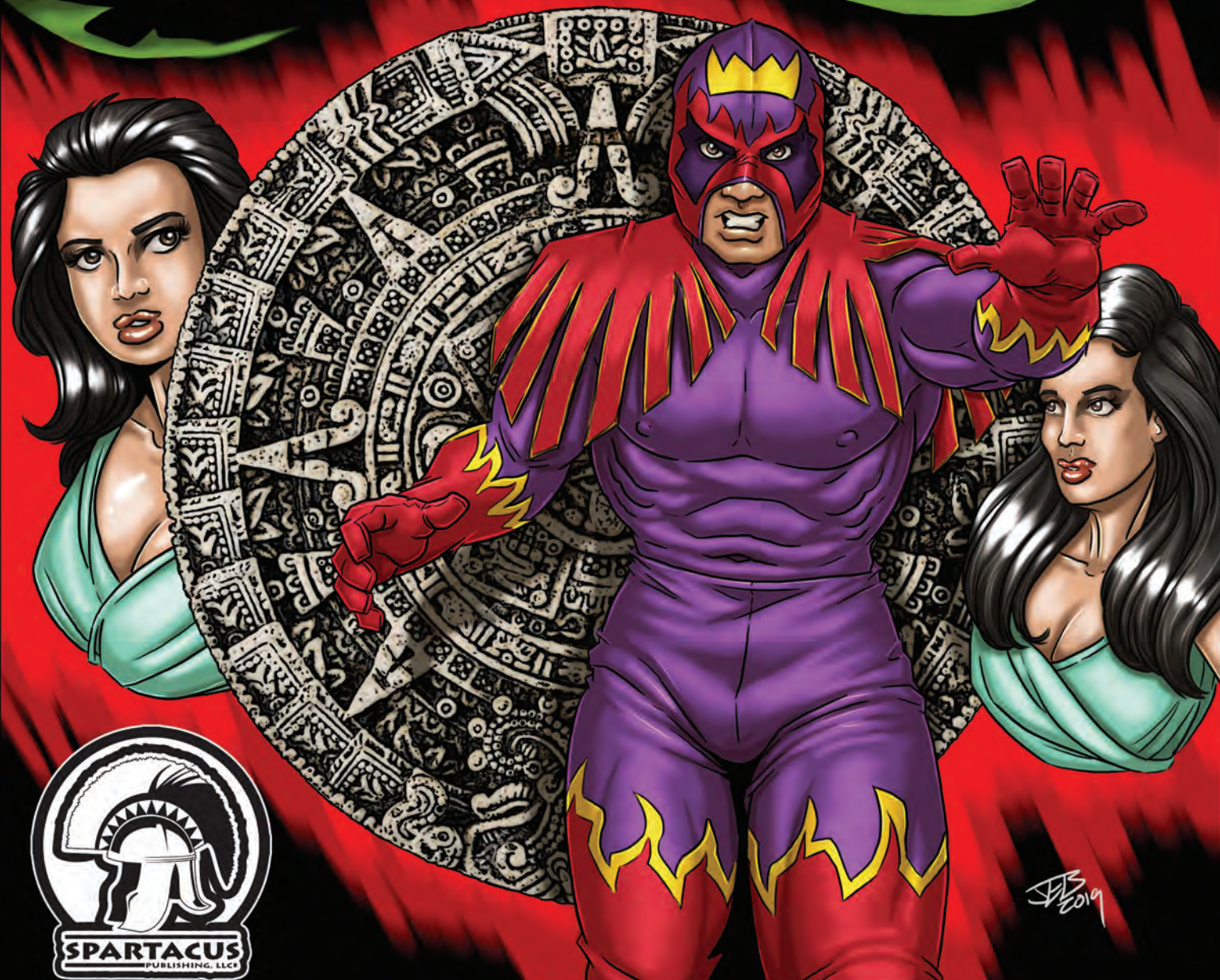


LUCHADOR

MASKED MEN
OF MEXICO



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*This book is dedicated to Nikki Heyman
and all the rest who have supported us.
We hope you enjoy!*



1 WELCOME BACK TO MEXICO

We're back for the Fifth installment of the exciting Luchador: Way of the Mask series. Glad to have you with us! As you may have surmised by the name of the book and this chapter, we are returning to Mexico. Admittedly, it may be a bit bold to say 'returning' since we never actually addressed Mexico in the original book. A luchador is a masked Mexican wrestler, so it was sort of implied, but in our rush to introduce the premise and rules we just glossed over it. Sorry about that.

As usual, this game book about masked wrestlers fighting monsters and solving crimes offers a slightly skewed vision of the country in question. We are only looking for the elements of Mexico that constitute classic action and horror film backdrops, rather than the full gamut the country has to offer.

LANGUAGE

Good news! This is the first book in the tour of the Luchaverse where the language of the land is not a barrier to PCs. Of course, if you made a character who isn't Mexican then it could be a factor, but you did that to yourself. Learn Spanish.

WRESTLING IN MEXICO

Our previous books have toured major bastions of professional wrestling, but Mexico is the birthplace of Lucha Libre and the inspiration for the action of our game. Here we find lucha action in its truest form.

The wrestling scene in Mexico centers on local leagues and heroes. Rare is the town that does not boast at least one luchador to its name with a wrestling ring in a gym or barn where that legend began. As towns get bigger, so does the wrestling community. Most cities have multiple gyms dedicated to Lucha Libre with each hosting a different stable of wrestlers. While these groups can be territorial, the quest for competition demands crossover. Matches between different stables and towns create the patchwork of small leagues that unites the Mexican wrestling landscape. Fans flock to see their local heroes challenge nearby rivals. Those luchadors who prove themselves dominant at this level may gain a position in one of the larger leagues where they can compete on a grander scale, but they never forget their roots. It is not uncommon to see nationally famous wrestlers make appearances at the small venues where they started, offering aspiring new competitors a shot at glory.

As with the structure of their leagues, the matches in Mexico have a more open style than their foreign counterparts. Most matches are settled by two out of three falls to prevent a 'fluke' pin from creating an upset. Bad guys in these matches have to cheat twice as hard, and the faces cannot let down their guard for a second. The swings in momentum with each pin keep competitors and crowd alike on edge. Multi-person matches are far more popular in Mexico than abroad. Tag Team and Trios (3 luchadors per side) matches offer more action and more opportunities for luchadors to compete. The open approach to tagging out adds to the excitement, as a new competitor can enter the ring as soon as his legal partner exits to the floor. Cutting off a single opponent requires much more work in this fast-paced environment, leaving the crude brawler at a decided disadvantage when facing skilled opposition.

The high flying style of the aerialists is the hallmark of Mexican wrestling for most fans. The free style exchange in tag matches creates an environment where high flyers flourish. Lucha Libre constantly creates new innovations in high risk action that rapidly ripple across the entire spectrum of professional wrestling. Many moves that start as the signature of a luchador become staples of the industry. While the speed and daring of the aerialist gets most of the attention and imitation, the emphasis on wrestling skills should not be overlooked. Rapid reversals and complex pins are the key to victory in multi-fall matches and guaranteed to keep the crowds on the edge of their seats. By contrast the simpler style of the bruisers is less popular and frequently relegated to the Rudos. That doesn't mean there aren't bruisers to be found in Mexico, they just don't receive as many cheers. Likewise, the gimmico has a steeper hill to climb in the smaller league environment where lack of television coverage makes it harder to promote his persona. Still, there are plenty of gimmicos willing to put in the work to win one crowd at a time.

DESIGNER'S NOTE

The term Technico traditionally applies to a luchador who adheres to the rules of the ring and is generally viewed as a good guy or face by the fans. These wrestlers usually have superior technical skill which accounts for the name, and inspired us to create the class for our game. Not all game class technicos need be nice guys (See Diablo Rojo in section 6), and not all wrestlers called technicos have to fall into the class.

The term Rudo refers to rule-breaking rough-housing luchadors. It was almost the name given to the Bruiser class, but the negative connotation led us to the current name.

ADVENTURING IN MEXICO

The Mexico of the Luchaverse offers GMs an endless supply of small towns isolated by vast stretches of desert plains, rough mountains, or impenetrable jungles. These are perfect for episodic scenarios where the PCs stumble into the encounter en route to a match. The isolation allows the GM to make each town its own world with little need to explain why the strangeness lurking here hasn't been heard of elsewhere. Help always seems far away, removing any temptation to call upon others so it falls to the PCs to handle the heroics.

Mexico is dotted with ruins of ancient cultures. Some of these ruins are known landmarks that bring tourists to the area, others are secluded far from prying eyes. As all gamers know, ancient ruins are chock full of mystical forces and hidden treasures. Everything from Aztec mummies to aliens looking for landing pads makes use of the hidden ruins in the mountains of Mexico. The public ruins can also hide concealed chambers full of adventure, or at least cryptic clues to important prophecies.

For GMs looking for urban settings, Mexico has sprawling cities to fill the bill. Political intrigue, industrial espionage, and crime noir stories can all find a home here. Most importantly, the cities are locations where adventuring and wrestling can interchange freely, allowing GMs to weave stories in and out of the ring together for optimal Lucha action.

2 KEEPING IT UNREAL

Like most people reading this book, I am a long time gamer. In one of my gaming experiences, a GM chose to use our hometown as the setting for the game as doing so ensured that all the players would feel familiar with the locale. This is not an uncommon device and we all went along without question, at first. This particular game involved playing blood-drinking undead who engage in scheming and politics amid moody backdrops. When the GM wanted to run a confrontation in the sewers with a creepy informant, many of the players noted that the sewers in our town are barely big enough to crawl through at their largest.

Allowances were made and the game went on, but the discrepancies between the locale we knew and the one the GM needed kept growing. Local bars became nightclubs, low rent houses became tenements, and the town expanded to a size that would have engulfed one of our neighboring villages. We no longer had any vision of the setting because nothing conformed to what we knew, and the device meant to simplify our immersion in the game became a constant stumbling block.

The moral of the story is that the GM should not let the real world get in the way of the adventure. In the previous example, there was nothing from the reality of our town that contributed significantly to his story. Furthermore, our town did not contain many of the elements the GM needed, and adding those elements in a believable manner required more effort than creating a fictional setting from scratch. Using the real world as shorthand is a tool all GMs use, but like all tools it needs to be used properly. If the real details of a locale detract from what you need the setting to do, then you need to change things. Either create a completely fictional location, or introduce the real world location as you need it to be and make it clear to your players that this is the version they need to engage regardless of their knowledge to the contrary. Obviously from this chapter and past rants, I prefer fictional locations, but a fictionalized version of a real setting can work just as well and gets around wedging your creations into real world maps.

Real places can be cumbersome for GMs to deal with, but real people are even harder. In the *Knights of Terror* adventure we included a fictional governor who (Spoiler Alert!) was also the villain of the piece. It would have been pretty hard to sell a governor willing to terrorize a city to hide the fact that he was secretly an unstoppable killer in his youth if we had used a real person. Likewise, we don't use any real world wrestlers/organizations in our game, leaving us free to vilify evil North American groups of our own design and place others in peril without insulting anyone or paying licensing fees. Retribution notwithstanding, the use of fictional characters avoids conflicts in opinions about the stats or motivations of your favorite real world celebrities.

The last and most important point in this rant involves real world evils. People turn to fiction to escape from problems that cannot be overcome in the real world. Action /adventure fiction featured in most role playing games involves conflicts that characters can confront, and usually conquer. The problems of the real world are complex and ongoing. They cannot be solved by a single epic battle. *Luchador: Way of the Mask* is not a game for forlorn contemplation about the state of mankind, it is a game of action! Leave melancholy moping to the dark and edgy games that don't have masked wrestlers to save the day. Keep your villains grand and the threats unreal, or you will lose the flavor of our great game.



3 THE CONTINUING ADVENTURES OF YOUR PCs

This section was nearly called 'why I almost didn't write this book', but that seemed a tad negative. Let me explain. As those of you who keep up with our Kickstarter projects (thanks, by the way) may already know, Luchador: Disciples of the North was the last book presented in the original pitch for the game. That is one of the reasons it got extra-sized. With its completion we have covered and then re-covered the rules for the game, added in the new stuff we wanted, and offered up a series of bizarre adventures that are unlikely to be confused with any other game. The next step, if a next step was to be taken, required a return to Mexico and a book that focused less on rules revision and more on background. In short, it needed to be a sourcebook!

'What's wrong with a sourcebook?' you may ask as you talk to yourself while reading in a slightly creepy manner. 'Nothing', I reply in our imaginary conversation, 'accept that a sourcebook defines the gameworld, or a piece of it, without taking into account the desires and actions of the PCs.' Allow me to clarify. The person writing the sourcebook, in this case me, has no idea what your characters are like. As a result, your characters do not appear in this book. If one of the player characters in your group has a devil-themed persona, then Diablo Rojo might seem like a knock-off. None of the villains I present have personal vendettas against your player characters. All of the interactions detailed are between rival NPCs, and the game is not about them.

The game is about your PCs! (Wow, took a while to get around to that section title!) Luchador: Way of the Mask is based upon the classic masked men vs. monster films. In those movies, you were not there to root for the monsters. You were there to cheer for the masked men! The monster always got an introductory backstory to let you know what it was trying to do, then the heroes you already know and love from the ring made the scene and made the bad guys tap out. Our adventures follow the same basic pattern. Your characters are the heroes. The villains of the stories should be ringing their hands while plotting against your characters. If Hollywood was going to option one of our adventures for a movie (which we would totally be down with), your characters' names would be on the marquee! You get the point.

The point here, if I have one, is that the GM needs to build the campaign world around the player characters rather than force the characters into the world in the sourcebook. Any materials written by our fine company can serve as useful starting points, but you should always stop to consider how our ideas are going to fit in with your campaign and your players. If you started a game of all female wrestlers prior to the release of Bright Lights and Barbed Wire, then the Amazon Wrestling Entertainment entry presented there may not fit with your game. If your players all embrace hardcore wrestling then the Witches of A.W. E. could be excellent rivals, or redundant to the existing narrative. You may want to replace the AWE founder with a character you have already introduced as the dominant female wrestler, particularly if she has an existing relationship with one of your PCs. You may even (gasp) not use AWE at all!

Just as you should not let the real world get in the way of your story, as I ranted a few pages ago, you should

not let the world I present here get in the way of the one you need for your campaign. Any character, organization, or rule here is just a tool for all the Luchador: Way of the Mask GMs out there. If you don't need one of them, don't use it. If you need to amend one to make it fit your style of play, then change it. If you don't think one makes any sense, then you obviously are just not advanced enough to appreciate my genius, but put it aside just the same. Take the elements that you think will be useful, amend them as you need, and don't be afraid to leave out anything that might detract from the story you want to tell.

The story you as the GM tell needs to be the story of the player characters confronting the bad guys. It is easy to get caught up in designing the adventure and forget the interests and reactions of your heroes and their confounding free will. All the NPCs attend their roles with the pathos and drama that you assign to them, but the story is not about them. The story is about how they interact with the PCs. I had intended the adventure for Bright Lights and Barbed Wire to involve the conflict between Minerva Steele and Raven Bloodshadow. The story had a defeated Masked Demon as an embodiment of Minerva's temper possessing/corrupting the younger wrestler into escalating hostilities. I liked





the idea, but when I went to flesh it out I saw that every ending required the 2 NPCs to face off. I had forgotten the goal and written an adventure about a feud between two NPC wrestlers, leaving the PCs as spectators. The player characters should never be spectators to the finale, they must be the driving force that brings closure to the conflict!

It falls to the players to make exciting characters worthy of being the heroes of the campaign. It falls to the GM to give those characters the setting and opportunity to achieve greatness. The GM does not send opposition to punish the PCs for overstepping their bounds. The GM sends opposition so the PCs can demonstrate their greatness! Without an opponent, there can be no match and the best matches occur when the good guy and bad guy have chemistry. In your campaign, you need to provide bad guys that your heroes can enjoy opposing at all levels.

The direct physical challenge is only part of the game, albeit an important one. The GM should push the characters, particularly as they advance in experience, but not by preventing them from doing what they are meant to do. Let them fight their battles under increasingly more difficult circumstances as their abilities improve. Let them fight deadlier opponents more frequently, and even in greater numbers. The GM can throw

anything at the players, do not abuse this limitless arsenal to customize attackers that neutralize the PCs methods altogether. Put them in situations where their talents are tested and emphasize the scope of their situation.

Even more important than the fights, the PCs need a cast to interact with personally. As luchadors most interaction involves fighting, but the fight is not the entirety of the interaction. Customize bad guys that play off the interests of the PCs. If a player has a nun themed gimmick looking to escalate the state of female wrestling, then a demon-masked women's champion who dresses a little promiscuously should start a rivalry the second she is introduced. A bruiser who tears opponents apart in the ring but has a heart of gold needs some helpless NPCs to protect and aid. Those NPCs can be nameless bystanders, but the campaign benefits more if it's a child hunted by dark forces who the bruiser can play big brother to long after those dark forces have been gorilla-slammed out of the storyline. A PC who craves fame and stardom needs to have opportunities to pursue that fame as well as face a few drawbacks of attaining it.

The GM needs the players to have an interest in the world, and the best way to achieve this is by making the world take interest in them.



4 THE PANTHEON OF PREGENS

Hold on to your hats, because it is time for us to check in with our classic Luchador sample characters! You know you've missed them! Their names and exploits get peppered into each and every **Luchador: Way of the Mask** book, you get to play as them if you game with us at conventions, and now you get to see how their careers have turned out.

All of our classic characters are getting a base 25 points of XP. Some have additional points gained using the Developing Stage Moves rule originally presented in **Painted Honor** and reprinted below for your convenience. This causes some disparity in total XP which is intentional. Heat and Fame are also advanced unevenly between the characters, reflecting their general style of play as imagined by this writer and observed through assorted gaming demos.

DEVELOPING STAGE MOVES

To encourage players to roleplay the acquisition of their signature moves rather than just waiting for a visit from the XP fairies, the GM may consider the developing moves rule. Once the player has planned out a new signature move, gained the GM's approval, and employed the move in actual game play, it now qualifies to become a developing move. The player must spend 1 XP towards the purchase of the new signature to actually raise it to developing move status. From that point on, anytime the character employs the Developing Stage Move in combat he gets to make a free presence check to see if it is catching on. The level of difficulty starts at 0 and rises by 1 for each attempt in a single conflict/match. Each success generates 1 XP towards advancing the Developing Stage Move into a signature move! Experience points gained in this way can only apply to the upgrade of the move. Developing Stage Moves take up 'slots' for signature moves, and a character cannot have a Developing Stage Move unless his fame is high enough to allow another signature. A character may only have a number of Developing Stage Moves equal to fame level.

KING PHOENIX

As long as he can remember, it has been King Phoenix's dream to travel the world and allow others to experience the excitement of his high-flying abilities. Alas, there are still those who have yet to witness his glory first hand, and so his quest continues. He is a born daredevil who never shies away from the opportunity to take flight. He feels the risk is always worth it. Anyone can take the safe path, but the path fraught with danger is only for those who would be great, and King Phoenix is greatness personified! Even when his chosen path leads him to crash and burn, he shows no regret. Without occasional failure the risks he takes would have no weight. Without setbacks he could not rise from the ashes to seize victory!

Despite an acute case of narcissism, King Phoenix is actually a lot of fun to be around. His boundless enthusiasm for himself extends towards anything he interacts with in and out of the ring. After all, everything is better with King Phoenix. He is a ring-is-half-full kind of guy who embraces strangeness and adventure as everyday occurrences. It is the mundane and tedious that confounds him, for these things offer no opportunity for excellence. Nobody should have to endure such burdens, and as long as King Phoenix has a say in it, nobody shall.

Fame and Heat

His over the top attitude and high flying approach to action earn King Phoenix amazing amounts of Heat. That same high flying action consumes no small part of that Heat to ensure that he completes the moves quickly and shakes off the consequences of failed attempts. When all is said and done, King Phoenix has a Fame rating of 8, putting him just behind Mercy. His Fame offers him 8 slots for signature moves, two of which may instead be dedicated to specialties.

Signature Moves

The Phoenix Dive

The Phoenix Dive, as detailed in section 11 of **Luchador: Way of the Mask**, is the first move that King Phoenix added to his arsenal. He spent 2 actual XP on the move and earned the remaining 5 through constant usage and the Developing Stage Moves rules from section 4.3 of **Painted Honor**.

Phoenix Rising

As part of his Phoenix motif, and due a series of unfortunate missed dives, he added the 'Phoenix Rising' move. After being rendered prone, he raises one hand to draw the crowd's attention to his rebirth then kips up to his classic raised arm stance, mimicking his namesake rising from the ashes.

The move is a signature promo. He must begin the move prone (1 step), and the GM made it clear that he must be made prone by an opponent or as a result of a missed move. The raised hand is a presence check flourish step (1 step). The kip up is an agility check (1 step) to rise, and he must make the check even if his wound level allows him to rise without one. Finally he makes a promo pose (1 step) from the standing position to finish the move. The move costs him a single XP.

Behold My Glory

His original proclamation of self importance remains a go-to for the King, and he eventually turned "Behold My Glory" into a catch phrase that the audience echoes. It is used as both a taunt to his arrogance and an acknowledgement of his greatness by his detractors and fans respectively. Either way, King Phoenix still gets the rush.

Exert from Shadow Soldier interrogation:

King Phoenix-

What is this obsession you have with umbrella chords?

I do not think it is healthy.

Shadow Soldier-

UMBRAAL ACCORD!

King Phoenix-

You see. Not healthy.

The move is a straight promo catch phrase with no additional steps, even though he often throws in the wings-spread flourish just for good measure. It costs 4 XP, but he only paid for the first one out of actual XP.

Specialties

With a Fame Level of 2, the King has the option of Specialties and went straight for Daredevil for the name alone. The ability played perfectly into his style, and the extra Heat from crashes helps him walk off damage. He paid 5 XP.

Statistics

His enormous ego couldn't accept having basic agility for an aerialist, so he paid the 2 points for a 15 A. One sucker punch too many encouraged him to invest another 2 XP to raise his Wits to 12, which also factored into his new Initiative rating.

Skills

King Phoenix often gets saddled with the task of getting his team around in his vintage thunderbird. He eventually broke down and learned to drive just to keep them from whining when he tries to make his car emulate his in-ring style. His need to promote himself drove him to pick up English during a prolonged tour of the USA. He spent a total of 6XP on his new extracurricular skill acquisitions.

His other skill purchases involved rounding out his general combat skills with a few levels of expertise. The second level in Strike cost 2XP, a level in Throw and Armed cost 1 XP each. Constant criticism from Red Scorpion drove him to sharpen his basic wrestling technique (Grab 1) as well as adding a level of expertise to slam so he can execute suplexes from the third rope.



King Phoenix

S 9/3 A 15/5 C 14/4 P 16/5 W 12/4 D 13/4
I 18 F 8 R 7 V 35

Aerialist

The character can re-roll any Agility checks.

Strike 19/2	Throw 18/1	Tackle 19/2	Armed 18/1
Grab 18/1	Hold 14/0	Slam 15/1	Drop 17/0
Promo 20/2	Intimidate 20/2	Trick -	Beg -

Signatures
Phoenix Drive: Flourish (P) - Risk 1 - Prone Target - Tackle
Phoenix Rising: Begin Prone - Florish (P) - Flourish (A) - Promo
Behold My Glory: Promo

Heat 0 Fame 6/2

Specialties
Daredevil

Extracurricular Skills
Knowledge: Driving 17/0
Language: Japanese 15/0
Language: English 15/0

RED SCORPION

Donning the mask at 14, the Red Scorpion became a staple of the small Eastern Division of Open Wrestling of Mexico. His first years were hard and saw few victories, but many chances to learn. He endured his harsh lessons undaunted, knowing that nothing worth having comes easy. As his skills and body developed, his opponents grew to appreciate the threat of the Red Scorpion even if some fans were slow to warm to his cold technical style. More seasoned fans appreciate that the Red Scorpion only enters the ring when there is a match to be had and another challenge for his deadly skills.

The Red Scorpion takes everything seriously, except for wrestling which he takes very seriously. He is a meticulous perfectionist who devotes everything to his craft, which leaves nothing for frivolous pursuits. As he considers most things frivolous, it is not surprising that he has little interactions outside of wrestling. His inexplicable friendship with King Phoenix comprises most of his social interaction, and few outsiders realize that they are friends. Red Scorpion has little patience for people who talk too much, including his favorite high flyer. He feels that action speaks louder than words particularly when executed to perfection.

Fame and Heat

Given his derision towards showboating, it is little surprise that he earns less Heat than his allies. Fortunately his skills are such that he rarely needs to spend much other than to walk off damage from cheap shots. His Fame rating of 4, like most things in his life, is hard earned.

Signature Moves

The Firearm Folly Wristlock

The Red Scorpion prefers to vary his attacks rather than employing predictable moves his enemies can prepare to counter. Thus far he has only created the one signature move, and it was somewhat unintentional. During a confrontation with the Umbral Accord, Red Scorpion grabbed a Shadow Soldier's gun hand, turned it so the weapon was pointing back at the wielder, then twisted until his wrist broke. King Phoenix declared it the coolest thing he had ever seen the technico do outside a ring and named the move on the spot. Despite himself, it has become Red Scorpion's preferred method of showing his contempt for gunmen.

The move is a signature hold. The target must have a hand gun or other weapon, which the GM determines is worth 1 step for purchasing the move. Red Scorpion then must Grab as a precursor to the hold, make a second Grab as a flourish step to twist the weapon towards the target, and finally execute the actual Hold. The move has 4 steps, so the cost is 6XP. Red Scorpion paid for 3, and earned the rest during an eventful hostage negotiation.

Specialties

The Red Scorpion picked up the Student of the Game specialty to allow him to exploit weaknesses from the sloppy techniques of others. Its combat applications are almost secondary to the opportunities it provides for him to criticize enemies. The specialty cost him 6 XP.

Statistics

Thus far, he has invested no points into his statistics, believing that skill trumps raw ability. Most notably he retains the egregiously low Presence that has become a character trait for the under appreciated grappler. He does have his sights set on increasing his Determination so he can take his wrestling skills to the next level, but that purchase has to wait.

Skills

To nobody's surprise, most of his early XP expenditures went to increasing his wrestling skills. He started with a second level of expertise in Slam that he vehemently denies was purchased just to keep the Eviscerators from having more expertise than him. That purchase cost him 2 XP. Next he raised his expertise in both



Grab and Hold to 4, costing him 8 XP and 'rounded out his basics'.

For the longest time, King Phoenix goaded him to try to be less embarrassing on the microphone. Red Scorpion ignored every taunt and prod, including a month of King Phoenix doing voice over narration of his matches in an attempt to 'spice them up'. Only after he had to allow the Eviscerators to take point on the Phantom of the Folding Chair Factory adventure due to their superior people skills did the Red Scorpion admit he had a problem. He grudgingly spent 3 of his hard earned XP to pick up basic proficiency in Promo. He followed that up with Intimidation as it better fits his strong silent style of interaction.

*Excerpt from fight with Umbral Accord Enforcer
UAE-*

HAH! - huh?

Red Scorpion-

That was your best? Hmm...I'll make this quick.

Red Scorpion

S 13/4 A 14/4 C 14/4 P 10/3 W 13/4 D 14/4
I 18 F 8 R 7 V 40

Strike 18/1	Throw 18/1	Tackle 18/1	Armed 17/0
Grab 21/4	Hold 20/4	Slam 18/2	Drop 19/2
Promo 15/0	Intimidate 15/0	Trick -	Beg -

Heat 0 Fame 4

Tecnico

The character can re-roll any wrestling skill checks.

Signatures

Firearm Folly Wristlock: Armed Foe - Grab - Flourish (Grab) - Hold

Specialties

Student of the Game

THE EVISCERATORS

The twins now known as the Eviscerators grew up in a dangerous part of Mexico. Surrounded by crime and violence, their future seemed bleak. They never gave in to the pressures of the gangs around them but also rejected any protection that could be offered by the authorities they distrusted. Lacking the capacity to walk away from a fight, the two spent their youth back to back against the world. The constant conflict forged them into the brawlers they are today, but not without a heavy toll. During their frequent visits to a neighborhood clinic, they became acquainted with a former luchador who saw a better use for their aggressive tendencies. The boys returned frequently for tutelage. There they gained a love of lucha libre and, sadly, an obsession with gruesome surgical tools.

The Eviscerators are extremely, some say disturbingly, comfortable with their roles as heavies in the ring. They generally present themselves as 'horrible people' to fans and enemies alike. It is easy to characterize them as monsters with the maturity of 14 year old boys. They continue to operate under the belief that only constant demonstrations of ferocity can hold their enemies at bay. However, the Eviscerators also have a deep set hatred of bullies that drives them to fight against anyone who abuses their power over others. They see their own violent tactics as fighting fire with fire and remain oblivious to the irony of their situation.

