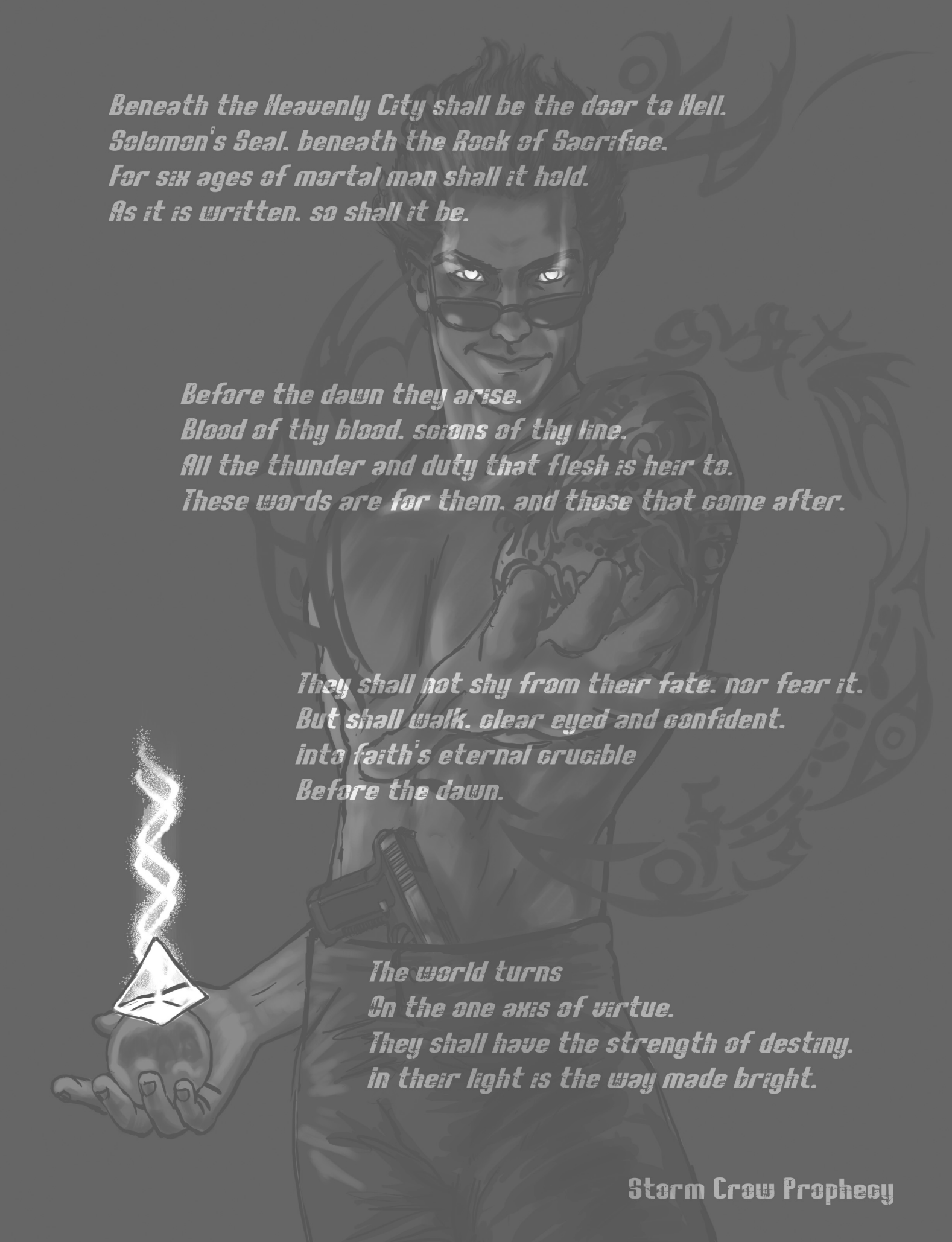


Beneath the Heavenly City shall be the door to Hell.
Solomon's Seal. beneath the Rock of Sacrifice.
For six ages of mortal man shall it hold.
As it is written. so shall it be.

Before the dawn they arise.
Blood of thy blood. scions of thy line.
All the thunder and duty that flesh is heir to.
These words are for them. and those that come after.

They shall not shy from their fate. nor fear it.
But shall walk. clear eyed and confident.
into faith's eternal crucible
Before the dawn.

The world turns
On the one axis of virtue.
They shall have the strength of destiny.
in their light is the way made bright.

Storm Crow Prophecy

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DESTINY'S OVERTURE

22:16 Feb 8th 2004

"Any problems getting that sword through airport security?"

"None - it's been warded against detecting. Have the other members of the Order arrived?" asked Reginald Coventry, swinging the heavy bag onto his shoulder. He followed his companion through the ranks of parked cars.

"The gang's all here. The circle is complete, and we're almost ready for tomorrow morning," replied the young woman who called herself Nimue. She paused by her car for a moment, produced a small compass, and took a reading. She smiled. "Right on schedule. Look." She held the compass out. The needle was pointing due south, into the heart of Jerusalem.

"As it is written," he murmured.

U U U

06:05 Feb 22nd 2004

The helicopter came in low over the outer defensive perimeter. The airport below was a fortress, ringed with gun emplacements and trenches. A few civilian airliners sat on the verge, showing signs of neglect. The hangars and taxiways by the terminal were crowded with military transports, and the thunder of an approaching C2 shook the air.

The helicopter hovered for a moment over the airport. An anti-aircraft gun swiveled around to aim at it.

"This is Papa Tango, carrying a science team. They're scheduled for a four-hour sweep in the old city. Requesting permission to pass the inner line."

Sarah Tours listened intently for the reply, but could not make out the words over the noise of the rotors. The pilot of the helicopter glanced back at her.

"We've got a green light. ETA for the old city, fifteen minutes. After that, you've got two hours before pickup."

"Thank you." She sat back next to Seth Philby. She watched his practiced hands run over his rifle, body armor, and a small arsenal of other weaponry. "We're going in for four hours, not starting a war."

He stared back at her. "Have you been in Jerusalem since the Rip?"

"No...but I thought the Israeli army had cleared the city."

Seth shook his head. "They tried to wipe them all out, but hostiles keep showing up out of nowhere. The perimeter's intact, but that's about it. It gets a bit safer once you go through the Rip, but the area surrounding it is still hellish. And that's where we're going. If we get spotted, we're screwed, so keep your head down and do exactly what I say."

He slid a knife into his boot. Sarah suppressed a smile. He looked for all the world like someone trying to do a bad Vin Diesel impersonation - but the expression on his face was deadly serious. "We're almost over the city," he observed. "Switch on your recorder."

Sarah pressed on the power stud on her shoulder-mounted camcorder, then unclipped and put on the headset. "Project: TITAN PJE mission three, agent Sarah Tours recording. We're currently approaching Jerusalem." She leaned over, pressing the camera against the Plexiglas window, and looked out at the city as it flitted by. "Oh - my God."

U U U

23:02 Feb 8th 2004

"The plan," said Nimue, "is get up early tomorrow, save the world, then have breakfast in that café over there - unless you can think of another five impossible things to do." The pair walked past rows of anonymous houses. "This whole area was built on top of one of the Order's old sanctuaries. They had a hell of a time keeping it a secret in the 60s." She pointed at one house across the road, seemingly identical to its neighbors. "That's our place."

Coventry followed her into the house. The threshold was carved with protective runes, and he felt a thrill wash over him as he crossed it. Inside, the hallway was a tangle of computer cables and talismans. He closed the heavy front door firmly behind him and locked it. He relaxed for a moment, and then shrugged off his long overcoat. Beneath, he wore a purple shirt marked with odd-seeming symbols; they were magical, but most people seeing them wouldn't realize that, of course. He knelt for a moment and touched the floor, acknowledging the long service of the hidden fortress. Then he rose and followed Nimue downstairs.

At the bottom of the stairs, he opened a door sealed with the great symbol of the Promethean Order, and then he stepped into a vast underground chapel.

They were waiting. He recognized only two of them by sight - Nimue, already seated, sat perched on a stone shelf, her fingers dancing over her just opened laptop, and Tender Robinson, of the Wild Things. Robinson's hulking form was on the far side of the fire that lit the room and his shape was mercifully obscured by the flames. Coventry suppressed a shudder of distaste.

The other two he knew only by reputation as the best of their kin. He bowed to them. "It is an honor to finally make your acquaintance. I am Reginald Coventry, of the line of Kings."

A man stepped forward into the light, which danced on his leathery face and in his dark eyes. He wore a necklace of black feathers, and the shadow on the wall behind him was that of a great bird in flight. In a gravelly voice, he said, "I am Nathan Two-Roads, of the Storm Crows."

Beside him stood a tall African woman. Her unusually accented words were lyrical, beguiling, yet somehow threatening. “I am Afrikete. The Wild Bloods sent me as their champion for this.”

“God, I hate these stupid introductions,” muttered Nimue, “where everyone so portentously announces where they come from.”

Nathan frowned. “Tradition is important, now more than ever. All of us are here, now, because of what we must do tomorrow. The world has changed for us, but not for them. For them, only a moment has passed. They are still strong in their anger and their hate.

Nimue turned the laptop around for the others to see. “The convergence point is confirmed. Temple Mount. You were right about the Seal, Nathan.”

“That's where they're coming through,” said Reginald. He spoke again, softly, swearing an oath upon his sword.

“We will not allow them to escape.”

U U U

06:19 Feb 22nd 2004

The helicopter flew over the twisted ruins. Sarah stared in mute horror, the microphone recording nothing more than the sound of the rotors and her terrified breathing. Here, a tower ripped in two. There, a row of houses impaled on a huge iron gate. Two cities, Jerusalem and some alien metropolis, thrown together in urban agony, hellishly lit by tortured tears in the sky. Shapes moved in the shadows, and a thousand hungry eyes gleamed as the helicopter passed overhead. Hot winds buffeted the craft as it descended towards a landing site, a half-cleared plaza surrounded by ruined buildings.

Seth took the safety off his gun. “Head for that rubble there. Go!” Sarah dropped out of the helicopter, which hovered a dozen feet about the ground, rolled, then ran to cover. Seth leaped after her, his eyes scanning for any sign of danger. The streets seemed empty of hostiles, but every burnt-out car or twisted building could contain something from the wrong side of the Rip.

Sarah had fumblingly drawn her gun. “Anything?”

“No...crap.” Seth pointed at part of the wall behind which they'd taken cover. A pillar of greenish stone stood by the wall, and a human arm protruded from the stone. Ghastly streaks and veins of red ran through the green stone from where the arm emerged. “Some poor bastard got entombed here.” Seth poked the discolored part of the pillar with a knife, and it began to bleed. The blood was mixed with little pieces of grit. It splattered on the broken shards of a coffee cup.

“I hate this place,” he muttered. “Go on, do your thing. I want out of here ASAP.”

Sarah nodded shakily. She clasped her hands together, then closed her eyes and exhaled slowly. A chill wind blew through the ruins, carrying a sound that could have been thunder and could have been the beating of terrible dark wings. Sarah shivered as the birds descended on her from some spectral realm, or rose up from within her blood. For a moment, she was between two worlds. She opened her eyes

A man yawned and walked through her. 24-hour news on the television, and the smell of freshly brewed coffee filling the house. The house around her was intact. Outside, it was dark, but the sky in the east had the slightest pink hint of the coming dawn. Sarah peered at the television screen. “0619 according to a news channel, February 9th. The birthright seems to be working this time.”

Seth's voice came from behind her. “Can you move forward?”

“I don't know... let me try.” She concentrated. The images on the TV screen accelerated to a blur, the world was a video in fast-forward. The man vanished from the room, returned fully dressed a moment later. The kettle screeched as it boiled again. He leaned against the wall for a moment, watching the sports results.

A bright flash. All the windows exploded inwards. The TV screen went black. Then, for a moment, there was silence, broken only by the lonely call of a bird in flight.

The world changed. Eerie, unreal shapes floated through the air for an instant, and then, with a thunderclap, the shapes became real. Sarah screamed and threw



herself backward as the green pillar materialized in the room. The man did not have time to scream.

Seth helped her up. “You're not there. Come back out of it.”

She shook her head. “No. There's something... else. Come on.”

U U U

06:24 Feb 9th 2004

Pre-dawn was breaking over Temple Mount. “This is the place,” said Nimue with certainty. “It matches both the old prophecies and the magnetic anomalies I picked up.”

“You're certain?” asked Coventry.

“Behold, I have descended into the darkness of the past to bring back the light of knowledge. I am antique wisdom in the body of fresh youth, Merlin's lover and betrayer and heir. I'm both smart and cute. Why else do you think I am Nimue?” She giggled nervously.

“You screw geriatrics?” said Tender.

“You wish.”

“Silence, all of you!” commanded Coventry. “Nathan, is this the place?”

They stood on an ancient tower high above the city. Nathan Two-Roads walked in a great circle around the rooftop. Birds circled overhead. He stopped, stared down at one house for a moment, then turned back to the other Prometheans. “Yes, this should be the place.”

Coventry drew his sword and concealed it behind him. “Nimue, begin.” She sat cross-legged on the roof and began to incant a spell.

Afrikete came up silently behind Nathan. “You sounded uncertain. I thought the Storm Crows had been predicting this since Atlantis.”

“All this was prophesied, and the prophecies have never failed us, yes. But until they come true, what are prophecies but words in the dust?”

“Do you foresee a problem?”

“No, I foresee - nothing... But all this was fated. We cannot turn back.”

U U U



06:26 Feb 22nd 2004

"Five of them," said Sarah. "Titans. Powerful ones." Seth watched her as she stared out up at the Mount, looking back in time. "They were here. Just before the Rip. They're doing something, some sort of ritual."

"Another Project Team? But we didn't have anyone in place before the Rip!"

U U U

06:26 Feb 9th 2004

"Ok... we're about to affirm the Seal," said Nimue. "This will probably cause a few ripples in the binding, so be prepared for some, er, leakage from the prison."

Coventry nodded. "They will be material for only a few seconds as they adjust to our world, so strike them as hard as you can."

As Nimue's voice rose and fell, all the Prometheans felt a tugging in their souls, her spell drawing up their essences. Her face began to shine, brighter in their eyes than the rising sun. Phantom black birds perched on Nathan's shoulder and whispered wisdom into his ear. A kingly crown of thorns drew blood from Coventry's forehead.

Afrikete hissed a warning. "They're coming through - there!"

The air above them rippled for a moment, then folded back on itself like burning paper. Something hurled itself through the rent in space, a shape that was humanoid but not, that somehow oozed wrongness, a ghastly conglomeration of insect parts and teeth and mucus. As it came through the rent, it changed, alternating between solidity and the literal stuff of nightmare as the energies of the rift played over it. Tender leapt forward, his hands sprouting bright claws. The insect-thing lashed out at him, but he was faster. His claws plunged deep, spilling vile ichor across the rooftop. He lifted the horror and pushed it back through the widening rift.

"What are these things!? Shut it now!" he shouted, as slimy tendrils wrapped around his hands and sought purchase in his veins.

More holes began to open in the air. Coventry barked orders. "Nathan, guard Nimue. Afrikete, hold those two off." He leapt forward with his sword, which was suddenly wreathed in flame, and drove the blade into the torso of an emerging creature, a creature that reminded him of a demon from myth.

For a moment, nightmares threatened to fill the plaza. Then, like the ringing of a silver bell, Nimue spoke the final words of the spell. As the light of dawn struck the rents in the air, they vanished. Like nightmares driven away by the passing of the night, they were gone.

