological Limitation:

Won't Break Direct Oath (Common, Total) (20)

Literal-Minded (Common) (10)

Pious Muslim (Common) (10)

Vulnerability:

x1 ½ STUN, BODY, Magic w/"Affects Desolid"

(Uncommon) (10)

Villain Bonus (250)

Total Disadvantage Points: 450

According to Arab legend, God created the djinns from black, smokeless fire 2000 years before the creation of Adam. Just like humans, some djinns choose to do evil, while others are good at heart. Many have accepted Islam. All have great magic powers. They live in the land of Djinnistan, in the mountains of Kaf which encircle the world (clearly a reference to the Land of Legends), but travel widely. Their king is named Eblis. A djinn might be bound to a ring, lamp, or other object, forced to serve whomever used the item to summon it. King Solomon, greatest magician of the ancient Middle East, was served by djinns and imprisoned rebellious djinns in brass bottles that he threw into the sea.

Whatever the truth of these legends, no Arab sorcerer doubts the djinns' power. While they can't quite grant their master's *every* wish, a djinn can still turn a homeless beggar into a prince, or let a single man rout an army. In the right hands, a djinn can be a marvelous force for Good.

What a shame, then, that the djinn Haseem has fallen into very *wrong* hands...

Haseem is an obedient, generally contented slave. Once he rebelled against Suleiman-bin-Daoud (King Solomon to Westerners), and Solomon punished him by making his slavery eternal. Haseem never judges whether his tasks are good or evil. He puts up with temper tantrums and tries to fulfill irrational or confusing orders as professionally as he can. If he fails in a task, he accepts full



blame, no matter what the extenuating circumstances. He may even offer his master a whip with which to punish him.

A wise master, however, will treat Haseem with respect. Haseem will not openly rebel against a master who mocks his powers or sets him to degrading, trivial labor — but while following the letter of commands, Haseem will try to twist the spirit so he can do something against his master's interests. A master who orders Haseem to eat *pork* is as good as dead. Note that Haseem's professional ethics let him attack his master if his master has in some way commanded it!

Like all djinns, Haseem can turn invisible, change his form, create illusions, become a whirlwind, create objects from thin air, and generally turn anything into anything. (He could even give someone super-powers...) Haseem is also very strong and tough by human standards, and can make himself even stronger and tougher. Haseem has greater powers than an average djinn. He is much more powerful than the usual super-thug, but he's not a great fighter — in combat, he's strictly backup. His talents lie in other spheres.

Haseem specializes in creating sumptuous marble palaces. He can create a little palace, or a wing of a large palace, with just a clap of his hands. He hasn't thought of this as a means of attack, but a clever master will notice that Haseem could create a structure *around* an enemy, and wouldn't have to provide it with doors or windows! (Gold, marble, and porcelain tiles are a bizarre special effect for an Entangle, but if it works, it works.)

Haseem normally looks like a large, strong man with dark skin. He shaves his head, but he sports black, bristling eyebrows, mustache, and goatee beard. He wears ballooning white trousers belted with a golden sash, red slippers with upturned toes, and frequently nothing else. On formal occasions he wears a white turban with a red brush, pinned with an enormous jewel, and a red-embroidered white vest. His speech is always Arabian Nights-flowery, with phrases like "O pearl in the crown of Allah" and (of course!) "Your wish is my command."

We'll be posting *Fuzion* write-ups of all of the characters in this book on a special web page. The write-ups will be posted as a downloadable RTF file as well as *Creation Workshop* files. You can find these files on <http://www.herogames.com/secretsmb.html> some time in early September.

Fuzion Conversions

Characteristics:

To convert *Hero System* characteristics to *Fuzion*, simply divide the HERO characteristics by three for all Primary Characteristics in most cases. Exceptions will be noted below. *Fuzion* characteristics convert from *Hero System* characteristics as follows (the *Fuzion* characteristics name is listed first, followed by the HERO System characteristics):

INT = INT

WILL = EGO

PRE = PRE

TECH = (*Fuzion* (REF+INT)/2)

REF = DEX (or OCV)

DEX = DEX (or DCV)

CON = (Natural (PD+ED)/4)

BODY = BODY

MOVE = (Inches of Running/1.5)

For Derived Characteristics, figure them from the converted *Fuzion* Characteristics.

OCV is the same as AV.

DCV is the same as DV.

Skills, Talents, and Complications:

Convert *Hero System* Skills to *Fuzion* Skills according to the following chart:

Hero System Everyman Skill is a *Fuzion* Everyman Skill Level of 2.

Hero System Skill Roll of 8 or Less is a *Fuzion* Skill Level of 1

Hero System Skill Roll of 11 or Less is a *Fuzion* Skill Level of 2

Hero System Skill Roll of 12 is a *Fuzion* Skill Level of 3

Hero System Skill Roll of 13 is a *Fuzion* Skill Level of 4 and so forth.

Talents should map straight over; use the name of the *Hero System* Talent to figure the *Fuzion* Talent.

Disadvantages are the same as *Fuzion* Complications. Just convert them as appropriate.

Powers:

Most of the *Hero System* powers have the same name as their *Fuzion* counterparts. You can just bring them over directly at the level of dice indicated. For a more rigorous conversion, you can divide the *Hero System* Active Cost by 5, and then convert each +1/4 in Advantages to a +1 Adder, and each -1/4 in Limitations to a -1 Limiter to find the *Fuzion* Power Point Cost.

Damages for HERO Normal Attacks convert straight over. To find the *Fuzion* DC of a HERO System Killing Attack multiply the Dice by three and then subtract 2.

To find the *Fuzion* KD and EKD, multiply the HERO System rPD or rED by 2 or 2.5

Specific conversions will be provided where needed.

HERO System Activation translate to *Fuzion* Activation Rolls as Follows:

HERO 8- is *Fuzion* 14 or Greater

HERO 11- is *Fuzion* 10 or Greater

HERO 14- is *Fuzion* 8 or Greater

HERO 15- is *Fuzion* 6 or Greater