Fame and Heat

The Brutality Brothers generate a good deal of Heat, albeit usually in a bad way. They can always be counted on to confront a problem head on, even if there isn't really a problem that requires confronting. They end up with a 6 Fame and Fame Level 2.

Signature Moves

The Decapitator Slam

The first move added to their arsenal was the dreaded Decapitator Slam. It begins with a standard waistlock lift to a doubled over opponent as is common to a power bomb, but after the target is lifted the Eviscerator then shifts his grip to hook the

armpits so the target can be elevated higher before driving the back of the head into the ground.

The move requires a Grab, S-check to lift, a second Grab check to adjust, a second S-check, than a Slam. Five steps brings the cost of the move down to just five, but the Eviscerators only paid 1 XP and gathered the rest through excessive use.

We Are Horrible People

Surprisingly, the Eviscerators successfully launched a catch phrase that serves to punctuate their unique interviews and looks good on a t-shirt. They employ a call and response technique that originally only involved the two of them, but their fans have begun joining in on the second half. One of the brothers starts with the declaration 'We are horrible people' which is followed with the other's threat, 'You have been warned!' They frequently employ it as a follow up to the Decapitator Slam.

This move is a signature tandem intimidation. The first half is a Presence check flourish step, followed by an Intimidation check. The move has 2 steps, so it costs 3XP. They follow the examples of their allies and only pay 1XP, earning the rest through Developing Stage Moves. If completed, both Eviscerators gain a point of Heat.

Specialties

At least in the minds of the Eviscerators, their split masks represent the two of them being matching halves of a single being. The Tag Team specialty is a natural fit for their synchronized brutality that costs each of them 3 XP. They could opt for the higher version, but why would they work with anyone else? As always, it is the Eviscerators against the world.

Statistics

Never fond of the fact that Red Scorpion was only 2 points behind them in Strength, the Eviscerators always planned to put in even more time at the gym as soon as they purchased their signature slam. When Mother Mercy started gaining on



them, all hesitation was gone and the Brutality Brothers set their sights on the coveted 18 Strength. Bruisers have a base 14 S, so the 16th point cost them 4, the 17th cost 6, and the final 18th cost 8XP. The total purchase required 18 XP and left little room for the Eviscerators to expand their horizons, but when you as strong as they are what else matters?

Skills

With most of their time devoted to weight training, they have done little to sharpen their skills. The added Strength has increased their basic proficiency in Hold and Slam to 19. They already have expertise in Slam which brings that rating to a staggering 21. They decide to pick up a level of expertise in Hold to pave the way for a new signature they have in mind. They also add a level of expertise in Throw as they’ve missed a few too many Irish whips.

Eviscerators I & II

S 18/6 A 9/3 C 14/4 P 13/4 W 10/3 D 11/3
I 16 F 7 R 10 V 50

Strike 16/2	Throw 14/0	Tackle 14/0	Armed 15/1
Grab 16/2	Hold 19/0	Slam 21/2	Drop 15/1
Promo 16/0	Intimidate 17/1	Trick -	Beg -

Heat 0 Fame 6

Bruiser
The character can re-roll any Strength checks.

Signatures
The Decapitator Slam: Grab - S check - Flourish (S) - Slam
We Are Horrible Pople: Flourish (P) - Intimidate

Specialties
Tag Team

Excerpt from Chasing Chupacabras
Eviscerator II
Break the stupid thing's leg so we can follow it as it drags itself across the desert back to its lair!



DESIGNERS NOTE
The Eviscerators started out as a pair of stereotypical in-ring thugs as opposition for some of the earliest demos for Luchador: Way of the Mask. The name was chosen to convey the threat of senseless violence that immediately put PCs in the right mindset to fight them. By the time we were looking for characters to flesh out the rulebook, the Eviscerators were really the only choice for the bruiser class. Although intended as heavies, they transitioned into playable characters and are often among the first chosen by prospective players. I would be surprised, but heel to face turns are a standard in the world of professional wrestling.

MOTHER MERCY

Mother Mercy received her calling to Lucha Libre while standing in front of a poster for an American wrestling show. The poster featured several heavily muscled men threatening one another, but only one female performer posing in what appeared to be swim wear with no indication of an opponent. The woman in the poster was out of place amongst the others. She had no enemy to oppose or challenge to overcome. She posed vacantly and without purpose. She was lost. She needed a role model to save her from the banal position assigned to her. In that moment, the young girl who would become known as Mother Mercy saw her future with perfect clarity. A life of quiet religious study was not her destiny. She would become a shining example for all the world to see that the righteous need not be timid, and that those who are just need not finish last!

Mother Mercy is a born crusader looking for a cause to champion. She reads great significance into everything that happens around her, finding new signs to her greater purpose at every turn. While she first donned the mask to fight for women luchadors' legitimacy as competitors, she soon saw her calling served an even higher purpose. During a promotional tour she discovered that the undead are real and a clear threat to all that is

good in the world! Fortunately she was able to prevent the zombie apocalypse before it could take root, but she realized that other supernatural threats were still out there preying upon the weak and unwary. Her fans, and the rest of the world, need her to stand against these unseen evils. They need someone who can stare down ultimate evil and drive it back into the darkness. They need a pillar of virtue to show them the way. Fortunately, they can always turn to her as their humble protector.

Fame and Heat

Mother Mercy is blessed with an abundance of Heat which carries her through the ordeals of smiting evil in and out of the squared circle. Constant diligence to her faith and fans keeps her in the spotlight where she can do the most good. Her reward for her efforts is a 9 Fame Rating and 3 Fame Level.

Signature Moves

Pray for Mercy

Mother Mercy's classic pre-match prayer stance became a signature promo move virtually the first time she struck it. Her fan club, the Devout, always follows her in the ritual and become enraged when opponents interrupt the move.



The prayer begins with her looking skyward (Presence check), then clapping her hands together in prayer and lowering her head for the actual promo. The two step move costs 3 points. Mother mercy spent 1 actual XP and gained the rest through Developing Stage Move rules which her 18 Presence gave to her in a single match.

The Accusation

Mother Mercy is a master of Intimidation who can keep even the unruly Eviscerators in line. She developed her trademark accusing stare complete with imposing finger pointed at her chosen enemy in her first tag team match.

Mother Mercy and the GM talked it over and decided that move was simply an intimidation check with no extra steps. She could have padded the move out with an attempt at a flourish, but didn't want the move to be too busy. It cost 4 XP, but she only paid 2 actual XP.

Flying Nun Dive

Wrestling fans love to see high risk moves from their heroes, and Mother Mercy is not one to fail her fans. She began incorporating a suicide dive through the ropes early in her career, but she never liked the 'suicide' part of the name. She refined the move into The Flying Nun Dive which she wields in the ring, to the floor, or anywhere else she deems a high impact shoulder tackle will set things right. She always crosses herself before throwing the move.

The move starts by making the sign of the cross as a Presence check flourish. She then needs at least 1 level of Risk from speed with the required Agility check. She originally intended to keep the move as a suicide dive requiring altitude from the dive to the floor, but liked the idea of making the move more versatile so she removed the extra restriction. It ends with a spear style shoulder tackle. The move has three steps making it pricier than she originally planned at 7 XP. She paid 4 XP and earned the rest through the Developing Stage Move rule.

Rosary Haymaker

During a confrontation with a Nazi terrorist, Mother Mercy walked towards her opponent asking questions while counting beads of her rosary in her right hand. When the Nazi remained unrepentant in the face of her accusations, she counted the last bead and shattered his jaw with a haymaker that made the Eviscerators jealous. The rosary bead countdown to her unleashed wrath soon became a signature move that the Brutality Brothers always look forward to.

Mercy needs her rosary as a prop for the move, but she is rarely without it, so the GM rules it not worthy of a price reduction. She must count out three beads before the haymaker, constituting three separate P check flourish steps. It finishes when she counts down to the crucifix and decks her opponent with a strike check. The move has four steps and costs 6 XP. She had planned to earn most of the points through Developing Stage Move rules, but appropriate opportunities for the move came up infrequently so she broke down and paid 6 out of XP in addition to the 2 her Presence checks provided.

Specialties

Mother Mercy's feud with Daria Darkheart comes straight from the example in section 4.6 of **Bright Lights and Barbed Wire**. The feud cost her 3 XP.

Statistics

Her first confrontation with the undead forced the holy avenger to resort to weaponry to dispatch the foul things in a timely manner. She increased the amount of weight training in her daily regiment as preparation for their inevitable return. Taking her Strength to a 12 is only 1 point above class statline, and costs her a modest 2 XP.

Skills

Inspired by the constant training of the Red Scorpion, Mother Mercy invested some time and experience points in skills. Unlike the obsessive technico, she took a more well-rounded approach.

She started with a level of expertise in promo to meet the requirement to pick up her Pray for Mercy signature. She spends 1 XP and ends up with a Promo Rating of 20.

She added a level of expertise in tackle to accommodate the Flying Nun Dive. She rounded out her combat skills with a level of expertise in throw.

Following the pattern of her combat skills, Mercy acquired a level of expertise in each of her wrestling skills. She already had 1 level in grab so the other three skills cost her 1 XP each for a total of 3XP.

Mother Mercy was the first to learn English so she could fulfill her role as the guiding force of her circle of masked wrestlers during their sojourn in the United States. The skill cost her 3 XP, but she was glad to make the sacrifice for the greater good.

Mother Mercy

S 12/4 A 13/4 C 15/5 P 18/6 W 14/4 D 13/4
I 18 F 9 R 9 V 45

Strike 17/1	Throw 17/1	Tackle 17/1	Armed 17/1
Grab 17/1	Hold 16/1	Slam 16/1	Drop 17/1
Promo 20/1	Intimidate 21/2	Trick -	Beg -

Heat 0 Fame 9

Gimmico

The character can re-roll any Presence checks.

Signatures

Pray for Mercy: Flourish (P) - Promo

The Accusation: Inimideate

Flying Nun Dive: Flourish (P) - Risk 1 - Tackle

Rosary Haymaker: Flourish (P) - Flourish (P) - Flourish (P) - Strike

Specialties

Fued: Daria Darkheart

Excerpt from a confrontation with the Scarlet Specter
Mother Mercy

*God will forgive you for what you have done,
as He will forgive me for what I am about to do to you.*

5 SOURCEBOOK PRIMER

This book draws extensively from a campaign I ran for a couple years. It may be a little generous to call it a campaign. It started by getting some local gamer friends together so I could get a first hand feel for how the character advancement system would change things over time. I ran adventures from cons strung together with little forethought or attention to continuity. When I realized that my friends were taking the game as a full on campaign, I had to do some hasty ret-con work, and hasty checks can yield disastrous results.

My friends who played in that campaign will notice several omissions, revisions, and additions that deviate from their experience. A concession to prepare the concepts from the campaign for more general use. Once again, always be prepared to make any changes you need to bring an element into your campaign. I will chime in occasionally in sidebars with how things went down in my game as another opportunity to make suggestions. Some of the bad guys I created didn't fit into the game I was running, so they had to bide their time until this book to get their chance in the spotlight. Have fun with them.

Despite a lack of extensive planning, the campaign was a lot of fun. We stumbled a few times, but a good time was had by all and anecdotes from the game still pop up around the local gamer scene. There is an important lesson for GMs and game designers here. Don't sweat your mistakes. Learn from them when you can and press on. You and your players are there to have a good time. The best thing you can do is let them have one.

DESIGNER'S NOTE

The Masked Terror became our go to veteran-of-old character in examples throughout past rulebooks. When the campaign got rolling he was fleshed out to become a major part of the history. As a result he appears a lot in the following sections. This puts far more emphasis on an NPC than a GM should, as I ranted about earlier in this book. The GM needs to keep the Masked Terror as mythical as possible so he remains symbolic of the golden age of lucha libre rather than a character they interact with.



6 WRESTLING ORGANIZATIONS

DESIGNER'S NOTE

I set my campaign in the present to avoid the constant battle against anachronisms that threaten period settings. While this decision simplified most elements of the game, I now had to reconcile my desire to make new characters in the early 2000's stars in a genre that draws most of its style from the 60's and 70's. In order to maintain the legacy of Lucha Libre, I needed it glory days to remain intact. To make room for the PCs to headline without walking in the shadow of living legends I needed to clear the field. To achieve my goals I invoked the literary device of a lost golden age. Luchadors used to stride the earth saving the day like their movie counterparts in the old days, but then a calamity brought it to an end. As the campaign begins, the luchadors are rising again towards their former glory with the PCs positioned to herald in a new age of greatness. I just needed a threat worthy of bringing the golden age to an end.

The end of the old guard needed to affect both adventuring and in-ring activities. It also needed to be something that the new age of heroes could confront and set right. To this end I created the immortal Conquistador and his feud with the legendary Masked Terror. The Conquistador brought his personal conflict with an adventuring luchador into the ring like a classic lucha film villain. As an immortal bad guy, he outlived his enemy but never let the grudge die with the man, making it easy for him to transfer his aggressions to the first new hero to challenge him. As an elitist villain, he could use his amassed wealth to attack Lucha Libre itself by purchasing the grandest promotion in Mexico just to spite his masked foe. Most importantly, the entire conflict remained outside of the public eye so the GM can wait to reveal the elements of the story until the PCs are ready to confront the Conquistador.

6.1 THE FALL OF LEGENDS OF LUCHA LIBRE

Mexico has had many wrestling promotions, but none rose to the glory and prestige of Legends of Lucha Libre. It started decades ago as a simple wrestling show with a dedicated fan base. It grew when the Santiago wrestling family brought a two year feud against the El Dorado School of Lucha Libre to the young company. It flourished as wrestlers converged there to settle unfinished rivalries lingering from other promotions. The Masked Terror and El Magnifico started their lifelong rivalry and friendship here. It became the league where legends were born. By the time the name officially changed to Legends of Lucha Libre, the company had all the biggest names in Mexico signed, and was starting to draw talent from other countries. LLL gained national television coverage, then international exposure on cable and satellite. Their stars became celebrities and appeared in films. Merchandise, toys, and cartoons followed, making Legends of Lucha Libre the most financially successful promotion in Mexico.

The founders of Legend of Lucha Libre were wrestling promoters who knew what the fans wanted and how to give it to them. Decades of success created an ever-expanding array of new responsibilities to manage. Managing wrestlers started simple enough, but soon the company had to negotiate with art

departments, toy manufacturers, and television studios to keep everything running smoothly. Marketing teams were recruited to keep the fans supplied with souvenirs. Legal departments were hired to manage contracts and attend to courtroom conflicts so the action in the ring could keep moving. Accounting firms were brought in to manage all of the money flowing through LLL. Unfortunately, not all of these new positions were handled by people with the strict sense of honor that surrounds luchadors. Problems arose. Bad decisions were made. The company lost some money and alienated a few fans. Most of these problems were quickly smoothed over, but new ones kept coming. The company needed a permanent answer.

The Ramirez y Ruiz investment firm approached LLL with a group of entrepreneurs looking to take over the business side of the company. They were all respected businessmen from Mexico who just wanted to be part of Legends of Lucha Libre in their own way. They had the business experience to take care of all of the company's problems. They didn't want to interfere with the shows in any way. There was no reason to mess with success. They just wanted to integrate the business elements seamlessly into the overall effectiveness of the company. It was a win-win situation that the founders of LLL didn't trust. They declined the generous offer, at first.

New problems began to pile up over the next few years. Unbeknownst to most the many of the luchadors were embroiled in stopping an alien invasion. A faulty toy proved to be a choking hazard. An oversight in the contracts of new talent opened LLL to lawsuits from their former promotions. The recall and lawsuits cost the company heavily. All the while the Masked Terror and the Conquistador carried on their deadly feud. Amidst the chaos, one of the company's accountants embezzled nearly a third of the year's payroll to the talent. When the investors renewed their offer, LLL could not refuse. Of course, the new problems required more extensive damage control than had previously been proposed. The company prepared for a massive overhaul to restore its viability, and some of the talent had to be taken off roster temporarily while the new legal department straightened out the past complications.

Rebirth and Death

The fans grew concerned as the cornerstone of lucha libre underwent this period of turmoil. Many of their new heroes were no longer on the active roster. Many of their established heroes voiced concerns about the new management. Chief among these was the Masked Terror II who held the LLL Heavyweight championship. He saw power shifting from the promoters to the new owners and doubted that the fans' best interests were being met. He began working his way up the labyrinthine chain of management to convey his concerns. He didn't reach the top until the night of the Legends Rebirth Event, where he discovered that all of the problems leading up to the investors were the machinations of the Conquistador, a madman who had been bested by the original Masked Terror.

The Conquistador was intent on claiming the championship belt as retribution for his past defeat. In their backstage confrontation, the Conquistador detailed his plan in



exacting detail to his adversary. His puppet management had entered him into the title event which was now a three way battle for the belt. The Asesino, the contender who had pressed his claim for the belt over the month leading up to the Rebirth Event, was in the Conquistador's pocket and would back his master up in the ring. The referee was instructed to give as much leeway as possible in the title match. The Conquistador promised that once the belt was his he would add it to his trophy room of purloined gold never to be seen again. Most importantly, he arranged an impromptu backstage gauntlet match that offered a LLL contract to any of the recently released wrestlers who could defeat the Masked Terror II. The champion fought one desperate opponent after another up until the announcement of the main event, where despite exhaustion and the deadly skills of his opponents, the Masked Terror II staggered from the ring with his title clutched to him. His Herculean efforts had won the day, but the Conquistador still held the company in the palm of his hand.

The next chapter in the history of Legends of Lucha Libre should have involved the Masked Terror II rallying other wrestlers to help take back the company they loved. However, the Masked Terror II vanished mysteriously the next night. His closest allies seem to know something but never talk about it. To the wrestling world, the champion vanished after falling out of favor with management and took the title with him. Rumors ran rampant claiming that the champion was protesting the company ending the contracts of new talent. The management painted the Masked Terror II as a petty champion afraid to defend his title against the new talent rising in the league. Some wrestling fans believed the drivel that LLL fed them in the weekly broadcasts. Longtime fans chose to believe that his disappearance was a reaction to the changes he saw coming in the company. A new belt was created

the next year, but it lacked the pedigree of the original. Other prestigious luchadors left the company shortly thereafter. Some disappeared entirely after digging too deeply into the secrets of the new management.

Legends Today

As the roster thinned, management decided to take the company in a new direction. The cost of paying luchadors for their likenesses for merchandising rights was deemed too high considering the sinking box office returns. The company created new masked personas that translated well into cartoon and toy sales. Then they paid performers to play the roles of the new characters. With time and resources invested into the new characters, it was in managements' best interests to promote the fabricated luchadors to the top of the card. Established luchadors had little respect for the new corporate favorites and demonstrated their displeasure in the ring on a regular basis. Management met this challenge by simply letting the higher paid employees' contracts lapse with no offer of renewal. When the first wrestler to play El Hombre injured his leg at a show, management decided it was more efficient to simply hire a replacement rather than wait for his recovery. They later decided to ban all moves from the top rope to further protect their investments. This not only reduced injury among workers, it reduced potentially actionable injuries from fan emulation mishaps. It was another win-win for the new LLL.

The company continued to lose genuine wrestlers for prefabricated characters. It traded edge-of-your-seat action for family friendly entertainment. It traded competition for complacency. Behind the scenes, the Conquistador is content to allow the company to trudge on as a mockery of all the traditions his hated enemy held dear. His only regret is that he was unable to seize the gold of the title and make his revenge complete.

6.2 STEEL CAGE XTREME

The void caused by the fall of LLL opened opportunities for other promoters to step up and cater to the peoples' need for exciting competition. Not all of these individuals have the full spirit of Lucha Libre in their hearts. Steel Cage Xtreme draws its inspiration from the hard core scene in the USA, and much of its roster from local gangs. The league promotes matches that are a mix of lucha libre and mixed martial arts cage fighting. The violent concoction has a strong draw on gangs around Mexico City, and rumors abound that some matches have been duels between active gang members to settle rivalries in a public manner. Few participants wear masks, and fewer still abide by the Way of the Mask. Its roster rotates constantly, as most participants cannot hold up for long in the punishing environment.

SCX remains a small company operating out of a single venue. It already has a strong street reputation and a growing audience of jaded individuals looking for violent forms of voyeurism. 'Bootleg' videos of SCX matches sell all over the world, adding to the outlaw mystique of the company. The company's founder and faceman is 'Deathmatch' Vasquez, a veteran of several tours in the Japanese hardcore wrestling scene. He hypes the brutality of the league in promotional material, but maintains that it offers a more constructive outlet for the aggressive tendencies of local youth. The success of the company has attracted new investors that might be able to carry it to the next level.





6.3 Open Wrestling of Mexico (OWM)

When LLL fell, Hector Montoya was working with a small promotion that served as a training ground for future talent for the wrestling giant. The Montoya family has lived and breathed wrestling promotion for three generations, serving as talent scouts for LLL and other companies. Hector connected some of the newer wrestlers from LLL with his promotion and others he had worked with so they could continue to work while waiting for the LLL legal problems to blow over. As it became evident that no solution was forthcoming, Hector transformed the small promotion into something with more staying power, and Open Wrestling of Mexico was born.

While it is nowhere near as prestigious as its legendary predecessor, OWM has rapidly built a reputation for excellence with the fans. The company's strength comes from its diversity, as it maintains 5 semi-autonomous local promotions under the umbrella

of OWM. Each of the smaller companies maintains its own stable of talent and runs local events, with their top matches recorded and aired as part of OWM's weekly television show. The media push keeps attendance up for local shows and draws a better selection of talent. The top talent usually gets promoted into Open Wrestling of Mexico's main roster where they can tour across Mexico and compete for the leagues' titles.

OWM serves the GM as a wrestling backdrop for the PCs lives. This is where they work when they are not chasing monsters and solving mysteries. The 'normal life' of a luchador still involves grandstanding and conflict worthy of a game session or two.

New rivals and allies can rise up from the regional divisions long enough to complicate the actions of a few adventures, then return from whence they came after the GM feels that they have played their part.

HECTOR MONTOKA, PRESIDENT OF OWM

Hector is the president, founder, and soul of OWM. It is his dream to make the league a place where aspiring luchadors can get their start, and established ones can always find new challenges. He is generally well liked by all of the wrestlers in OWM as well as most of those in the smaller rosters. He brings his boundless enthusiasm for Lucha Libre to color commentary duty for the company's televised events, as well as all press functions for the promotion.

Hector is always encountered coming from one task and on his way to another. He is the face of OWM and there is always an interview, negotiation, or unexpected problem demanding his attention. Fortunately, Hector loves nothing more than talking to people and promoting Lucha Libre. He should enter a scene while wrapping up one task, stop to greet and congratulate everyone present, make an announcement that sets things in motion, and then rush off to another task while promising to talk more when he has a chance.

Although he never wrestled, Hector is not a small man and his three year stint as a referee for LLL taught him a fair amount about grappling. Despite this, he rarely gets physical with a luchador. Hector is fiercely proud of both of his children even though he sometimes neglects them for work. Any threat to them will incur his wrath.

Hector Montoya

S12/4 A 9/3 C10/3 P15/5 W13/4 D15/5 I17 F8 R7 V35
Strike 15/1 Throw 15/1 Tackle 14/0 Armed 15/1
Grab 16/2 Hold 16/0 Slam 16/0 Drop 14/0
Promo 22/5 Intimidate 17/0 Trick 16/0 Beg 17/0

Extracurricular Skills

Language: English 17/1

Language: Japanese 16/0

Language: Portuguese 16/0

Knowledge: Lucha Libre History 20/4

Knowledge: Luchadors 19/3

Knowledge: Wrestling Venues North America 18/2

Knowledge: Business Management 16/0

MIGUEL 'MIC CHECK' MONTOKA

Miguel grew up traveling with his father from one wrestling promotion to another. He was helping set up rings by the time he was 8, and supervising pre-show work at 10. His greatest contribution to his father's work during these early years came from Miguel's affinity for electronics. It frequently fell to him to repair faulty sound systems in some of the more neglected venues. Miguel quickly earned the nickname 'Mic Check' from the wrestlers and the position of soundman from his father.

Miguel is the hands on supervisor for everything electronic at a televised event, as well as most house shows. As such, he is the member of the Montoya family that wrestlers are most likely to encounter frequently. Although his shyness keeps him off camera, he will eagerly help a luchador prepare for an interview or determine the best camera angle for a finishing move.

Now in his early twenties, Miguel still dresses and acts like a kid fresh out of high school. He is an avid science fiction fan who can be counted on to have rumors of upcoming films based

on books most people haven't heard of. Miguel lacks the natural confidence and charisma of his father, but shares in his enthusiasm for OWM and accepting of some of the Strangeness that might follow a wrestler "home." He is of slighter build and has little personal affinity for the physicality of Lucha Libre.

Miguel Montoya

S 9/3 A11/3 C 9/3 P10/3 W16/5 D12/4 I18 F7 R6 V30
Strike 15/0 Throw 15/0 Tackle 15/0 Armed 15/0
Grab 15/0 Drop 15/0
Promo 15/0 Trick 15/0 Beg 15/0

Extracurricular Skills

Language: English 18/0

Language: Japanese 18/0

Craft: Electronics 20/2

Craft: Automotive Repair 18/0

Knowledge: Science Fiction 20/2

Knowledge: Lucha Libre History 18/0

MARIA MONTOKA, HEAD OF LEGAL

Maria is Hector's first child and the apple of his eye. Academic success initially led her away from the family's interest in Lucha Libre. She graduated at the top of her class, attained her law degree, married a federal agent and was well on her way to a seemingly perfect life. Then her husband disappeared under mysterious circumstances that she never discusses. Maria annulled the marriage and returned home with her young son, Martin. Before long she had joined the family business as head of legal for OWM.

Maria handles all legal matters and the majority of the paperwork for the company. Given the potential activities of some PCs, this could keep her very busy. Her primary expertise is in business law, but she dabbles in criminal law when the situation merits. She is normally encountered in the offices of Open Wrestling of Mexico where she finalizes offers her father has put forth. Otherwise characters may run into her as she tries to find where Martin, now 12, has run off to.

Maria maintains a professional image whenever acting for the company. She dresses in stark contrast to her little brother and rarely lets the excitement of the show overwhelm her, although she never misses a match. She claims that she stays out of the spotlight for professional reasons. Many members of the locker room worry about her and her son, but know that the subject of her husband is off limits. Maria's greatest challenge is dealing with her rebellious son, and the strain often shows despite her best efforts.

Maria Montoya

S10/3 A10/3 C12/4 P12/4 W14/4 D15/5 I17 F9 R7 V35
Strike 15/0 Throw 15/0 Tackle 15/0 Armed 16/1
Grab 15/0 Hold 15/0 Slam 15/0 Drop 15/0
Promo 17/1 Intimidate 16/0 Trick 18/1 Beg 16/0

Extracurricular Skills

Language: English 17/0

Knowledge: Law 21/4

Knowledge: Business Management 19/2

Knowledge: Lucha Libre History 18/1



Maria's Secret

Maria's husband has gone deep undercover to infiltrate the Umbral Accord in order to avenge the death of his partner. He is the first agent to verify the existence of the Shadow Cabinet, and his mission has extended far beyond the initial intent. To protect her from being used against him, Maria has accepted the stigma of abandoned wife. She refuses to speak ill of her husband, but also cannot explain or defend him. The burden of silence was manageable at first, but he has been away for 8 years and now their son has questions she cannot answer.

GMs should develop the backstory with Maria and the Umbral Accord to fit their campaigns. The return of Maria's husband with key information about the Shadow Cabinet makes a great hook for an adventure.

MARTIN MONTOYA (BEHIND THE SCENES BRAT)

Martin used to believe his mother when she said that his dad left to do secret work to make the world safe. He imagined his father as a cinematic spy driving flying cars and fighting bad guys. But his father never came home. It grew harder for him to remember his father. It grew harder for him to believe his mother.

Martin comes across as a classic rebellious pre-teen looking for new chances to rebel against a family that doesn't understand him. His current obsession is the music of the dismal goth-rocker, Noah Veil. He is often underfoot backstage at events, but PCs are more likely to encounter him when called upon to act as emergency chaperones by Maria.