Reginald Coventry raised his sword in salute. Behind him, Nimue cheered, and even Tender cracked a misshapen grin.

06:29 Feb 22nd 2004

Seth vaulted over the wall and fired another burst. The bullets thudded wetly into something in the darkness, which squealed and spat a jet of acid back at him. He dodged and fired again, trusting his finely honed instincts to guide his aim. The monster lurched out into the half-light, bleeding from a dozen wounds. Sarah put another three rounds into its side, and another burst from Seth's rifle finished the beast.

The echoes of the firefight faded. The ruined city seemed to pause for a moment, and then the shadows came alive with hidden movement.

"We've got to get out of here!" urged Seth.

"No." Sarah began to walk up the ruin of the Via Dolorosa, looking towards the shattered ruins of an old tower. "They didn't."

U U U

06:29 Feb 9th 2004

"Uh oh." Nimue frowned at her computer. "This is screwy."

"We just held shut the gates of the Host's prison. 'Screwy' is not an option."

"Well, the fields should have returned to normal, but now they're even more distorted. It's gone too far the other way - the gates are..." she paused, "um... being pushed inwards by something?" She looked up at the other Prometheans, and for the first time since they all met, her eyes were full of fear. "Something's wrong."

"This cannot be," said Coventry, "our victory was prophesied."

Tender scowled. "How screwed are we?"

"Just - just give me a second to think," said Nimue. "There's a Seal, buried underground. The ritual was supposed to reinforce it, renew it with our essences."

"I thought... We were too far away," said Nathan slowly. His voice was distant. "We needed to be right on top of it." Then in a whisper, "There's someone missing."

Coventry nodded. "Bloody hell. We are too far from the ground. Downstairs, and hurry. Keep out of sight - we don't have the darkness to cloak us now. Afrikete, lead the way," he ordered.

The five Prometheans hurried east, walking into the bright dawn that seemed to mock their efforts. The city around them was waking; all sense of magic and ritual vanished as the night gave way.

Deep beneath the earth, in a chamber unopened and undetected for centuries, lay a magical seal, one of many devices that held back the Host. It was still as bright and unblemished as when it had first been forged.

Coventry felt the Holy City touch him. This place was the focus of so much order, so much civilization, and so much bloodshed. All three twined together in his veins, calling out for his aid.

Nimue's mind raced as she frantically calculated how the ritual could be used to hold the gate shut. Fear of what might happen and joy at her own skill combined, and she skated the edges of possibility, searching for the one chance that would bring them through, the one thread of fate that must exist, the thread that they'd been promised.

Tender flexed his claws. He scented enemies on the air, and his blood boiled with battle-lust. They were there, pressing at the skin of the world. He howled a warning to them - cross over, and you'll wish you stayed in Hell.

Afrikete glanced around, in a flash marking every possible point of cover and every escape route.

Nathan looked back, and then forward.

U U U

06:31 Feb 22nd 2004

"He's looking straight at me. Oh, God. He sees me." Sarah gasped. "He's... I know him. And...oh..."

A flurry of wings startled Seth. He raised his rifle, then paused. A large crow flapped through the air above them, the only bird in a dark and desolate sky. It circled once, and alighted on the slope a little distance away. Seth clambered over the bizarre ruins and shone his torch at the crow.

"It's sitting on some sort of... burnt-out equipment. A big cable, some sort of transmitter. Really heavy-duty stuff. What the hell is that doing here?"

Sarah fell to her knees, and stared back.

U U U

06:31 Feb 9th 2004

"I've got it!" said Nimue, "I know how to stop it!"

"Places!" barked Coventry. Once again, the four arranged themselves around Nimue. She began to chant, but it was much too late. Her words were lost in a sudden electric hum that rose from all around them.

Beneath them, the seal buckled and tore.

U U U

07:31 Feb 22nd 2004

For a moment, Sarah was there, with them, as the world wheeled around them. Everything was in perfect balance, suspended between then and now - and with a sudden jolt, it all broke, falling away, hurled into confusion.

U U U

06:31 Feb 9th 2004

"Here they come," said Tender grimly.

Nathan whispered to no one present, "Remember."

Nothing more needed to be said.

The world shattered around them.

Reality peeled back like burnt flesh, revealing a bizarre otherworldly and a ruined metropolis that rushed toward Jerusalem. With a terrible lurch, the two cities collided and merged in a hideous union of stone and flesh. Matter was forced into wrongness, into twisted shapes and agonized forms. Even as the land suffered, the sky burned. It peeled back from the horizons, opening the way to a terrible place between, an abyss between the two worlds that boiled and churned with horrors. The air was suddenly black with monsters streaming from their shattered prison. The daemons reveled in their freedom, laughing, shrieking, calling to one another as they cascaded down from the Temple Mount and out across the world.

In the weeks to come, the world would look at the horror, armies would muster on the borders, nations would come to the brink of war - and they would step back, realizing in their hearts that nothing human could bring such ruin.

By some, it was referred to as the Last Act of God.

Tender winced as he wiped the blood from his intact eye, using a hand that was shattered beyond repair. Three corpses lay nearby. He staggered to his feet, ignoring the pain that blasted through his mangled form. He had survived. Somehow, against the odds, he had survived, and he would make them pay. He howled his challenge again.

A vast form, dark and terrible, materialized in the sky above him. Clear of the rift, it was immaterial, invulnerable to his claws. It was hopeless.

Tender looked at the daemon and spoke in a broken voice. "It wasn't supposed to happen like this."

"No," agreed the daemon, "it wasn't." Claws lashed out, tearing at Tender's soul, and then the Temple Mount was empty of life.

U U U

07:05 Feb 22nd 2004

The helicopter hovered in the sky above the Temple Mount. Seth buckled Sarah into the harness and signaled for the pilot to winch her aboard. She grabbed onto his arm, desperately trying to cram the revelation into words.

"It wasn't their fault."

The helicopter began to rise out of what had become of Jerusalem.

WHAT IS DARK INHERITANCE?

Now is an age transformed by disaster and wonder, a world of terrifying adventure. The world of *Dark Inheritance* is a horrifying alternate version of our present day Earth. It is a world ruled by silicon and steel where the genetic descendants of both gods and monsters struggle against forces that wish to twist the world to their nightmarish vision. Fear the future, for no one is truly safe.

Dark Inheritance is not a stagnant world with plotlines that are never resolved or GC characters that never change. The world of *Dark Inheritance* evolves and grows over time, just like our own world. The setting information detailed herein is only the first action-packed scene in a larger movie - a movie that you and your players direct. While there is no over-arching metaplot we provide a multitude of well developed plot hooks and potential serials. We believe you and your players' characters are the center of the action.

ACTION AND HORROR

Dark Inheritance is like the graphically violent action movies you've always enjoyed. It draws from such inspirations as *Hard Boiled*™, *Replacement Killers*™, *Pitch Blac*k™, and *Hellboy*™. In this world heroism can easily lead to death, and the action is bloody, tinged with enigmatic terror. Think of your favorite John Woo film, gritty and ultra-violent, with hugely elaborate and breathtaking action scenes, and couple it with your favorite suspense thriller. Now, add a healthy dose of dangerous supernatural elements, and you have an enthralling *Dark Inheritance* campaign. This is a world where the fear of what may be crawling in the shadows becomes real and each day brings startling new revelations.

Greed and necessity will take the characters to perilous prehistoric ruins in the Gobi Desert, the treacherous and bloody hallways of international mega-corporations, and the fantastic but dangerous Otherworld. In *Dark Inheritance*, Promethean Order warrior-mystics fight Eight Heavenly Dragon triad gangsters in the shadowed alleys of Cairo, each side trying to recover a gilt dagger, a Lost Age relic that was stolen from the Louvre. In Portland Oregon Project: TITAN operatives raid a TransGenX lab conducting illegal gene research in an attempt to harness the power of the Godgene, and there they run afoul of a misshapen failure of the now-murdered scientists.

Only resourcefulness, courage, and cunning will see you safely through.

Mythic Dream's Studios is excited to present **Dark Inheritance**, a new world setting for **AEG's** thrilling **Spycraft** roleplaying game. *Dark Inheritance* is not a stand-alone game; rather it is a part of the **Spycraft Family** and powered by the wildly popular *Spycraft* d20 engine. While *Spycraft* was originally designed to emulate fast and flashy super-spy action, it is eminently capable of portraying the terrifyingly mystical and cinematic action that is mythic horror. Watch for more Powered by *Spycraft* books by **AEG** and other **Spycraft Family** publishers!

EXPLORATION AND UPHEAVAL

The Earth stands upon the brink of a decades-long despair. The instability and fear brought about by the unexplained disaster in Jerusalem, dubbed *"the Rip"* by the media, intensifies with each passing day and every new broadcast. Rumor and hearsay rage across the media as governments strain their power to control the proliferation of frightening attacks by unknown creatures. For instance, New York City police have barricaded Central Park after more than forty people have gone missing therein. And the Coast Guard is still investigating the sinking of the Emerald Star, Caribbean Carousel's flagship, 35 miles west of the Bahamas; a news blackout on both stories is still in effect.

But this is also a time of tremendous opportunity. While distrustful nations threaten each other in never-ending rounds of negotiation and diplomacy, the superpowers race to be the first to claim new lands on an unexplored world. New resources, medicines, and even magic are rumored to exist in the Otherworld. The draw to be the first to bring back tangible proof of eldritch technology and marketable product is too great to ignore. Will the 21st century be a time of chaos, hunger, and fear, or will humankind tame the new world and harness its secrets to forge a new world?

Fear and conflict herald the world that will be.

ENIGMAS AND SECRETS

The past, as we all know, holds countless unsolved mysteries, and some of these are best left undisturbed. Many of these mysteries are barely remembered, and only echoes of the truth are left today. In *Dark Inheritance* a whole Age of man has been lost to the scouring winds of time, and the existence of another world and the ethereal force of magic were swept into dust - or purposefully hidden. The few relics of this ancient time lie unmarked in museum basements or as mere curiosities in collections throughout the world, their origins and purposes unknown.



Most researchers had given up ever understanding these riddles of history, these paradoxes and anomalies, until now. Once, those who studied and disclosed such esoteric mysteries were derided as occultists, conspiracy theorists, and eccentrics, but the Rip changed everything. Valid study into what were previously considered anomalies and historical inconsistencies, even into the paranormal and supernatural, are now encouraged, although it has become even more difficult to separate the cranks and conmen from true students of the arcane. The discovery of the *Otherworld* and the *Godgenes* has transformed the face of science. In a brief, terrifying apotheosis, our understanding of the nature of the universe was undeniably changed.

Archaeology has once again come into vogue. New ruins and whole new sections of ancient sites that were thought to have been fully explored have now been uncovered. Something - some force, it seems - was keeping scientists from discovering hidden chambers, passages, and ruins, but that force or compulsion has now withdrawn.

However, the majority of these new discoveries are also proving to be dangerous places, in which unusual and unnatural creatures stalk and hunt. Rumors of inhuman beings moving silently though the wreckage of antiquity are being leaked to the media. Unexplained deaths, attacks, and robberies are also on the rise.

And the world's markets, both mainstream and underground, struggle to meet an irrepressible demand for artifacts and relics unearthed from these sites.

But the advancement of science is not limited to dusty old ruins. Physicists at Berkley, Oxford, and MIT race to be the first to prove the relationships between ethereal energies and quantum mechanics, excitedly looking toward this new subatomic dimension as a possible solution to the Grand Unification Theory. Previously untapped sources of energy, innovative methods of manufacturing, and new tools to pry the secrets of the cosmos from its tightly clenched fist are now becoming realities.

Delving into the enigmas of history may solve puzzles that menace the present.

GODS AND MONSTERS

Genetics is possibly the clearest link to the distant past. Although its very existence remains a tightly controlled secret, the gestalt Godgene is a prize few governments or corporations would not kill to obtain, understand, and control. The raw power inherent to those who possess a complete set of these primeval strands of DNA makes the Godgenes perhaps the single most important legacy in the entire contemporary world.

Those rare people are called *titans* or *inheritors*. These extraordinary individuals are the descendents of the progenitors, gods and monsters who once walked the Earth. Within their genetic codes are hidden the mysteries and talents of their forbearers. The children of might were prophesized to prevent the escape of the souls of the *Host* that were banished to the Abyss an Age ago, but they failed. The battle against the prehistoric enemies of the *progenitors* is hidden in plain sight.

Now, dangerous energies and terrible creatures appear from the Otherworld, invading through invisible tears in the fabric of creation, focusing the public's attention on the obvious threat but leaving the *Daemonhost* - the corrupted souls of the Host - free to further their nefarious plans. Although titans are empowered with the very might of deities, these forgotten children of the gods are ill-prepared to battle the vile Daemonhost.

Is the future bleak, filled with nothing but terror or does the new Age hold the promise of a glorious beginning? It's up to you.



"it's a legend that's been told for thousands of years.
i believe there's truth in every story."

-- Haley Zand
Veritas: The Quest

DARK INHERITANCE

1

BROKEN HISTORY

History isn't a lie, nor is it wrong - it's just not complete, rather like an ancient sacrificial clay bowl, blood-stained and dirty, that's been reassembled from a hundred broken shards. Just like the bowl, bits and pieces have been lost. Some moments were smothered out of fear, hate, or envy. Some of these fragments were purposefully hidden, for "Knowledge is Power" has been an axiom since long before the existence of man. Death and calamity took a share of what remained.

Individually, these lost pieces of history and knowledge are secondary, if not trivial, but the number of lost shards has grown over thousands of years. As the quantity of missing fragments grow, whole sections of history become difficult if not impossible to reconstruct. When too many fragments of history are lost, its entire shape changes. The reconstructed vessel of today's "history" has been patched in many places, and grows ever larger, but it bears little resemblance to the bowl it once was.

ANOMALOUS ARTIFACTS

Although few today know of the Lost Age, artifacts from that time still remain in the world. They are rare and invaluable items to those who know how to use them properly - inscrutable artifacts to the uninitiated. Some are very simple magical devices, but others are potent relics.

Eldritch relics can appear as plain but elegant jewelry, weapons, cut gems, common looking items, or even more commonly as unrecognizable objects. Some have illegible markings or intangible malevolent auras from which the wise or the sensitive recoil in fear. The most powerful are not lone archaeological remnants, but instead collections of powerful trinkets that collectively form complex devices. Relics of the Lost Age are generally relegated to museum basements, venerated in ancient Hindu temples, hidden still within tombs, and reduced to mere curios and conversation pieces in art collectors' homes. Only a handful of relics are recognized for what they truly are: masterpieces of magical engineering.

Relics are found all over the globe, from darkest Africa to the glaciers of Antarctica. Sometimes these artifacts are unattended by nearby structures or other artifacts, aberrant objects that do not fit into the archaeological record that surrounds them. Those that are discovered far from any modern or ancient habitation are found in desolate areas, often where an unusual green glass is also found, such as Mongolia, the Sahara, the Andes, and India.

When discovered as a part of an archaeological expedition or tomb raid, relics are true anomalies. Items of power that are discovered at traditional dig sites are obviously unattached to the people who once lived there. Their design and even their methods of manufacture would be impossible for any known ancient culture to create. Archaeologists usually record such relics as anomalous artifacts collected elsewhere in antiquity and enshrined by the local population or as modern hoaxes by locals or young and mischievous students - or they hush the matter up altogether to protect their professional reputations.

An unsent letter found in the undisturbed base camp. The letter was addressed to Emily Chester from Peter Boyd dated July 3rd, 2002 - eleven days before the Jiang expedition was reported missing.

Dear Emily,

The Gobi is amazing. I cannot believe the colours that bathe the scrub and the sand-covered hills at dawn and dusk. The crystal clear sky is so very different from the drab gray that hangs overhead at Oxford. The only "luxuries" I miss are warm soft beds and long hot showers.

I believe I found one of those anomalies you so love: we were removing some dirt near where we had uncovered the nest of an oviraptor (a bird-like dinosaur), and I ran into more of that strange green glass. The stuff is not too uncommon in the Gobi and locals even make some pretty jewelry that they sell to Chinese and Western tourists from it. I was tossing the chunks of glass over my shoulder when I thought I saw something dark inside one of them. In fact, I almost threw it over my shoulder before it registered that this particular chunk of glass looked different than the rest.

Every other piece I've seen is nearly clear, with at most a hazy wisp of impurities. They're nearly 98% pure silicate. Geologists and astronomers are still arguing how the stuff was made. Anyway, I looked at the chunk of glass and sure enough, deep inside was a small, round, black ball.

It almost looked like its surface was carved with lines or something, but it was difficult to see, as the glass really warped the image of what was inside.

I was more curious than excited, and took it over to Professor Jiang. He dismissed it in that soft but unquestionable way he does. "It is only a rock, Peter. You have a good eye, now turn that eye to the nest and don't waste time hunting through worthless glass." I decided to keep it anyway. It didn't look like a rock to me.

That night I used one of the halogen torches and a magnifying glass to get a better look. I can say with certainty that it wasn't a rock. No rock has perfectly parallel lines that run around its entire circumference or a small band of what looks like early Chinese characters. Excited, I showed it to Wendy and Si. They weren't quite as certain as I was, but they agreed that it didn't look like a rock. I think I could have looked at it all night, but Si started complaining about the light, having to get up before dawn the next day, so I put it in my bag and went to sleep.

I didn't sleep very well - kept dreaming about something watching me. You know, like how you said you felt when you watched that episode of X-Files alone, the one with the mutant man who could squeeze through ceiling ducts and ate peoples' livers.

So tonight I brought a chisel and hammer back to the tent to crack the glass open. But when I went to get it out again, it was gone. I looked everywhere. I know someone must have taken it out of my bag. I was so angry that I accused both Wendy and Si of taking it. They denied it, of course, but I was so mad that I ended up yelling at them. Now that I've cooled down some I feel kind of bad. I'm sure Wendy and Si think I'm a complete wanker.

Anyway, must go now. Early day tomorrow, and I can't afford to be sleepless two nights in a row.

Your friend,
Peter

GODGENES

There is a secret buried deep inside every one of us, a secret passed down from mother to daughter, father to son. It's a tiny secret, one that has only now being revealed by the scientific tools of our age. A secret held in our very genes: a unique sequence of amino acids that is the record of something more than human. It is a gene passed down through many thousands of years, from a time before the Age of Ice, when gods, monsters, and heroes walked the earth. It is a vestige of those creatures that man calls divine, infernal, monstrous, and spirit.

Most people only have a trace, a fragment of this sequence. There is nothing strange or different about them, nothing you can perceive. These people are your neighbors, your friends, and your co-workers. They make up the vast majority of humanity. But there is a very small minority of people on Earth who have inherited more than one of these fragmentary 'Godgenes'.

Those with enough pieces begin to exhibit traits from their ancient forbearers: supernatural abilities, mythical strengths, and legendary weaknesses. They are the inheritors, the descendants of gods and monsters - what those who know of them today call the titans.

LINEAGE OF GODS AND MONSTERS

Many people carry a tiny portion of unique genes, but few have all the necessary pieces to manifest a titan legacy. The Godgene is a gestalt gene, a combination of several independent and seemingly unrelated sections of DNA strands that most scientists had dismissed as "junk DNA." These genes, when they appear on several adjacent chromosomes, can, under the right circumstances, overlap and form a single gestalt gene that Project: TITAN scientists called a Godgene

These gene segments are apparently tied to specific ethnic backgrounds, but no one ethnicity normally carries an entire set of gestalt Godgenes. Without a complete Godgene, a person will never show signs of his or her deific heritage. Only in the last half-century or so have the circumstances become ripe for the reappearance of the *godborn.* The world's population has become more ethnically mixed and this trend has become even more pronounced within the last few decades. Such diversity provides a perfect set of circumstances for the reintegration of a complete Godgene. As a result, the number of people who display legacy traits has increased.

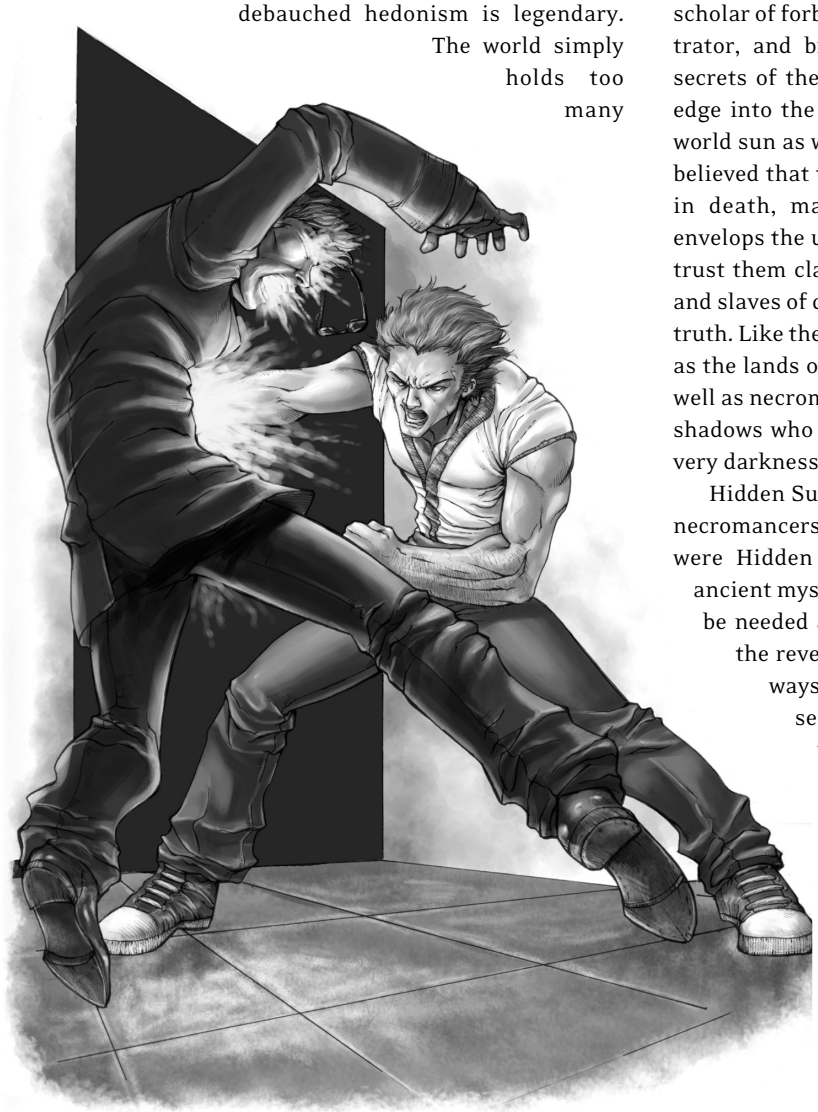
However, many potential inheritors - those with a full Godgene sequence - never call upon the power they are capable of manifesting. And although the members of the

eugenics cult *Fugo a Watu* (*see Hidden Agendas, page 56*) are averse to admitting it, there are numerous people alive today who will never discover their deific or monstrous heritage. They may never know that, buried inside each cell, they harbor the power of gods. These lost children of the progenitors will never know what it is like to summon a storm, to let the beast within them run wild, or to touch the first, primal act of creation.

TITAN LINEAGES

Inheritors are separated into Lineages. These genetic groupings share common traits, abilities, and weaknesses. There is scattered evidence that once there were more bloodlines, but today only five are known to exist.

Crimson Lords: These inheritors are the aristocracy of the titans, although others would argue that such a title is entirely self-proclaimed. Crimson Lords are urbane, cultured people fascinated with the pleasures of civilization - some would say far too fascinated, for their debauched hedonism is legendary. The world simply holds too many pleasures and experiences for most Crimson Lords to ignore.



Now the world is falling apart, and most Crimson Lords realize that if they do not act, they will be left with only the cooling husk of a world as their kingdom. Of course, most members of the other lineages tend to resent the Crimson Lords' assumed rulership, and the Lords thus find it increasingly difficult to step into the leadership roles they historically have filled among godborn. Right of blood is not enough proof for the children of the modern age. Loyalty must be earned and leadership must be proven before the others will follow their banner.

Masters of emotion, fertility, and carnal wisdom, this bloodline embodies all the qualities most often admired by the media and modern culture: they are as a rule fashionable, elegant, arrogant, and more than a little narcissistic. But they can also be loving, caring, and loyal, creating and maintain bonds of friendship even amidst distrust and fear. Within them, one could argue, lies hope.

Hidden Suns: Those of this lineage are equal parts scholar of forbidden lore, miraculous healer, unseen infiltrator, and brilliant investigator. They delve into the secrets of the underworld, shedding the light of knowledge into the darkness of the soul. They are the underworld sun as well as noonday's solar disc. It is commonly believed that those born to this lineage wrap themselves in death, manipulating the shadowy darkness that envelops the underworld of myth. Those who fear or mistrust them claim they are children of the Abyss, friends and slaves of daemons. Nothing could be further from the truth. Like the Sun, they pass through living lands as well as the lands of the dead, unchanged by either, healers as well as necromancers. They encompass paradox: brilliant shadows who display the glory of the Sun through their very darkness.

Hidden Sun scholars record that some of the greatest necromancers and sorcerers of Egypt and Mesoamerica were Hidden Suns, who preserved the dead and the ancient mysteries of magic for the day when they would be needed again. The terrors released by the Rip and the revelation of the Otherworld now bring the old ways back into the light. Today, their occult secrets are necessary for the survival of the world - and although the other bloodlines may not entirely trust them, they work with them out of necessity.

Storm Crows: Those born of the Storm Crow Lineage are fierce warriors and doom-eyed seers. They have been bloody warlords, silent assassins, serene oracles, and turbulent mystics. The song of conflict sings in their blood: Storm Crows love all forms of contest, whether it is physical conflict, debate, or sport.

Storm Crows have historically been those most in tune with destiny. Even many who were not mystics or shamans had the gift of foresight. It is said that a dozen Storm Crows once arrived at the site of a great battle three months before the armies gathered. But today the Storm Crow prophets cry only doom, which they see descending with the force of a hurricane. Even the most clear-sighted of this lineage can no longer see the horizon of the future, but only the storm that currently threatens to envelop the world. They constantly prepare for the war they see coming.

War is this lineage's Legacy, and they excel at it like no other. Wielding the power of thunder and manipulating the twisting strands of fate, Storm Crows can rule entire battlefields. Like the storm gods of legend, they stand amid the tempest unharmed, raining down destruction upon their enemies.

Void Phoenixes: From the void came all existence. From the swirling chaos of the proto-universe, existence arose again in splendor. These are the Children of Tiamat, of the self-consuming worm of the world's end, the essential chaos of creation and destruction. Many Void Phoenixes are enigmas of power and intent that cannot be unraveled. Primal, cruel, unconcerned, the earliest and most powerful Void Phoenixes are said to have shaped the world. But now all that the Phoenixes see is the wrongness of a world in decay - a failure. Void Phoenixes are generally viewed as dangerous, nihilistic juggernauts who watch and wait for the proper time to act.

Phoenixes often sow disorder, commonly using terror to manipulate or cow those who stand in the way of their goals. They chose carefully when they release the anger that seethes and writhes within them, for when it is unleashed, destruction inevitably follows. But like the phoenix for which the bloodline is named, new life often springs from their acts of unquenchable fury.

Titans of this lineage have the most difficult time retaining their humanity. The raw energy of creation, the originative chaos that fills them, is a force nigh unto impossible to resist, capable of reshaping their bodies, minds, and souls into misshapen terrors. The most powerful of them are forced to hide their true physical forms from others.

Wild Bloods: The Skinwalkers feel the primal urge that lies deep within every human, but rather than denying its influence, they embrace the inner beast and let it run wild. The greatest hunters the world has ever known were born of this bloodline. The legend of great beasts that once stalked man as prey also find their origins in this blood. They are masters of the hunt who have the power to change and manipulate their physical form - shapechangers and brothers to beasts.

Members of the other lineages traditionally ignore the Wild Bloods, considering them little better than animals that should be kept on a leash and perhaps used to hound the enemy. They rarely see the cunning and the wisdom gained from their long study of nature and its ways. Scions of this bloodline have also embraced the "new wilderness" as well, with its canyons of steel and rivers of traffic. Many Wild Bloods harbor a desire to root out and kill the corruption that plagues civilization. Wild Blood investigators track down serial killers and murderous cultists; Wild Blood environmental terrorists sabotage greedy and polluting corporations; and Wild Blood crime lords create new urban packs and tribes.

Lost Ones: While the five lineages share many traits, there are those titans who defy easy categorization. Whether it is from the mixing of bloodlines or because they are inheritors to lineages no longer known and recognized, these titans display unusual combinations of gifts, and even birthrights unique to themselves. These titans are heirs to the broken heritages - the last remnants of lost bloodlines.

BIRTHRIGHTS OF GODHOOD

The Godgenes give inheritors the ability to call upon powers once attributed to the gods of old. These groups of powers are collectively called "Legacies," supernatural abilities inherited from their distant ancestors - the progenitors. Birthrights are specific Legacy powers. Birthrights may give the inheritor unparalleled charisma, uncanny skill, control of the weather, amazing luck, the healing touch, command over others' emotions, and much more, depending upon the inheritor's precise lineage.

Titans call upon these abilities by unconsciously manipulating ethereal energies, the very same energies that sorcerers, witches, and mystics manipulate with their arcane tools. But they do so in a vastly different way. Instead of harnessing the eldritch power by using magical tools, arcane gesture, and ritual, titans channel the power directly through their physical forms. They are always connected to the ethereal energies. While channeling such energy would most certainly kill any human, the Godgene within titans protects them from the ravages of mystical energy - mostly.

The power to manifest birthrights is not without its costs, however. Titans are still essentially human, and manifesting the powers of their ancestors causes great strain on their minds and bodies. As titans increase in might, they are threatened by a slow transformation, a transformation into beings of immense power - but beings that have little in common with humanity. They become susceptible to the weaknesses and vulnerabilities hinted at in myth and are driven more and more by the passions and desires of their inhuman predecessors. Inheritors must therefore balance the use of their potent birthrights carefully, using them when needed but not to the point of exhaustion.

THE RIP

It has been called the Cataclysm, the Tear, the Sundering, and the Day the World Cracked. But the name most people use, the one generally accepted by news agencies and the general public, is the Rip.

Some changes take ages to occur - or else they just keep moving along, like evolution or the drift of the continents. Even within a human lifespan, many finite changes take place that we do not realize until months or perhaps years after they have occurred. We may not like these changes, but at least we have had time to become acquainted with them and possibly to grow accustomed to them. Other changes happen in an instant, dramatic and sometimes catastrophic. These radical changes turn the world upside down, and we spend the rest of our lives dealing with the results of the sudden new direction our lives have taken. The Rip was such a change, but a change for the entire world.