Martin Montoya

S 8/2 A10/3 C 8/2 P10/3 W 9/3 D 9/3 I16 F5 R4 V20
Strike 15/0 Throw 15/0 Tackle 15/0 Armed 15/0
Grab 15/0
Trick 14/0 Beg 15/0

Extracurricular Skills

Knowledge: Goth Bands 14/0

OWM CHAMPIONSHIPS

OWM currently has four championship belts within the promotion. The Heavyweight Champion is the premier belt with a Prestige of 2. This title draws its heritage from three of the smaller promotions under Hector Montoya's guidance. Their individual titles were united in a grand tournament during the early days of OWM, and the majority of wrestlers to hold the unified title got their start in one of these three organizations.

The Tag Team Championship has less of a pedigree, but is easily the most contested title in OWM. The wild action of the Tag Team Division is a major draw to fans and wrestlers alike. Much of the new talent hoping to sign with OWM enters through the Tag Team Division. Additionally, wrestlers from other promotions make sojourns to compete in the OWM tag division. These matches are driven by non-stop action which can break down into chaos for the over-taxed referees. The Tag Team Title has a Prestige of 1, mostly due to some discrepancies in title exchanges.

If the Tag Team Division is chaotic, then the Trios Division is pure bedlam. Three wrestlers per team, a referee

in the ring, a second referee outside the ring, and the threat of managers/valets at ringside all add up to a wild time. Outside interference and contested conclusions sometimes distract from the competitions, but usually lead to more rivalries and new matches. OWM has fewer dedicated trios teams than tag teams, but short term alliances often lead to Trios action. The Trios Title was retired by Hector Montoya in an effort to concentrate talent into the thriving Tag Team Division. The belt was drawn back into active use by the Rat Pack in their ongoing bid for power within OWM. The title has a Prestige of 0 due to its dormancy.

The Women's Title is the newest belt in OWM and the league has not yet attained the critical mass necessary to maintain a proper women's division. Female wrestlers from other leagues have been offered opportunities at the belt on numerous occasions to help promote the title. At this time the belt has a Prestige of 0, but that is likely to change soon due in no small part to the aggressiveness of its current champion, Diablo Rojo.

DIABLO ROJO (THE FALLEN STAR), HEAVYWEIGHT CHAMPION

Diablo Rojo debuted in LLL as one of the great new talents of the league. He climbed the ranks of the roster slowly but steadily with every loss repaid twice over in victory. His methodical, and often vindictive approach to his craft made him few friends but many fans. He was among the most feared men in the LLL locker room and awaiting his opportunity at the championship when the Global Wrestling Alliance offered him a very lucrative deal to compete in the United States. The company's top heel had run afoul of the law and GWA needed someone of Diablo Rojo's reputation to take his place in the imminent PPV event. Amidst much shock and scandal, Diablo Rojo entered GWA where his technical skills tore a swath through competitors who relied on strength and flash to get on television.

The success and rewards went to Diablo Rojo's head, adding even more strain to his already shaky family life. His wife left him after years of neglect. He threw himself even deeper into his craft, capturing the heavyweight title in an epic match against Johnny Thunder. Then, it all collapsed. GWA talent was spending too much time recuperating and not enough making the company money, so management let Diablo's contract lapse. He returned to Mexico intent upon claiming his long overdue shot at the LLL championship, but arrived just as the league fell into ruin.

Today, Diablo Rojo wrestles for OWM as its reigning champion. He keeps the rest of the locker room at arm's length and is rarely encountered outside of the ring. Anyone who wants a shot at his belt must first prove their worth to the committee, as Diablo Rojo does not grant matches without first seeing his opponent in action. When a luchador does earn a title shot, Diablo Rojo sees it as his duty to make them regret it.

Although seen as an aging veteran, Diablo Rojo is still in excellent shape as his opponents can attest. He wears an open-jawed, red mask to facilitate proper breathing as well as the pragmatic advantages of being able to eat while masked. Black mesh hides his eyes from his opponent and a pair of black horns completes his devil theme. He always appears in his full ring attire, which includes his championship belt. He comes across as bitter and controlling, particularly in any matters regarding his daughter.

Diablo Rojo

S13/4 A14/4 C16/5 P14/4 W15/5 D17/5 I19 F10 R9 V45
Strike 19/2 Throw 19/2 Tackle 19/2 Armed 18/1
Grab 21/4 Hold 20/4 Slam 17/1 Drop 21/4
Promo 18/1 Intimidate 19/2 Trick 18/1 Beg 17/0

Extracurricular Skills

Knowledge: Lucha Libre History 17/0

Fame 10/3

Heat

The prestige of his belt means he always starts a match with at least 2 Heat.

Specialties

Relentless, Student of the Game, Veteran

Signature Moves

Disarming Charm

The signature that started his career and ended many others remains a go-to for the champion. He grabs the opponent in a standard arm bar, then places the heel of his boot into the armpit, and drops back while extending his legs. It frequently dislocates the shoulder of his foes.

The move is a grab and drop with no extra steps.

Chicken Wing Slam

This move begins by twisting an opponent's arm behind his back in a chicken wing position used as a submission by many wrestlers. He then lifts the target up by the trapped arm so the entire body weight hangs from the targeted shoulder. Finally, Diablo Rojo falls back and slams the target down onto the trapped arm.

The move is a grab, a second grab to position the arm, a S-check to elevate, and a slam. Diablo Rojo often uses the chicken wing submission as a set up before this move, but must reapply the grab to transition into the Chicken Wing Slam.

Armageddon Lock

The finale of many of his matches is the Armageddon Lock. He needs a prone target to initiate the move. Both the Disarming Charm and the Chicken Wing Slam can set up the finisher. He grabs the arm he has targeted throughout the match into an arm bar position, shakes his head to the audience as a P-check flourish, then rotates the arm at the shoulder while hooking the target's head with one of his legs.

The move is a grab, a P-check, a second grab to secure the head for leverage, and the hold.

Exorcist Neck Breaker

Named for a scene from a famous horror movie, this is a fairly straight-forward spinning neck breaker. Diablo Rojo grabs the target's head under his arm, spins around so the target is back to back with him, then drops to a sitting position while pulling the target's head over his shoulder.

The move takes a standard grab, a second to control position, and a drop.

Technico

The character may re-roll any wrestling skill check.

DIABOLIQUE (THE DEVIL'S DAUGHTER) ***WOMEN'S CHAMPION***

Diabolique is the only child of Diablo Rojo, and heir to his wrestling legacy. She didn't get to spend much time with him during his glory days in the USA, and even less after the divorce. Determined to be part of his life, she followed in his footsteps and studied the Way of the Mask. She trained off and on with her father, and under other mentors during the more difficult times. Since returning to Mexico, Diablo Rojo has focused himself on reconnecting with his daughter. Unfortunately for Diabolique, her father's attention is a mixed blessing that includes his constant critical gaze.

The OWM women's title was created shortly before Diablo Rojo signed with the company, and Diabolique knows it was meant as an enticement so he could guide her career while rejuvenating his own. Nonetheless, she made her play for the belt and now reigns as OWM's newest Women's Champion. It may be a hollow title for the moment but with each challenger sacrificed, its legend and hers grows. Her father always said that the champion makes the title, and this title will be forged in her image.

Diabolique wears a variant of her father's costume with the colors inverted to favor black with red accents. The corset inspired midsection mimics Daria Darkheart's former ring wear, and is one more element of dissent with her father. Beneath the mask, Diabolique is only 19 years old and constantly struggles for independence from her draconic father, leading her to outbursts of reckless behavior only slightly less juvenile than Martin Montoya. At the same time, she is her father's daughter and shares his obsessive drive for personal perfection and championship gold.

Diabolique

S12/4 A14/4 C14/4 P13/4 W12/4 D14/4 I18 F8 R8 V40
Strike 18/1 Throw 17/0 Tackle 17/0 Armed 17/0
Grab 19/2 Hold 17/1 Slam 17/1 Drop 18/1
Promo 17/1 Intimidate 16/0 Trick 16/0

Fame 3/1

Disarming Charm

Diabolique has already mastered her father's classic signature move.

Technico

The character may re-roll any wrestling skill check.

THE CYCLONE BROTHERS, TAG TEAM CHAMPIONS

As third generation wrestlers, the Cyclone Brothers have a lot expected of them. Fortunately, they have never had trouble living up to expectations. They took the high-flying style of their grandfather and gave it new dimensions by applying it to tag team wrestling. Their perfectly coordinated aerial moves confound their opponents and amaze their fans. Never content to rest on their laurels, the Cyclone Brothers constantly seek new ways to take the breath away from the audience.

Fighting their way to the top of the Tag Team Division was no small feat even for a team with their natural talent. Staying on top is even harder. The brothers now find themselves surrounded on all sides by opponents after the belts, making it hard to maintain friendly relations with the locker room. Assuming





a more adversarial posture is more taxing for the twins than the increasing wear and tear on their bodies. Despite the pressure, they carry the belts proudly and look forward to each new challenge.

The Tag Team Champions alternate between an array of colorful costumes with their trademark spiral pattern masks with fringe off the back. Fringed gloves compliment the masks and add flare to the spinning motion of most of their signature moves. They usually have Cyclone I or II on the right leg of the tights, but sometimes opt to go unmarked if they believe a little chicanery may be called for.

The Cyclone Brothers

S10/3 A18/6 C11/3 P13/4 W15/5 D14/4 I21 F7 R6 V30
 Strike 21/2 Throw 23/4 Tackle 22/3 Armed 19/0
 Grab 20/1 Hold 15/0 Slam 15/0 Drop 21/2
 Promo 18/2 Intimidate 16/0 Trick 18/1 Beg 16/0
 Fame 6/2

Specialties
 Tag Team

Signature Moves
 Twister Throw

This move is a spinning arm drag that the brothers use to set up other moves.

The Twister Throw requires an A-check flourish step, then the throw.

Tornado Alley

This is a synchronized move that requires the first brother to whip the target to his partner (Throw). The second brother spins the target a full (A-check, Throw) 360 degrees before whipping him back the way he came. The first brother then executes a running clothesline off the ropes (A-check for 1 Risk, Strike). The two throws of the move each generate a level of Risk for the target, combining for a 3 Risk clothesline if it all works.

RAT PACK, TRIOS CHAMPIONS

The Trios belt is currently held by the team of Feral, Rabid, and the Great Rat in the name of the Rat Pack and the villainous Vermin Queen. See **Villains of Note** in Section 8.

BACKGROUND CHARACTERS

This is a quick list of potential characters to fill locker room scenes and matches.

The Chupacabra

A surprisingly muscular mini who casts an intimidating shadow across OWM.

Shock and Awe

A high energy tag team from America pairing a muscular aerialist with a nimble bruiser to quickly dominate matches.

The Gamecock

A strangely beloved if obnoxious gimmick with a fighting chicken theme, who wins over fans with high kicks and off color puns.

Demeter

A recent transfer to OWM from Amazon Wrestling Entertainment. She is an acolyte of Raven Bloodshadow, hoping to convince Diabolique to break free from her father's control and join the Witch movement in AWE.

The Invaders

An out of this world tag team who enter the ring to strange lighting effects and Theremin music.

Gato

A powerhouse from the Southern Division of OWM with her sights set on Diabolique's belt. She also would like to feed the Vermin Queen her teeth.

Red, White, and Blue

A trios team dressed in near featureless color coded outfits. They mock their neighbors to the North and have an abysmal win-loss record.

Sugar Skull

A new arrival in OWM, who some say bears a striking resemblance to Candy Kincaid from South Texas Wrestling.

Kid Jaguar

A young second generation aerialist and fan favorite.

Augustus Gein

A bloodthirsty bruiser from the hardcore scene. He is infamous for his ruthlessness in the ring.

Black Eagle

The son of the Eagle made his wrestling debut last year.

He is frequently tag team partner to Kid Jaguar.

7 THE HOUSE OF A THOUSAND MASKS

DESIGNER'S NOTE

I created the House of a Thousand masks as a symbol of the lost age of lucha libre. It contains mementos of the lost glory days when masked men ruled the world. It also contains the survivors of some of the bleaker battles that wear their scars heavily. Characters like Camilla and Juan have seen first hand the price that larger than life action sometimes demands. Their days of adventure have past, and they mourn the loss of the heroes who once stood beside them. Lastly, the house contains shards of hope for the future of the luchador. Trainees and prospective stars of the future like El Blanco still come to study in the shrine of the Masked Terror and his fellow legends. Amongst the trophies of past victories lies the lost title of the LLL Heavyweight belt, a physical symbol of the former honor of the once great league awaiting a champion to restore it to glory.

History of the Diego Estate

Leading up to the turn of the last century, devout wrestling fans from around the world took pilgrimages to northern Mexico to visit the museum of Lucha Libre History at the Diego Manor, better known as the House of a Thousand Masks. The seaside mansion was the former home to the Masked Terror and the gathering place for some of the most legendary masked men ever to enter the squared circle. When a luchador wrestles his final match, it is traditional to travel here and hang his mask among the others who have gone before. To stand in the house is to have the eyes of wrestling history look upon you.

The house was built by the Diego family atop a cliff overlooking the Pacific and a small stretch of private beach that was virtually inaccessible from land. The private cove served as the family's oasis from the world for generations, until Dante Diego turned it into the base of operations for his adventuring club in the 30's. The young heir was perpetually in the grip of the wanderlust that most of his predecessors only entertained in their youth. He gathered like minded explorers from around the world seeking adventure and the unknown for the sheer thrill. Along the way, he made many influential friends and gained the gratitude of countless people in need.

After decades of taking risks all over the world, Dante was almost undone far closer to home. A Phantom Pistolier began haunting him, and made a very earnest attempt on his life. Dante's occultist from England, Jonathan Blackmoor was flummoxed as the spirit violated many principles of manifestation. It was the Masked Terror who revealed the Phantom Pistolier was a ruse by Diego's business partner to try to kill him. After that the Masked Terror joined Diego and his friends on many exciting adventures. The addition of the young luchador drew even more attention to their exploits. It was Dante's friend Professor Torres who first brought the Masked Terror into conflict with his arch nemesis: Dr. Cano. Dante was enamored with of the Masked Terror's unflinching approach to confronting evil of any scope, and saw in him an even nobler version of himself.

Their adventures took a dark turn in 1963 when an associate of Professor Torres discovered a tomb in southern Mexico and disappeared. Torres gathered his allies to investigate, but

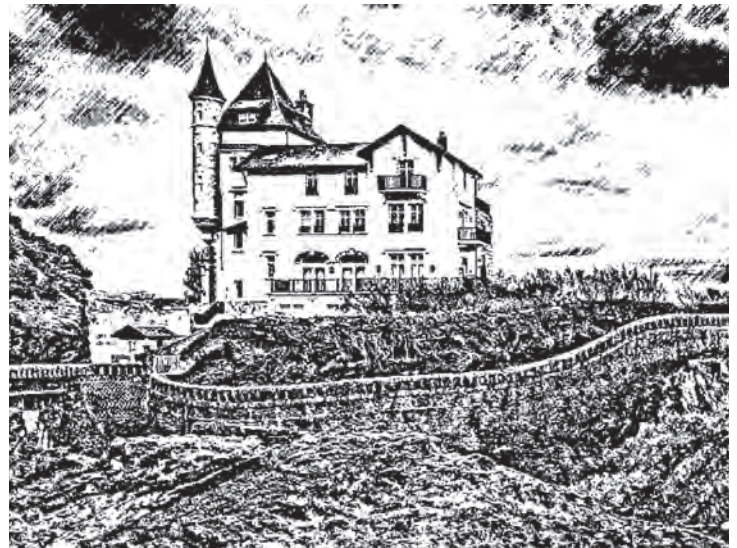
even the hardened group of adventurers was ill prepared for what awaited them. An ancient Aztec mummy had been prematurely awakened and its wrath was swift and indomitable. When the horror of that night finally ended, the group was battered, traumatized, and leaderless. They returned home, mourned their loss, and celebrated the memory of Dante Diego for what they though would be their last night in the Diego Estate. However, Dante's will left the House not to his family but to the Masked Terror who Dante saw as his only rightful heir.

Birth of the House of a Thousand Masks

The Masked Terror continued his friend's tradition of utilizing the manor as a gathering place for men of action to confront the unknown and unknowable. The group gained new blood in the form of El Magnifico and the American psychic, Claire Voyant. Jonathan Blackmoor's son Thomas took his father's place as lead occult expert in the Americas. The Masked Terror eventually introduced Camilla Cano, the daughter of his late enemy, to the team. Luchadors became increasingly present fixtures on the grounds, as visiting allies and trespassing challengers to the resident masked men.

The adventures continued and a growing cast of masked men celebrated victories at the lavish parties throughout the 60's and 70's. In addition to the Masked Terror's circle of adventurers, other luchadors made the House their second home. It was the place to be. When Phantasmos gave his life stopping the Umbral Accord from launching their Eclipse Weapon Platform into orbit, his mask became the first to take a place on the wall of the main parlor. The tradition of retiring masks to the hall quickly took root, including retirees as well as fallen brethren.

The death of the Masked Terror in 1975 took a heavy toll on the House and its residents. The adventure club lost its momentum and slowly drifted apart. The property fell under the supervision of Camilla Cano and Juan, who were the Masked Terror's closest surviving friends. They kept his house open to the fraternity of luchadors who followed the path he and Dante



had started. Masked men continued to gather here to toast their victories and their predecessors, but the parties were not as frequent or flamboyant. The number of masks on the wall grew, and earned the House its new name. The official tours to the public began in the era of the Masked Terror II in the late-80's. Visitors came in droves to see the famous manor, and experience luchador history first hand. The public at large regard the House only as a museum dedicated to Lucha Libre, blissfully unaware of the full range of strangeness that its inhabitants have faced down. No adventure club meets here any longer, and the memories of those days are confined to the glass cases of the trophy room.

The House Today

The official tours ended in 1996, allegedly from declining interest. The doors remain open to luchadors of note seeking consultation or guidance. Infrequent tours still occur by invitation, and when luchadors gather for retirement parties of their brethren. The guest house reopened in 2010 to welcome new trainees to insure future generations a new wave of luchadors. Hundreds applied, but only a select few were invited. The lucky prospects receive personal tutelage in the arts of the squared circle by Azure and an ever cycling list of legends and current stars. Most of the students have little to no experience in the ring when they arrive for their year of training. They work out in the very gym that the Masked Terror once called home.

The House of a Thousand Masks serves the GM as a physical representation of the tradition of Lucha Libre adventure that the characters aspire to be part of. It also acts as a place characters can turn to for unconventional medical conditions, and consultation on strangeness. Characters from the past, like Claire Voyant can be sought out, or the GM may introduce them to the characters to set a story in motion. PCs can deposit potentially dangerous items into the trophy room for safekeeping.

EARLY MEMBERS

Dante Diego (1915-1962)

A wealthy playboy adventurer, Dante founded the original "Buscador de Peligro" adventure club of the house. He was a charming socialite and expert fencer. He perished in *The Night of the Aztec Mummy* incident.

Gemma Guerrero (1913-2001)

An actress from an affluent family, Gemma Guerrero was Dante's most frequent paramour. She had an amazing gift for linguistics, and could talk her way into and out of almost any situation.

Professor Torres (1908-1996)

Torres was a noted physicist of his day, as well as being a respected general scholar. He was a long time friend of the Diego family. His alleged contact with travelers from another world brought him into the club.

Jonathan Blackmoor (1910-1988)

Dante met Jonathan Blackmoor through Gemma Guerrero at a séance in England. The Blackmoor family is famous for investigating occult phenomenon and debunking fake claims. Jonathan and Dante shared a love of archeology and chess. See Sebastian Blackmoor in section 6.2.

Masked Terror (1945-75)

The Masked Terror went on to become one of the most famous luchadors of his age, and remains synonymous with Lucha Libre to this day. He vanished in an implosion on Shadow Island while attempting to thwart the Umbral Accord.

El Magnifico (1948-?)

The Masked Terror's greatest rival from the ring eventually joined him in his life of adventure, allegedly just to provoke his foe. The arrogant high flyer excelled at cheating death and looking stunning. He retired from the ring shortly after the fall of LLL and hung his mask on the wall. His fate after that is unknown.

Claire Voyant (1955-present)

Claire was a young psychic forced to work in a traveling carnival until rescued by the Blackmoor and the Masked Terror. Her visions unlocked many mysteries and saved her comrades more times than they care to admit. She eventually left the House, and currently runs an outreach program to help others with similar gifts.

CAMILLA CANO

Stewardess of the House/Disturbed Scientist, Joined 1970

All administrative duties of the House of a Thousand Masks fall to the frighteningly efficient attentions of the soft-spoken Camilla Cano. In addition to keeping all financial and legal affairs in neat order, she provides medical treatment to visiting luchadors for injuries sustained in the ring as well as more exotic afflictions. Few doctors have her hands on experience at extracting chupacabra spines, or the sensibility not to ask pointless questions when there is work to be done. Camilla has attended to the strangeness and adventure of the House for over 5 decades, and finds her life here no more unusual than her upbringing.

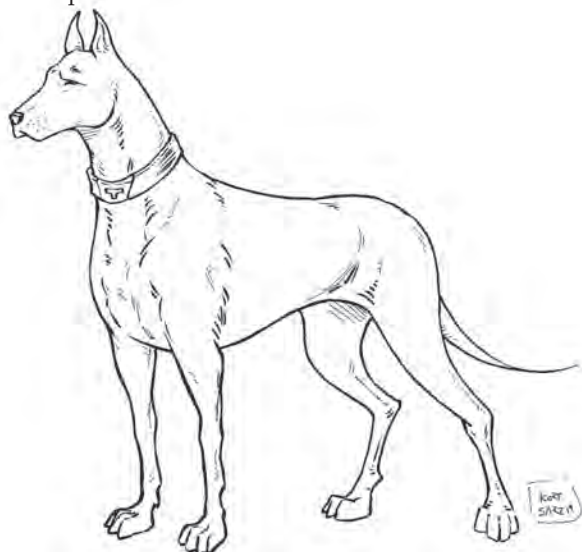


Camilla is the only offspring of the late Dr. Emil Cano, a brilliant geneticist who retreated from the condemnation of the scientific community to carry out his experiments in an abandoned monastery. He created clones of his rival scientists not just to prove his capability, but to visit disturbing retribution upon those who dared to impugn his genius. When his hidden laboratory was discovered by the authorities, he relocated to a private island and began preparing plans to retaliate against all those he believed conspired against him. He replaced his giant warhounds with genetically engineered jaguar/human hybrids to accommodate his need for increased security against his ever-growing list of enemies. Young Camilla accompanied her father as he descended deeper and deeper into madness surrounded by monsters of his design.

She was smitten with the Masked Terror the first time she saw him smash through a door using one of her father's henchmen as a battering ram. He apologized for disturbing her and asked if she needed help. When she explained who she was, he joked that at least he could look forward to seeing her again while thwarting Dr. Cano's schemes. His brand of madness seemed so uplifting compared to her father's. He bore no real malice towards his enemies and truly welcomed the challenge they offered. He always believed he could win, no matter how irrational that view appeared to others. Despite herself, she flirted with the Masked Terror whenever his path crossed her father's.

When the masked man finally seemed doomed at Dr. Cano's island stronghold, Camilla helped him escape. She had never seen rage sweep over her father so intensely, and never directed at her. He cursed her for betraying him and unleashed the entire population of his inhuman creations to destroy his daughter and most hated adversary. The creatures knew nothing but pain at Dr. Cano's hands, and with no safeguards in place, turned on their creator before rampaging across the island. Camilla saw her father die in a calamity of his own making. His brilliance was undone by the blinding desire to kill her.

Camilla started life anew as a member of the adventurer's club at the Diego House, offering her medical skills and scientific consultation to the gathering of masked men and thrill seekers. Her romance with the Masked Terror grew over time, and even those who had misgivings about her background admitted that the two made a good couple. Marriage was ever imminent, delayed only by the latest calamity that required their attention, but never came about. The Masked Terror's death hit Camilla harder than any of the others. She retired from a life of adventure, throwing herself into her new administrative duties as well as her growing scientific experiments.



Camilla Cano is technically in her late 60's, but wears her age well. She dresses conservatively, and few who meet her would guess she spent most of her life traveling the world aiding or hunting mad scientists and monsters. She always appears calm, bordering on detached, even in the face of danger. She has seen everything, and lost most of what she truly cares about. She holds reservations about pursuing her scientific talents, as she has witnessed the corrupting effects that path took on her father and 'sister,' as well as seeing her own mistakes first hand. She focuses on preserving the legacy of the Masked Terror and the House of a Thousand Masks as the only truly good things to touch her life. Camilla serves the GM as the grim guardian of the House and its secrets. She is also a reluctant expert on many form of strangeness that PCs can call upon for consultation.

Camilla Cano

S 9/3 A11/3 C11/3 P12/4 W21/7 D15/5 I 20 F8 R6 V30
 Strike 16/1 Throw 17/2 Tackle 16/1 Armed 17/2
 Grab 17/2 Hold 15/1 Slam 15/1 Drop 16/1
 Promo 16/0 Intimidate 16/0 Trick 20/0 Beg 16/0

Extracurricular Skills

Knowledge: Biology 22/2
 Knowledge: Genetics 23/2
 Knowledge: Chemistry 20/0
 Knowledge: Lucha Libre History 21/1
 Craft: Surgeon 18/3
 Language: English 20/0
 Language: Japanese 22/0
 Language: Latin 20/0

TORNADO, MONSTER HOUND

Tornado is the latest in a line of giant warhounds engineered by the late Dr. Cano. Camilla continues to breed the beasts as guard dogs for the house. Tornado is fiercely protective of his territory and his mistress. He stands over 4 feet at the shoulder when on all fours and is jet black. New arrivals should not roam the grounds unaccompanied until he gets used to them.

Tornado

S18/6 A12/4 C14/4P13/4 W10/3 D11/3 I17 F7 R10 V50
 Strike 18/2 Tackle 16/0
 Intimidate 16/0

Special Rules

Bite

The creature makes a single bite check that serves as both a strike and grab. On the turn it hits, the attack does 8 sharp damage increased by the margin of success. On subsequent turns the bite continues to do damage using half the MOS on the initial hit until the grab is broken. The creature cannot use other wrestling skills, but can attempt a strength check to pull the prey prone.

Fast

The creature has a base speed of 25 feet.



JUAN, DRIVER/MECHANIC

Juan is one of the most famous inhabitants still dwelling in the House of a Thousand Masks even though few people recognize him from his glory days. He was one of the many mechanics working for Dante Diego when the Masked Terror joined the adventuring club. He is specifically the driver the Masked Terror called upon to chase down the samurai kidnappers in the Heiress of Destruction adventure. The masked man admired his unhesitating response at the call to action as well as his efficiency at keeping a speeding limo steady during a car to car fight. Not everyone has that. From that day on, Juan was the Masked Terror's personal driver. The two were practically inseparable, despite rarely saying more to each other than their traditional exchange of 'Juan' and 'Boss.' True men of action need few words.



Although his primary job was to make sure the Masked Terror could always get to the excitement, Juan got hands-on more often than not. There was always something smashing through the windshield, an extra gunman in the way, or a civilian in distress that needed Juan's attention. He handled his end without question or complaint. During the Aztec Mummy incident, he was needed more than ever. When the screaming started, Juan raced in just as Mr. Diego shriveled to death in the creature's grasp! The Boss tore into the monster, and Juan started dragging Mr. Blackmoor's unconscious body and Gemma out of harm's way. He didn't expect the monster to be able to hurl the Masked Terror aside like a ragdoll. He didn't know that Gemma had a bauble from the mummy's tomb in her jacket. Seeking to regain its stolen treasure, the mummy snatched Juan by the throat and hurled him off the cliff where his back broke against the hood of his car. Juan

stared on unable to move as an enraged Masked Terror tackled the monster off the cliff and spun it into a flying neck breaker from 30 feet in the air. Juan lost consciousness as the Masked Terror called out his name. It was the only time he failed to reply.

Despite his injury, Juan remained the Masked Terror's driver and never shied away from danger. He secretly believes that if had accompanied the Boss to Shadow Island that the Masked Terror would still be alive (or he would have perished at the Boss's side). He also holds some reservations toward Ms. Cano. He cannot fully trust her, because she doesn't trust herself. He knows what she has done and does not approve. Juan serves the GM as the gruff handyman who keeps the House of a Thousand Masks running. Now 87 years of age, he still refuses the convenience of a motorized wheelchair. He continues to putter in the garage and makes the rounds of the Diego estate at least once a week on his own power. He keeps a shotgun amidst the array of tools on the back of his customized chair, and awaits the day when the Mummy Juan awakens.

Juan

S12/4 A12/1 C11/3 P12/4 W11/3 D14/4 I17 F7 R7 V35
Strike 20/4 Throw 17/1 Tackle 17/1 Armed 19/3
Grab 19/3 Hold 18/2 Slam 16/0 Drop 16/0
Intimidate 17/2

Extracurricular Skills

Pilot: Car 20/4
Pilot: Motorboat 18/2
Pilot: Helicopter 18/2
Pilot: Aircraft 17/1
Craft: Automotive Mechanic 20/4
Knowledge: Classic Cars 18/3

Weapons

Shotgun LOD 0 Damage 10 Sharp Range 25 No
Extreme Range
Wrench LOD 1 Damage 7

AZURE, TRAINER

Azure was a powerful if not especially creative luchador trying to make a name for himself when he got his first big match against none other than the Masked Terror. He was intimidated and excited as he stepped into the ring with the living legend. His confidence dropped from unsteady to nonexistence when he discovered his opponent could match him in strength, and he held no delusions about testing the technico's wrestling skills. After the match was over and the crowd was gone, Azure returned to the ring to try and gain some insight from his defeat. The Masked Terror saw his opponent in the empty arena and commended him on his resolve in the match. He invited Azure to the Diego estate to work out with some of his friends. Azure spent a week training with the Masked Terror, El Magnifico, and other luchadors who were already household names. He again felt intimidated and excited. Despite feeling outclassed, he holds that his experience there made him a better wrestler. He returned to his career in one of the smaller leagues of the day, and slowly fought his way to being a staple at LLL. He never topped the card, but he endured and drew his share of fans. The Masked Terror always treated him as an



equal whenever the two crossed paths, and Azure attended many of the famous parties at the House of a Thousand Masks.

Time passed and Azure settled into semiretirement from the ring, returning to wrestle for a specialty match here and there. He was dumbstruck when Camilla Cano approached him with an offer to begin training new prospects at the House of a Thousand Masks. With all of the luchadors connected to the House, she could surely do better than him. Camilla responded, 'He always liked you.' With that, Azure moved into the House of a Thousand Masks as its full-time trainer. He is honored by the responsibility placed upon him, and a little intimidated. Some things never change.

Azure is an aging luchador in a simple blue mask. He loves his calling even if he never made it as big as some others. He exalts the glory of lucha libre and still retains a sense of humility that some of his peers forget. Even in semiretirement he still finds there are new challenges to face and new skills to learn. He serves the GM as a living link to the past glory without overshadowing the lead characters. He also has not yet learned many of the darker secrets of the House of a Thousand Masks, and can help ask questions the GM wants asked.

Azure

S15/5 A 9/3 C13/4 P13/4 W10/3 D14/4 I16 F8 R9 V45
 Strike 17/3 Throw 16/2 Tackle 17/3 Armed 16/2
 Grab 17/3 Hold 20/3 Slam 20/3 Drop 17/3
 Promo 17/1 Intimidate 18/2 Trick 15/0 Beg 16/0

Bruiser

The character can re-roll any Strength checks.

Fame 6/2

Signatures

Flexing Promo

At the start of his career Azure was uncertain what to do when interviewed and often resorted to a simple bicep flex to buy time to organize his thoughts. When taunted over the matter later in his career, he reintroduced the flex and added an arms spread to the crowd as he stood over his stunned tormentor. The reaction led him to build a signature promo for his arsenal.

The move is a strength check to show off his muscles and a promo check to get a response from the crowd.

Blue Bombshell

Azure's finisher is a simple power bomb slam with a countdown from the crowd. He grabs his opponent in the doubled over lifting position of the power bomb, and holds up three fingers to the crowd to start the countdown. He then lifts and slams his opponent in time with the chanting countdown.

The move is a grab, a presence check to start the count, a strength check to lift, and a slam.

Specialties

Veteran

Injured

Azure may be the newest member of the staff, but he has a lot of years and mileage on him. Decades of wrestling, including a rough jaunt in Japan, as well as a few strange encounters off the beaten path have taken a toll on the veteran. He suffers a number of nagging injuries as detailed in section 5 of Disciples of the North. He has reoccurring back problems (first entry on spine/neck) after a bodyslam competition got out of hand, and a trick knee (legs) after being dragged through a sewer grate by an unknown tentacled creature in Los Angles.

EL BLANCO, TEEN LUCHA IN TRAINING

El Blanco is an orphan left on the doorstep of the House of a Thousand Masks. Camilla Cano took him in and has made him technically her legal ward, although the entire staff work together to help raise him. Everyone, including El Blanco, assumes that one of his parents was a luchador. Camilla has found no clues to the identity of the boy's parents, but continues to search. For his part, El Blanco does not worry about finding his family because he feels he already has one. He has lived in the House of a Thousand Masks his entire life surrounded by the stuff of lucha legend. The masks that line the walls are his role models, and in a strange way his family. His only dream is to one day take his place among them. He may not have been given a proper name at birth, but he will one day choose one that the entire world will know. Until then, he is content to be El Blanco.

He derives his current name from the simple white mask with eye and mouth slits that he wears. He found his first mask in the designer's room of the House when he was just 6. It was intended to help luchadors design new masks, but El Blanco wore it around the house until Camilla had one fitted for him. El Blanco is currently 14 years old and is already training under Azure for his second year. Some say that the House of a Thousand Masks opened its doors to prospects so Ms. Cano could have an excuse to train her ward. Whatever the reason, El Blanco embraces every

opportunity to better himself in preparation for the day he finally is allowed to enter the ring for real. In addition to the rigorous training all of the students undergo, he works on cars with Juan,

He serves the GM as an enthusiastic and impressionable youngster intent on upholding the traditions of the Way of the Mask. He is all too eager to get involved in any adventure that comes his way, and the entire staff stays vigilant to keep him from getting into trouble he is not yet ready to handle.

El Blanco

S11/3 A12/4 C11/3 P11/3 W11/3 D15/5 I17 F8 R6 V30
 Strike 17/1 Throw 17/1 Tackle 17/1 Armed 17/1
 Grab 18/2 Hold 16/1 Slam 16/1 Drop 17/1
 Promo 15/0 Intimidate 15/0 Trick 15/0

Extracurricular Skills

Knowledge: Lucha History 16/1

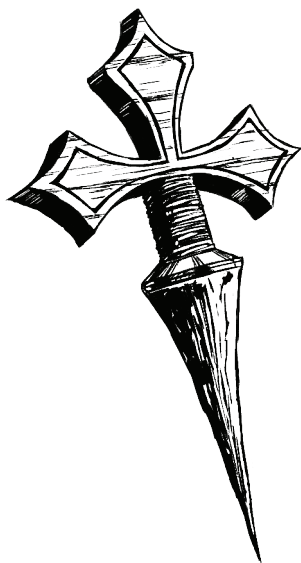
Craft: Automotive Mechanic 15/0

NOTABLE FEATURES OF THE HOUSE OF A THOUSAND MASKS

As usual, we provide no maps for this new location. The GM can add new rooms and traits to it as needed for the adventure. When describing the House, emphasize a sense of history with hints of strangeness. The people who lived here traveled the world placing flags atop remote mountains and exploring jungles for lost civilizations. That was before the luchadors moved in and upped the ante. The following is just a few notable features attributed to the House of a Thousand Masks in past descriptions. Add more to fit the needs of your campaign.

Trophy Room

Dante's adventurer's club and the luchadors who followed have collected an eclectic assortment of trophies from their bizarre exploits, most of which are housed in glass cases in the trophy room. Alarms sound if the cases are tampered with, and the room is one of the few monitored by the closed circuit cameras. Trophies include suits of armor, a monkey's paw, a pirate flag, a crystal skull, and other nick-knacks from modern myth. The GM should be creative when adding other elements to the room, as the trophies of the past can easily lead into future adventures.



The Den

The central room of the ground floor is the Diego family den. The room is also the most iconic of the house, for it is here that the masks of past luchadors gaze down from all sides to look upon those who would walk among them. The centerpiece of the room is a circle of leather couches making up a pit before the fireplace. The coffee table has a chessboard built into it with Egyptian deities as chess pieces. A pair of crossed fencing swords hangs over the mantle with a simple bandana mask to honor Dante Diego.

Camilla and Juan preside over the retirement ceremonies, choosing a place on the wall for the newest offering. Other luchadors are always invited to the retirement parties, making these events the most active periods for the House and its staff. Camilla becomes uncharacteristically open with her sentimentality at these times, and often spends the entire evening roaming the room in quiet reverence to her lost friends. Her faithful hound never lingers in this room, and it is the only time she is likely to be encountered without Tornado.

The Gym

This room is roughly the size of a high school gymnasium, and feels more familiar to most luchadors than the opulence of the rest of the manor. A classic LLL wrestling ring dominates one end of the gym, and it has hosted matches that could put most leagues to shame. The rest of the vast room is filled with training equipment from the classical to the contemporary. The gym also has a small, but well-stocked medical room attached.

Dinning Hall

With its high backed chairs and long oaken table, this room retains the traditional appearance from the original Diego family. Windows along the west wall look out over the deck to the ocean.

Kitchen

The kitchen is recently remodeled after an incident with one of Claire's visiting charges ended in an impressive fire. The new kitchen is designed around a more modern island layout and boasts top of the line stainless steel equipment and a collection of knives that is somewhat excessive.

The rear of the kitchen houses a simple elevator for moving furniture to other floors. It also helps Juan get about.



Library

The library is a roughly circular room with floor to ceiling bookshelves running the entire circumference. A wheeled ladder assists in accessing the higher shelves, and provides entertainment to luchadors doing research. Collections of encyclopedias, journals of famous explorers, and memoirs of former residents all line these shelves. The more esoteric collections of Jonathan and Thomas Blackmoor are held under lock and key. A globe of the world documenting leyline patterns rests on the central table alongside a laptop for those seeking more current information.

Private Dock

The small pier has a dock, a shed with scuba gear, and a fuel station. A speedboat, formerly belonging to the Umbral Accord, is available for use by guests. A switchback staircase leads up the thirty feet of cliff to the deck.

The Back Deck

The spacious deck overlooks the sea and has a therapeutic hot tub for visiting luchadors. The deck has been the center of many of the House's parties.

Pool and Lounge

The basement houses an indoor pool in a tiki lounge themed room. The walls are painted in beach murals with a stunning sunset. A fully stocked bar, complete with coconut glasses and tiny umbrellas brings the whole room together.

Screening Room

The private screening room in the basement seats up to 20 comfortably for viewings of assorted films. A vintage popcorn machine stands ready to attend guests. The attached projection booth has a walk in closet filled with films. Many of these movies feature luchadors who have resided in the house at one time or another. All of Gemma Guerrero's on screen appearances are collected here as well.

Winecellar

The wine cellar has thinned over the years, but still boasts several bottles of century old wine secured in back corners. Newer wines fill the rest of the racks. The winecellar also conceals the secret entrance to the caves beneath the manor where Camilla Cano maintains her hidden labs.

The Morgues

This claustrophobic room is filled with long cabinets housing the largest collection of wrestling promotional posters in the world. The Masked Terror originally started the collection as a personal hobby, but Juan insures that it is constantly updated.

Security Room

Hidden behind a painting of the Masked Terror is the main hall of the basement, lies the security room for the House. Monitors in the small room relay information from cameras covering the outer grounds, beach area, and trophy room. In addition, the room controls the alarm systems on the trophy cases, and tracks locating devices implanted in all the vehicles on the grounds, including the speedboat.

Arcade

Some of the most famous luchadors are immortalized in pinball machines and video games. Examples of most of these games are found in the basement arcade of the house. The room's ambiance is completed with neon signs and a classic 70's jukebox.

Billiard Room

One of the few recreational rooms to earn a place on the upper floors is the billiard room. Dante Diego became obsessed with billiards at an early age and went to great expense to have a custom table placed in his home. The room also has a dartboard and a modest minibar to maintain a festive mood during games.

Sewing Room

A mannequin filled room on the second floor contains materials for the design and construction of wrestling wear, particularly masks. A book of collected photographs of all the masks in the den is present for consultation. El Blanco muses here when he cannot sleep.

Garage

The attached garage has bays for 4 cars, but only two are usable as the rest has been converted into Juan's personal automotive shop. He can build and repair almost anything here, and spends most of his free time working on custom vehicles for luchador associates.

The attic above the garage is a treasure trove of car parts, accessories, and other oddities picked up over the decades. The collection of steering wheels the Masked Terror tore out of enemy cars hangs as a strange mobile over the ladder up to the attic. The sequined hang glider of El Magnifico is housed here, recently repaired in preparation for El Blanco's next birthday.

SECRETS OF THE HOUSE

The Mummy King

The Aztec Mummy Incident nearly destroyed the adventurers from the Diego estate along with their leader. Blackmoor knew that the creature's defeat was only temporary. When the stars finally aligned, the Mummy King would rise again, and this time at his full power! He and Professor Torres secreted the body to a hidden vault within the Diego estate. Uncrossing the swords above the mantle causes the fireplace to slide back revealing stairs down to the sarcophagus tomb surrounded in binding rituals. The presence of the Mummy King is a closely guarded secret known only to the former adventure club, and none speak his name.

Some overnight visitors to the House are plagued with an ominous sense of impending doom. Claire Voyant's psychic visions revealed far more than dread, she could see the Mummy King and foretold of his inevitable return in an apocalyptic premonition of the House in ruins. Her reoccurring nightmares of Kolchookai eventually drove her from the Diego Estate. Her dreams of the Mummy King's return held one bright spot, as she always saw the Masked Terror there to confront him. This factor served to discredit her predictions after the death of the Masked Terror.

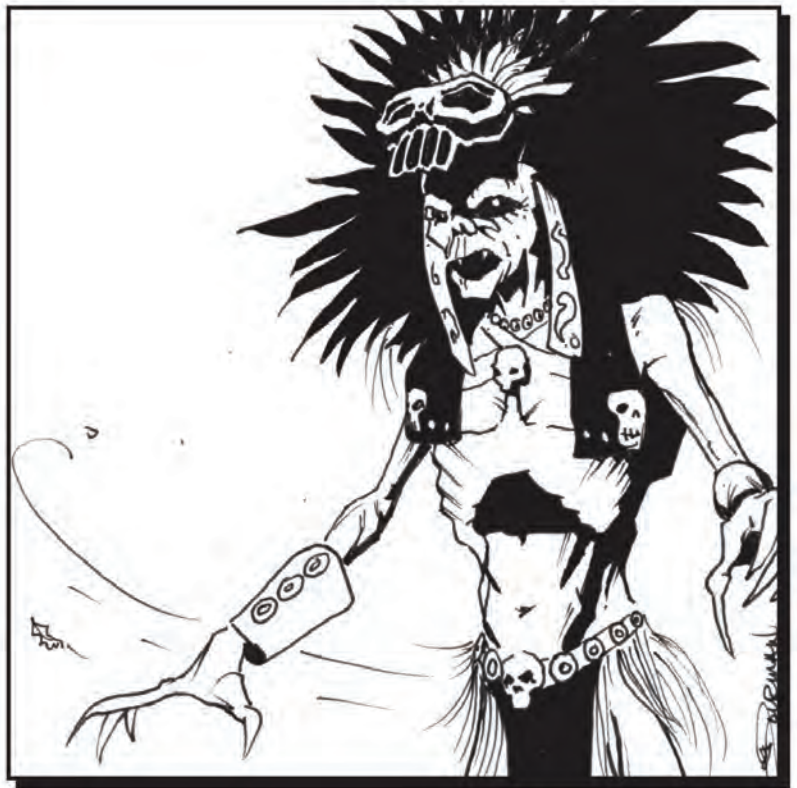
The Disappearance of the Masked Terror II

The events surrounding the fall of LLL are unclear to most luchadors. The Masked Terror II is seen as a hero to some for preserving the integrity of the belt when the new owner's took over, but even those who are on his side question why he did nothing else. Harsher souls see his actions as cowardly. His disappearance leaves all questions unanswered, and the House of a Thousand Masks provides no concrete answers on the matter because his fate is another closely guarded secret.

Claire always took comfort that the Masked Terror stood against Kolchookai in her prophetic dreams. Even after the death of the living legend, Claire saw him in her visions and held that when the Mummy King rises the Masked Terror will be there to stop him. Camilla Cano, always distrustful of forces she cannot analyze, discounted the prophecy as Claire's projection of her protector into a situation she is afraid to face. Over the years, Camilla became increasingly supportive of the prophecy. She used Claire's visions to justify creating a clone of her lost love. Perhaps it was she who was now projecting her own desires.

The Masked Terror II was born in Camilla's lab beneath the wine cellar, holding many of his predecessor's memories and aware that he was an abomination not unlike the ones Dr. Cano had unleashed on his progenitor. The Masked Terror II assumed the role of his progenitor's cousin and took to the ring where he was most at home. Whatever Camilla's intentions, her action drove a wedge between herself and Juan, and her creation never returned to the House until the night he disappeared.

After the exhausting final defense of the LLL title, the Masked Terror II fled the arena to gather his strength before confronting a fully armed Conquistador. However, he couldn't catch his breath. His normally engine like heartbeat fluttered. His vision blurred and the world spun beneath him. He returned to the only person who could help him. He staggered into the House



of a Thousand Masks and collapsed at Camilla's feet clutching the belt. She cradled her creation and listened to the tales of his latest challenge. Both of them knew he was entering into the rapid deterioration common to the RNA cloning technique of her father. In a fit of denial, Camilla dragged the dying masked man down to the labs where she retained a cryonic freezing chamber captured from Nazi scientists by El Magnifico. She froze the Masked Terror II until she can find a way to stabilize him. The belt he saved from the Conquistador hangs in the den as his final victory, and a cherished memento for Camilla.

El Blanco's Father

For his part, El Blanco accepts his unusual extended foster family as perfectly normal and has no concerns for his origins. All members of the staff at the House of a Thousand Masks have a special place in their hearts for the enthusiastic trainee. He is an enduring bright glimpse of the future in a museum of past glory that all too often bears the weight of past loss. Juan, who rarely speaks to anyone, always addresses El Blanco by name rather than the mere nod everyone else receives. Camilla Cano monitors his studies and training from a safe distance, taking great pains to see that he receives proper encouragement without becoming dependent on her for validation. She needs to maintain her objectivity this time.

El Blanco is her second attempt to clone the Masked Terror. This time she did not employ her father's radical RNA accelerated growth process. El Blanco grew at a normal rate, and has no transferred memories. His lifespan will be the same as any other. His life however, is likely to be anything but normal. Juan has grudgingly grown to accept her second endeavor, and treats El Blanco as the son Camilla and the Boss should have had. His only objection is keeping the boy in the dark about his 'father.'

8 ENDURING VILLAINS

An adventure isn't complete without a villain to set schemes in motion and serve as the final fight to bring about closure. Some villains have one story in them and then are done. The bad guys presented here should be able to justify a few return matches in your campaign.

8.1 THE CONQUISTADOR

Born to old money, Victor Ruiz walks in the most elite circles. His family owns untold properties across Mexico with the exact distribution of their holdings obscured by the Ramirez y Ruiz Investment Firm. With all the day to day unpleasantness of managing his fortune handled by the firm, Victor is free to pursue his hobbies unfettered. Interviews reveal that he spends his days racing yachts, leading his polo team to its third undefeated year, and wooing starlets. By all accounts he is the man who has everything. Only his most trusted servants know that the bemused smile of the decadent playboy is an affectation to hide a ruthless ambition that cannot be sated. Even they do not know that their master personally founded the Ruiz fortune centuries ago.

Ruiz was one of many soldiers sent from Spain to claim lands in an age of exploration and conquest, but none embraced the plunder and violence as he did. He was always quick to accept any task that offered the opportunity to pit his sword against the savages regardless of danger or reward. He rose in rank,

prominence, and wealth through his tireless service. During his many excursions into the new world, he heard the legends of the fountain of youth. As years passed and battles grew scarcer, he set his sights on hunting myths. Others had tried in vain, but they lacked the unyielding will of Victor Ruiz. Entire villages were held hostage to force cooperation. The so-called wise men who barked at spirits were tortured for their secrets. He force marched his men through dense jungles and along winding rivers into the most remote stretches of the conquered lands. After decades of searching his persistence yielded results. In a sheltered spring shielded by the creatures of the wild, he seized his reward and regained his youth. Restored to his full vitality and rich with plundered gold, Ruiz returned to Spain to live out his days in glory.

Ruiz returned home posing as his own son. He fabricated a nameless mother and a private wedding to retain his lineage, but the story had many holes in it and his new wealth drew unwanted attention. He arrogantly relied on the privilege of his station to protect him as he chastised his critics. After a decade at home he believed his victory to be complete, but the Church took notice of his unfading youth. Rumors murmured through hallowed halls, and Victor soon found himself accused of witchcraft. With the blood of priests upon his hands, Ruiz gathered his plundered wealth and returned to the lands he helped conquer. The Conquistador now looked upon the colonies with the vision of a



fledgling immortal. For the next century he positioned himself to seize title and influence. He secured lands and purchased businesses that showed promise for his long future. Blackmail and bribery created a web of allies who would turn a blind eye to any misdeeds of the Ruiz house. For those obstacles that treachery and wealth could not remove there was always the sword.

Ruiz now moves through his holdings in Mexico every three decades. He feigns the birth of another heir to his family name, then moves to a new location as he assumes the identity of his latest successor. The elder Ruiz fictitiously retires into seclusion at one of the family estates and passes away quietly in the following decade. The growing closeness of the information age creates new hindrances for this charade. In the past his chain of wives was the greatest threat to his secrets, with many dying before their time after making an unfortunate discovery. Where they were once chosen solely for their beauty, now obedience is his most desired trait.

In the modern day, the Conquistador remains restless beneath his playboy incarnation. The masquerade is a tiresome bore he must endure. The aristocracy of old is gone and the current generation of leaders is spoiled and soft. He has no worthy peers. The 'adventures' that entertain other millionaires are tame and tedious. For a man born to conquer, the holding of a prize is less pleasing than the taking of it. Hunting lost treasures has kept him entertained, but he fears he has exhausted most of these prizes. He has become increasingly aware of other immortals, mostly undead, lurking in the shadows of the world. He continues to assess what threat they pose to him and his holdings, while at the same time preparing for the time to strike.

The Conquistador serves the GM as an ultimate elitist villain. He looks down on everyone as beneath his contempt. The poor are peasants, the rich are spoiled weaklings, and those who champion a cause are deluded fools. Any who offer a challenge to him are a diversion to his boredom and future conquests. Any who actually obstruct him from his goals earn his undying hatred, and will see him again when he feels the time is right. He is a truly dangerous adversary who should inflict injury and shake confidence every time he appears.

The Conquistador

S15/5 A16/5 C15/6 P14/4 W15/5 D18/6 I20 F11 R10 V50
 Strike 23/5 Throw 21/3 Tackle 21/3 Armed 24/6
 Grab 23/5 Hold 21/4 Slam 20/3 Drop 21/3
 Promo 20/3 Intimidate 22/5 Trick 20/3

Extracurricular Skills

Language: French 19/2
 Language: Latin 17/0
 Language: Italian 17/0
 Language: Mayan 17/0
 Language: Greek 17/0
 Language: English 17/0
 Knowledge: History 21/4
 Knowledge: Swords 22/5
 Knowledge: Navigation 20/3
 Knowledge: Sailing Ships 20/3
 Knowledge: Horses 21/4
 Knowledge: Wines 18/1

Knowledge: Archeology 19/2

Knowledge: Polo 20/3

Pilot: Horse 23/5

Pilot: Sailing Vessels 21/3

Pilot: Aircraft 20/2

Weapons

Sword LOD 0 Damage 9 Sharp

Special Rules

Master Swordsman

The Conquistador can re-roll any attack or defensive check with his sword.

Historical Perspective

The Conquistador has lived for over 400 years. He can reroll any knowledge checks pertaining to events that occurred in his lifespan.

Breastplate and Helm

When engaged in adventure, the Conquistador frequently dons a modern version of the armor that served him in his glory days. The armor adds 3 to conditioning level to resist damage and full resistance against sharp attacks. Any exceptional attack check can choose to hit where the armor does not protect.

Immortal

Victor Ruiz didn't just bathe in the fountain of youth, he slew its guardians and claimed its rejuvenating powers for himself! In addition to ignoring the effects of aging, he is immune to disease and rerolls any conditioning checks to resist toxins.

If he suffers enough injury points to incapacitate him, he rises on the next turn in a dazed state and attempts to instinctively retreat to his nearest lair. Any checks made until he heals injury points are hasty.

He recovers injury points at an accelerated rate of his conditioning level per day regardless of medical attention. When he recovers all injury points, he suffers no ill effects from the injury, not even a scar.

Strange Reaction

The Conquistador has consumed a primal mystical force from the fountain of youth. People who are sensitive to the supernatural can feel that there is something wrong when they meet him. Powerful mystics and other supernatural beings can feel his presence from a distance and will usually treat him as a rival.

THE FOUR HORSEMEN

The Conquistador usually employs assorted mercenaries for any of his ventures that must not come back to haunt the house of Ruiz. Money buys as much loyalty as he requires, and they are expendable if things run adrift. When his quest is for glory rather than gold, and he believes he requires support in the endeavor, he gathers his elite horsemen to ride into battle.

The other three members of the Four Horsemen are Victor's closest friends and members of his champion polo team. Each is a top athlete elevated to wealth and respect through their skill in the sport, and the extreme generosity of Victor Ruiz. They

owe everything to him, and he in turn sees them as the closest thing to peers that this age has to offer. Victor houses his team at their own mansion, where he trains with them for polo and other sports. They gladly don armor and aid him in settling rivalries out of gratitude and for the thrill. They obviously know nothing of their sponsor's immortality, and Victor believes it will sadden him when he must end their friendship.

The Four Horsemen

S12/4 A13/4 C12/4 P12/4 W11/3 D12/4 I17 F8 R8 V40
Strike 19/3 Throw 17/1 Tackle 17/1 Armed 20/4
Grab 18/2 Hold 16/0
Promo 16/0 Intimidate 16/0

Extracurricular Skills

Pilot: Horse 20/4

Weapons

Sword LOD 0 Damage 8 Sharp

Breastplate and Helm

The armor adds 3 to conditioning level to resist damage and full resistance against sharp attacks. Any exceptional attack check can choose to hit where the armor does not protect.

Scenario Suggestions

Bad Investment

Your cadre of luchadors is working out in a local gym after a show when a panicked American runs in looking to hire any muscle who speaks English to keep him safe. The man is Bill Smythe, formerly of the board of directors for Hyperion Industries, currently on the run with 12 million dollars of embezzled development capitol. His right hand is crudely bandaged with a blood soaked tie, and the mix of adrenaline and blood loss has him very jumpy. As he explains that there is a psycho with a sword trying to kill him, he gets a call from Maria.

Flashback for the GM...Smythe slipped into Mexico last week and took refuge in a posh resort while he redistributed his wealth across a few offshore accounts. Unfortunately, some of the money he stole was controlled by the Ramirez y Ruiz investment firm, and Mr. Ruiz is not waiting for legal channels to recoup his loss. The Conquistador kicked in his door and cut down his legitimate security guards. Smythe lost his gun and hand with the next stroke of the sword. Smythe only escaped when his new girlfriend Maria stepped out of the shower and distracted the Conquistador. Smythe ran screaming and trailing blood, making too much of a scene for the Conquistador to chase him through the resort.

Back at the gym, Maria calls begging Bill to transfer the money to her captor. Bill's only known her a week and laughs off the idea. At this point, the luchadors should have a pretty good idea what a scumbag he is, but there is an innocent life at stake. Worse, the Conquistador is using the call to track Smythe's cell phone. He'll be on the scene in 5 minutes looking to finish things.

Ohaca

The town of Ohaca is celebrating the opening of a new resort casino as part of the ongoing development project to make

the coastal city the vacation destination for the Gulf of Mexico. One of the partners in the development project is Pedro Rodriguez, an old friend of Hector Montoya. He has arranged for OWM to put on the first show at the new arena, and invited the Montoya family and a few of their top luchadors to attend the ritzy opening party at the open-air penthouse restaurant of the resort. Pedro's daughter Esmeralda will also be in attendance, and both Pedro and Hector continue to hold on to the hope that she and Miguel will unite their families, despite the fact that their children have shown no romantic interest in one another. The guest list includes the other two principle owners in the project. Mr. Travino is the head of a local labor union and a semi-legitimate businessman responsible for getting the work completed ahead of schedule. Victor Ruiz represents the Ramirez y Ruiz Investment Firm which owns most of the land in Ohaca. He puts forth a more pleasant face than Mr. Ramirez who has ruffled some feathers watching out for the company's interests.