It began as an ordinary day. It was business as usual in Jerusalem. The Israeli government was in session, and meetings of various committees and subcommittees were scheduled for the morning and afternoon. Throughout the city, people were waking up and preparing for work or school or other activities. The temperature was a brisk 52 degrees Fahrenheit, and the sun rose at 6:28.

And then the world tore apart.

Live broadcast from Jerusalem Morning News
6:31 am, February 9, 2004

"...more on that story in a moment, but first let's have a look at the weather. Isaac?"

"Thanks, Reva. Today's going to be pleasant, highs in the mid-70s and clear, a perfect day to . . ."

[A loud groaning sound, as if rocks are sliding against one another. Isaac glances around, uncertain.]

"What the devil is that?"

"Hang on, Isaac. Folks, something is happening here - we're trying to find out what. For those of you watching, you may have just seen a bright flash on my left side - that was not in the studio, but outside the window. We're taking a look, and, yes, it appears something's happened out there, I can see cracks in the sidewalk as if from an earthquake, people running and screaming, and- Dear God, what is that!?"

[Cameras have shifted to follow Reva to the window, and are panning down. Seen through the glass is a scene of utter chaos. People are everywhere down below, panicking, and dark shapes leap among them. Occasionally a scream is heard and a person falls, engulfed by these dark shapes. Those unfortunates do not stand back up, even after the darkness has leapt away. Then the groaning is heard again, louder this time.]

"We- we've got something going on in the building, I think - I don't know. Everything's gone crazy. What's happening to the walls? Isaac, Bob, anyone, please- what's happening to the walls?"

[The camera pans around, focusing on the wall where Reva is pointing with a shaking hand. The studio is all modern and new, with curving walls painted in soft hues. This wall, however, is dark stone, sharp-edged and carved with fantastic bor-

ders. It's as if another building has somehow intruded itself into the studio. The wall seems to grow upward even as the camera settles on it, developing an arched ceiling high above - rather like a ship slicing through a wave, as the wall's edge intrudes into the room. Beneath it, the floor is heavy paving stones, thick with dust.]

"I… I don't know if anyone is seeing this, but the room itself is changing! There's dust everywhere, but it's definitely different - darker, heavier, and it feels much older. Wait, there's someone over there, I think. Bob, Cassie, is that you? Are you okay? We're over here, by the window. Hello?"

[The camera picks up a brief glimpse of someone - or something - moving around in the shadows. Then it leaps forward toward the camera, a dark blur of flesh or perhaps fur, and Reva screams. The camera falls, its lens shattering, and the transmission stops.]

The disaster was a calamity of such magnitude that the world stood stunned for days, even weeks, before the initial shock began to wear off. None of the observers knew what had happened, and neither, it seemed, did their governments. News reports were vague, and the first fleeting images beamed around the globe seemed impossible.

The event was quickly dubbed the Rip after eye-witness accounts described the way the sky had seemed to peel back, tear, and then explode. Such first-hand accounts became increasingly difficult to obtain, however, as governments clamped down on information. It was nearly impossible to control the release of information, though. This was the biggest story and most dramatic event since the September 11th attack in New York, and it happened at a time when the world was focused on the Middle East anyway. As reports trickled and then poured in, as rumors spread wildly across the internet and the sensationalistic media, it became abundantly clear that the world was not exactly how we always thought it was.

A state of emergency was declared immediately, and the entire city was locked down. Military teams were sent in to rescue as many government leaders as possible, but were soon forced to retreat. The city was still in a state of flux, and any movement became extremely dangerous - buildings were toppling everywhere, spars and beams appeared from nowhere to impale the unwary, blocks of stone falling from great heights even over what had previously been open plazas, and streets were choked not only with fleeing inhabitants but also with rubble. Dust filled the air, and no one could see more than a few inches in front of them - helicopters flew overhead, but the images they transmitted were impossible to read. It was as if the entire city had disappeared in a giant cloud of dust and smoke.

In the first few days after the Rip, governments were in a state of alarm. Many locals suspected that the attack had been an act of war by the United States. The Israeli government demanded to know who had done this, and blame was already being assigned to various terrorist agencies. The Israeli military readied itself for war, and in an emergency session the U.N. declared that this was a crime of the worst sort, attacking a city that was so important to so many different people. The ruling council agreed unanimously to lend full support to Israel to find out what had happened and to punish those responsible. U.N. Peacekeeping forces were readied and shipped to Israel, even as the Red Cross and other humanitarian agencies prepared to send disaster relief missions to the ruined city.

For the first few days, everyone concentrated on rescue efforts. Military teams were sent in (Israeli, U.N., and U.S. forces - the U.S. had sent several platoons as soon as they'd heard the news) as well as civilian (primarily Red Cross - the Israelis checked and cleared each team before allowing them past the barricades). Because no one was sure what exactly had happened, everyone assumed the worst - all teams wore full haz-mat gear, and any survivors were immediately quarantined and subjected to a barrage of medical testing.

The military guarded the perimeter of the city, and no one was allowed within half a mile without proper clearance. The media, showing surprising restraint and consideration, did not push, and contented itself with discussing what might have happened and what might result from the incident afterward.

BRINK OF WAR

One immediate concern was war. Israel was angry and hurt, and looking for someone to punish. The United States had provided additional military aid, and its men were ready to attack anyone the Israelis selected. Even the U.N. Peacekeepers, supposedly sent in to maintain the peace and prevent armed conflict, were spoiling for a fight. The Cataclysm could well have been the start of World War III.

Fortunately, Israel's need for revenge was balanced by its desire to make sure the right people were punished. Hardliners pushed for Israel to attack all of its hereditary enemies, saying that they were all poised to attack Israel and that the only way out of the situation was to hit first and hit hard. But the Israeli leaders - those who had survived - were not convinced. Peace proponents pointed out that committing the military to war now, while the nation was already weakened, could be disastrous, and that a military defeat would finish Israel off once and for all.

From: Benjamin Dalheset, General, Israeli Army
To: Daniel BenElezar, Israeli Ambassador to the United Nations
February 11, 2004

CONFIDENTIAL

Ambassador:
Our nation has been attacked by forces unknown, and our capital has been decimated. We have rescued a handful of the parliament members, but the majority are still trapped inside - we must assume they are dead. The survivors are in a panic, and only a small portion have made it to the barricades safely. Those few have told tales of sheer terror, of strange things ripping apart other citizens and of buildings that move by themselves. Dementia has clearly set in, no doubt caused by the shock of the attack and the enormity of the damage. As you requested, I have compiled a list of the most likely groups and organizations responsible for this incident. In order of likelihood, they are:

- The PLO. Although they say that Jerusalem is important to them as well, this incident gives them the chance to claim that we are weak, not fit to protect the nation on our own. It also eliminates many of the more vocal opponents to peace agreements, and focuses our attention on the city rather than on our borders.
- Jordan: As with the PLO, our neighbor nation could use this distraction to attack and claim territory along the border, all the while stating that we are clearly not fit to hold a nation of our own. True, they have recently allied with us and the United States, but that was a matter political expediency.
- Fanatic religious extremists: These groups certainly have the will to hurt us, and the blind zeal to kill millions, along with themselves, to make a point. But most of these groups would not have the sheer might to cause destruction on such a large scale - very few have nuclear capabilities.
- Saudi Arabia: Though further away, we cannot overlook this nation as a possible culprit. They would benefit from our destruction mainly by increased reputation with their Arab neighbors. All the world's eyes are on us now, allowing the Saudis to make deals and shipments without detection.
- The United States: Yes, they are our strongest allies and our fiercest supporters. But we cannot ignore the possibility that America itself might be responsible. Why would they do this? - First, by destroying Jerusalem they are removing a major bone of contention among Judaism, Islam, and Christianity. Second, they are forcing the UN to acknowledge our plight and to grant us unlimited aid, both financial and military. Hardliners in America could have decided that, by destroying one of our cities, they would actually help us hold the rest of the nation and perhaps even expand our territory.
- Internal elements: It is no secret that Sharon and the rest of the Likud were dismayed at how well the Shinui did in the last election. So were the Shas, who may (rightly) feel they had lost whatever little political power they once possessed. Could they have organized this disaster to rid themselves of their rivals? If so, it apparently backfired. Nor do I truly believe either party to be behind this, but anything is possible in politics.

As to your question of what caused the damage, I cannot yet say. Our researchers have not been able to get far into the city yet, and have little to report. Their theories, however, based on the magnitude of the damage, include, in order of probability:

- A nuclear attack. We have not detected any increase in radiation here at the barricades, but that is not proof. It is entirely possible that a nuclear device was detonated near the city center. If it were underground, the radiation would be slight but the damage severe, much like a massive earthquake.
- Earthquake. Though Jerusalem does not sit on a fault line, it is possible for tectonic plates to have shifted and a fault to have appeared. This would certainly explain the stories of streets and sidewalks rippling. Survivors have claimed that buildings have also appeared out of nowhere, but it is possible that ruins buried beneath the surface have been driven upward by the tremors. A few experts suggest that some new secret technology of our enemies might be responsible, but I find that possibility highly unlikely at best.
- Conventional explosives: Though it would take an enormous amount of explosive to cause such damage, this is a possibility. Admittedly, we have had no reports of fires, and most explosions include flame. The dust clouds could have stifled them, however, which would be a blessing - the damage would be entirely from the shock waves, rather than from combustion. Enough explosive at the center of the city could cause the surrounding buildings to shatter outward, producing a domino effect.
- Biological attack: We cannot rule out the possibility that the so-called dust cloud obscuring the city is in fact a biological agent, and that the stories of the survivors mere hallucinations. Certainly something has damaged the city, but people are capable of shattering windows and breaking down doors without outside help, particularly when panicked. We are examining all the city's refugees carefully, and are taking the necessary precautions against possible contamination.

I will not dignify theories about "the wrath of God" with a response. It should come as no surprise to you that few of the Shas Knesset members escaped the city's destruction. Nor am I particularly upset about this fact. Perhaps now the Shinui can gain the control they deserve, and help the country focus on the real issues at hand.
I wish there were more to tell you, at least in terms of concrete facts. We know someone or something has attacked Jerusalem, killed many people, and forced everyone else to flee if possible. I will report further when I have more information. Until then, please do your best to encourage the UN to provide us with all possible aid.

Few of the religiously fervent Shas leaders had survived, and the more secular Shinui found themselves the largest remaining force, stronger than either the aggressive Likud or the conservative Labor party. They counseled patience, and a focus on recovery: "Find out who did this," they said, "and the rest of the world will aid us in taking our revenge. We will gain their respect by showing that we are not attacking without proof, and that we care more for our people than for conquest." The rest of the leaders listened and agreed to hold off on any attacks for now.

On the economic front, Wall Street, the London Stock Exchange, the Tokyo Stock Exchange, and many other exchanges closed for the entire week following the disaster, as the world stared at the smoking, twisted ruins of Jerusalem, attempting to ascertain what exactly had happened. When the markets were reopened, they did so to record lows, and a number of foreign markets closed again within hours of reopening. The financial worries of post-9/11, which had been slowly changing to reserved optimism, plummeted back into a state of near-blind panic. Consumer confidence hit all-time lows, and estimated world unemployment or underemployment rates rose almost 13 percentage points to an estimated 20% around the end of Q1 2004. Fear and greed drive world markets, and fear had indeed taken control.

POST-RIP JERUSALEM

When the Rip occurred, many people's first thought was that it must have been a bomb (although a very powerful one, or else a series of bombs). Jerusalem was a bone of contention between Jews, Muslims, and Christians, after all, and violence was common between all three religions. But no one had ever dared to attack the city itself as a whole - they had always targeted their foes directly, to avoid damaging the sacred city. But the cataclysm shook the ancient buildings to their very foundations, and left no doubt that it was the city at large being attacked this time, rather than any one group or location within.

The incredibly thick dust cloud made it difficult to see what had actually occurred, and the panic that ensued did not help - people fled for their lives, grabbing their loved ones and whatever prized possessions they could carry. The streets were jammed with bodies, bikes, and cars.

The Israeli military mobilized shortly after the first tremor hit, but they had their hands full getting the fleeing occupants to safety. News crews arrived on the scene shortly thereafter, but could see very little through the dust clouds, especially from behind the hastily erected military barricades.

Meanwhile, the scientific world was also in an uproar. Scientists were dispatched by various agencies, and provided the first positive news: their instruments showed no sign of radiation. Whatever had happened, it was not a nuclear or atomic attack. Geologists, chemists, biologists, and even physicists were soon invited to examine the ruined city and propose theories as to what had happened. Demolitions and chemical warfare experts were already on the scene, and an enormous scientific summit spontaneously convened in the area of the safety zone the military had set aside for these consultants. Of course, each person had their own theory, and some were crazier than others.

Unbeknown to the general public, the titans were also frantic. The Promethean Order had known for some time that Jerusalem would be the site of a major event, and they had warned a few individuals of the other organizations. Now every agency in the know is wondering what really happened, whether any titans were involved, and what it means to them in particular. Those among the Promethean Order and others who knew of the Order's prophecy also had a sinking feeling that the Rip might prove a more apt name than the news agencies realized.

World Financial Markets Closed After Jerusalem Attack
By Emily Patterson
Staff Reporter
02/10/2004 12:25 AM EST
Updated 02/10/2004 04:15 AM EST

Trading was halted today in the Tokyo Stock Exchange, the Stock Exchange of Hong Kong, and the Singapore International Monetary Exchange Ltd. after multiple explosions rocked the city of Jerusalem. U.S. and foreign markets, including the New York Stock Exchange, the Nasdaq, the London Stock Exchange, and the Paris Stock Exchange will not be open today for trading. It is unclear when these markets will reopen.

Dust from what may be the world's most devastating terrorist attack covers the city of Jerusalem and the surrounding area. The cause of the explosions remains unknown and fear of possible fallout has sent the citizens of the neighboring nations of Jordan, Syria, and Lebanon scrambling. Numerous known terrorist organizations, including HAMAS, the Palestine Islamic Jihad, and the Al-Aqsa Brigade, have all condemned the attack and denied any responsibility for the destruction of the city.

Most nations are evacuating landmarks, and cities worldwide are at a heightened state of alert. All Tokyo and Hong Kong skyscrapers have been evacuated. In the U.S., all traffic into and out of Washington D.C. has been halted, except for military purposes. The President has grounded all civilian air traffic and will speak to the nation at a press conference scheduled for 5:00 AM EST.

Transcript of Instant Messaging (IM) conversation between Drs. Lorena Thomas and Ted Stern, February 13, 2004

Ted: Can you believe these people? Don't know why they let some in here.

Lorena: I know. What was Babbidge going on about? Volcanic activity? Preposterous - everyone knows this area is seismically stable.

Ted: Agreed. And Smythe? That Brit's clearly insane. Did he really suggest alien intervention as serious possibility?

Lorena: Yes. And Strom actually considered it. Aliens! Little green men flew down and blew up Jerusalem! I think this entire summit is a farce. Martins runs it like his own private show - who put him in charge? He's not even tenured!

Ted: Don't say that near him.

Lorena: I know. See him bite Sarah's head off today? Because she dared to question his data? I'm with her - his device clearly doesn't work.

Ted: I missed that - was over dealing with Schmidt and his plan to tunnel beneath the city. Managed to block that, fortunately - I can just see the entire city, whatever's left of it, collapsing on our heads. What was Martins on about?

Lorena: That ultrasound thingie of his. He's got transmitters and receivers all around the city, and it's supposed to give back an accurate 3D map, like a topographical chart.

Ted: Makes sense, actually.

Lorena: In principle, sure. But the picture he compiled doesn't. It shows towers at least 200 feet tall in some places…

Ted: What?! Jerusalem never had structures that high!

Lorena: That was Sarah's point. The buildings on his map don't match the actual city. Martins claimed they were older ruins thrust up from beneath, but there's no evidence to support that. Esp. since the map shows intact spires, not shattered ones.

Ted: He's a crackpot, if you ask me.

Lorena: Tell me about it.

Ted: Well, what do you think happened? Still going with conventional explosives?

Lorena: Until something disproves it, yes. It meets all the criteria.

Ted: Fair enough.

Lorena: And you? Still think it's all chemical?

Ted: No, definitely a physical component there. Might still be some chem attacks, though.

Lorena: Let's compare notes over breakfast - maybe our two theories will fit together.

Ted: Sounds good. G'night.

Lorena: 'Night.



For days disaster teams scoured the ruins, while search-and-rescue units hunted for trapped and injured citizens. The news agencies were still kept beyond city limits, but the dust finally began to clear on the sixth day after the disaster, satellite and aerial photographs were obtained. The images, however, left many wondering if the dust was still causing interference. The photographs showed a city, certainly, but not the one people had left behind.

Despite the initial negative radioactivity and hazardous materials test results, the Israeli government was not convinced. It fortified the containment zone around the entire city, and entrance was restricted to scientists, military, and rescue units alone. Additional tests verified, however, that the city was not irradiated or contaminated. Nor were the destroyed buildings consistent with earthquake damage - most of the ruins seemed to be caused either by the sudden appearance of another structure within the first one's confines or to be ruins of much older buildings than the ones that had stood there before the incident occurred. New (yet apparently ancient) build-

Letter from Emmanuel deSeignur of the National Geographical Society to Richard von Strauss, dated February 11, 2004

Richard,

I am at a loss. How could this have happened? An entire city - and not just any city, but one of the most important in the world - apparently gone or at least severely damaged. We had a team filming outside of Jerusalem, now missing: where are they? Did anyone have any warning? Surely an event like this involved some titans, and I find it both shocking and disturbing that our society was taken by surprise.

I begin to wonder whether the missive from that Storm Crow, Nathan, was not in fact correct. I realize we agreed to dismiss it at the time, but now I have misgivings. What if he was right?

Forgive me for my melodrama, but these thoughts weigh heavily upon me. I feel that we should send members of the Society to Jerusalem immediately, to assess the situation. In particular, we should look for any sign of titan involvement, for any hint that this Seal does indeed exist and, if so, that it is in that place.

Please contact me immediately so that we may discuss the matter, and bring our plans to the Society at the next meeting.

Yours,
Emmanuel

Transcript of live commentary from Ari Schneider, Israeli correspondent for CNN, February 15, 2004 - translated into English

"We're now receiving - yes, these are the first actual photographs of the city since the attack, taken by one of our helicopter crews, and we're looking at - What the hell is that?"

[A moment of silence, with muttered curses in Hebrew]

"I'm sorry, Bill. Hang on a second. What we're seeing now can't possibly be right. This isn't Jerusalem."

"No, wait. That's definitely the Temple Mount. And there's the Wailing Wall. But what is that thing through it…? It looks like a tower and another wall, but there shouldn't be a tower there - that's a plaza. I was there just a few days ago."

[Short pause, heavy breathing]

"But now there's a tower, looks like granite maybe, some dark stone. It looks old, too. Could the attack have forced old ruins to the surface? That doesn't make much sense, does it?"

"Sorry, Bill, I'm a bit shaken here. The photos are clear, no fuzziness about them, but what we're seeing doesn't make any sense. Some of the buildings look completely intact, but others are rubble, and still others are- gone… or - merged. Not destroyed, just either completely gone, replaced by completely different structures, or melded with structures I don't at all recognize. There's a bridge running across where the parliament building was. And it's got a lake under it, where there shouldn't be any water. The bridge looks intact, too, and it looks old like the tower - more Indian than Arabic in style, I'd say, all hard edges and sharp protrusions."

"I really don't know what's going on here, Bill, but I have the feeling this city will never be the same."

ings had appeared out of nowhere and mixed in with the familiar ones - the ground beneath them was unbroken, dispelling any notion that they had been thrust up from an older layer beneath the surface, and, more concerning, the materials used in their construction were not any stone, metal, or wood known to humankind. Many of these new buildings were in a state of collapse from extreme age, while others were still sound and could be considered livable, despite the lack of plumbing or wiring.

Scientists, though puzzled by the ramifications, finally posited a consistent theory: The damage to the city had been caused entirely by the sudden appearance of these unfamiliar structures. Taken on their own, these structures encompassed an area nearly as large as Jerusalem itself, and showed signs of organization and civic planning. There were parks and avenues and streets. Thus, they were part of a separate city, which had somehow been "merged" with Jerusalem. But the materials involved in this foreign city's construction, and the fact that its building styles did not match anything in recorded history indicated something extraordinary - the city

was not from this world. Carbon-dating supported this conclusion, as even the youngest of the ancient ruins were found to be well over 15,000 years old.

World leaders took as many precautions as possible to prevent any terrorist retaliation, but it soon became apparent through investigations of Jerusalem that there was no culprit and that there was no way to prevent what had happened to Jerusalem from happening again, perhaps to another major world center. Finding out the cause of the Rip has become the highest priority for numerous intelligence agencies and is of course a matter of particular importance to Israel.

RIGHT HERE, RIGHT NOW

Today, Jerusalem is still off-limits to the general public. The restrictions have relaxed somewhat, as more military, scientific, and recovery personnel have entered, but proper authorization is still required. Those allowed in are also monitored closely to prevent information from leaking out without approval. Even so, news agencies have been granted interviews with key personnel, and have been allowed to take a few well-circulated aerial photographs - since it is impossible to prevent them from finding out that the city has been altered, the military has chosen to control the information instead by allowing

Confidential report by Dr. Sergei Duchose, head of the Jerusalem Disaster Investigation Project, to the government of Israel and the U.N., February 16, 2004

CONFIDENTIAL

Ladies and Gentlemen

Although our tests are far from over, I can now state certain details without fear of contradiction.

First and foremost, the city's environment is safe to re-enter. That is, there are no traces of excess radiation or of chemical or biological contaminants, the ground is stable, and enough dust has settled that the air is now breathable through simple filters.

Second, the heart of the incident was apparently the merging of Jerusalem with this other city, whose name and original location are for the time being likely to remain unknown.

Third, the other city is comprised of materials and building styles unmatched by anything in our history. This information has been carefully kept from the media, and I would suggest that we maintain this level of secrecy to prevent undue paranoia or hysteria from the general public.

Fourth, all of these buildings predate any known civilization.

Thus, while I cannot yet prove this with any certainty, it is the belief of both myself and my colleagues that the city did not originate here on Earth. The theory of parallel worlds has been espoused for many years, and this occurrence lends to that theory a certain credence. Parallel worlds would explain everything about the city itself, as well as the fact that in many places the buildings are actually merged with our own - walls are melded seamlessly together and cannot be separated into their original components. The two cities are now quite literally juxtaposed, occupying a single space and overlapping at many points.

This raises an additional concern, however. We do not know why the city suddenly appeared as it did, and thus have no way of guarding against additional appearances of this nature. We also do not know where it was before, or what else might inhabit that world. But since the merged city is still accessible from the rest of our world, it is reasonable to assume that it may also be accessed from the other city's world as well. If this is the case, we have an unparalleled opportunity here. The city provides us with a passageway into another world, and could provide a literal treasure of materials and information with which to expand our knowledge of the universe.

There is also a potentially great danger, however. If the city does provide a passage to this "otherworld," and this passage is also accessible from the other side, we may face incursions from beings of that world. Already, security details have reported strange sightings, fleeting glimpses of improbable-looking beings. These may in fact be denizens of this Otherworld.

We must increase our security around the city until such time as we know exactly what may come through from the other side. Thus, although the city itself is now livable again, I do not consider it safe to bring the citizens back to their homes, and I would urge you to continue the quarantine, with additional security provisions in place, until we can be sure that no other dangers exist.

Thank you.

access to certain details and by crafting careful, formulaic answers to reporters' questions.

Meanwhile, the PLO and the Mossad, in a move that has shocked the world, have actually formed a temporary alliance. The two agencies have united for one purpose only, however: to find out exactly what caused the cataclysm, and who, if anyone, is responsible. Both agencies believe that something must have triggered the event, and they are looking into every possibility. Many groups have already spoken out to denounce the events and to establish their innocence in the matter - even terrorist cells who have engineered the deaths of thousands have stated publicly that they were not involved in the cataclysm and would never endanger the Holy City in that way. This has helped to maintain an uneasy peace in the area. No one knows who was responsible for the incident, and thus far no nation or organization has been willing to place blame on another. Everyone is waiting impatiently to learn who was behind the occurrence, and so far the magnitude of what has happened has caused everyone to hesitate before causing additional conflict.

The capital of Israel has been moved to Tel Aviv. Fortunately, that city was already the nation's cultural and business center, as well as its military headquarters, so it proved a simple matter for Israel to centralize power there once again. There have been two unexpected benefits of this move. First, some nations have always treated Tel Aviv as the capital (it was the original capital of the nation), so that now there is no discrepancy. Second, relocating the government to Tel Aviv helped placate the many Muslims who had always felt that Jerusalem was too holy to be a political seat. Many Muslims are still upset, however, because they have extremely limited access to their holy city; despite the dangers, many have flocked to Jerusalem and demand that they be granted entry.

Crisis of Faith

When the world started up again it seemed as though everyone was trying to hold onto something stable. The Rip's occurrence only eight days after the Islamic festival of Eid al-Adha, the Feast of Sacrifice, had a tremendous impact on Muslims everywhere. The festival commemorates Ibrahim's (Abraham's) willingness to obey God and sacrifice his only child. The fact that that very event took place in what became Jerusalem, on the hill that became the Temple Mount, only accentuated the disaster in the minds of Islamic people. There is no unified agreement among Muslims (or those of other faiths) regarding the meaning of the Rip and its connection to Eid al-Adha, but many feel that destruction of the city was a symbolic sacrifice, a demonstration of God's anger at his people's unwillingness to make their own sacrifice. The nature of the sacrifice that must be made is, of course, a huge point of contention. While one group cries out to make peace with Israel - the other children of Abraham - others say that the destruction was a demonstration of Allah's displeasure towards those who would not cleanse the holy city of the Israelis.

Across the globe, attendance at religious events has skyrocketed since the Rip. The Pope addressed a record-sized congregation at the beginning of Lent. Unprecedented numbers of devout Catholics made the pilgrimage to Rome in April for Easter. Moreover, organized religion is not the only form of spirituality to receive a boost from the Rip. Doom prophets and televangelists have come out of the woodwork. Cults are increasing in popularity, as people not drawn to more traditional religions try to find some emotional and spiritual stability in an insecure world.

Incursions

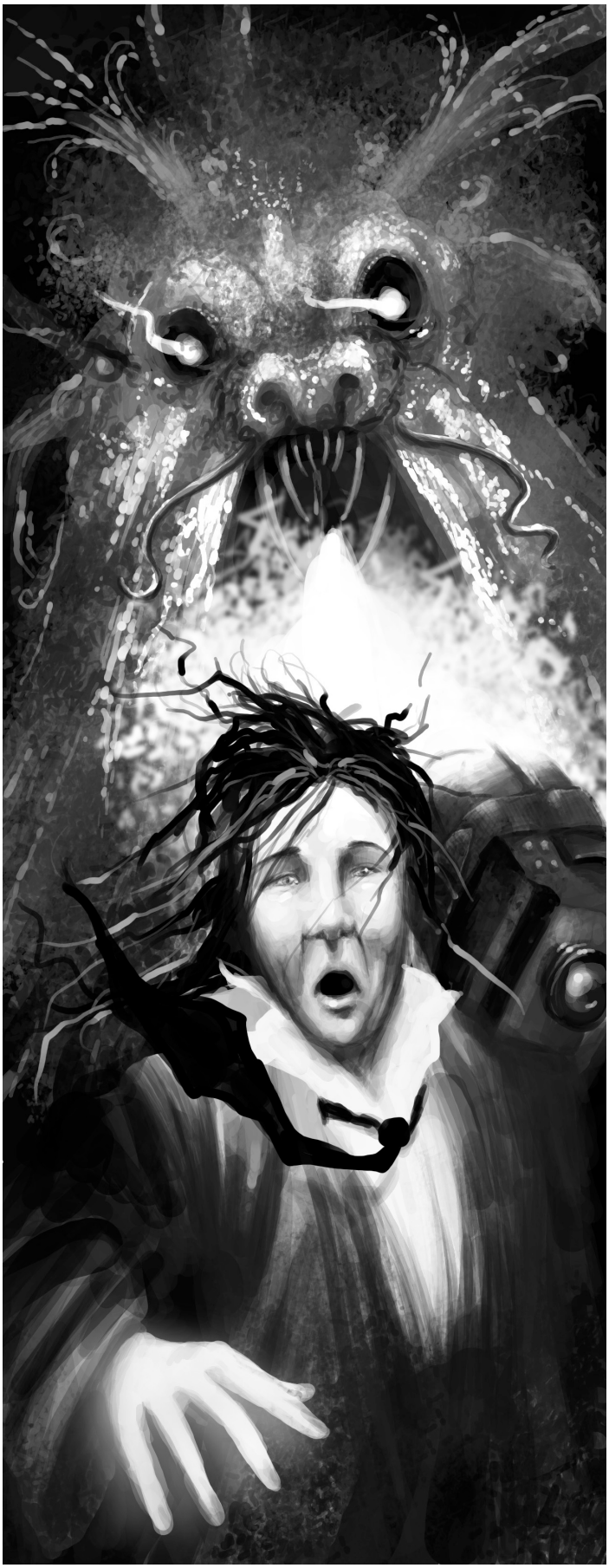
Little solid scientific information had been released to the media in the few weeks after the Rip. News agencies have brought in scientists uninvolved in the rescue effort and investigation of the disaster, but their opinions are for the most part entirely speculative. Smuggled pictures are rare, but those early few flashed briefly on television, newspapers, and the web show a city unlike the Jerusalem the world remembers.

The Israeli and U.S. governments, along with the U.N., promise to release their findings once the site has been thoroughly investigated and analyzed. But people want to know what happened now, not in a few months or perhaps years.

For the few weeks immediately following the disaster, terror swept the planet. Recently, that fear has begun rising again, based upon rumors of strange creatures prowling through the devastation. Still, the world is slowly recovering; people are dazed, angry, and very frightened, but they are also extremely curious - even if only so that they might have a clearer picture of whatever might be coming after them.

Nearly a week after the Rip devastated Jerusalem, local authorities around the world began receiving strange calls about wild animal attacks and monstrous creature sightings. At first these calls were ignored, treated as pranks, or thought to just be people suffering from hallucinations and panic, a sort of mass hysteria due to the events in Israel. In the U.S., police continued to treat such calls as mundane incidents even after a now famous video of an attack in Australia was splashed across the news.

The tape was created by a group of four Canadian and Australian hikers camping in Kakadu National Park in Australia's Northern Territory on February 16th, less than a week after the Rip. The quality of the video is poor due to lighting, and the events they recorded left the cam-



era itself destroyed, although a good portion of the tape was salvaged.