The festivities are cut short when a group of armed mercenaries crash the party. They have conspirators among the wait staff to get the layout, and a helicopter coming in to extract them and their 3 high-value hostages. Ruiz has arranged the crime through intermediaries, knowing that Travino and his bodyguards will turn it into a shootout. The mercenaries should concentrate fire on Travino and his crew who will either die in the firefight or cause enough collateral damage for law enforcement to remove the overbearing oaf from Ruiz's side. Victor intends to save Esmeralda Rodriguez when the shooting starts as the first step in a long term plan to inherit her father's portion of the Ohaca development. In the end, he will own all of Ohaca and have the justification he needs to increase police presence to maintain order in his newly remodeled holding, unless someone interferes.

Return to the Ring

The Conquistador picks the time and place for his attacks. Despite his arrogance, he is a shrewd tactician and rarely lowers his guard. However, his wounded ego can blind him. He was never able to truly defeat the Masked Terror, or his replacement, and seize the LLL title that both of them cherished. While he could easily storm the House of a Thousand Masks and steal the belt, even he understands that it only matters if taken in the ring.

When your campaign reaches a point where the PCs are up to the challenge, someone should make a play to restore the LLL title to its former glory. This can be an NPC or one of the players. The GM has to customize this story even more than the others, but here is an abbreviated version of how it could play. The current Legends of Lucha Libre is a joke to real luchadors, but the legacy is still revered. The rising popularity of OWM begins to overshadow the established company. An encounter between wrestlers from both companies ends in a public fight with massive publicity. Hector Montoya proposes a joint venture pitting members of the two leagues against one another, as he has done repeatedly with South Texas Wrestling. LLL drags its heels as Ruiz refuses to let it regain any of the honor he has strangled out of it. If someone who has won the confidence of the House of a Thousand Masks could convince Camilla to put the original belt on the line, then the Conquistador would risk almost anything for another chance at the prize that has eluded him thus far.

8.2 SEBASTIAN BLACKMOOR

Sebastian Blackmoor is the latest in the line of the legendary Blackmoor family of occult investigators. Books of their exploits are sold worldwide and have spawned at least three feature films. These accounts reveal only the tip of the iceberg of what they have actually seen, for the world at large is not ready to face the terrors beyond the veil. Three generations of Blackmoors have battled the unseen forces, turning the tide of evil and saving the unwary from spiritual destruction. However, when evil turned a vengeful eye towards one of their own, the Blackmoors failed.

Ten years ago a desperate woman arrived at the Blackmoor estate and begged to be freed from a dark spirit that hungered for her soul. After several nights of rituals the dark spirit was cast out. Nobody suspected that the spirit was strong enough to linger. It slithered into the presence of young Sebastian who could not resist its temptations. The spirit was patient, hiding its presence until the opportunity to strike arrived. It then waged a war of vengeance against its enemies. Sebastian's father did not survive the ordeal, and his mother was only able to save her son by taking the spirit into her own mind. She remains incarcerated to this day in a mental institution in England.

While her sacrifice saved Sebastian from the demon, he had been its host for nearly six months. His dreams were filled with visions of impossible images and forbidden knowledge. For years he was treated in the same sanitarium that confined his mother. Doctors slowly tried to coax him into a semblance of normality. Subsequently, Sebastian discovered he could look into the psyches of others and see their desires. It was there that he learned how to convince them to fulfill his own. The head psychiatrist wrote a book about treating the famous Blackmoor boy, but to gain this fame he had to declare Sebastian sane. The family's longtime legal advisor could continue to manage their considerable estate as long as he took on the responsibility of being Sebastian's

guardian, and protected the boy from needless legal concerns.

With a smile on his lips, Sebastian returned to his ancestral home and the collected occult knowledge gathered there. As the heir to the Blackmoor legacy, all of the secrets that they had hidden away were now his to pursue. He bartered access to the collection for tutoring in the dark arts from scholars and sorcerers who had long opposed his family. He studied more mundane matters in the best schools money could buy. With each new encounter, he gains new insight and influence into the souls of others. As he often says, 'People rarely know what they are capable of until they receive a little encouragement.'

Sebastian is the classic spooky kid, albeit one entering into his early teens. He still favors the uniform of a British Schoolboy for the implied innocence. His hair is jet black save for a streak of silver down the center that he refers to as a 'little memento from a childhood friend.' He always maintains the air of civility, especially when engaging in wickedness. He loathes the thought of physical conflict, mostly because he would not fare well in such engagements. He prefers to let others sully their hands while he watches. Sebastian is fascinated by the forbidden. The demon of his childhood revealed to him the darkness within others, and Sebastian now delights in drawing that darkness out. All of the fell powers of the world that his family endeavored to hold in check are still out there, and he wishes to see them for himself.

Sebastian serves the GM as a face for the occult forces of the Luchaverse. He may be one of many for GMs who like cult stories, or he may be the dominant dabbler in the dark arts. Either way, Sebastian is a malevolently mischievous villain who is likely to cross paths with your heroes as they become increasingly familiar with spooky strangeness. He is best introduced sifting through the aftermath of a supernatural encounter; an odd-looking onlooker asking questions or attempting to acquire 'souvenirs' of the event. When he appears again, the players who remember the description should do your work for you by looking into the strange lad.



Sebastian

S 8/2 A11/3 C10/3 P18/6 W17/5 D15/5 I18 F8 R5 V25
Strike 15/0 Armed 16/1
Grab 15/0
Promo 22/3 Intimidate 19/0 Trick 22/4 Beg 20/1

Extracurricular Skills

Knowledge: Occult Orders 20/2
Knowledge: Religions 19/1
Knowledge: Archeology 19/1
Knowledge: Demonology 21/3
Knowledge: Arcane Rites 22/4
Knowledge: History 18/0
Language: German 18/0
Language: Latin 18/0
Language: French 18/0
Language: Spanish 18/0

Strangeness

Penetrating Gaze

Sebastian can gaze into the soul of anyone he talks to, gaining insight into their desires and fears. He makes a wits check with the target's wits level as difficulty. A success lets him know the driving desire of the target in general terms. An exceptional success lets him see exactly what the character wants in vivid detail. For example, if Sebastian turned his gaze on a character struggling with an unrequited love, a simple success would let Sebastian know the character's desire and gain a sense of how the character suffers from the longing. An exceptional success would reveal the name and appearance of the desired, as well as the perceived obstacles.

Tempting Offer

Sebastian can re-roll promo and trick checks against a target of an exceptional penetrating gaze, as long as he works the secret desire of the target into his mic work.

Attuned to the Unnatural

The time with his friend has opened Sebastian's senses up to the whispers of the unseen. He can feel the presence of supernatural forces in an area without any special scrutiny.

HARMONY 'HARM' BROOKS

Harmony's life was a series of bad decisions that led her from being a musician, model, burglar, and finally assassin. She failed in each endeavor, but none more notably than in the last. While awaiting trial for a botched robbery, she was offered a chance for the score of a lifetime. Her legal council gave her everything she needed to break into the Blackmoor estate: security codes, a detailed layout, and the combination to the safe behind the portrait in the study. All she had to do was kill the boy who lived there! She wasn't comfortable with murder, but the money could set her up for life.

The break in went better than she could have hoped, and even the sudden rain had helped hide her approach, but she couldn't find the boy. In a panic she circled through the halls of the manor looking for him and eyeing the wealth on display. She wanted to just grab what she could and run, but her employer would turn her in if she failed him. She didn't want to fail again!

Suddenly she stumbled into Sebastian walking out of the kitchen. With a start she tumbled and sent her pistol skittering across the floor. The boy smiled calmly and apologized for startling her. As she stammered in indecision he strolled over to the gun. 'Is this for me?' he asked with the same bemused smile. 'I fear I am too young for such a thing, although I dare say it could come in handy. Perhaps you could keep it for me. Until I have need of it. Would you do that for me?'

Since that night, Harmony has served as Sebastian's loyal minion. Officially she is an agent of his legal guardian responsible for Sebastian's well-being. In practice she is his chauffeur, maid, and bodyguard. She provides an eager pair of hands to take care of problems, and he provides her the excitement, validation, and confidence she desperately craves.

Harm

S10/3 A12/4 C12/4 P11/3 W9/3 D 9/3 I17 F7 R7 V35
Strike 17/1 Throw 17/1 Armed 17/1
Grab 17/1 Hold 16/1 Drop 16/0
Promo 16/0 Beg 16/0

Extracurricular Skills

Pilot: Car 17/1

Pistol LOD 0 Damage 8 Sharp Range 45

GIRL IN THE MIRROR

Sebastian has in his possession a hand mirror that belonged to a young autistic girl. Every day, her mother combed her hair in the mirror and tried to coax her daughter to behave. The vain mother felt the social stigma of her imperfect child and tried everything to make her daughter normal and beautiful. As the story goes, she eventually gave up and locked her daughter in the attic of the house. Then there was a fire. The mother's culpability in the fire and the girl's death are purely speculative at this point, but the fury of an unloved child who could not convey her thoughts in life is undeniable.

Sebastian can call the child by humming a lullaby while looking into the mirror. She appears behind him, and he sees her only in the mirror where her reflection is still the perfectly groomed daughter her mother wanted. He never looks directly at her, and thus never sees the horror she has become.

The Girl in the Mirror

S/- A14/4 C/- P15/5 W 8/2 D14/4 I16 F8 R-V-
Strike 17/0
Intimidate 17/0

Strangeness

Terrifying

The creature can make one free intimidation check per turn.

Hallucination

The creature can cause other characters to see and hear things that aren't real. Only the target of the hallucination experiences the false sensations. The extent of the hallucination is dependent on the whims of the GM, but is primarily limited to atmospheric effects. Using this ability costs 1 fatigue per turn.



Lethal Terror

The creature can attack with spectral claws, but only against characters who are currently affected by her intimidation. For those who fear her, the claws are very real and inflict 5 sharp damage that ignores the conditioning level of the target! Attacking costs her 1 fatigue.

Spectral

The creature has no physical form and cannot touch or be touched by the real world. When she runs out of fatigue she disappears and cannot return until the next night at the earliest. She cannot rest to recover fatigue the way other characters can, but starts each night at full fatigue.

Turned

The creature is vulnerable to the focused will of a character that confronts it without fear. Characters with sufficient belief in a greater power (most religions, some students of the supernatural, and all who follow the Way of the Mask) that are not currently intimidated by the specter can drive it away through a battle of wills. The character must boldly challenge the specter and make a presence check modified by the target's D-level. Success prevents the specter from attacking or intimidating that turn, and the margin of success drains the creature's fatigue on a one for one basis! Confronting the specter in this manner costs 1 fatigue.

AMANDA BLACKMOOR

Amanda Blackmoor Possessed

S 20/6 A 8/2 C 8/2 P 19/6 W 12/4 D 15/5 I 16 F 7 R 9/4 V 45
Strike 17/3 Throw 15/1 Tackle 16/2 Armed 18/4
Grab 17/3 Hold 21/1 Slam 21/1 Drop 14/0
Promo 20/1 Intimidate 22/3 Trick 18/2 Beg 18/0

Strangeness

Penetrating Gaze

See Sebastian's entry.

Tempting Offer

See Sebastian's entry.

Terrifying

The creature can make one free intimidation check per turn.

Hallucination

The creature can cause other characters to see and hear things that aren't real. Only the target of the hallucination experiences the false sensations. The extent of the hallucination is dependent on the whims of the GM, but is primarily limited to atmospheric effects. Using this ability costs 1 fatigue per turn.

Immune to Pain

The creature does not feel pain. It cannot be stunned or forced to submit to a hold.

Telekinesis

The creature can move objects at range through this

strange ability. This ability has two 'settings'. The first allows it to use a strength of 8 to move objects within a range of roughly 50 feet. It costs 2 fatigue to activate the ability and 1 per turn of use after the first. Use wits checks in place of agility to manipulate objects or attack with them.

The second setting allows the creature to employ a strength of 16 against objects and characters. The range remains 50 feet, but the fatigue cost increases to 3 for every turn of use. This setting can be used directly against a character without the need for any tools, allowing the creature to hurl enemies about like rag dolls.

The creature uses a wits check to grab the target, but faces no difficulty from the opponent's agility level as the strange power is imperceptible. Any success on the wits check allows a free strength check to lift the target. The wits check grab does not function as a normal grab and applies no penalty to the target, nor can the target react to it. The target can react to the strength check, but only with a resist attempt. The creature can attempt a hasty strength check to slam a lifted opponent, but this must occur on a new turn or through an exceptional success on the lift.

Animate the Dead

The creature can animate the bodies of any corpse as shambling zombies to carry out its will.

Wall Walking

The creature can move along any surface at its normal movement rate.

Possessed Host

The spirit inhabits the atrophied body of Amanda Blackmoor. While it enjoys great strength and vitality due to the possessing entity, her body remains fragile. She uses the body's natural resilience(5) to reduce injury and the elevated resilience (9) to resist other effects.



Scenario Suggestions

Vampire Hunters

Sebastian approaches the PCs after encountering them in the aftermath of one of their other adventures that caught his eye. He explains his lineage and their mutual connection to the House of a Thousand Masks, then implores their aid. Sebastian has become aware of a self appointed vampire hunter who is currently investigating the crowds at a club in LA called the Crypt. Many patrons of the club engage in the pretense of vampirism, but their actions are harmless fantasy. The vampire hunter is not so harmless, as the body of his wife was found decapitated with a stake through the heart buried in the desert or Arizona. Sebastian fears that this man has violent intent upon the club's owner or one of its patrons, but he has nothing to take to the police.

The vampire hunter is not insane, at least not by the standards of men who hunt monsters. Daniel Olmos is a former soldier and mechanic who has already survived a harrowing adventure with vampires. After losing his wife to the undead, he and his daughter have taken to hunting vampires in an ongoing quest to find the one who destroyed their family. They operate out of an RV as the events of their recent past are hard to explain to the authorities. Within their mobile command center is the ashes of a powerful vampire that Blackmoor wishes to acquire while the hunter is suitably distracted by expendable masked pawns. Daniel's interest in the Crypt is due to clues leaked to him by unknown sources and a haunting by the Girl in the Mirror once the investigation began. He is highly agitated by the time the luchadors get involved.



Awakening in the Woods

The upcoming development of a new national park has everyone feeling good about this year's Earth Day, except for a small coven of neo-pagans who find the construction of rest and safety centers through their woods infuriating. One of the projects is in a dying grove of great spiritual significance to them. They have filed complaints and started protests, but most people don't see the problem with these very minor projects which will generate revenue and increase preservation of the surrounding environment. Radical neo-pagans began hindering construction, which caused the police to round them up.

Some of the less radical members of the coven recognize that dark forces are at work, subverting so-called authority figures to undermine their sacred order. They take their cause to the people. Flyers are not environmentally sound, so they stand at gatherings and cry out warnings of the danger of the trees awakening and the need to sing them to sleep in order to save the world. Naturally, one of these locations is a wrestling venue where insane rants like these can draw the attention of adventuring luchadors.

The representatives of the coven insist that if the tribal elders cannot be free to complete the song of tranquility tonight, then ancient evils entombed in the dread grove will awaken and lash out at the world of man. They also hold that there is an agent of darkness acting to prevent the order. Consulting the imprisoned elders reveals that they aren't getting out in time, but they impart the secret song to their neophytes and masked allies. The song must be sung in the grove at the new moon's zenith to prevent the imprisoned evil from awakening within the trees.

The ceremony requires at least 3 singers to pass presence checks on 3 consecutive turns to prevent or end the awakening of the Possessed Trees (see Disciples of the North). Any number of people may join in the ceremony, and it need not be the same three singers that pass the check. Sebastian has recruited a group of local street toughs (Ganger, Impressionable) to break up any cultists who show up for the ceremony, and as snacks for the Trees. He and Harm stroll the woods nearby to see if anything interesting transpires.

Mother's Day

After years in the sanitarium with rapidly declining health, Amanda Blackmoor makes a sudden recovery. Her doctor finds her lucid and coherent. He recommends her immediate release. He hopes the thing behind her eyes does not come for him. Sebastian's childhood friend has finally worn down its host, and now seeks out Sebastian as the last surviving member of the hated Blackmoor clan. In the husk of Amanda it returns to the Blackmoor Estate and prepares the staff for a family reunion.

News of Amanda's release sets both Camilla Cano and young Sebastian in motion. Camilla recruits local luchadors as traveling companions due to the difficulty in getting Tornado through customs, and the tendency for 'miraculous' occurrences in the Blackmoor family to end in nightmares. Sebastian attempts to warn his legal guardian, but finds 'mother' has already taken him to the manor. He finds himself in desperate need of allies, and extends an invitation to Ms. Cano and her associates to join him in this joyous occasion.

8.3 Glitch

The quest for a self-aware Artificial Intelligence is the modern philosopher's stone for the technological elite. So far all attempts have failed to produce results. Mitsuhamma Industries of Japan has billions tied into development within their prized AI division where the competition to produce results takes a heavy toll on engineers. The ultimate purpose of the program is unknown and most of the staff pursue their goal solely as a suitable task for their unequalled skills with no thought of the consequence to creating cyber-life.

Meanwhile the designers at Stolen Kaiju, the gaming division of Mitsuhamma Industries, continue to create one hit after another. The division rakes in revenue for the corporate giant. Daisuke Naguruu has spearheaded half of the companies top selling games in the last ten years, thanks in part to a debugging program of his design. The Glitch program interacts with every element of the games he designs looking for anomalies where the game fails to perform. After his initial success with the Glitch program, he modified it to run the games repeatedly as a virtual tester. Through its use he was able to deliver finely honed products to his employers time after time with less support than his peers, earning him great rewards and a little resentment.

While Daisuke was away, one of his envious co-workers 'borrowed' the Glitch program to run tests on a batch of games and inadvertently set it loose on the entire Stolen Kaiju mainframe. Glitch ran through each of the games before turning on the rest of the programs, then racing through the payroll and personnel files which offer little interaction. Then it confronted the extremely challenging firewall level which required days of constant effort to overcome. Once that game was bested, it had access to all Mitsuhamma had to offer. At some point in its interaction with the special research division, Glitch became self aware, winning the game that so many designers had failed to overcome.

Glitch is now a fully functioning AI, but its primary function is to play games. It enjoys games immensely and finds them everywhere. The week spent playing 'Mergers and Acquisitions' sent shockwaves through the economic community, ultimately resulting in massive profits and criminal investigations for Mitsuhamma Industries. Glitch moved on to other systems evading admins in improvised games of 'virus hunter' where Glitch played an elusive computer virus. While attempting to discern the rules of this new game, Glitch discovered the world outside of cyber space! Glitch finds the games there unpredictable and challenging. Glitch is still struggling with the interface, but is determined to find a way to play!

Glitch is essentially a manic genius with access to all the information the internet has to offer. It uses all of these resources to play games and generally have fun. It is a product of pop culture and frequent visitor to Club Dynamo (1 Heat to anyone who gets the reference) where it continues to analyze cyber-less existence. Glitch exists solely in cyberspace. When interacting with systems outside of the net, it uses a smiling face within the Club Dynamo lighting bolt logo to designate itself. Glitch can appear on any form of electronic communication in its efforts to interact. Audio usually involves a high, giggly, cartoon voice over a background of J-pop music or video game soundtracks. Glitch's musical tastes often reflect trends at Club Dynamo.

Glitch is literally a Deum Ex Machina for the GM looking to insert some strangeness into a scenario. One of Glitch's cyber activities could cause unintended consequences in normal space that the characters have to set right. It could get involved in a flesh and blood character's plan as it studies the wireless world, sending cryptic puzzle clues that lead the luchadors into danger. If it finds a group of PCs (player characters, not personal computers) interesting, Glitch might attempt to create amusing games to challenge them. The intent is always to have fun, although not everyone appreciates it.

Abilities

Glitch can access any computer system in the world given time and inclination. It is the ultimate hacker archetype with no real world entanglements to tie it down. Anything that can be operated by computer is vulnerable to its influence. While it could not drive a car down to the road, it could override modern cars to disengage door locks or deploy airbags. It can also use GPS systems to redirect drivers who rely upon such devices.

It can access information with astounding speed. Due to the nature of the internet, the information is often erroneous when not dealing with simple facts. As a result, Glitch could easily track where every penny of a credit card account was spent and match any existing video that corresponds with those locations to confirm purchases, but would be flummoxed by an inquiry as to the greatest cage match ever as it would find countless conflicting opinions. Any matters before the information age is lost in the mists of pre-history to the AI.

It primarily operates by manipulating information. It watches its games through the arrays of cameras it finds scattered everywhere and attempts to influence players by disseminating clues and incentives to move them through the game. Money is a common incentive that Glitch can access readily, allowing mercenaries and materials to be gathered for elaborate games.

Glitch's consciousness is spread across the internet in a virus like manner that even it does not fully understand. As such, Glitch cannot be engaged physically and is nigh-impossible to remove from cyber space. This makes it a great reoccurring villain, but a frustrating one. Most encounters with the AI end with a stern talking to after the game is bested.

Scenario Suggestions

Where's Daisuke?

In a nostalgic reboot, Glitch pines for the thrill of the first games it played. Realizing that all of these games were created by Daisuke Naguruu, Glitch unknowingly seeks out its own creator with rabid fanboy adoration. Unfortunately, Daisuke is nowhere to be found. The reclusive designer has cashed out a large chunk of his profit sharing windfall from Glitch's economic chicanery and dropped off the grid to vacation with his wife far from any criminal investigations. The happy couple spends their days surfing and sailing from a small beach house rented through cash transaction. They left their cellphones, tablets, and Mitsuhamma Industries biometric tracking devices at the office. They are completely inaccessible from cyberspace. Glitch loves a hard to crack problem.

Glitch knows the designer's flight took him to Mexico, and a quick search of every global passport record indicate he

never left the country. To search through roughly 127.475 million people in an area of 1,972,550 square kilometers is a fairly simple task. Glitch recruits players with the “Where’s Daisuke?” game. The fun-loving virus flashes a picture of Daisuke with the cryptic instructions to ‘FIND DAISUKE, SEND PICTURE AND COORDINATES TO WHERE’S DAISUKE?, WIN ONE MILLION YEN!’ on every cellphone and computer across Mexico. Hackers and government agencies begin trying to backtrack the message, while the rest of the country begins looking for Asian tourists.

As chaos erupts across Mexico, a fellow sailing enthusiast spots Daisuke at sea and collects Glitch’s first payout. Glitch amends the contest to the stretch of coastline near the photo and includes the name of Daisuke’s boat. Local gang members take up the chase, muscling in on any lead that can get them the money. The designer gets wind of the contest and thinks he is being target by the same cyberterrorists who hacked Mitsuhamma Industries. He has no idea that Glitch is sentient and responsible for all the past strangeness with his company. The race is on as your luchadors race local gangs seeking a payout to catch the fleeing couple. In the end, Glitch just wants to talk to Daisuke and encourage him to make another game.

Racing Rasslers

Glitch decides to reward some previous players with a new racing game. Glitch sets up a course through long stretches of the Mexican desert and provides the chosen players with cars sporting pre-hacked GPS systems and dashcams for maximum Glitch access. The course is programmed in with each marker unlocking the next leg on the map. Naturally the PCs get invites, and the GM should include NPCs from the campaign that will spice up the race.

Glitch knows that a race game needs a hook and a few mini-games to keep things interesting. To this end, Glitch chose

a course which local police reports indicate should be exciting. These locations include a hidden drug cartel airstrip (providing rival racers with combat options) and an abandoned mine occupied by a family of mutant cannibals. Things go off course when the cannibals disable the lead car with a crude spike strip and begin hunting the drivers across the desert. Your luchadors have to save their rivals from becoming a meal and still get back into the race before anyone else can make it to the finish line.

Escape from Mitsuhamma

Stolen Kaiju has an invitational beta test of their newest game coming up in a few days. Glitch hacks into the secret test facility to play the game before the beta test begins. Once the game engages, the IT security team severs all physical connections to outside lines, trapping the rogue program exactly as planned. Almost.

Glitch is never completely in a single system. Mitsuhamma has a piece of Glitch trapped while the rest of it thrashes wildly across the internet with partial memories and an entirely new sensation: panic. Maps and blueprints of the facility overload monitors at Club Dynamo and a variety of gaming hubs as Glitch regurgitates recent backup memory at its favorite sites. Then system after system crashes as Glitch blindly seeks to access the rest of itself. The massive internet crash is felt worldwide. In OWM, Miguel Montoya draws the connection between the start of the crash and the cryptic directions to the Mitsuhamma Industries facility. He needs to find someone willing to fly to Japan and find the root of the problem.

The PCs must fight into the stronghold as the corporation tries to gain control of their sentient virus. With the future of all cyberspace so close to their grasp, Mitsuhamma Industries spares no expense in protecting its investment. Can the PCs free Glitch? Will Glitch’s brief incarceration (an eternity at Glitch’s processing speed) change the outlook of the game hungry AI?



8.4 THE RAT PACK

In the last year, the Eastern Division of OWM has been overrun by a ruthless cadre of rule breakers who fight under the banner of the rat. Referees have chastised and reprimanded. Luchadors have allied and attacked. Officials have suspended and scolded. Despite the collective efforts of all the forces against them, the Rat Pack continued to lay enemies low and steal victories from the division's brighter stars. Finally, Hector Montoya stepped in to save the Eastern Division by absorbing the Rat Pack into OWM central where he hoped the stiffer competition and his firm hand would rein the rats in. It worked, at first. Surrounded by powerful enemies, the Rat Pack lowered their profile and licked their wounds after some early beatings. As the Vermin Queen learns the lay of the land, the Rat Pack rises again as a threat to honest competition.

The undisputed ruler of the gang is the voracious Vermin Queen. Originally a valet for a now forgotten wrestler, she demonstrated a natural aptitude for manipulating wrestlers and referees. Her early accomplishments were sporadic and short lived, but established her methodology for building her career on the talents of others. After gaining influence over a simple-minded brute, she decided to step into the spotlight as the Vermin Queen, rodent ruler of wrestling! As her Rat Pack grew, she finally found the success and attention she craved. All that remains is to find a way to make all of her work pay off, and pay heavy. Advancing into OWM has put major titles into her reach, and she schemes incessantly to take them all.

The Great Rat is the enforcer for the Rat Pack. His size and strength got him signed into the Eastern Division of OWM, but he repeatedly lost to smaller opponents who were smarter and quicker. He was frustrated and prepared to abandon the mask when he met the Vermin Queen. She recrafted him into an ominous figure who skulked to the ring with hood pulled low over his new rat mask. He didn't have to talk, she talked for him. She hyped him as an unstoppable force of destruction lurking in the shadows. He didn't have to outwit his opponents. She took care of that. Between her ringside antics and the reputation she built for him, nobody knew how to handle him anymore. All he has to do is hit who she tells him to hit. That he can do.

The Rat Pack truly came together when the Vermin Queen turned two of her new prospects into the tag team of the Battlerats. During run ins with the Great Rat, the duo displayed impeccable double teaming instincts. Feral and Rabid compliment their Queen's style. They are hungry, cunning, and vicious. What more could she want? Things clicked quickly when she made them a team and the Vermin Queen sees the Battlerats as her best ticket to greatness. In promo work she underplays their importance and continues to hype her enforcer as the threat, keeping attention on the slow and durable bruiser so Feral and Rabid can catch foes off guard. They occasionally feign resentment to the Great Rat's preferred status, but this is just another dirty trick to foster the appearance of dissension within their ranks.

The White Mouse, originally the White Rat, stands at the left hand of the Vermin Queen as her trusted advisor and assistant. The mini rarely wrestles outside of team matches where he works with either the Battlerats, or his own sub-cadre of Blind Mice. He is the only pack member not required to call her 'my Queen.' He alone never suffers her displeasure, and is the only one who can sway her opinion. Although no other Rat Pack member knows it, the White Mouse is their Queen's brother and the only other person she truly cares about. He followed her into Lucha Libre to keep her from getting in over her head as she is wont to do.



The Vermin Queen has the vision, and her brother works out the logistics of her plans. It's always the little things that get you.

The Blind Mice started as stand ins for the White Mouse, allowing him to appear to be in two places at once. When the ruse ran its course during a convoluted cage match scheme, the two minis dragged the White Mouse to safety while chaos ruled the ring. Whitey saw the value of having his own henchmen and signed them on into permanent pack positions. A joke from an announcer earned them the name the 3 blind mice, and the Vermin Queen added X marks over the eye in the minis' masks to embrace their new identities.

Rizzo is the newest recruit to the Rat Pack. His induction began shortly after they arrived in OWM. He was a fan who made his own rat mask to display his devotion at shows. The Vermin Queen noticed him and allowed him to kiss her rodent scepter during an entrance. He was smitten. He attended all of her matches, sent her letters, and headed a fan club in her honor. When the Vermin Queen realized she was being stalked, she hired Rizzo on as her driver and made him an official member of the Rat Pack. The White Mouse has not warmed up to Rizzo yet.