After hearing a crashing noise in the lush rainforest, hiker Jim Stevens turned his camera toward the sound just in time to catch what appears to be a large crocodile rage out of the forest into the campsite. Besides the large snapping jaws, little detail of the beast can be seen, but - impossible as it sounds - the hikers say that the crocodile had leathery wings and hand-like claws. The four fled immediately and apparently were not pursued, but, during the flight Jim dropped his video camera. Experts confirmed that the tape did not appear to have been doctored in any way.

What makes the video more remarkable, though, is the fact that less than 24 hours after the footage was shot a couple camping only a few miles away from the encounter was discovered missing. Their bodies have never been found, but their campsite was destroyed and blood and torn clothes were found in the collapsed and shredded tent. No sign of tracks around the campsite beyond the tent itself could be discovered by investigators, though some sort of clawed beast apparently attacked the campers in their tent. Even some skeptics have begun to believe that the "winged crocodile" was responsible, and that the hikers' video footage was no mere hoax.

It was not until over forty people went missing in New York City's Central Park that law enforcement in the United States started to take the bizarre reports seriously. The initial missing persons reports were treated as normal, until no less than fifteen mauled and dismembered bodies were found on March 3rd.

The NYPD still refuses to release details of the investigation, or to say in which part of the park the bodies were discovered. Police have now barricaded off Central Park entirely, including also a placement of heavily armed officers - a fearful cost of personnel - in case whatever was doing the killing may try to leave the park now that people will not venture into easy reach. Such incidents are becoming so common that the media is only covering the most sensational of them.

It is generally considered impossible that the creatures seen all over the world could have come through from the Rip in Jerusalem. There simply has not been enough time, many argue, for anything to have spread out across the world that quickly. The most widely accepted theory is that there are either smaller juxtaposed regions, like Jerusalem, that have yet to be discovered, or

else there are other "rips" though which the creatures wander into our world. While it is certain that Otherworld creatures are not responsible for every vicious attack in every town, enough of these desperate cries to police and rescue services cannot be explained that most people lock themselves in at night and more people every day are buying guns to protect themselves.

THE JERUSALEM REPORT

It is within this information-starved and fearful environment that the International Geographical Society (IGS) released its March issue, to the utter amazement of readers the world over. Although the issue was nearly two weeks late to the shelves, its contents ensured an immediate demand, and every single copy sold within days (the Society has sold through three print runs). The issue is entitled The Jerusalem Report, and it deals entirely with the Rip and the aftereffects of the catastrophe. Fortunately for the IGS, they foresaw the impact of their report and invested in many new servers to handle the increased traffic to their website. The Society reports that they are getting over 25 million hits a day, and new subscriptions have more than quadrupled.

Inside the issue are pictures, scientific analysis, and the first-hand accounts of an IGS explorer team who were documenting a dig just outside the city when the calamity took place. Instead of fleeing to safety, the team ran into the city. The pictures they took record the events of the disaster only minutes after it occurred. Unimaginable images of fear, heroism, and terror are splashed across the page. Hypotheses regarding what might have caused the Rip, some of them shockingly accurate, are explored in detail, and a new fold-out map is included that shows how the city looks today.

The most shocking revelation, however, is only briefly disclosed in this issue. The last amazing picture in the March issue of the Journal of the International Geographical Society blew the lid off the biggest secret the world's governments were keeping from the public: another world truly exists, and it is easy to travel between Earth and this "Otherworld" - as the issue called it.

The mysterious and ancient ruined city did not just materialize into our world, but a small part of our world literally merged with another, leaving a permanent point of connection between the two. Whenever anyone tries to leave Jerusalem, he or she might indeed end up exiting that city but ending up in the Otherworld. On the way out of the city, the team ended up elsewhere. Rather than the dust-covered and devastated suburbs, the team apparently found themselves in another world. Above them shone two suns, and the geography and flora were unlike that which surrounds the city of Jerusalem.



THE OTHERWORLD

Although it took almost a month for the revelation of the Otherworld to be exposed, it still came as a great shock to the entire world. Not one popular theory had even come close to guessing the reality of the situation, and only a few of those involved in the rescue effort or privy to military reports knew or suspected the awful truth. While at first such intra-global travel was accidental, such as that of the IGS team, pathways exiting to the Otherworld were soon marked by troops venturing into the city, and free movement between our world and the Otherworld is now a simple matter to accomplish. However, expeditions remain a well-concealed secret; travel beyond Jerusalem is tightly controlled by the Israeli military, supported by U.S. and U.N. troops.

Once safe roadways out of the city were marked, only those with the proper clearance and orders were allowed onto the paths that led to the Otherworld. The Israeli, U.N., and U.S. military were very unhappy that the IGS released its information so carelessly. Further, they were not pleased to have to admit that they had been deliberately hiding the existence of the Otherworld from not only the public but from other nations as well.

Initially they refused to allow the IGS any access to Jerusalem and the Otherworld, as it requested, but public outcry and pressure from nations that had been denied knowledge of the nature of the Rip compelled them to

make a deal with the explorer society. The IGS would be given access to the Otherworld, with armed escort, and, in return, U.S. and Israeli intelligence would be given full access to any and all expeditions into the Otherworld. Unbeknownst to the IGS teams, however, most of the U.S. military presence involves people attached to Project: TITAN (*see Chapter Two: Hidden Agendas*). Of course, also unbeknownst to the Project: TITAN agents, many of the reporters sent by the IGS are also secretly associated with Professor Janet Neaves' Carthage Club (*see page 68*), seeking esoteric metaphysical knowledge in light of the obviously paranormal nature of the Rip. In any case, with the mixed blessing of the military, the IGS quickly marshaled funds and set up Pioneer Base, the first permanent research facility just outside of Jerusalem - in the Otherworld.

What has been revealed to the public so far is that the Otherworld is a place both surprisingly similar to and yet very different from Earth. The pull of gravity is exactly the same, the atmosphere is nearly identical, the animals - those studied so far, anyway - are carbon-based, and DNA is the method life there uses to replicate itself. It is a place apparently bound by the same physical laws as our own world. But there are distinct differences and mysteries that scientists can only barely grasp or, just as often, which confound them completely. Why, for instance, do the spores of the "sickleberry tree" float, even though they weigh up to 100 kilograms each? How do the deadly "giant whipspiders" freeze their prey without the use of any webs or poison? What causes the crystal deposits in the Davis Caves to glow and shimmer? Investigators have many questions, while answers are few.

Possibly the Otherworld's most striking feature is its smaller, secondary, deep orange sun. This tiny adjunct to the more normal-seeming yellow sun circles its larger counterpart approximately every 28 days on a very elliptical path. Due to the small sun's eccentric orbit, it reportedly seems like an orange "eye" that moves across the surface of the larger sun, appearing to bulge outward from the larger sun, never really separating from it, before disappearing to hide behind the larger body. Calculations by astrophysicists speculate that the smaller sun stands apart from the larger only a few times every millennium, as the slightly elliptical orbit of the Otherworld brings it perpendicular to the smaller sun at the same time that the small sun is furthest from its governing body.

The effects of the twin suns and the slight eccentricity of the Otherworld's orbit produce effects very strange to an observer from our world. At the longitude just outside of Jerusalem (i.e., just inside the Otherworld), the viewer sees the suns rise straight upward, gradually increasing in apparent size as they move slowly toward the zenith. At the apex, the yellow sun stops briefly, reverses course, and then - most strangely - stops again briefly before the two suns resume their path back down directly toward the horizon, decreasing in apparent size all the while. It is theorized that observers at other points on the planet see different but equally bizarre motions.



Sifting Through the Ruins

Although the ruins confirm that the Otherworld was once inhabited, no sign of recent habitation has so far been discovered. It may be that the beings who built the city died out long ago, but no one will know for certain until we further explore the new world. However, such exploration has been progressing slowly for a number of reasons. The primary reason is actually the disaster itself. The world is only just recovering from the Rip. Rescue operations and containment were more important than sending well-armed teams into the Otherworld. Secondly, the numbers of hostile creatures living in the Otherworld have made exploration dangerous. Any search team must be thoroughly prepared for hostile encounters with the strange and deadly local wildlife. The terrain is very rocky and sparsely forested, with a conifer-like plant similar to a pine tree making land vehicle travel almost impossible. Food and water must be carried along with the team, as few of the plants have been

studied for their potential nutritional value and it is not known how many might be poisonous to humans.

Aerial exploration by military aircraft has not yet been attempted, but experts project that it might prove too dangerous as well. The skies of the Otherworld, at least near the ruins, are the realm of great flying beasts that appear to be a terrifying blend of crocodile and pterodactyl, which take lethal action against any invasion of their territory.

Alien Artifacts Discovered in Jerusalem Ruins
By Brian Torchia
The Associated Press
March 11, 2004

JERUSALEM, Israel - Scientists involved in the investigation of the Rip today announced a startling discovery. Metal artifacts of alien origin were discovered yesterday in the ruins that devastated the city a month ago. Eight cylindrical bars of a reddish gold metal, engraved with unrecognizable symbols, were found by a search-and-rescue team in Rekhayaa, south of downtown Jerusalem. Archaeologists are calling it "the most significant discovery of the century."

Dr. James Hedgegrove of Oxford University said, "The culture responsible does not appear to have either developed representational artwork, or has refrained from creating it for some cultural reason. We are thrilled to find evidence, beyond the architecture, that can be studied and that will enable us to understand the beings who once inhabited the city."

Archaeologists and anthropologists alike are hoping the symbols might be evidence of a written language. The symbols engraved on the metal bars are unlike any ancient or current written language. "It is not yet confirmed that the symbols are anything other than decoration, but as the symbols on each bar are ordered differently, with only some identical combinations, it looks very promising," said Dr. Hanatha Zahavi. She cautions, however, "Even if it is a form of written communication, it could be decades before we have any idea what they might mean."

The alien artifacts are being analyzed to determine the composition of the metal and their possible purpose. Samples of the metal have been rushed to four metallurgical labs across the world for analysis. One of the laboratories is at White Sands Missile Range, a U.S. base responsible for providing Non-Destructive Testing of Army material and equipment. Results are expected in several weeks.

Remote exploration by robots and small remote-control flying drones with cameras and sensors has been more successful than live expeditions. Remote aerial explorations have revealed that the rocky, nearly barren terrain extends for at least several hundred miles. Unfortunately, the drones do not get far before some beast or other flying animal takes offense to the intrusion into its territory. Civilian scientists believe that the U.S. is planning on launching satellites into the Otherworld's orbit, but no one knows what difficulties might be encountered from the unusual gravitational pull of the two suns. Such a step though is logical for extensive study of the planet.

ARCANE RELICS

The amazing discoveries made in the short time since the Rip occurred are too many to list, for the ruins embedded into the city of Jerusalem were not empty. One discovery that broke the news headlines only recently was that of a new force, what scientists are calling "an entirely new type of energy." Physicists studying the eight metal bars found in post-Rip Jerusalem discovered that all but one vibrated at slightly different frequencies, yet were composed in an identical fashion of identical alloys. It was an enigma that the scientist thought would take years, perhaps decades to unravel. But an accident provided an amazing, possibly world-shattering insight.

The one rod that did not vibrate was accidentally dropped by a technician while moving it from a filmless radiography system. But instead of falling to the floor, the bar remained at exactly the same position it was in when dropped, hovering in mid-air. Stunned, the technicians hurriedly investigated the event. Readings indicated that the floating bar was now vibrating at a unique frequency in comparison to the other cylinders. The object gave off no electromagnetic energy, nor was its hovering caused by any other discernible forces. The bar was easily moved, but wherever it was released, it remained. Somehow it was defying gravity, but did so using some force not yet discovered by modern scientists.

This accidental discovery is being hailed, unsurprisingly, as a revolutionary finding. Physicists are stymied, and think the rod must somehow be manipulating a "fifth force" to cause the effect. The hunt is now on to find more artifacts and researchers are attempting to use the cylinders themselves to qualify and quantify the new force.

Unbeknownst to the scientists, however, there are already people on Earth who know full well what the rods are composed of and what it is they are supposed to do.

FEAR THE FUTURE

Humanity has entered a new and tumultuous age. Fear now pervades every aspect of human culture. Where once people dreaded nuclear annihilation, now people panic about otherworldly threats poised to leap out of unseen rips. Daemons roam invisibly through the halls of power and even through the once safe homes of suburbia. No belief will be left unchallenged and humanity will be forced to grow up - or die. Our forgotten past has caught up to us and we are unprepared for what lies ahead. But uncertainty and instability also provide new opportunities. What future will you create?

GLOSSARY

Abyss: A dark place of entropy and corruption that lies outside our own universe and yet is somehow connected to our world. The Abyss is the place in which the Host was imprisoned by the progenitors in an earlier age. This realm is known only by a few and beings from the Abyss are mistaken for demons.

Ascendancy: The empire of the Host, destroyed by the progenitors in the Lost Age.

Broken Heritage: A titan lineage that no longer or rarely has inheritor members. Titans that are of a broken heritage are known as Lost Ones.

Birthright: The name given to the individual powers of inheritor's legacy.

Children of Might: The first several generations of children born to the progenitors and their descendants during the Lost Age. They were inheritors of remarkable power.

Bloodline: Another term for a titan lineage.

Craft (the Craft): The name used to describe any magic that uses the Ethereal as the source for mystical power. People who are able capable of creating magical effects with ethereal energy are called Craft-users.

Daemon: An ancient term that applies to any malevolent creature not native to Earth. Most are servants or allies of the Daemonhost and escaped into our world during the Rip.

Daemonhost: The spectral remains of the once preeminent Host. The progenitors bound the spirits of the Host to the Abyss and that foul plane twisted their souls. They are a great evil that was released into the world during the event called the Rip.

Demon: A term first used by the media to describe those Otherworld life-forms that are demonstrably hostile to humans just a short time after the Rip. Its usage in this context has now become commonplace.

Ethereal (the Ethereal): A recently discovered subatomic dimension. The energy of this dimension may be manipulated by a Craft-user to produce magical effects.

Godgene: The gestalt sequences that manifest in people known as titans or inheritors. It is a type of master coding gene that does not follow the known rules of genetics. Godgenes are capable of "overlapping" genes on adjacent chromosomes, forming an "ubergene" and thus granting supernatural powers and attributes.

Host: Those beings imprisoned by the progenitors and bound into the Abyss. Often used interchangeably, and thus inaccurately, with Daemonhost.

Inheritor: An older term for a titan. It is used primarily by the Promethean Order and *Fugo A Watu.*

Legacy: The name given to the groupings of titan birthrights. (ie. grace, war, or ashes)

Lineage: A titan bloodline. There are five known lineages that survive today: Crimson Lords, Hidden Suns, Storm Crows, Void Phoenixes, and Wild Bloods.

Legendary Transformation: The process of transformation that inheritors may undergo as they tap into the birthrights of their lineage. While these changes tie the titan even more closely to the power of his legacy, they also make him less human and - at least presumably - more like his unearthly ancestors.

Lost Age: A time before the last ice age, when the Ascendancy ruled the world. Many of humankind's myths arise from this time, and only occasional relics and ruins, long ignored by scientists, hint at its existence.

Lost One: A term that applies to all titans whose lineage cannot be determined.

Otherworld: The common word for the planet that is connected to earth through many unseen fissures. During the Lost Age, gates created by the Host connected the Otherworld and Earth. Little is known about this world.