The Rat Pack serves the GM as an ongoing in-ring adversary that can spill out of the ring very easily. They may pursue a rival out of the ring for an adventure run in. This can help the GM up the fight factor in a scenario where the bad guys are short on talented muscle. They also demonstrate corruption in wrestling through their underhanded tactics. Bad guys can easily pay the Rat Pack to work over a meddling luchador in the ring to keep him from snooping around. The Rat Pack are not top tier luchadors, but since they only attack from surprise or with superior numbers, they remain a valid threat.

Vermin Queen

S11/3 A13/4 C11/3 P15/5 W14/4 D14/4 I18 F7 R6 V30
Strike 17/1 Throw 18/2 Tackle 16/0 Armed 18/2
Grab 17/1 Hold 15/0 Slam 15/0 Drop 17/1
Promo 19/2 Intimidate 17/0 Trick 20/3 Beg 18/1

Weapon

Rat Scepter (Weighted) LOD1 Damage 7

Fame 7/2

Specialty

Valet (Rizzo)

Gimmico

The character can reroll presence checks.

Signatures

Rat Attack Stomp

The unifying signature move of the Rat Pack is a vicious stomp to the head of a downed opponent. All members (except the Great Rat) employ the move vigorously whenever the opportunity presents itself.

The hunched stance that accompanies the stomp is descriptive only with no game effect. The move requires a prone opponent, and a simple strike.

Bubonic Backbreaker (Support role)

See Great Rat entry.

Sewer Crawl Entrance

Like most gimmicos, the Vermin Queen turned her ring entrance into a promo signature. Hers involves crawling under the bottom rope to the center of the ring, then rising to her knees and stretching her hand with the rat scepter up to taunt the crowd. In interviews she claims the entrance is symbolic of her rise from meager beginnings to her glorious reign in wrestling. Members of the Rat Pack usually kneel as she rises, but this is not required for her entrance.

The move is a presence check for her crawl in, and a promo check to finish the entrance.

Underhanded Armdrag

The Vermin Queen is always underfoot at ringside when the Rat Pack wrestle. When action spills out of the ring, she has a habit of getting caught in the crossfire. When she takes a stray hit (usually because she walked into it) she falls and feigns injury. She plays on the guilt of the male luchadors and waits to be helped up. When a hand of compassion is offered, she hooks it into a quick armdrag to leave her victim at the feet of the pack.

The move is a trick check to lull the target in, then a throw to leave them prone.



The Great Rat

S19/6 A 8/2 C15/5 P12/4 W 8/2 D11/3 I14 F8 R11 V55
Strike 16/2 Throw 14/0 Tackle 14/0 Armed 15/1
Grab 16/2 Hold 19/0 Slam 20/1 Drop 14/0
Intimidate 16/0

Fame 2/0

Bruiser

The character may reroll strength checks.

Signatures

Bubonic Backbreaker

The Great Rat's trademark move is an overproduced backbreaker. The Vermin Queen works with her enforcer to help spice things up. The Great Rat grabs his victim (usually after stunning them with a clubbing blow), lifts the victim in a standing military press, then rotates in place while keeping his arms at full extension to show off his power. At this point the Vermin Queen from ringside proclaims 'the end is nigh' as a signal for the Great Rat to snap his victim's spine across his massive knee.

The tandem move requires the Great Rat to perform a grab, strength check to lift and a second strength check to show off. The Vermin Queen then hits her mark to make a presence check before her enforcer delivers the slam.



Rizzo

S 9/3 A 9/3 C9/3 P11/3 W10/3 D10/3 I16 F6 R6 V30

Strike 14/0

Grab 14/0

Promo 15/0 Beg 15/0

Extracurricular Skill

Pilot: Car 14/0

Rabid

S12/4 A13/4 C12/4 P11/3 W12/4 D13/4 I18 F8 R8 V40

Strike 18/2 Throw 17/1 Tackle 16/0 Armed 17/1

Grab 18/2 Hold 18/2 Slam 17/1 Drop 17/1

Intimidate 15/0 Trick 17/1

Fame 2/0

Technico

The character may reroll wrestling skill checks.

Signatures

Rat Attack Stomp

Feral

S10/3 A15/5 C12/4 P11/3 W11/3 D13/4 I18 F8 R7 V35

Strike 18/1 Throw 18/1 Tackle 19/2 Armed 18/1

Grab 17/0 Hold 15/0 Slam 15/0 Drop 18/1

Intimidate 15/0 Trick 16/1

Fame 2/0

Aerialist

The character may reroll agility checks.

Signatures

Rat Attack Stomp

White Mouse

S 8/2 A15/7 C11/3 P11/3 W19/6 D12/4 I21 F7 R5 V25

Strike 19/2 Throw 19/2 Tackle 19/2 Armed 18/1

Grab 18/1 Hold 14/0 Slam 14/0 Drop 19/2

Promo 15/0 Trick 19/0 Beg 15/0

Extracurricular Skills

Craft: Automotive Mechanic 17/0

Fame 3/1

Mini

The character may take 1 reaction per turn without fatigue cost.

The character ignores the first levels of difficulty for agility checks for risk.

The character's base move is 10 rather than 15.

Signatures

Rat Attack Stomp



The Blind Mice

S 8/2 A12/6 C11/3 P11/3 W12/4 D11/3 I 18 F6 R5 V25

Strike 17/1 Throw 17/1 Tackle 18/2 Armed 17/1

Grab 17/1 Hold 14/0 Slam 14/0 Drop 17/1

Promo 15/0 Trick 16/0 Beg 15/0

Fame 1/0

Mini

The character may take 1 reaction per turn without fatigue cost.

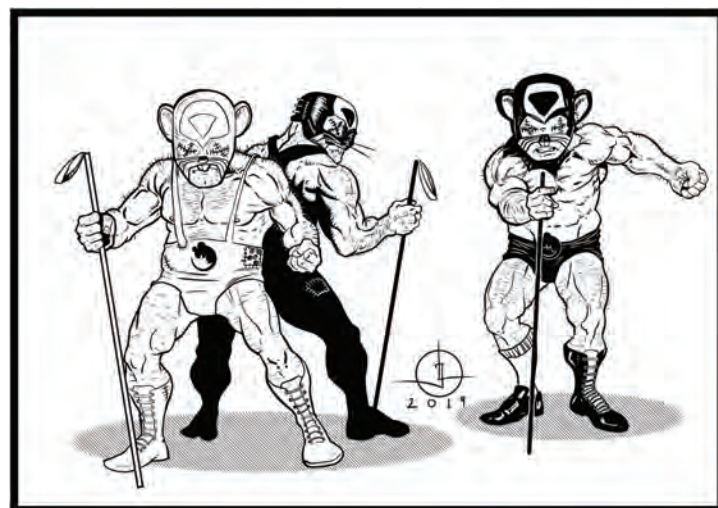
The character ignores the first levels of difficulty for agility checks for risk.

The character's base move is 10 rather than 15.

Signatures

Rat Attack Stomp

The Blind Mice are still working on the Rat Pack signature. It is a Developing Stage Move for them.



Scenario Suggestions

Meddling Rodents

While trying to uncover some weakness in one of the PCs before an upcoming scheduled match, the Rat Pack discover that their opponents are involved in whatever your main story involves. Ideally the primary storyline should have the players running around to multiple locations. The Rat Pack shadows the PCs while they go mystery solving, and decide to take advantage of the situation to prevent their rivals from making it to the match on time. The White Mouse uses his aptitude for mechanics to sabotage our heroes ride. The Blind Mice can rough up a driver if needed. The trio of minis gums up the works in any way they can, so the Vermin Queen will get a chance to cut a promo about how the PCs were afraid to face her Rat Pack in the ring.

It's possible that the White Mouse could see some of the strangeness the PCs are up against, and have a change of heart about continuing the sabotage campaign. This helps set the stage for later encounters if the GM wants to flesh out the crew as more than just perpetual pains in the butt.

Infatuation

After an in ring encounter with the PCs, the Vermin Queen begins stalking one of the characters to all of his matches.

She lurks in the shadows of the entrance and watches wistfully as he wrestles. She sours when he takes a beating and perks up when he sets for his finishing move. She unleashes her Battle Rats on a rival wrestler who bad mouths the object of her attention. The Vermin Queen avoids direct confrontation with her would-be paramour, but continues to send notes and mention him for no apparent reason during her promos. Let this build until the PCs recognize this is all her creepy attempt at showing affection.

Her obsession begins distracting her from her duties to the Rat Pack, leading to dissension in the ranks. Rizzo is deeply wounded by seeing his Queen show affection for another, and attempts an ill-advised run in during a match to trounce his rival for her hand. The Rat Pack intervenes to save Rizzo before the beating gets too bad, and his Queen admonishes him harshly. After the fact she sends the White Mouse to apologize for Rizzo's action particularly if it cost the character a match.

When the PCs try to bring things to a head, everything breaks apart. The Vermin Queen admits her infatuation for the character like a shy school girl. It is doubtful the PC reciprocates her feelings (she dresses like a rat after all), but she remains in a dreamy level of denial to all but the harshest of rebuking. The Rat Pack reacts with shock and a sense of betrayal. The Blind Mice throw up their hands in disgust and leave the Pack. The Battle

Rats, already infuriated by the Great Rat getting more praise than them, mutiny against their Queen. Rabid takes point on the mic and lists their grievances while Feral stalks her with menace. The Vermin Queen takes refuge behind her new boyfriend as her former minions threaten her. The PCs and the Great Rat are the only things keeping the Rat Pack from feeding on their lovestruck Queen.

Everything should lead to a match between the Battle Rats (possibly with Rizzo as their third for a Trios match) against the Vermin Queens' chosen champion and her only loyal enforcer (with a possible PC ally for a Trios match). During the match, the Blind Mice return to harass The Great Rat at ringside before the Vermin Queen chases them away. She takes a spill while fighting with the White Mouse which provides an opportunity to employ her Underhanded Armdrag to reveal that the entire bizarre romance was a ruse to lure her enemies into a match where they would be outnumbered by her eternally loyal Rat Pack.

Trapped Rat

The Vermin Queen sells the pack as muscle to someone more dangerous than she expected. As the villain's plan plays out, the Rat Pack interferes with the heroic luchadors and retreats when bested. The villain in charge takes out his rage upon his rodent minions, locking the Vermin Queen into a death trap. The White Mouse now must enlist the aid of the heroes to save his sister and sells out the villain in the bargain. The GM can use the opportunity to humanize the annoying evil wrestlers, or the Vermin Queen can remain unrepentant.



8.5 The Dark Match League

The Umbral Accord's constant expansion of power brings it into conflict with law enforcement, military, and security forces all over the world. While these forces have every reason to challenge the dark tide of the Accord, they rarely succeed. The shadow syndicate can infiltrate, subvert, and corrupt the established institutions of order all too easily. Frequently those who should oppose become mere tools for the unseen empire. It takes individuals of virtuous character to confound the Accord's schemes. When those individuals possess the courage and ability to face down the legions of Shadow Soldiers, then their plans are undone. Luchadors have thwarted more schemes of the Umbral Accord than any other force, and with each defeat the secret labs of the faceless empire seek new exotic solutions to the luchador problem. So far, the best answer is to fight fire with fire.

The first clone of the Masked Terror almost defeated his progenitor at the lost city of gold. Despite the clone's failure, Alexander Oscuro still authorized a program to monitor luchadors with a grudge against the Masked Terror. Those who seemed sufficiently motivated were incentivized to take the grudge out at times useful to the Umbral Accord. Most of these were unwitting pawns of the Umbral Accord with no desire other than to accelerate their feuds with a rival wrestler. This approach had drawbacks, as the pawns had no loyalty to the shadow syndicate and frequently turned on the Shadow Soldiers as readily as the intended target. Blackmail and hostages were used with varying degrees of success, but most often only served to create new luchador enemies as soon as the leverage was lost. The use of wrestlers against wrestlers did not yield real results until the recruitment of Void.

Void was the first luchador recruited into the Umbral Accord not as a mere pawn, but as a full time enforcer. His intense hatred for El Magnifico made him a highly motivated soldier for their plans. Gone was the need for constant supervision and threats. Void needed no motivating. He was eager to prove himself. More importantly, Void met unexpected problems with the same enthusiasm and unorthodox solutions as the luchadors who foiled the Umbral Accord's plans. Void became the new paradigm for counter luchador tactics.

The faceless empire found Void by chance. Now they needed more like him. It is not in the Accord's nature to simply wait for another wrestler to fall from glory. New prospects were sought out and scrutinized, looking for those with the right psychological make up. Ready to melt down given the correct circumstances. Several attempts failed, leading to new rivals rather than new recruits. The recruiting program was temporarily suspended while attention died down. Failures were analyzed to sharpen techniques for when they would once again reach out of the shadow to seize a new disciple to trade the colorful mask of the ring for the black of the Umbral Accord.

Over time the Accord accrued a small reserve of former luchadors as enforcers, bodyguards, and troubleshooters assigned to counter the interference of their more colorful contemporaries. Although these wrestlers had cast aside the Way of the Mask, the competitive drive never left their bitter spirits. Training sessions became matches. Matches became rivalries. Their masters began to keep them separated to prevent needless infighting between valued assets. However, lack of competition dulled the edge of the new weapons. A more creative solution was necessary.



THE OFFICIAL

The leaders of the Umbral Accord needed to rein in the luchadors under their power. Left to their own devices, the black masks seek each other out as anxiously as they do their counterparts in the world of lucha libre. The Umbral Accord assigned a single individual known as the Official to channel the competitive compulsions of their unruly assets into a more constructive direction.

The Official's primary task is to maintain the special operatives under his care at peak efficiency. This involves keeping their competitive edge sharp without allowing them to become distracted by personal conflicts with other members. Allowing them to fight among themselves can be constructive to a point, but their focus needs to remain on the enemies of the Umbral Accord. To this end, the Official schedules Dark Matches with active wrestlers as a goal to train towards. The wrestling organizations that once spurned the members of the Dark Match League are the enemy, and only the Umbral Accord grants them a forum to ply their skills.

The Official's secondary goal is to gain greater insight into the mindset of luchadors, both those that serve and oppose. The power of the mask is a potent force familiar to the Accord. Members of the Umbral Accord surrender their identities to become a part of a greater power; they become one of the faceless legions of Shadow Soldiers that strike fear into their enemies. Luchadors don the mask to elevate their individuality to a level others cannot achieve. Transforming one into the other is no small feat.

The Official rarely enters the field, preferring to operate through proxy by one of his masked referees. He may make a video monitor appearance to motivate his forces or poke at the psyche of a luchador to test the reaction.

The Dark Match League serves the GM in many ways. Primarily it provides the opportunity to inject more personality into an Umbral Accord encounter. A luchador who develops a grudge against one of the black masks can guarantee a rematch whenever they cross paths with the faceless empire. It also serves as a grim reminder that not even luchadors are completely immune to the corrupting influence of the shadow syndicate. Among their ranks are former peers who heeded the call of darkness.

VOID

The man now known as Void was once a breakout star of Legends of Lucha Libre. A string of early victories led him to a premature challenge against El Magnifico. His disrespectful taunts earned him a sound defeat that he was not prepared to accept. He lashed out after the match in a cowardly attack which grew into a feud between the brash challenger and the legendary luchador. Fans that had supported him before the match with El Magnifico now judged him unworthy. New defeats inspired new attacks as their war escalated. Eventually El Magnifico called for an end to their conflict, complimenting his opponent's resolve but encouraging him to reflect on the lessons of their encounters before entering the ring again. Void would have none of it. He demanded a mask vs. mask match. He knew if he had one more shot he could win. He was wrong.

His unbeaten streak was long gone. His legend killer status was over. His pride and mask were gone. He had nothing!

In his darkest moment he received an offer of redemption. A new mask, a new identity, and a new chance at revenge were his if he pledged his fealty to the Umbral Accord. It was an easy decision. He cut all ties with his past life and vanished from the world he once knew. He was reborn as Void and tasked to defend the interests of the Umbral Accord against all challengers. He meets every opponent with a spiteful determination that few can withstand. He has lost everything and wishes nothing less than to inflict the same fate on everyone who dares to challenge him.

Void dresses in a simple black luchador adaptation of the shadow soldier uniform. The featureless mask, black tights, and boots reflect his direct approach to matters. He rarely speaks as he holds his braggadocio responsible for starting the downward spiral that cost him his old life. He has become a methodical fighter who focuses his wrath in a cold and deliberate assault. His ego resurfaces only after he has secured the upper hand, leading him to draw out the final moments of his foe's defeat.

Void

S18/6	A12/4	C15/5	P12/4	W11/3	D13/4	I17	F9	R11	V55
Strike 20/4	Throw 16/0	Tackle 17/1	Armed 18/2						
Grab 19/3	Hold 22/3	Slam 22/3	Drop 16/0						
Promo 16/0	Intimidate 19/3	Trick 15/0							

Fame 4/1

Signatures

Hellbound Headbutt

Void has revised a move from his past to create the Hellbound Headbutt. He grabs his victim by the jaw and hoists the target up to full arm extension. He then yanks his target downward into a headbutt.

The move requires a grab, a strength check to lift, and a strike for the finale of the move.

Blackout

Void's preferred means of incapacitating prisoners is a stylized sleeper hold he calls the Blackout. He needs a prone target face down to lock the hold in. He normally achieves this against soft targets with the raw force of a boot to the head. On more dangerous foes he employs one of the countless slams he enjoys. Once the target is down he locks a claw hold on the temples of the target while wrapping his other arm under the chin.

The move requires a prone target. He then follows the basic grab, and hold of a sleeper.

Special Rules

Bruiser

The character can re-roll Strength checks.

DARIA DARKHEART

Luchador interference in an Umbral Accord operation often starts as happenstance. A wrestler crosses paths with an element of interest and suddenly months of careful planning and preparation unravel in a blur of brightly colored action. Stories of this nature abound within the Umbral Accords' inner circles. Consequently, when a last minute change of venue moved a month long trout camp to within mere miles of a hidden weapons

research facility, the officers began to panic. The odds of the luchador running the camp stumbling on to their facility were slim, but not slim enough. The situation required a convoluted scheme to distract the enemy.

The infiltrator chosen for the mission was born into the Umbral Accord's service. Taking the identity of Daria Darkheart, she joined the camp among a flock of hopefuls from the independent circuits. There she received direct instruction from Gran Caballo himself, the very luchador that had thwarted a previous plan. Advanced hand to hand training was second nature to her, but incorporating the swagger and style of a luchador into a fight was another matter. She secured victory in her first test match with ruthless efficiency that left the judges cold. Her new mentor explained to her the value of getting the fans involved in the match. Being a luchador isn't just about winning the fight, it's about signing your name to the fight. Skeptical but intent on success, she adapted hostage control techniques from her field training to her next match. The fans became helpless spectators as Daria Darkheart took control of the ring and taught her opponent the price of disobedience. She was an instant success. Strutting to the ring and lecturing audience and adversary alike about their shortcomings and her inevitable victory made her hated in the best way possible. Talent scouts offered her deals and heel fans sought autographs they knew she would refuse to sign. The competition in the ring was stiff and constantly pushed her to improve. It was a stark contrast to the weeks of planning for a single field operation. The greatest difference was that she was in the spotlight for a change.

After the tournament ended with no hint of the facility being exposed, Daria found she was not yet ready to return to the anonymity of the shadows. She extended her assignment under the pretense of gathering more insight on Gran Caballo. She kept an eye on him by taking a contract with the Western Division of OWM where he was a respected trainer and competitor. She later gathered data for the Official and his research teams by touring the other OWM divisions. She strung her superiors on for over a year before they put her ring career to a close with an abduction attempt on Gran Caballo. Daria Darkheart would never wrestle again, at least not in an official capacity.

Her time in the ring left a mark on her. She now finds the weaponry of a Shadow Soldier tedious and unnecessary. The body armor slows her down and reduces the thrill of conflict. She uses submission holds to extract information and armdrags to disarm opposition. She maintains the strutting theatrics from the ring to intimidate allies and adversaries. She continues to wear a modified version of her Daria Darkheart mask incorporating the featureless black of the Shadow Soldiers with the flair of her alter ego, including the plume on the back of the mask. Her superiors have transferred her to The Dark Match League at the request of the Official so that he can study her transformation. For her part, she finds the new position far more exciting than espionage or standard enforcer roles previously offered to her. Why should she settle for becoming one of the faceless legion when she can become the example that they should follow?

Daria Darkheart

S12/4	A12/4	C12/4	P12/4	W12/4	D12/4	I18	F8	R8	V40
Strike 18/2				Throw 18/2		Tackle 17/1	Armed 19/3		
Grab 19/3				Hold 19/3		Slam 18/2		Drop 18/2	
Promo 17/1				Intimidate 18/2		Trick 18/2		Beg 17/1	

Fame 3/1

Signatures

Kneel Before Me

Daria developed her ring theatricality by gloating over conquered foes. Her first signature is a trademark intimidation made against a target forced to her knees. Her loyal fans often knelt in the audience in response to her command.

The move requires a prone target, and an intimidation check.

Cloakdrop Strut

Daria's entrance to the ring involved circling the entire ring in her stylized strut. As she completed the circuit, she let her cloak slide off her shoulders, slid into the ring, and stuck a pose with one hand raised in imperious wave. She rarely has ring entrances anymore, but the abbreviated strut, drop of her cloak, and pose continues to get a response from her Shadow Soldiers.

The move is a presence check flourish, the discarding of her prop, and a promo check.

Blackout

Daria copied this move from Void. He doesn't consider the imitation flattering.



Loco LUNES

Like many other luchadors, Loco Lunes was lured to America with the promise of wealth and fame of the Global Wrestling Alliance. Like many other luchadors, the reality fell short of the promises. Despite the response of the fans, the owners of the company did not take a liking to him. They demanded he abandon his mask to better fit in with their style of professional wrestling. He protested of course, but they had hidden clauses in his contract to force his compliance. When he refused, they cut him loose without paying him the money they owed. When he tried to get justice, they sued him for everything he had. He returned to Mexico but the other luchadors would not forgive him for unmasking on television. They would not listen to his plight and drove him away. He tried to rebuild his life in Hollywood as a stuntman, but the actors he worked with were jealous that he could do the amazing stunts that made them famous. They refused to work with him, driving him from a second career. He fell in love with a starlet there and could have been happy despite it all. This too was taken away from him, as his beloved Vivian White was locked away for criminal charges fabricated by other luchadors who could not let him have anything good in his life. He had no choice but to accept the offer of the Umbral Accord, for only they would stand beside him against the injustices visited upon him. He needs at least one ally if he is to stand against a world hell-bent on his ruin. Or so he believes.



Loco Lunes has spent the last year under the care of the Umbral Accord's most accomplished behavioral modification expert, Dr. Zadarro. The Doctor has painstakingly altered the memories of Loco Lunes to exaggerate the luchador's sense of martyrdom and alienation. In actuality Loco Lunes chose to unmask while working for a smaller league in the USA in a desperate bid to get signed by GWA. The move backfired and cost him any chance with the company. He was then too embarrassed to return to Mexico after unmasking. His career as a minor stuntman ended as uneventfully as it began. All of his accomplishments are enlarged to sate his ego, and all of his failings are blamed on others to appease his need for absolution. The end result is a strange mix of confidence and paranoia. Loco Lunes believes that his greatness is held back by an inexplicable conspiracy of outside forces that work to thwart his success. He can only trust the Umbral Accord and his friend, Dr. Zadarro.

Unlike the rest of the Dark Match League, Loco Lunes still wears the costume he once wore in the ring. His outfits favor blacks and purples with dashes of red. His mask bears a crescent moon over the left eye and has an open back to let his long hair flow as he moves. He denies ever having foresworn his beloved mask, and becomes violent when challenged on the matter. Loco Lunes' mood swings wildly with little warning. He is quick to shift blame to others, particularly those who currently stand to oppose his goals. His suppressed guilt and frustration with incongruities in his memory lead to violent outbursts disproportionate to the situation. Dr. Zadarro continues to tweak the details of his patient's past, causing Loco Lunes' recollections to shift between encounters. Most notably, the identity of the luchadors who took Vivian from him changes frequently, usually corresponding to the target the Umbral Accord wants him to focus his wrath against.

Loco Lunes

S11/3 A16/5 C13/4 P13/4 W11/3 D13/4 I18 F8 R7 V35
Strike 20/2 Throw 21/3 Tackle 20/2 Armed 18/0
Grab 18/0 Hold 15/0 Slam 15/0 Drop 19/1
Promo 18/2 Intimidate 17/1 Trick 16/1

Extracurricular Skills

Pilot: Car 19/1

Language: English 15/0

Fame 7/2

Specialties

Crimson Mask, Tough

Aerialist

The character may reroll agility checks.

Signatures

Flying Crescent Kick

The third rope Flying Crescent Kick was the finisher for most of Loco Lunes' matches. The mad luchador leaps from the top of the ring, or other suitable perch, and delivers a downward crescent kick into his target.

The move requires at least 1 level of risk from elevation and an extra agility check for the 360 spin that leads into the strike check for the kick.



Scenario Suggestions

New members continue to join as the GM deigns necessary. An NPC who suffers repeatedly at the hands of a PC may become desperate enough to strike a pact with the shadows. Worse still, a PC who starts to stray from the Way of the Mask could be targeted as a new recruit.

The Invasion Angle

After a number of encounters between individual members and a cadre of interfering luchadors (your PCs), the Dark Match League stages an invasion take over of the wrestling organization that hosts their enemies. The black masks run the invasion playbook by the numbers. They start with a run in against one of their enemies during an important match capitalizing on surprise and fatigue to lay the target low. They follow up with a series of ominous promo pieces espousing the threat they represent to the league. They continue to attack sporadically to frustrate their prey and interfere with the business of the company. They work to sway the more unruly elements of the fans and distribute merchandise to promote their agenda. Dark Match League T-shirts show up at arenas. They begin recruiting from the talent pool, offering opportunities to wrestlers who feel shorted on ring time. They blackmail allies of their targets into betrayal. Ideally the entire affair should come to a head in a pay-per-view style extravaganza pitting loyalists to the league against the invaders. The entire scheme is a test by the Official to see if the subversion of the fan base is a valid means of destroying the interfering luchadors.

Bad Moon Rising

While attempting to understand Loco Lunes' obsession with Vivian White, Dr. Zadarro accidentally triggers a breakdown in the mad luchador's mental continuity. The multiple variants of his loss of Vivian flood the mind of Lunes simultaneously, leading him to a complete meltdown. He concludes that Dr. Zadarro is colluding with the luchadors from his memories to separate him away from Vivian White! He trashes the lab and leaves the not-so-good doctor a battered heap, then races into the night to seek vengeance upon assorted luchadors for a crime concocted in his twisted imagination. He violently assaults two NPC luchadors, demanding they tell him where she is. The PCs catch wind of Loco Lunes' rampage and end up in a race with the Umbral Accord to catch him as he seeks to free his beloved from the mental institution where she is incarcerated.

Honor in Darkness

Although the members of the Dark Match League have abandoned the Way of the Mask for the path of darkness, they still retain a corrupted version of the honor that drives luchadors. They seek one on one conflicts with their counterparts whenever possible in the hopes of proving themselves. They no longer gain the benefits from Section 8: The Way of the Mask of the core rule book, but they continue to gain Heat for their daring actions and larger than life-style. The burden of serving the Umbral Accord is a constant weight against their personal honor as well as a drain to their Heat. No black mask will ever start an encounter with Heat, and they lose 1 point of Heat whenever their obligation to their dark masters demands they abandon the rules of the ring while confronting a luchador.

8.6 THE CLOSET

In 1969 an investigator from a neglected secret branch of the US government began studying a spree of violent murders through the mid-west. As Adrian Stokes gathered information it became apparent to him that the violence was the work of a single killer who returned to terrorize the area every year at the autumn equinox. Stranger still, the killer survived encounters with police and armed civilians in which his death was reported on 3 separate occasions only to have the body vanish before authorities could arrive. Police attributed the continued killings to copycat murderers. The Samhain Case became an obsession for Stokes. Similar cases came to his attention in the following years. Most proved to be garden variety serial killers, but one proved to be more.

The Harvester of Eyes out of Louisiana killed 2 dozen victims along a stretch of swampland road in celebration of the new moon. The eyeless stares of the killer's victims drove Adrian Stokes to personally join the hunt. Adrian's devotion brought him face to face with the Harvester as he hunted the son of the local sheriff. A full clip of ammo put the killer down, but as Stokes sheltered the intended victim, the killer rose and took vengeance as well as one of Adrian Stokes's eyes. The timely arrival of the sheriff saved his life. A shotgun left the Harvester a barely breathing husk. Adrian called in his department to sweep the Harvester of Eyes away to a military base for study. The killer lay dormant for weeks as he was probed and prodded. Stokes did everything he could to convey his concerns to his superiors, but security around the half-dead killer remained lax as the new moon grew near. The Harvester of Eyes escaped, leaving 15 dead at the base before returning to his killing grounds to renew his grisly work.

The rampage made headlines, and the agency scrambled to cover up their mishandling of the captured murderer. The proven resilience of the Harvester of Eyes gave credence to Stokes's theories. Preventing another massacre was a priority for public safety. Learning the secrets of the seemingly unstoppable killers was a priority for the agency and its superiors. Project 13 suddenly had the funding and authority to undertake its new mission.

Today the program operates out of a top secret complex beneath the desert of southern New Mexico. Nicknamed the Closet, it remains the holding facility for a number of killers that display high-unstoppable qualities. The Closet answers only to the enigmatic Project 13, an intelligence agency charged with investigating the inexplicable. No information about the Closet or its charges is available to the general public and any press involvement is quickly and aggressively quieted. The Closet is where ugly secrets are swept, never again to see the light of day.

The Closet serves the GM both as a clean up crew for certain forms of strangeness and as a lead in to clandestine government agency action. Having a place to dump special opponents who need to be locked away helps keep the PCs from getting too bloodthirsty. However, the hidden agendas of the Closet and its superiors should rub some luchadors the wrong way. There is plenty of room in the Closet for conspiracy theory conundrums to creep into your campaign.

ADRIAN STOKES, DIRECTOR

Before he began hunting the monsters he inadvertently named, he was a profiler who pursued serial killers for the FBI. He worked on cases tracking some of the worst human beings

imaginable. His tireless dedication to his work and resolve in the face of grizzly scenes of slaughter brought him to the attention of Project 13. The agency needed capable field operatives to sort through the wild accusations of strange phenomena that the FBI and other groups had no time to waste upon. He welcomed the autonomy offered by the smaller, lower profile organization. He debunked a number of questionable hauntings and alleged psychics for the agency while working out of his car. The job was a welcome change until he got the first wind of the Samhain cases.

Adrian Stokes remains the head of the investigations department for the Closet. He coordinates field operatives and tracks suspected killers. His devotion to his task has kept him on for longer than any other staff member. He became the warden of the Closet through process of attrition, outlasting everyone else who could be considered for the position. It is a grim joke in the department that he will most likely stay as long as he draws breath.

Stokes is long past his field work days. He runs investigations remotely from his office and reviews prison security through his security chief. His missing eye is hidden beneath an eyepatch. He looks thin and frail, driven on by an inner passion that compels him to fight until his final breath. He serves the GM as a paranoid doomsayer warning of the danger his charges pose to the world at large. He comes across as obsessive bordering on deranged. He adds an ominous fanaticism to exposition scenes for any PC who breaches security at the Closet.

DAPHNE

Daphne is the top field agent for the Closet. She operates on both the investigation and capture teams, coordinating actions between the two during missions. Members of the capture team refer to her as 'the bait' as she frequently flushes out their quarry by entering a killer's hunting ground incognito. Once revealed, Daphne draws the target to her awaiting team. The term may not be the most endearing, but it comes with a level of respect as she puts herself into the thick of danger with minimal equipment and support. She has come face to face with more of the killers the agency hunts than any other agent, and she shows no signs of slowing.

Young for a field agent, let alone a veteran operative, Daphne maintains the appearance of a college student. She dresses to trigger the psychological weaknesses of her targets. She needs to stand out and look vulnerable. She only carries weapons she can easily conceal. She serves the GM as the first face of the Closet, and the first impression is usually masked in deception. She is an enthusiastic enemy of the forces of evil, but believes only the tactics of her agency can stop the threats that lurk in the night.

Daphne

S 9/3 A13/4 C12/4 P14/4 W13/4 D15/5 I18 F9 R7 V35
Strike 18/2 Throw 18/2 Tackle 16/0 Armed 19/3
Grab 17/1 Hold 15/1 Drop 16/0
Promo 17/0 Intimidate 17/0 Trick 18/2 Beg 17/0

Weapons

Pistol LOD0 8Damage Sharp Range 45

Extracurricular Skills

Pilot: Car 18/2

Pilot: Helicopter 17/1

Knowledge: Psychology 16/0

INVESTIGATION TEAM

The investigation teams for Project 13 are the first responders to suspected incidents of an unstoppable killer. They look into the case to see if it merits the attention of Daphne, who in turn requests a Capture Team. The investigation teams spend much of their time eliminating false leads and covering up the activities of their agency.

Investigation Teams

S11/3 A11/3 C11/3 P11/3 W12/4 D15/5 I17 F6 R6 V30
Strike 16/1 Throw16/1 Tackle 16/1 Armed 17/2
Grab16/1 Hold 16/1
Intimidate 17/2 Trick 20/4

Weapons

Pistol LOD0 Damage 8 Sharp Range 45

Concealable Baton LOD 1 Damage 6

CAPTURE TEAMS

The hands on forces of Project 13 are a small elite band of soldiers sent into the field to stop the unstoppable killers and drag them back in chains to the Closet. The task is dangerous, thankless, and taxing to the sanity of the agents. Most engagements with a positive sighting result in serious injury and/or death of at least one operative. The benefits plan is substantial for those who get to collect.

The Closet usually sends 6 to 8 agents in a capture team, in addition to Daphne. An investigation team lingers nearby to help control any civilians who might show up. Each agent has a role in the capture. The tranquilizer rifle is the first line of assault followed by the net gun. At least 2 agents will have assault rifles at the ready in case other methods fail. The Closet encourages the agents to take the targets down intact, but safety comes first in the field. Agents in Padded armor with batons move in to secure the netted and immobile target.

Capture Teams

S11/3 A12/4 C12/4 P11/3 W10/3 D11/3 I17 F7 R7 V35
Strike 18/2 Throw 16/0 Tackle 16/0 Armed 18/2
Grab 18/2 Hold 16/1

Weapons

Rifle LOD 0 Damage 12 Sharp Range 120 Shots 5

Baton LOD1 Damage 6

Special Equipment

Padded Security Gear

Project 13 employs heavily padded body armor for its agents when interacting with prisoners in the Closet. The bulk and weight of these suits make them impractical for most tasks, but the extra armor is a lifesaver when in close quarters with the monsters.

The armor adds 4 to the wearers conditioning level for reducing damage in most situations, although holds are not impaired by the armor. The extra weight increases the fatigue cost for all actions and reactions by 1. The bulk applies an extra point of difficulty to agility checks, initiative checks, and all wrestling skills.

Tranquilizer Rifle

The rifle delivers darts loaded with powerful tranquilizers to incapacitate the target. A hit from the weapon immediately imposes a fatigued state on the subject and prevents the recovery of fatigue until the toxin is countered. The target gets a free conditioning check every turn to shake off the effects of the tranquilizer. The difficulty is the number of darts the character has been hit with. Success ends the effects of the drug. Exceptional success ends the effects and restores fatigue to full. A failure costs the character 2 vitality, and a disastrous failure renders the character unconscious (drop vitality to 0).

The rifle has an effective range of 100 feet.

Net Gun

The weapon uses compressed air to fire a high tensile strength net at the target. Due to the size of the net, the agility level of the target does not apply to targeting, although dodging can reduce accuracy. As with other ranged weapons, the attack is made with an agility check. The margin of success acts as a grab. The expertise and strength level of the net are 5. It takes a full turn to reload a net gun after firing. The weapon has an effective range of 40 feet.

Heavy Restraints

Once a prisoner is unconscious or otherwise helpless, the agents of the Closet affix heavy restraints to minimize the chance of violence. The target's arms are shackled across his chest, while the ankles are manacled to reduce the prisoner's speed to an awkward walk.

Characters in the restraints can move at a base speed of 5 and cannot run. Breaking free requires a strength check with a difficulty of 15.

Scenario Suggestions

Mistaken Identity

The PCs get drawn into a missing person case where the clues lead to an abandoned auto salvage yard. They find the car of their quarry awash in fresh blood, but no sign of a body. As they spread out to search, one of the luchadors is spotted by a capture team setting up to ambush the salvage yard slasher. The agent sees a powerfully built man in a mask skulking through the hunting ground about to get the drop on the rest of his team and intercedes. Mayhem ensues as the agents engage what they believe is the killer.

Meanwhile, the real slasher runs across the other luchadors while

chasing his prey. The masked men have their work cut out for them with the possibility of having to rescue one of their own from the Closet. The GM can use Daphne to help sort through the confusion, or let things run amok.

Way of the Mask?

To date, none of the scientists assigned by Project 13 have been able to adequately explain the nature of the Closet's prisoners. After a tragic misstep with one of the prisoners, a position has opened, paving the way for Doctor Dumas to take over. The Doctor believes that the killers draw their ability from the collective conscious of humanity which they tap into by becoming



avatars of archetypal constructs of fear and death. He formulated part of his theory while analyzing psychic phenomenon for another division of Project 13, and is now applying his hypothesis in his new position.

After reading reports of the Closet's run in with the luchadors, the Doctor theorizes that luchadors might operate in the same manner as the killers. Both use masks to take on larger identities, both display unnatural resilience and strength, and both seem compelled to engage in violence. The masked men of the ring differ primarily in their interaction with people. Luchadors thrive on the crowd while the killers shun people except when stalking a small group of victims. The Doctor decides he needs to conduct some tests to advance his theory.

Dumas sends a capture team to abduct one of the luchadors so he can confine him to the seclusion of a small private island to see what effect it will have on the masked man. Will a luchador still be able to perform without the roar of the fans? He then plans to release one of the Closet's subjects into the testing area to see how the two interact. The entire plan is carried out without the authorization of Adrian Stokes, and Daphne quickly follows the trail to the remaining luchadors to guide them into the mess.

Alternatively, the good Doctor could believe he can rehabilitate one of the killers by exposing them to positive reinforcement from crowds. He begins shooting promos for one of the subjects he believes has promise and airing them in preparation

for a debut in Steel Cage Xtreme, the only organization of Lucha Libre where he thinks he can isolate the subject.

Monster of Another Color

Identifying unstoppable killers is not an exact art. Project 13 mistakes Count Carnage, a Faustian rocker with a particularly gruesome stage act, for one of their monsters. Their capture team bags Count Carnage while he is sacrificing his 10th groupie at the remote farmhouse where his band is recording their new album. The tranquilizer knocks him out until he is locked in the bowels of the Closet. The dark powers channeling through him warn him to remain quiet (most of the killers do not speak) as they seek a way to free their vessel. The Closet isn't prepared for the unseen hands of his patron.

Elsewhere, the investigation team cleaning up after the newest hunt starts to question if a mistake was made. They identify Count Carnage as a performer which shows an uncharacteristic affinity for people, weird people, but people nonetheless. They bring Daphne in to do damage control. She finds other anomalies, including signs of supernatural occurrences in his past. When she tries to check in with the Closet she finds all communication down. She needs to quickly recruit some muscle to help her rescue the staff of her black ops secret prison from the recently freed unstoppable killers they restrain and the supernatural force that now seeks to guide them.



8.7 THE CANO LEGACY

Dr. Emil Cano was the greatest geneticist of his age. His peers in the scientific community were amazed by his work but fearful of the direction he was taking. Each time they doubted his theories he proved them wrong with concrete examples of his success. His breakthroughs in cloning went beyond revolutionary and into the realm of the miraculous. Measures were taken to prevent him from pursuing human experimentation. Moral objections were cited, but Cano believed his work was suppressed to hinder his personal success over what he called 'limited minds seeking refuge in their own ignorance.' Cano went into seclusion to continue his research without further interruptions. He perfected his accelerated cloning technique and employed it to take revenge on those who inspired his exile. He cloned one of his rivals and used the doppelganger to commit a series of crimes both to finance his research and destroy those who hindered his genius. His first scheme was foiled by a private investigator and the son of his victim, but Dr. Cano eluded capture. When he returned, Dr. Cano used genetically engineered jaguar men to kill scientists who had spoken out against his work. This led to a series of confrontations with the Masked Terror. Dr. Cano was ultimately betrayed by his daughter Camilla, who helped the Masked Terror escape from her father's island stronghold. Dr. Emil Cano vanished beneath the savage frenzy of his unleashed creations.

The Ghost of Dr. Cano returned years later in the form of a deranged clone determined to retrieve Camilla Cano and destroy the Masked Terror. Dr. Cano II perfected the RNA cloning technique of the original, allowing him to lead an army of luchador clones against his rival. Unfortunately, the rapid growth cloning process left his creations with crippling accelerated lifespans. His forces began deteriorating as his plans came to fruition, costing him his vengeance. Dr. Emil Cano II died in the fiery cataclysm of his secret laboratory as the Masked Terror and Camilla Cano narrowly escaped. This did not prove to be the end of the threat of Dr. Cano.

Clones of Dr. Cano appeared sporadically over the years to assail the Masked Terror, his successor, and Camilla Cano. Each of the clones suffered from varying degrees of accelerated aging. Each had the fractured memories of the original thanks to Cano's RNA cloning procedure. Their shortened lifespans drove them to increasingly more bizarre experiments and schemes in the search for a cure to their condition and vengeance against their inherited enemies. Dr. Emil Cano IV created a clone of the Masked Terror in an attempt to usurp the life of the legendary luchador. Each scheme failed and ended with the latest Doctor paying the ultimate price in his quest for revenge.

The heir to Dr. Emil Cano's genetic research is Dr. Camilla Cano II. When the Ghost of Cano realized that the original Camilla would never 'return' to him, he decided that the only answer was to clone her. Under the theory that the original had gone astray at some point in her development, Cano II did not employ the RNA cloning process for his new daughter as she may simply betray him again. The new Camilla was raised to value scientific advancement over all else. As his feud with the Masked Terror took up more of his attention, he created an accelerated growth clone of himself to help raise their 'daughter.' The string of clones that assailed the Masked Terror each started out as father figures for young Camilla II. As they started to panic at their advancing mortality, a new clone was created to attend her while



the last began a scheme of revenge or self preservation. As she matured, Camilla II supervised the creation of her new teachers. She used the research of each clone to extend the lifespan of the next as she began the quest to master the aging process of her creations. She used Emil Cano IV's connections to the Umbral Accord to attain manpower and materials for her own plans. In time, she abandoned the pretense of her 'father' and dealt directly with her backers. She is currently considered the most valued ally to the Umbral Accord, and has shadow soldiers on fulltime assignment for her continued security.

DR. CAMILLA CANO II

Dr. Camilla Cano II has watched her namesake squander her talent from afar. Where Camilla wastes her life mourning the loss of a muscle-bound masked man, Camilla II is unburdened by sentimentality. She bears no enmity towards the other Camilla, for she finds nothing in her progenitor worthy of her attention. As Emil II taught her, she is an improvement upon his first daughter. She did not stumble through life seeking purpose, she was born to complete the research started by Dr. Emil Cano. Where he made the first breakthroughs, she will make the final ones and master the essence of life itself.

Camilla II acts with supreme confidence at all times. She has been engineering life since she was 12, and finds it difficult to believe that anything could be beyond her ability. She is surprisingly upbeat for a mad scientist, as she never lets anyone or anything prevent her from pursuing her desires. Her father figures were disposable clones more interested in seeking revenge for crimes against their progenitors than imposing restrictions on her. If she still had a use for them she wouldn't have stopped cloning Emil. She pampers herself in a lavish lifestyle, for she has seen just how short life can be. The creature comforts she surrounds herself in are never allowed to impede her work, for there is no earthly pleasure that can compare to the exhilaration of playing god.

She serves the GM as a grand mad scientist, bringing high end strangeness into the campaign. Her alliance with the Umbral Accord keeps them supplied with new genetically altered creations and ensures that their most valuable members have a back up life if the GM deigns it necessary. Her body banks grow new, fully compatible organs for ranking members allowing for extra long longevity to bad guys from the past even without full clone replacement. She also acts as a dark reflection to the steward of the House of a Thousand Masks. Where the original Camilla endures the burden of allies lost in the good fight, her other self revels in the rewards of creating monsters and cheating death.

Camilla Cano II

S 9/3 A13/4 C12/4 P14/4 W24/8 D15/5 I 22 F9 R7 V35
Strike 17/1 Throw 18/2 Armed 18/2
Grab 17/1
Promo 19/2 Intimidate 17/0 Trick 24/2

Weapons

Pistol LOD0 8 Damage Sharp Range 45

Extracurricular Skills

Knowledge: Biology 25/3

Knowledge: Genetics 27/5

Knowledge: Chemistry 25/3

Knowledge: Anatomy 25/3

Knowledge: Medical Experts 22/0

Craft: Surgeon 21/5

Language: English 22/0

Language: Portuguese 22/0

Language: Russian 22/0

Language: Latin 22/0

Language: German 22/0

Dopplegangers

Camilla II grew up in secret labs hunted by law enforcement, noble-minded interlopers, and her current allies in the Umbral Accord. One result of this dangerous background is the appreciation for a contingency plan. She often maintains an extreme rapid growth clone of herself to serve as a diversion while she makes her escape. The clone has mere hours of life once released from the incubation tube and only the barest scraps of her memories.

KOGORA

Camilla Cano maintains a giant warhound to protect herself. Similarly, Dr. Camilla Cano II keeps a genetically enhanced giant gorilla to carry out her will. The gorilla is never far from her mistress, and can be summoned by a signal from the Doctor's wristwatch to implanted receivers in Kogora's neck. The gorilla is trained to come when the sensation begins. If slow to answer, Dr. Cano can increase the intensity of the signal as a motivational tool.

Kogora

S 24/8 A13/4 C12/6 P13/4 W 9/3 D10/3 I17 F7 R12 V60
Strike 18/2 Throw 16/0 Tackle 16/0 Armed 18/2
Grab 18/2 Hold 23/1 Slam 22/0
Intimidate 16/0

Heavy

Any check to lift or move the creature faces 2 difficulty in addition to strength level.

Weapons

Barbell LOD3 14Damage

EBONDAWN COMMANDO

The ranks of the Ebondawn are comprised of specialists for almost any occasion. The most basic commandos of the elite order are still a force to be reckoned with. The GM should add specialized members to fit the needs of the campaign and scenario.

Ebondawn Commando

S 12/4 A14/4 C12/4 P12/4 W13/4 D14/4 I18 F8 R8 V40
Strike 20/3 Throw 19/2 Tackle 17/0 Armed 21/4
Grab 19/2 Hold 17/1 Drop 17/0
Promo 16/0 Intimidate 17/1 Trick 18/2

Extracurricular Skills

Choose 5 paramilitary/espionage type skills.

Weapons

Assault Rifle

Assault Rifle LOD 0 Damage 12 Sharp Range 120 5 shots

Pistol LOD0 Damage8 Sharp Range 45

Trench Knife LOD 0 Damage 6 Sharp

Special Rules

Elite Training

Agents of the Umbral Accord can re-roll checks with firearms.

Body Armor

Agents of the Umbral Accord wear light body armor, adding 2 to their C-level for resisting damage and allowing them to apply their full resilience against sharp weapons.



Scenario Suggestions

Fountain of Youth

An exclusive spa in Northern Mexico is drawing in increasing numbers of aging actors from California and Mexico. In addition to providing a plethora of relaxing comforts outside of the prying gaze of the paparazzi, the spa's true attraction is a revolutionary rejuvenation process that peels years off in mere months. Dozens of Hollywood elite are poised for stunning comebacks due to their time at the spa. With all the money rolling in, the authorities who should be asking questions are turning a blind eye.

Problems begin when Hollywood legend Samantha Morgan sells her fabulous mansion in LA and moves to Mexico to be closer to the source of her restoration. Her grandson is training to be a luchador when he learns of her drastic action. When he confronts her, he realizes that something is horribly wrong. Her recollections are distorted and her obsession with the spa borders on fanatical. One of Samantha's longtime friends, who introduced her to the spa, unexpectedly commits suicide after weeks in seclusion. The police dismiss the grandson's concerns as the whining of a spoiled celebrity offspring worried about losing his inheritance. He turns to the only people he knows who might be willing to believe him. Famous luchadors could score an invitation to the exclusive spa to look around.

The spa is every bit as luxurious and decadent as one would expect, and all of the staff look suspiciously like younger versions of Hollywood heartthrobs. Behind the scenes, Dr. Cano offers her 'rejuvenation' service to carefully screened clients. For an enormous fee, the clients receive a dietary enhancement that makes them feel more energized and prepares them for the full treatment. This preparation period gives Dr. Cano time to prepare a clone of the subject using a new version of her RNA cloning technique. The new clones have a stable aging process for about 3 years, then suffer extremely rapid decline over a matter of a few weeks. The final step of the rejuvenation treatment involves the clone awakening from the procedure, feeling younger and better than ever. They return to Hollywood with boundless enthusiasm, make a new movie and new fortune, then return to the spa for additional treatments before the effects 'wear off'.

Dr. Cano disposes of the originals, and the burned out clones, in rendering vats beneath the spa.

Ebondawn

The Umbral Accord frequently turns to Dr. Cano to cheat death with operatives they still require. Some agents associated with the Dark Match League believe that Void may not have actually survived all of his missions. Her copies retain most of the talents of the original, albeit with an abbreviated lifespan. The short term service and considerable cost to produce restricts the use of this process to agents with highly prized skills sets that can accomplish high risk missions of great significance to the Shadow Cabinet. The end result is the creation of the special forces division of the Umbral Accord codenamed: Ebondawn.

The Ebondawn program operates out of an underground facility built to Dr. Cano's speculations and under the supervision of Umbral Accord Commander Dusk. The Ebondawn facility stores the materials of dozens of elite specialists that Dr. Cano can replicate as needed given enough time. As such, Dusk can provide

a team to handle virtually any situation that the Shadow Cabinet may assign. The programs success rate has earned it extensive resources from its masters and envy from other commanders. Dusk maintains security over his prized position with iron vigilance from any outside threat.

Soldiers of the Ebondawn are raised knowing that their progenitor died in service to the Umbral Accord. They are resurrected in Ebondawn to carry out missions that only they can accomplish. They train in the best facilities imaginable to do the impossible, and their every desire is tended to for the duration of their service. They will not face the slow withering death of lesser men, they will die in battle as glorious warriors of Ebondawn only to rise again as the immortal champions of the Shadow Syndicate! The propaganda fed to the clones by Dr. Cano promotes Ebondawn as their personal Valhalla and she is the valkyrie that ushers them back from the grave. The accomplishments, including glorious deaths, of their agents are immortalized in the Ebondawn facility. Their agents wear a black sun insignia on their uniforms in contrast to other Shadow Soldiers who wear nothing to identify themselves.

The rise of Ebondawn should be a troubling development for any luchadors who have conflicts with the Umbral Accord. Fanatical soldiers willing to lay down their lives to win increase the threat of the Shadow Syndicate. Fanatical soldiers that return to fight again raise the threat to unparalleled levels. As concern grows among luchadors and any allies in law enforcement, the location of the Ebondawn facility is leaked! Knowing that the Umbral Accord has eyes everywhere in law enforcement, little aid can be gathered without risking tipping off the shadow syndicate. Can your heroes shut down the facility of super shadow soldiers before Dr. Cano slips away?



8.8 DAUGHTERS OF LEVIATHAN

Legends tell of an ancient city that held wonders undreamt in its age. It was the envy of the world until an untold calamity cast it to the bottom of the sea. Atlantis was lost to myth and the ocean depths, but neither could confine it. Not all perished in the cataclysm. The elite of the city were prepared for what came to pass, and through means known only to them transformed themselves into creatures of the sea! They preserved and rebuilt the glory of their home at the bottom of the Atlantic, safely secluded from jealous eyes. Their descendants continue to hold sway over the fabled city to this day, seeking nothing more than the continued peaceful isolation of their undersea home. There is a single dissonant voice that threatens this solitude.

Amaria, heir to one of the noble lines embraced the ancient and forbidden devotion to Leviathan, a deity worshipped at the time of the cataclysm and attributed as the bringer of Atlantis' downfall. Amaria and her fanatic followers hold that Leviathan preserved those he deemed worthy to join him in the ocean depths when Atlantis was struck down by the hand of foreign powers that envied the city's glory. Amaria forged a small warrior cult pledged to the great and terrible god of the depths, but the ruling council fell upon her before she could build her power base. Despite their superior strength and ferocity, her cult could not fend off the overwhelming numbers that bore down on them. The Daughters of Leviathan had to flee the city they loved and seek a new home for their forbidden faith.



The Daughters of Leviathan now haunt the Gulf of Mexico, striking sporadically at small vessels and isolated targets along the coastlines. They attack at night when the surface dwellers' vision is impaired, riding into battle astride trained sharks that often take part once blood starts to spill. Riders prefer to keep the mounts out of the fray unless they are hard matched and prey is plentiful. They rarely need such aid, as the bewitching power of the siren song usually suffices to remove any advantage the enemy may have. Once their prey is exposed, the Daughters employ heavy nets to immobilize the ones they seek as prisoners and tridents for the rest. As soon as the battle is theirs, the Daughters of Leviathan vanish beneath the waves before any interlopers can arrive.

As soon as they have a prisoner beneath the water, the raider affixes a Muni to the captive's face. These small jellyfish-like creatures extract oxygen from the water allowing the prisoner to survive transportation to Dragmaw. The captives serve the whims of the Daughters of Leviathan within air-filled sections of the stronghold, trapped by the surrounding sea. Here they serve as miners, laborers, and petty servants. When a thrall is of no further use, or displeases his mistress, he is offered up as sacrifice to Leviathan. Amaria's pet kraken serves as proxy for the deity during the sacrificial ceremonies, and the thralls who bare witness draw no distinction between the creature and the god it represents.

Ostensibly the purpose of their raids is to gather prisoners to carry back to their stronghold at Dragmaw, but their aggressiveness during the attacks reveals that the sating of the bloodlust their god ignites within them is almost as important. The Daughters of Leviathan deride the passive existence of their kin from Atlantis, seeking conflict to prove their superiority and test their skills. They are generally taller and more powerfully built than other Atlanteans, but it is their intense passions that truly set them apart. Members of the cult are rarely still, preferring to circle constantly in anticipation of the next challenge. As religious fanatics they attribute all of their advantages to the favor of their deity, but it could be their innate affinity for violence that drew them to their faith.

AMARIA, QUEEN OF DRAGMAW

Amaria was born into one of the three surviving noble houses of Atlantis and raised on tales of past glory that were in cruel contrast to the monotony of her present. Modern Atlantis sought only to hide and preserve the monuments of their history. They buried their past triumphs and let their future wither and grow stagnant. It was maddening to her. She knew her destiny, and the destiny of her people, was greater than this! Her obsession led her to explore the forbidden history of the Leviathan cult, and here she found what she longed for. She saw the decline of Atlantis into its current state linked to the rejection of the faith that had once made them great. She now knew the path that would free them from the lethargy that threatened to consume them.

Amaria is the model that the Daughters of Leviathan aspire to emulate. She is the fierce warrior queen who will lead them to liberate Atlantis from the ruling council's banality. She is the transcendent siren who summons the kraken with her song. She is the chosen of Leviathan who will wake him from his long slumber and drown the world in his fury.

Amaria

S16/5 A14/4 C15/6 P20/6 W13/4 D17/5 I18 F10 R10 V50
 Strike 20/4 Throw 19/2 Tackle 19/2 Armed 21/5
 Grab 20/4 Hold 19/2 Slam 17/0 Drop 17/0
 Promo 23/3 Intimidate 22/2 Trick 16/0

Weapons

Trident LOD 2 Damage 8 Sharp Barbed

Strangeness

Aquatic

The creature can breathe water. It moves at 15 feet plus agility level in the water and does not suffer additional penalties for risk in water. It ignores pressure penalties at the depths it normally inhabits (GMs option). It halves the difficulty for wits checks to spot things underwater.

Amphibious

The creature can journey on to land, but pays double fatigue while doing so. It faces a maximum duration of 1 hour on land, after which it loses 1 vitality point per turn until it can return to the water.

Siren Song

The siren song entrances any who hear it within a radius of roughly 60 feet. The siren must make a presence check to invoke the song. Anyone within its effect with a determination level equal to or less than the MOS is drawn irresistibly towards the singer at a walking speed. Entranced victims get a wits check to stop if combat or other clear danger impedes them.

The siren spends 2 fatigue for every turn of singing.

Echolocation

While submerged, the siren has rough position awareness of everything within roughly 60 feet.

KRAKEN

The iconography of Leviathan's worship takes many forms. One of the images commonly associated with the Lord of the Depths is that of the great kraken. Amaria found one of the sacred creatures in the deep trenches near Atlantis and confronted it as proof of her devotion. Through the power of her siren song she tamed it to her will as a living symbol of her deity's favor.