Progenitors: The beings who, ages ago, destroyed the Ascendancy and locked the spirits of the Host in an abyssal prison. They are the ancestors of the titans.

Rip (the Rip): The unexplained disaster that merged Jerusalem with an otherworldly ruined city on February 9, 2004. It is also the term used to describe the 1-mile radius around what was once Jerusalem that allows unimpeded travel between Earth and the Otherworld.

Titan: The modern term for the descendents of the progenitors; also called inheritors or *god-born*, they are people born with a fully developed Godgene, who thus express the genetic traits of specific legacies. The word "titan," used in this context, was originally coined by early government researchers in Project: TITAN.



"There are many secrets i enjoy keeping. There is power in secrets that you keep"

-- Arvin Sloan
Alias

HIDDEN AGENDAS 2

INTRODUCTION

Behind closed doors, people of influence make decisions that change the world. They work with information not known to the general public and take actions that cause earthquakes across the geopolitical landscape. The news stories we hear of are just that -- stories. But the truth runs deeper than a talking head's news report or three second sound bite. What may seem to be unconnected events may be a part of a larger agenda, a hidden agenda.

This book provides you with seven fully detailed organizations, called *agencies*, which represent some of the major players in the secret agendas of the world of *Dark Inheritance*. Each of these agencies epitomizes a genre archetype for modern mythic horror. Do you want an Otherworld bug hunt? Try the mercenary First Team. What about a game where you and your fellow agents are the conspirators, knowing much of the earth's hidden past. Give the ancient and pragmatic *Fugo a Watu* a chance. How about a game of heavy investigation where your agents know little of the Otherworld and the threats they face? Take a look at the International Geographical Society. Each of these unique organizations offers the GC and the player a distinct genre and style of play, and carries with it a unique outlook on the world after the Rip. But the agencies presented here are only a few obvious starting points. The world is a big place, and you should feel free to create your own new agencies (tools for creating agencies may be found in the ***Agency*** sourcebook published by AEG).

While these agencies give you a choice between different styles of play, they all exist within the same world. Global travel, international commerce, and politics necessitate in-game conflict and, at times, unwilling (or unwitting) cooperation. It is not uncommon for operatives of these organizations to cross paths, as allies and antagonists. They are all interested in looking for information about inheritors, the Otherworld, and the fabled Lost Age. The discovery of a ruin or the rumor of an Otherworld fissure sends agencies scrambling to have their agents be the first on the scene. Competition between agencies, or amongst factions within an agency, can be fierce, even when one does not know who its competitor is. When knowledge is power, secrecy becomes a critical weapon, if not a way of life.

Every agency presented in this chapter can also be chosen as an allegiance (*see page 92*). Allegiances provide special benefits to characters that choose them and act as prerequisites for feats, most senior agent classes, and some prestige classes.

AGENCY DESCRIPTIONS

The following pages provide detailed information concerning each agency: their strengths and weaknesses, histories, goals, and methods. Each agency description includes the following information:

History: This section explains how, why, and when the agency was founded, what it has done since its inception, and how it fits into the larger contemporary world.

Goals and Methods: This section describes any goals that the agency might be working towards, and the means they will use to obtain those goals. It also includes general notes regarding the agency's operations, perhaps detailing such activities on a daily, weekly, or even annual basis.

Organization: This section describes the agency's structure and hierarchy, and how the agents might fit into it. It also details disparate factions within the agency and the organization's internal politics.

Headquarters: Includes details on the agency's central headquarters (if applicable), and any major outposts.

Plot Hooks: Each agency has three to five plot hooks for GCs to use as inspirations for seasons and serials. Along with plot hooks is a sidebar for GCs detailing a few of the agency's secrets.

Enemies: You can learn the most about an organization by understanding who hates them and what they hide, even from their own members. This section describes a few of the agency's enemies.

Genre: As mentioned above, each agency has a suggested style of play, a distinct genre within modern mythic horror that allows you to tailor your campaign the way you want. This section gives you a quick feel for what it will be like to play a character that is a part of the agency in question. To adequately demonstrate the genre, every agency has a list of source materials, movies, TV shows, and books to help you get the most out of play. Share this section with players who are unsure what type of character they wish to play, as they can quickly make a decision by looking through the list of inspirations.

Threat: Lastly, a sidebar contains all the information a GC needs to use the agency as a threat against the agents. This is also helpful for players, as the list of common departments and typical classes can be used to create agents of the agency.

BROTHERHOOD OF THE IRON ROSE

"We are the rock and the protector. We shield God's servants on Earth, that they might perform His will."
- Opening verse of the Brotherhood's "Morning Prayer"

The Brotherhood of the Iron Rose is a clandestine Catholic order that exists solely to protect the Church, Christianity, and the world from evil. Its members are priest-knights, scholar-spies, and noble-politicos, dedicated to fighting the forces of evil in all its incarnations and devoted to providing for the needs of the faithful.

HISTORY

When Martin Luther defied the Catholic Church in 1517, and subsequently was excommunicated in 1521, the foundations of Christianity had been shaken to their core. Pope Leo X feared that the incident could ignite a theological and political crisis, and the Church itself could fall to the hands of its detractors. To guard against such an occurrence, Leo created a special secret brotherhood called the Iron Rose. Selected from among the more combative monks and dwindling knights who served the Church, the members of the Brotherhood were chosen for their piety, their discretion, their physical and martial prowess, but most importantly, their loyalty. Leo signed a decree, *The Purity of the Rose*, which even today grants all members full dispensation, in perpetuity, for any sins they might commit in the course of their duties. Members of the Brotherhood may lie, steal, and even kill if necessary in order to defend the Church, all without fear of damnation. Church historians aware of the Brotherhood's existence generally credit it with averting the fall of the Catholic Church during the great schism of Reformation, and with checking Luther's power (and that of Protestantism in the years following the split).

The Purity of the Rose is still kept within the Black Chamber, the Brotherhood's main headquarters beneath the Vatican. The Chamber is actually a labyrinth of underground rooms and tunnels deep within the catacombs of Rome, which grant the Brotherhood access to nearly every point in the city, including the Vatican itself.

In the course of its duties over the past several centuries, the Brotherhood discovered that some humans have powers that can only be described as miraculous - or perhaps blasphemous, depending on one's convictions. These people are, according to the conventions of the Brotherhood, the children or descendants of pagan deities, who are by their very nature condemned to Hell. However, membership in the Brotherhood abrogates even this sin, and offers the only chance for these poor souls to enter Heaven after their work on Earth is done. Thus, the Brotherhood actively recruits titans - referred to by many names within the Brotherhood, depending on the speaker's faction - into their organization. They prefer to find these people at a young age, in order to shape their religious views and world outlook more fully.

GOALS AND METHODS

The Brotherhood's first duty is to defend the Roman Catholic Church, not only from physical threats but also from incriminations and other less tangible dangers, external or internal. To this end, the Brotherhood has shifted from an emphasis on martial prowess to include a network of agents at every level of society. Its membership not only contains soldiers, monks and priests, but lawyers, doctors, courtesans, crime lords, and politicians as well, all working to protect the sanctity and reputation of the Church.

The Brotherhood has no say in the actual administration or operation of the Church, and does not desire one: its purpose is to keep the Church intact and respected so that its priests can handle the actual religious affairs. Serious criminal actions performed by clergy are allowed



but often investigated by the Brotherhood, and covered up if possible. Materials or situations which could cast the Church in a poor light are examined, debunked if possible, and marginalized or otherwise obscured.

Over the years, the mission of the order has also expanded. It now considers itself the first line of defense for all loyal Catholics, and for the world in general, against the actual forces of Darkness. Though many of the order believe malevolent demons truly exist, and have dedicated their lives to defending the innocent against such creatures, not all evil is demonic in origin, nor violent or overt in nature. Many members feel that ebola and other modern illnesses are instruments of the Devil, designed both to thin the herd of humanity and to create dissent and disharmony and fear, and Brotherhood doctors and scientists work on possible cures for such ailments. Others believe that the true danger lies in the current lack of decent education in many countries, so the group sponsors educators trying to raise standards in schools throughout the world. Still others feel that the Devil is behind the recent depletion of natural resources, intending to create Hell on Earth by stripping the planet of her beauty and her strength, and so act as ecologists and biologists striving to save the planet from the ill-conceived abuses of its inhabitants.

Technically, the Brotherhood can use any method to achieve its goals - *The Purity of the Rose* ensures that they are already pardoned for any and all sins, and the Laws of Man are insignificant when compared to the Laws of God. In reality, of course, most members do their best to live pure and noble lives and to obey both divine and temporal laws whenever possible. A brother may kill someone who poses a threat, but he will do his best to use (or at least consider) nonlethal methods before applying deadly force. Some old-fashioned members of the Brotherhood favor direct action, whether that means outright violence, heated discussion, or forthright leadership in a neighborhood protest against a new factory, while others use the tools of the modern era to the hilt, performing most of their duties through computers, cell phones, and the Internet.

Many of the brothers spend their time monitoring activities around the world, looking for anything that may require the intervention of the order. Several teams are stationed within the Vatican, surveying the Church from the seat of its power, while at least one member is placed within every major diocese around the world. Others monitor news, current events, and various periodicals, or frequent colleges, political centers, and anywhere else that might reveal new threats. Once a situation is discovered, it is immediately reported back to the Inner Council. In the case of an immediate threat, the brother or brothers are dispatched straight away, and report both the situation and its outcome to the Inner Council. If a matter is merely gestating or of a larger scale, the Inner Council considers it and then issues a recommendation to the brothers nearest to the scene. Brothers are trusted to handle matters in their own fashion, and so these recommendations are usually vague and open-ended, such as "do not allow this news to reach the world" or "prevent this individual from purchasing those lands." Following the completion of their mission, the brothers involved are evaluated on their performance, and receive critiques from the Inner Council to help them perform their duties more effectively and more appropriately.

ORGANIZATION

The Brotherhood of the Iron Rose contains almost three thousand members today. Most brothers live outside of Rome, at stations around the world. These brothers typically live on Brotherhood-owned properties, usually in manors or apartment buildings which are monastic in their simplicity, much like the Black Chamber itself. Other brothers own or rent properties themselves, which still reflect the spartan amenities of the order and avoid ostentation whenever possible.

The Brotherhood is divided into four ranks: lay brothers, brothers, senior brothers, and the Inner Council. Ordained priests also hold titles in the Church. These ranks are separate from the normal Church hierarchy.

Lay brothers: These men and women are not ordained, but believe in the sanctity of the Church and in the mission of the Brotherhood. These members cannot perform religious services of any sort, but make up the majority of the order's members. Many lay brothers are professionals in some established field, such as law, medicine, history, information technology, or biology, while others have "less reputable" occupations. Regardless of their vocation, all lay brothers help the order by pursuing matters within their fields of expertise, many pursue their own interests and own careers when not acting on its behalf. Though these operatives have traditionally deferred to those ordained members such as priests and higher-ranking brothers, times are changing - albeit slowly and with much argument. Each lay brother wears a small silver cross, with a rose design inscribed on the back.

Brothers: All brothers are ordained and thus can perform religious services, give communion, and hear confessions. These men have devoted their lives to the Brotherhood and consider the order their life's calling. They spend the majority of their time furthering the goals of the Brotherhood, and most have no career beyond the priesthood and the order. Brothers also wear a silver cross with the rose mark, but they also have a small scar on their left shoulder of a simple circle divided into quarters with the "East" to "West" dividing line extends beyond the boarder of the circle.

Senior Brothers: These brothers have been promoted by virtue of experience and excellence in their field, and often oversee various hostels, monasteries, and safe houses of the order. Nearly all senior brothers are lifelong members of the Brotherhood, and all have distinguished themselves for their devotion, their wisdom, and their effectiveness in organization and leadership. Senior brothers are responsible for notifying the Inner Council when an incident occurs, and act as overseers for Brotherhood operations in their region. Senior brothers run the Black Chamber itself, under the watchful eye of the Inner Council. Each senior brother wears a ring of gold, set with a single large stone etched in the design of a rose (the color and type of gem varies from person to person).

Inner Council: The Inner Council is the ruling body of the Brotherhood. It consists of six members, all of whom have been senior brothers at one time or another. Many members of the Inner Council live in the Black Chamber, and a new member is only appointed when an existing member dies or becomes incapable of participating in council activities (old or infirm members are sent to one of the Brotherhood's residences in southern Italy to live out the rest of their days).

The Council makes all of the key decisions for the Brotherhood, including allocation of funds, the assignment of brothers to regions, creation of new headquarters, distribution of recommendations, long-term planning, and threat assessment and resolution.

The current members of the inner council are as follows:

Lamberto Moretti: The oldest member of the Council, Lamberto is a slight, stooped figure with a ring of white hair, sharp features, and piercing gray eyes. Once one of the Church's most deadly operatives, old age has reduced him to a rather feeble old man - although he has more than one surprise up his sleeve (see “Secrets,” below). He believes in Heaven and Hell as literal truths, and accepts the fact that the Devil's minions are here on Earth. Lamberto believes the Brotherhood must battle these minions, in whatever form they may take. His concern for protecting the Church from mundane problems is purely secondary, as he believes that only the Brotherhood and members like himself can deal properly with supernatural threats.

Noe Mendoza Rodriguez: The newest member of the Council, middle-aged Noe is tall and slender, with dark curls and a close-cropped goatee. He is the most modern of the Council's members, and has introduced such radical ideas as storing the order's archives in a database. He believes very strongly in the Brotherhood's purpose, but feels its methods are generally outdated, and so constantly seeks reform.

Mattio Esposito: A stocky northern Italian with dark blond hair shot with grey, Mattio is one of the most outspoken and stern members of the order. The Brotherhood, in his view, should strive primarily to protect the Church from external threats, as stepping in to handle internal matters actually weakens the Church by not forcing it to remove the corrupt and incompetent from its ranks.

Diogo Leal: Diogo, a gentle man of Portuguese descent, is unassuming both physically and poltically, of average height and build, with medium brown hair and mild brown eyes. He considers Heaven and Hell to be metaphors only, and feels that the Brotherhood's task is to act as role models and protect the planet from Man's excesses. Environmental issues are the sole topic for which Diogo shows any outward passion; he believes that God gave this planet to men (he is something of a chauvinist) for safekeeping, and that people are derelict in their divine duty by draining the Earth of its resources for mere comfort and wealth.

Elliott Chester: Tall and muscular, with iron-gray hair and green eyes, Elliott is something of an oddity on the Council -- an Englishman who was once a member of the elite British Special Air Service, the SAS. Elliot exudes a commanding presence that even his surprisingly shrill voice cannot reduce. Despite this secular background, none of his colleagues questions Elliot's loyalty or dedication to the Church or Brotherhood. Elliot tends to approach everything from a military perspective: for him, the world is black and white, good and evil (although he does not believe literally in angels and demons or the like), and anything evil should be struck down quickly, cleanly, and decisively. He has very little patience, and he always takes criticism very personally.

Borysko Vajda (Storm Crow): Of average height but very fit, Borysko appears as a former professional athlete, poised and powerful, but his sad grey eyes and dark curls seem better suited to a poet. Borysko is a Storm Crow, the first acknowledged titan to sit on the Inner Council, and takes his duties very seriously. He is very devout in his faith, but has little use for ceremony, preferring instead personal meditation. Borysko believes that the Church has lost its way, and has been corrupted by the lures of wealth and power. In his view, the Brotherhood should no longer stand by the Church, but instead by its original principles and the basic tenets of Christianity. The order should now be focused on protecting the people, God's children, rather than on propping up a tottering institution which, he secretly believes, deserves to fall.