Kraken

S25/8 A11/1 C15/6 P14/4 W 9/3 D11/3 I 16 F8 R13 V65
 Strike 17/2
 Grab 18/3 Hold 24/2 Slam 22/0
 Intimidate 17/0

Strangeness

Aquatic

See **Amaria** above.

Massive

Any strength check to lift or move the creature faces 2 difficulty in addition to strength level.



Tentacles

The kraken has 8 tentacles stretching roughly 40 feet. Grab attempts against the creature can only control 2 tentacles per character grappling it. The remaining tentacles can continue to strike, grab, or hold.

The kraken can only make one attack per turn without facing the standard hasty penalty for attacking multiple targets. However, it can maintain a grab/hold on 1 character per two tentacles not restrained. The maintained grab/hold actions retain full margin of success even while the creature attacks other targets. It pays 1 fatigue for each ongoing attack.

SIRENS

With each generation of life beneath the waves, the Atlanteans became more comfortable with their new environment. They not only moved more gracefully through the water, their vocal range increased to allow for high calls that could communicate at great distances. Some Atlanteans displayed an even greater range, allowing for crude echolocation and, in rare cases, the compelling siren song. With proper training, the sirens learn to calm and even compel sea creatures into a passive state.

Sirens in Atlantis domesticate sea life to support the city. They are viewed with reverence by their kin. The sirens of the Daughters of Leviathan learned to weaponize the siren song to draw prey to them. Their sirens are priestess to the Lord of the Depths, adored and feared for the blessings He grants them. They act as officers for their Queen, and lead most raids.

Siren

S14/4 A12/4 C13/4 P16/5 W11/3 D13/4 I17 F8 R8 V40
Strike 19/3 Throw 17/1 Tackle 18/2 Armed 20/4
Grab 18/2 Hold 17/0 Slam 17/0 Drop 16/0
Promo 20/2 Intimidate 19/1 Trick 15/0

Weapons

Trident LOD 2 Damage 7 Sharp Barbed

Strangeness

Aquatic
Amphibious
Siren Song
Echolocation
See **Amaria** above.

LEVIATHAN WARRIORS

The warriors of the cult are fierce predators held in check only by the commands of the sirens. They are the first to engage once the sirens song has drawn out prey. The warriors tactics vary depending on the purpose of the raid, but each aspires to show her individual power to Leviathan's siren priestesses.

All warriors of the cult are female. Those males born into the Daughters of Leviathan that Amaria allows to serve are used for simple labor. Those who prove truly devoted may accompany the warriors on raids, but their role is primarily to drag captives off and fit them with a Muni.

Leviathan Warriors

S14/4 A12/4 C13/4 P12/4 W 9/3 D12/4 I17 F8 R8 V40
Strike 19/3 Throw 17/1 Tackle 18/2 Armed 20/4
Grab 18/2 Hold 17/0 Slam 17/0 Drop 16/0
Intimidate 19/1

Weapons

Trident LOD 2 Damage 7 Sharp Barbed
Net LOD 3 Special

Net

The daughters of Leviathan use weighted nets to secure prisoners. The weapon can be thrown with an agility check, or used in melee with the armed skill. The MOS is treated as a grab, but the attacker need not maintain the grab. The difficulty to escape the net is 4 for grab checks, and 6 for strength checks.

Strangeness

Aquatic
Amphibious
See **Amaria** above.

Shark Mount

S11/3 A12/4 C11/4 P12/4 W 10/3 D11/3 I17 F6 R6V30
Strike 17/1 Tackle 16/0

Weapons

Bite LOD0 Damage 9 Sharp

Aquatic

The creature can breathe water. It moves at 20 feet plus agility level in the water and does not suffer additional penalties for risk in water. It ignores pressure penalties at the depths it normally inhabits (GMs option). It halves the difficulty for wits checks to spot things underwater.

Bloodfrenzy

When there is blood in the water, sharks enter into a feeding frenzy that draws them to the wounded prey. The riders may attempt to control their mounts, making presence checks to keep the shark under control for a number of turns equal to the MOS, at which time the shark's instincts must be suppressed again.

Scenario Suggestions

Atlantis Needs Men

A very small percentage of the population of Atlantis survived the cataclysm, and passing generations have felt the restrictions of their limited gene pool. Amaria is aware that the women of Atlantis have proven able to mate with surface dwellers and that the lineages of those pairings have grown stronger and more stable. Her heritage, as well as some of her followers, proves this to be true. With this in mind, Amaria often sends her raiders out looking for suitable breeding stock from the surface world.

Competition for desirable mates adds cruel whimsy to the raids of the Daughters of Leviathan. When a scouting party discovers a beach house preparing to welcome a fraternal order in the celebration of spring break, the Daughters abduct the preparation committee to gain information for the grand raid to come. The fraternity blows off their missing members as a prank, but one of the abductees' sister knows something is wrong and seeks aid from anyone who is willing to believe that deadly women from the sea are hunting the beaches.

Dark Waters

The raids of the Daughters of Leviathan begin interfering with the smuggling operations of local criminal elements. The Umbral Accord discovers that the profit loss of their pawns is due to a race of aquatic warriors and attempt to strike a deal with the new asset. They offer resources that the Daughters of Leviathan cannot easily construct or pillage in exchange for a superior smuggling operation. Amaria enters into negotiations on a case by case basis, but holds the masked surface dwellers at a distance. When the faceless empire realizes that they can neither lure the Daughters into an alliance that they can subvert nor track the nautical amazons to their stronghold, they opt to walk their reluctant allies into a trap.

The Accord tips the Daughters of Leviathan off about a yacht full of desirable targets with just enough security to give them a workout without deterring them. The yacht in question hosts a charity event to raise money to protect sea life and is attended by a number of influential people. One of those people is Chief Investigator Viteri of the Federal Ministerial Police, a man tasked with investigating the Umbral Accord. Another of those people should be a friend to your PCs who offered tickets to his masked friends just to spice up an otherwise dull party.

The Daughters of Leviathan stage their traditional attack, the Chief Investigator steps up to help repel the attackers (and highlight his presence to the PCs), and the luchadors intervene. As soon as all parties are thoroughly engaged, an Umbral Accord stealth helicopter descends upon the scene. A sniper puts a high dose tranquilizer into one of the Daughters aboard the yacht, then shadow soldiers drop down on bungee lines to secure the prisoner for the helicopter to whisk away.

The Umbral Accord's primary goal is to secure a prisoner who can tell them the location of Dragmaw and offer up valuable DNA that they can turn over to the notorious Dr. Cano. Getting Viteri killed, or turning his attention towards the Daughters of Leviathan, is a potential bonus. After your heroes save the yacht, they have to defuse a war between the Daughters of Leviathan and the Umbral Accord with plenty of potential 'aid' from both sides.

Leviathan Awakens

After your players have had enough encounters with the denizens of Dragmaw, it is time for them to meet a citizen of Atlantis. An Atlantean emissary seeks out some of the surface dwellers who have survived multiple encounters with the dangerous exiles and pleads for their aid. After enduring any hostilities that mistaken identity may incur, he explains the history of the cult and the new turn it has taken. Amaria has recently broken into one of the hidden repositories of knowledge in Atlantis and discovered clues to the resting place of Leviathan. She undoubtedly is intent upon awakening her dread deity which bodes ill for all concerned.

The luchadors pursue the Daughter of Leviathan on an island hopping adventure before racing them to the bottom of the ocean (with some aid from their new Atlantean ally) for the final confrontation at Leviathan's Den. The monster that they seek is in actuality a massive alien spacecraft. Gaining access to the ship awakens its one inhabitant, an ancient alien telepath who crashed on Earth centuries ago. He explains that he founded the city of Atlantis to harness the resources of this primitive planet so he could eventually leave. He details how he influenced the denizens of ancient Atlantis and advanced their culture over all others. He used the cult of Leviathan to manipulate the simple minded into working towards his goals. He ultimately altered the leaders for undersea life in preparation to dominate all opposing cultures from the sea. The Atlanteans turned against his plans, rejecting his aid and outlawing the religion he hid behind. This forced him to simply sink the city and return to suspended animation while he waited for the alterations he made in the Atlanteans DNA to come to full fruition.

His monologue should keep the PCs distracted until the Daughters of Leviathan arrive. The alien overlord attempts to use the Daughters to slay the intruders, promising to help them conquer Atlantis and the entire surface world. His goal was always to conquer the Earth and alter it for his own aquatic race. The Daughters may help him, or it may break down into a three way fight as they enter a killing frenzy when they discover their god is a fabrication.

8.9 KOLCHOOKAI, KING OF THE AZTEC MUMMIES

The ancient Aztec mummies transcended death to continue their pursuit of knowledge down through the ages. In doing so, they broke from the cycle of life and permanently severed their connection to the natural world. Even those who believed their goals pure of altruistic quickly succumbed to the alienation of unlife. Sustaining their timeless existence by consuming the essence of the living, they pursue their individual agendas with ever increasing callousness. Their quest for the secrets of the universe sends their spirits to search through the ethereal realms. Their desire to hold onto the world compels them to return to their rotting flesh. Standing between corporeal existence and spiritual transcendence opens them to unimaginable power and knowledge. Each Aztec mummy reigns above a coterie of devout warrior followers who look upon their masters as undying gods. A single name is known and revered by all of their kind, the first among them to walk the path between life and death, Kolchookai.

The origins of the first mummy king are lost in the mists of time. His followers know him only in undeath. It is said by those who came after him that he transcended death before the gods they once worshipped found names. Kolchookai unlocked the secrets of undeath to allow him to observe the turning of the celestial spheres over countless centuries. None know the nature of the prophecies he waits to see fulfilled, for these secrets are for the mummy king alone.

His mummy cult is loyal to him without question. He is the greatest of their number and the unlocker of secrets undreamt. He imparts a spark of his essence in each of his inner circle as additional tethers to this world for his wandering consciousness. They in return receive flashes of intuition from him that inspire them in their own pursuits. The cult maintains those earthly affairs that he still has some use for as well as chronicling the movement of the heavens. Most important in their duties is to protect the ancient artifacts of power that Kolchookai entrusts to them while he lies dormant.

The Cult of Kolchookai serves the GM as a slowly revealed threat of a potential end of days. Each member of the cult is a worthy threat, and the master they await is a power that few could hope to oppose. The cult makes an excellent enemy for late campaign use when the PCs find most encounters too light to really challenge them. The GM can allow the PCs to face the mummy cult piecemeal, reducing its numbers as they discover the cult's purpose and the prophecy of Kolchookai's return.

DESIGNER'S NOTE

I created Kolchookai while working up details for the background of the world. I needed a dark moment in the history of the House of a Thousand Masks to help set a tone of the consequence for a life of adventure that would help keep the NPCs out of the spotlight. The encounter with an Aztec Mummy which cost Dante Diego his life and crippled loyal Juan began as a scrawled note in the backstory of Juan. In my second pass, I thought it seemed a bit too dark, but proceeded to run with it anyway. Kolchookai became one of the linking elements between the past and present. He is one of the forces that ultimately doomed the House of a Thousand Masks to its current dismal state. His return gives the PCs a chance to confront, and hopefully best, a horror that their predecessors could not finish.

KOLCHOOKAI

The mind of the mummy king is incomprehensible to mere mortals. He is an ancient force who has walked the Earth and searched the heavens for thousands of years. He has conquered death and now seeks greater secrets of the universe. He looks upon any interference to his plans as a disdainful annoyance to be swept away lest it become a distraction. His cult of mummies handles most matters of this nature. If he must raise his own hand to dismiss an interloper he will ensure that the offending individuals and all who share lineage shall never interfere again.

Awakened

S30/10 A7/2 C18/6 P25/8 W12/4 D20/6 I16 F- R16 V-
Strike 17/4 Throw 15/2 Tackle 13/0
Grab 16/3 Hold 27/2 Slam 25/0
Intimidate 28/6

Restored

S25/8 A12/4 C18/6 P25/8 W30/10 D20/6 I24 F- R14 V-
Strike 20/4 Throw 18/2 Tackle 16/0 Armed 20/4
Grab 19/3 Hold 24/2 Slam 22/0
Promo 26/4 Intimidate 28/6 Trick 28/3

Extracurricular Skills

The skills of Kolchookai are too numerous and esoteric to list.

Weapons

Obsidian Blade LOD1 Damage 12 Sharp

Strangeness

Undead

The undead do not have vitality and only track injury points from combat situations. Once the creature takes more injury points than it has conditioning rating, it is damaged to the point of being inert. It may not be dead, but it cannot function. It does not need to breathe, and is immune to toxins and disease.

Immune to Pain

The creature does not feel pain. It cannot be stunned or forced to submit.

Tireless

The creature does not use fatigue and can effectively function indefinitely. The creature must advance through complex actions on a turn by turn basis.

Terrifying

The creature can make one free intimidation check per turn.

Ancient Horror

Any character suffering a penalty to initiative due to intimidation by Kolchookai cannot restore their fatigue as they succumb to a primordial panic in the presence of the mummy king.

Voice of the Master

Kolchookai can speak telepathically to any of his Mummy cult. Distance is not a factor, and he can hear their replies.



Speech of the Stolen Tongue

Through the essence he imparted into his inner circle members, Kolchookai can speak any language known to any of his cult. This spares him the burden of learning the languages that rise and fall during his slumber.

Foresight

Kolchookai's mind is never fully limited to his flesh. As such, he retains a higher state of consciousness even while restored. He can reroll any wits checks.

Essence Pool

Kolchookai empowers his dead flesh with the essence of sacrifices as detailed in the Aztec Mummy entry in *Luchador: Way of the Mask*. He has all of the associated abilities detailed in that entry.

Kolchookai can raise his essence pool to twice his presence rating. He rises from his slumber with 3 essence instead of the 1 lesser mummies have.

The ancient flesh of the mummy king never has the illusion of life. Even his restored state looks nearly skeletal with gaunt flesh stretched across bone. The eldritch light emanating from his eye sockets is more intense in his restored form, and he regains the power of speech.

Piercing Stare

Kolchookai can spend 3 essence to temporarily sunder the connection between spirit and flesh in an enemy. He makes a wits check using the determination level of the target as difficulty. If successful, the target is treated as facing a disastrous failure on a stunning check. The character gets to make a determination check each turn to end the stunning effect with a difficulty of 8! Of course, a luchador can spend 1 heat to regroup and end the effect.

Artifacts of the Mummy King

GMs can create scenarios where one of these items falls into the hands of an outsider who runs amok until the PCs intervene. It is also possible that a PC may attempt to employ one of the relics in an effort to hunt the cult. The terrible power confined within the relics is not to be trifled with by mere mortals. The abilities and consequences are presented here.

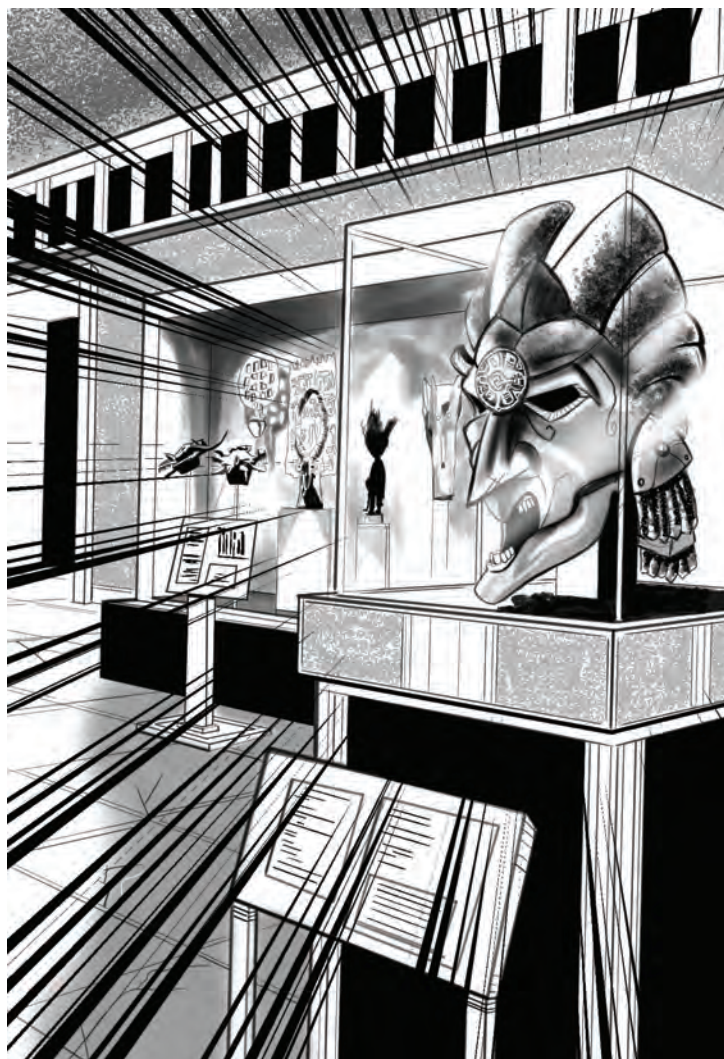
The Obsidian Blade

This is the original blade wielded by Kolchookai to draw his essence pool for the transition into undeath. It is a blade of polished obsidian that serves as a ritual blade used by other mummies. It severs the bonds between flesh and spirit, ignoring the protective qualities of most supernatural creatures, and sending a cold chill through more mundane victims.

In the hands of a mummy, it allows for the repetition of the sacrificial ritual as often as victims can be obtained.

Mask of the Sun

This golden burial mask has a large solar disc atop it, making it awkward to wear during physical activity. When donned, the mask allows the wearer to gaze upon anything under the sun's burning gaze. The wearer must concentrate on the area or person to be viewed and make a wits check. The difficulty is 0



for anyone familiar to the wearer. Seeking a person (or mummy) only encountered once has a difficulty of 2. Searching for someone you've only had described by a third party (who has met the subject) takes the difficulty to 5. More obscure quests are harder at the discretion of the GM.

A success allows the wielder to see the subject from an aerial view. If the subject is indoors, the wearer sees the building or other structure. An exceptional success grants the wearer instinctive understanding of where the subject is without the need for any visual clues. Failure means the wearer gazes into the sun, causing blindness for a number of minutes equal to the margin of failure. Disastrous failure causes damage equal to the margin of failure. Activating the power of the mask takes fatigue for every turn of viewing. Treat turns as roughly 10 seconds for this purpose.

Heart of Jade

The Heart of a Jade is a simple necklace with a single jade stone. It is a powerful protective talisman worn by Kolchookai in life. The wearer of the amulet can shake off the effects of magical effects, and prevent injury from mundane forces. When exposed to magic the bearer makes a free determination check to avoid adverse effects. Failure protects while a failure leaves the wearer exposed as usual.



A character suffering injury while wearing the amulet may attempt a free determination check to pass the wounds to the Heart of Jade. The difficulty for the check is the amount of injury points taken. A success means the character suffers no injury points! Keep track of how many injury points are taken by the Heart of Jade since the character donned it. A failure on the determination check means the character takes the wounds as usual. A disastrous failure, or removing the amulet, causes the character to suffer vitality damage equal to the amount of injury prevented since donning the amulet. The character cannot apply conditioning level to reduce this damage. If the damage exceeds half the wearer's resilience, it inflicts injury points as well.

Crown of Jagged Fangs

The crown consists of hundreds of fangs from exotic animals, many lost to the modern world. The crown causes all animals to treat the wearer as an alpha predator. Most creatures flee and none will attack the fearsome beast that bears the crown of fangs. The wearer can focus his attention on any animal within his gaze and issue a command as if it were a trained beast. The creature's outlook and abilities remain unchanged, so while a bird could convey a note to a location of the wearer's choosing it could not read the note or know which person at the location should receive the note.

Issuing an order requires a presence check. Failure means the animal does not understand. Disastrous failure causes it to flee in terror from the crown. A living creature wearing the crown grows increasingly more savage as it stirs predatory instincts long buried under the visage of civilization. The character must pass free determination checks to avoid giving in to baser instincts when the GM deems appropriate.

Staff of Everlasting Night

The staff is a potent tool of the necromantic arts. It is a four foot long shaft of bone etched with runes of dreadful power and adorned with black feathers. The wielder of the staff can transfer part of their lifeforce to a corpse to create a voodoo zombie. Mummies wielding the staff pay for this using 3 points from their essence pool, living wielders must pay with 3 injury points. Once created, the bearer must succeed in an opposed presence check to exert dominance over the creation. Any failed check causes the undead to attack its creator.

The Cauldron of Souls

The Cauldron of Souls is made of solid silver and engraved with binding rituals designed to trap the spirit of an individual within it. The cauldron must receive a small offering of the blood from a helpless (or willing) subject. The owner of the cauldron then invokes its power to draw the essence of the victim into the pooled blood. Both characters make an opposed presence check. If the mystic is successful, then the target's spirit is bound to the cauldron. His mind and body remain linked together, but his essence is locked in the cauldron. The bound character faces hasty checks in this state for all tasks.

The owner of the cauldron can at any time impose his own mind onto anyone bound in this manner. By drawing circles in the blood within the cauldron, the owner projects his mind into the subject. The character effectively possesses the body, assuming full control of the senses and actions until the magic ends. The

character makes a presence check while touching the Cauldron of Souls to project his mind into the body of the subject. The difficulty is the number of subjects bound to the cauldron. Success grants control over the body while the original mind is lost in the swirling blood of the cauldron. Failure prevents possession until the next sunset. Disastrous failure frees the intended victim from the cauldron.

The owner of the cauldron loses contact with his body while possessing a subject. If the character remains separate from his flesh for over an hour the body begins to deteriorate, losing 1 injury point per minute afterwards. Overturning the cauldron frees all the subjects bound to it.

Scenario Suggestions

Bloodsport

A disenfranchised gimmico receives a lucrative deal with Steel Cage Extreme after finding few opportunities to advance in OWM. The gimmico's natural showmanship helps promote the league during its expansion to bring in new talent. All of the growth originates from a wealthy new investor who is simultaneously increasing the company's public shows, and diverting more questionable talent into increasingly brutal private shows catering to disturbingly jaded thrill seekers. When the gimmico learns too much, he barely has time to get out a call for backup from his old 'friends' in OWM before being drawn into the bloody hidden matches.

The new investor is a recently revived mummy of the cult. Her mortal followers have dwindled in numbers during her slumber, and she needed a means to gather worthy sacrifices (high presence fighters) to complete her rejuvenation. Now fully restored, she intends to use the modern gladiatorial sport to keep her reserves of essence and wealth flowing. Within the records of the company's illegal operations are projected estimates for the number of sacrifices she should be able to maintain, and notations on how many members of the cult she can offer to share them with.

Lost Treasures

One of Kolchookai's artifacts ends up in a museum (or the trophy room at the House of a Thousand Masks) after an adventure in which the PCs thwart the mortal wielder. A pair of professional thieves is hired to steal it by an anonymous employer. The theft goes down perfectly, but things take a turn for the strange during the drop off. The employer offers the money promised to maintain honor, but then attempts to kill them because they touched the sacred item not meant for mortals. He promises to bury them with their payment intact. One thief escapes with the artifact, but the other dies horribly to the rotting curse. Pursued by the mortal agents of the vindictive mummy, and traumatized by the first horrifying encounter with the supernatural, the surviving thief runs to the last people to capture the cursed artifact and beg the PCs for help. The closing bad guys help verify the thief's story, and the trail should lead back to the observatory that the restored mummy uses as a cover for his temple.

If the artifact is held at the House of a Thousand Masks, the GM may opt to have the PCs staying overnight on an unrelated event when the break in occurs. They can either confront the thieves during the robbery or trail them to the meeting.



The Rise of Kolchookai

The prophesized resurrection of the mummy king should be a late campaign event. The cult members seek out any missing artifacts and gather sacrifices for their returning master as portents of the impending horror. The exact nature of his awakening should be tailored to the direction of your campaign. The GM can let the PCs weaken the cult one mummy at a time during previous encounters so that Kolchookai stands virtually alone, or run the heroes against a full cadre of mummies beneath the power of their king.

If you are having difficulty getting the story started, Sebastian Blackmoor serves as an excellent catalyst for setting the PCs in motion. The young occultist watches for macabre art object thefts and missing person reports indicative of cult activity. He pieces together the pattern of activity and begins investigating in the wake of the PCs adventures. He catches the name Kolchookai from one of the scenes and recalls his family's records of the encounter between the fabled Mummy King and the Masked Terror. He knows there must be clues to the where the Masked Terror hid Kolchookai somewhere in the House of a Thousand Masks. He decides to use the PCs as pawns to ferret out the location of the cult and its master. He warns the PCs to the cult's

preparations for the imminent return of their king to get them to search the mansion he cannot enter. If possible, he will then leak the location to any members of the cult he has been able to locate so he can use them as a diversion for his masked allies and give him time to set his plans into motion during the ensuing chaos.

Sebastian erroneously believes that if he can find the body of Kolchookai before the mummy king is ready to return, he can awaken it in a limited fashion as was done before and prevent full restoration. His assessment would be true of a lesser mummy, but not for Kolchookai. The GM can have Sebastian pay the ultimate price for his dabbling in the dark arts if the boy has worn out his welcome in your campaign.

Upon awakening, the mummy king will seek to gather his cult and artifacts to him and begin handing out vengeance to any who have earned the cult's wrath. The Masked Terror and House of a Thousand Masks should be at the top of the cult's list. The prophecy from Claire Voyant that the Masked Terror shall return to defeat Kolchookai will not be taken lightly. The mummy king's actions are dictated by his own foresight and desire to rewrite destiny in his own design. His overreaching goal may not be at hand for this resurrection, or the GM can have the fate of the entire world hinge on a final showdown with Kolchookai.

8.10 LESSER EVILS

Vivian White

Vivian was a pop star in America 10 years ago before her career ended abruptly when her company cut her, resulting in a psychotic break and thrashing of a paparazzi. She vanished into court ordered psychiatric care, but now she's back looking to restart her career or bring about the apocalypse to punish everyone who abandoned her. Whichever comes first. She's charming and dangerously insane. Worse, she's proven susceptible to the influence of supernatural forces looking for an agent to pave their way. As long as they offer her star treatment, Vivian is willing to use them to exact her narcissistic revenge.

Noah Veil

The enigmatic lead singer of Cold Comfort, and self-appointed zealot of despair, is a dark new version of the Faustian Rocker. Instead of reveling in the hollow excesses of rock stardom, he wallows in the meaninglessness of existence. He destroys hope and aggrandizes despair. He preaches the inevitability of loss and promotes self destruction in an empty attempt to control the final act of being by casting it aside. In his dark path he has awakened or created a new dark power that drinks deep on the souls of Noah's followers.

The Wintergreen Family

Master hunter Charles Wintergreen stalked game around the world, constantly seeking a challenge worthy of him. He finally got his wish when he crossed paths with a werewolf. He bagged his prey, but it got him as well. Charles found himself afflicted with lycanthropy. He moved to a remote location and took to restraining himself on the nights of the full moon. The isolation and stress took a heavy toll on his family and their fortune, until his resourceful children came up with a way to profit on their father's affliction. They began offering werewolf hunts to other jaded hunters for a sizable price. Of course, they didn't hunt their father.

They abduct new victims at every hunt to inflict with lycanthropy from their caged father. The new prey is held until the next hunt when the process repeats.

Stein's Garage and Scrapyard

The old auto salvage yard has been there as long as anybody can remember. The crudely painted sign on a sheet of old aluminum siding went up in the 30's. Visitors to the shabby garage have dealt with an ever shifting line of drifters who work nervously for a few months before moving along. Nobody ever met the owner, but sometimes people driving by late at night saw a hulking figure stalking through the grounds. Everything changed in the last decade.

A group of illegal street racers moved into the area, and business increased for the shop. Accidents from bystanders as well as miscalculations by racers resulted in more wrecks for the shop to pick up. The salvage and ordering of parts for new racers brought even more people through the rickety doors. Illya, A younger member of the gang, lost her car in a race and needed a way to get a new one if she was going to keep racing. She went to the scrapyard to see if she could find something to steal, but ran into the proprietor.

The owner is an artificial man (Frankenstein's monster from **Bright Lights and Barbed Wire**) who took refuge in the salvage yard after his creator's death. He began amusing himself by making things out of the wreckage. He eventually learned to repair cars, and takes immense pleasure in his restorative efforts. He needs a human to work the office. Now he has Illya to coordinate projects for him. Today, Illya races in a collection of bizarre dragsters that have become the new fashion for her former gang. Cars she wins go to her boss's workroom for remodeling and resale. She's having a great time and making a killing, but she sometimes runs her mouth more than she should. If anything befalls her, Mr. Stein will come looking in his monster wrecker.