The Inner Council meets once a month in the Council Chamber to discuss the day's business, often bringing in brothers from the field to receive reports or vital information. Each member of the Council has his own viewpoints and opinions, and since all decisions are made by a majority vote, the day is often spent debating various issues and topics.

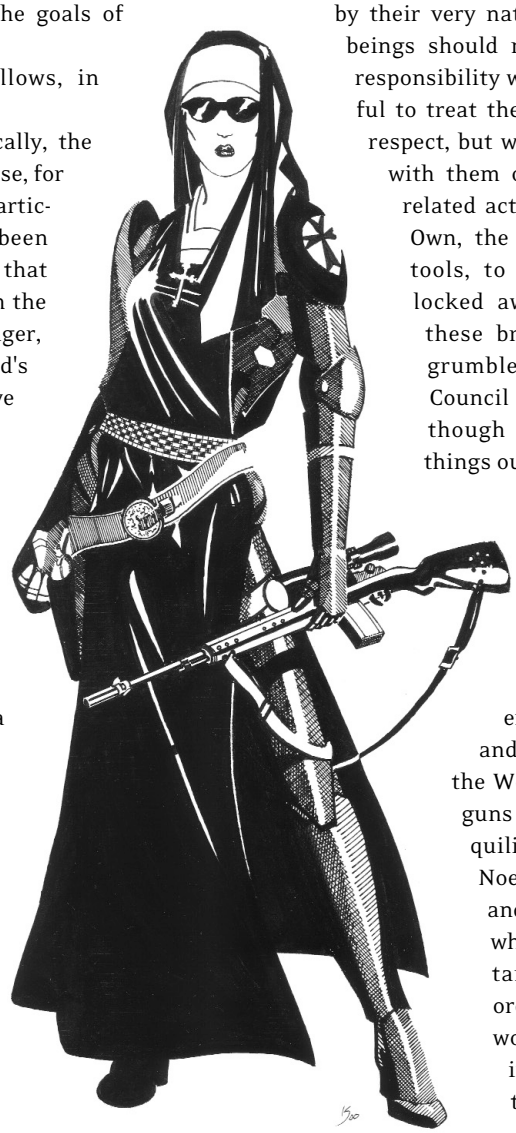
INTERNAL FACTIONS

Though the Brotherhood may appear to be focused and united to outsiders, in reality it is far less cohesive. As with any large organization, it contains people with different viewpoints, and several factions have formed within the order itself. Though not officially recognized, these factions have their own informal structures and organization, and often control an entire monastery or building (particularly if the presiding senior brother is sympathetic to the faction's goals). These factions often have some mark, insignia, or phrase to show their solidarity, and many actively lobby Council members to make decisions that would further the goals of their sects.

The current factions are as follows, in descending order of membership:

The Sisterhood: Although technically, the order is the *Brother*hood of the Iron Rose, for the last thirty years or so, women of particularly outstanding services have been granted honorary status equivalent to that of a brother (though women have been the equivalent of lay brothers for far longer, partially as a result of the Brotherhood's adoption and use of titans, who have historically been women as often as men).

The Sisterhood includes all of the female members of the order, and constantly lobbies for equal representation on the Inner Council. Yet this is not an easy task, for both the requirement of ordination and that until recently the Brotherhood has historically been a fraternal order. Though some members of the order are sympathetic to the Sisterhood's pleas, the Inner Council is torn: Brother Noe agrees that the leadership should include more women to reflect their growing numbers in the Brotherhood, traditionalists like Brother Diogo, in particular, opposes women's membership at every turn.



The Anointed: This is the premiere combat unit within the Brotherhood. Each brother in the Anointed is a trained and experienced warrior. Oddly enough, these brothers tend to look up to Lamberto rather than Elliott, because they all share a common trait beyond mere martial prowess: each Anointed genuinely believes that demons exist here on Earth and must be destroyed.

The Anointed generally disdain firearms and other modern weapons, and instead fight with archaic weapons, preferring to attack with the cross of dedication in one hand and the sword of faith in the other.

God's Own: This faction believes strongly that titans are the descendants of pagan deities and that their powers find root in their unholy heritage. However, these brothers are willing to accept the notion of using such beings for the good of the Brotherhood, because (thanks to *The Purity of the Rose*) they are already forgiven for consorting with such creatures.

Regardless of a titan's allegiance to the order, members of God's Own maintain that titans are unclean by their very nature, and most feel that such beings should not be allowed any status or responsibility within the order. They are careful to treat the titans within the order with respect, but will not engage in conversation with them or include them in non-work-related activities - to a member of God's Own, the titans are merely dangerous tools, to be used carefully and then locked away again. Not surprisingly, these brothers despise Borysko and grumble that his presence on the Council is tantamount to blasphemy, though they would never say such things out loud.

The Wireless: This recently formed faction contains brothers (and sisters) who feel the Brotherhood desperately needs to be updated, and who are struggling to modernize it. They use cell phones and laptops to communicate, surf the Web for information, and prefer guns to swords (but they like tranquilizer darts more than either). Noe is the leader of this faction, and has placed senior brothers who are also members in important positions throughout the order. These tech-savvy followers work to install broadband lines in the manor houses and order the brothers under them to all

carry pagers, cell phones and PDAs. The Wireless tend to be treated rather dismissively by the Anointed (who refer to them as the Wireless Monks or, more peremptorily, the Wireless Wonders); the Wireless in turn tend to view that group as amusing but antiquated fools whose methods that should have died out with the abacus.

The Faithful: This is one of the most extreme factions within the Brotherhood. Fortunately, the membership is small and does not have much influence, although both Mattio and Borysko have agreed with them from time to time. The Faithful feel that the Church has lost its way and that its leadership can no longer be trusted. They do not believe that the institution should be tossed aside altogether, however. Instead, they think that the Brotherhood should take control of the Church directly, replace the Pope and the Archbishops with the Inner Council, and force the Church back to the true path dictated by God.

CHARACTERS IN THE BROTHERHOOD OF THE IRON ROSE

As circles of brothers are assigned as needed, in all likelihood the agents have been tasked to work together on a specific project. One of the Inner Council members may be the force behind this project, or perhaps the Inner Council as a whole has placed the agents together for an important job. It is also likely that the agents belong to rival factions within the order and, for reasons unrevealed to them, have been assigned to work together. This is by far a more political-style game than one where the group shares common goals. A Brotherhood game also provides the GC with a wonderful opportunity to combine normal human characters with titan characters, for the Brotherhood rarely creates a circle composed entirely of titans.

HEADQUARTERS

The Black Chamber, located beneath the Vatican, is the heart of Brotherhood operations. The Chamber contains several rooms, including the Archives, the Prayer Hall, the Refectory, the Dormitory, Monument Hall, the Armory, and the Council Chamber. Although the various rooms are very old, the Brotherhood has had all of the latest amenities installed, including heating, air-quality control units, electricity, and even some surveillance and security technology (although, since most of the Brotherhood here know each other well and the location itself is a high-priority secret, security is not as tight as it could be). The various rooms within the Chamber are generally accessible with manual number-pad codes or, in some cases, card-keys which are made available to all members.)

The Archives: This area is the Brotherhood's library, a large room filled with books, scrolls, and charts. All of the materials the order has collected are contained here and carefully organized on heavy wooden shelves by year (the year the order encountered the problem in question, rather than the year the document was created). Small alcoves along the sides of the room provide study nooks, where a brother may take a book or scroll to study in silence. Each alcove contains a desk, a chair, a lamp, and a curtain that can be drawn for privacy. A larger alcove at the front of the room contains a fairly recent addition to the Archives: a desktop computer, complete with scanner and printer. The brothers in charge of the Archives have been methodically scanning in every document in the Archives, beginning with the oldest, and are building an electronic database of their materials so that brothers can research from anywhere in the world. The files are backed up, both on the desktop computer and on CDs, and a backup system copies the files each night onto a secondary system located in a small rented room in Rome itself.

The Prayer Hall: The Prayer Hall is a long, narrow hall with a high vaulted ceiling, where the brothers gather for their morning and evening prayers. The room is simply furnished, with heavy wooden pews in two rows and a low dais at the front, complete with a simple altar. A heavy wooden cross hangs on the front wall. The room does not contain confessionals; thanks to *The Purity of the Rose*, brothers do not have to take confession (although some still choose to do so, and some brothers offer that service for each other). The senior brother present officiates at prayers and offers communion. A side door to the left of the altar leads to the small sacristy, which contains the priests' vestments and reliquary.

Refectory: The Refectory is a long room with several long wooden tables running down it and long benches on either side of them. All of the brothers, regardless of age and seniority, eat together here, sharing simple but well-made food. Although brothers are allowed to drink, only non-alcoholic beverages are served at these meals.

Dormitory: The Dormitory is another long room, wider than either the Refectory or the Prayer Hall. It is broken into small quarters for each brother, each containing a simple bed, trunk, stool, and nightstand. Woven screens separate the living spaces, and brothers often decorate their "bedrooms" with tapestries, quilts, and pictures.

Monument Hall: This long corridor contains trophies and souvenirs from various campaigns the Brotherhood has waged - newspaper articles, photographs, medals, weapons, and so forth. Relics holy to the Church are not kept here. The room has glass cases along both side walls, and the displays grow older as one moves toward the front of the room. At the very front, in a glass case of its own, is *The Purity of the Rose* itself in a permanently sealed case. Though each case is locked, most can be opened; the brother in charge of the hall holds the keys.

The Armory: The Armory walls are lined with wooden racks, upon which hang a variety of weapons used by the Brotherhood. Swords, maces, clubs, axes, knives, and other ancient weapons hang here still, though primarily for decoration, as most brothers tend to favor the pistols, rifles, and other modern weapons lining the walls throughout the room. These weapons are readily available for use by all brothers (but not for lay brothers, without special permission), and can be taken at any time, though brothers are expected to return the weapons in good condition. Brothers not stationed in the Black Chamber usually have their own weapons, or have access to a similar cache in their immediate vicinity.

Council Chamber: The Council Chamber is a small circular room in which the Inner Council meets to discuss events and to decide on policy and courses of action. The room is plain, as all the rooms in the Black Chamber, but its walls are covered with thick tapestries that insulate the ancient room and a thick carpet adorns the floor. A heavy circular wooden table sits in the center of the room, with comfortable chairs placed around it for the council members. A wooden cabinet and an old iron-bound chest stand along the wall. The cabinet contains various documents that the council feels should not be readily accessible to the brothers (though it is said that the Chief Archivist has copies of them for safekeeping). The chest contains deeds to properties that have been granted to the Brotherhood over the years, by the Church, in recognition of the order's valiant service.

PLOT HOOKS

The Brotherhood of the Iron Rose is always active throughout the world, locating, monitoring, and "dealing with" anyone it perceives as a threat to the Church and the innocent. Some of the order's current missions follow:

PLOT HOOK: THE JERUSALEM PROJECT

Threat Code: Red

After the Vatican, Jerusalem is the holiest city in Catholicism, and the order considers the unholy merging between the ancient city and an otherworldly ruin a desecration. Clearly, whoever did this must be found and punished, and (if possible) the city returned to its proper form.

What Can Be Done?

1. Sanctifying all major holy sites within Jerusalem once again is a high priority for the Brotherhood. Father Dominic Valentino, a noble though militant priest, has called for volunteers for this mission. He makes no guarantees of success or survival, but he will gladly tell any who question the sanity of this mission about the great divine benefits awaiting those who attempt such a task, now and in the hereafter.
2. The city must be remapped in order to understand what is happening in the Holy City. A team of U.N. backed cartographers has been charged with mapping the new city. A group of the Brotherhood has infiltrated this team and should work undercover to better assess the events leading up to the Rip.
3. Followers of various world cults have flocked to the "City of Redemption," as heretics have begun to call it, in order to set up the new Temple of Revelations and Redemption. It is an order of demonic invokers and excommunicated priests who see the Rip as an example of the "Great Mistake." The Brotherhood must not let this cult gain a foothold into Jerusalem or it could undermine both the Golden City and the Church for years to come.

PLOT HOOK: JERUSALEM GATE

Threat Code: Black

Strange creatures have been appearing in the Golden City, presumably from wherever the alien necropolis was originally located. Scientists and the military don't know what to make of these things, but the Brotherhood does: they're demons sent from Hell to invade our world. The entrances to the city must be guarded, and monsters must be dealt with before they can wreak any more havoc.

Possibilities

1. The gate is to be garrisoned by the Brotherhood of the Iron Rose. Several 'locals' are actually Brotherhood members who have left their more comfortable positions to act as 'wardens' to the demonic menagerie. They are to reveal themselves only if necessary, such as in a battle with such creatures.
2. The brothers have been sent in to clear the demonic influence from the Golden City's streets. The agents must find a way to enter the city, remain hidden from the patrols, and act as 'sheriffs' in a nightmarish 'Dodge City'. The team is to live in the ruins of the merged city until replacements arrive in one month.
3. The Brotherhood has been sent in to capture some of these wicked creatures so the order may conduct research on them. Brother Malcolm Weyland Knightsbridge III, PhD. has erected a hidden makeshift laboratory just outside the quarantine zone in a wrecked building for agents to bring living and dead 'Xenodemons' for research.

PLOT HOOK: HELLISH MEDICINE

Threat Code: Red

People have been dying in alarming numbers recently in Los Angeles (or a major metropolis of the GC's choosing). The media blames the rash of deaths on a new narcotic, but the Brotherhood believes there's more to it. The virulence and lethality of such a drug is surely the work of devils, either Hell's own or the more human kind.

Either way, the culprits must be found and stopped before another life is lost.

Why do the Drugs Kill?

1. The deaths are the product of a great spell being forged by the Daemonhost. Infiltrating the drug culture of the city, they have begun distributing common illegal drugs laced with an arcane substance that marks the user as a sacrifice in a colossal ritual. The cause of death appears to be a drug overdose, but unbeknown to modern science, the victim's soul has been consumed to help bring the Daemonhost's plan to fruition.
2. A group of scientists from *Fugo a Watu* are testing an augmentation serum in an attempt to create a synthetic Godgene within those who do not have it. The serum has been formulated to look like popular street drugs to increase the serum's broader distribution and use. However, all test groups have ended up with one result: death.
3. Deep in Columbia, a small rip has introduced new flora into the region. They've crossbred with many of the indigenous plants in the area, making some hybrid plants that even the locals can't discern from their normal illegal crops. The lethal harvest wasn't discovered by the drug kingpins until the shipment reached the United States.

PLOT HOOK: SPLINTER GROUP

Threat Code: Yellow

A rural church in Spain claims that it has found a piece of the True Cross. This splinter is said to have miraculous powers, and people are flocking to the church to witness its miracles. If the splinter is genuine, it is a relic of the highest order and could help restore people's faith in the Church. But if it is false, it (or some other force) may be corrupting the congregation somehow, and could in time taint the entire religion with its presence. Clearly the order will need to investigate.

What is the Splinter?

1. The splinter is actually a fragment of a phylactery created by inhabitants of the Otherworld eons before, which bound a Daemonhost into a physical prison. Recently, the local bishop of the area has spent long hours praying to the relic, during which the daemon has quietly invaded his soul and transformed him into a Daemonhost.
2. This sliver of wood was given to the church by a covert agent of the *Fugo a Watu*, unbeknownst to his fellow conspirators. The agent, a devout Catholic, discovered the splinter within a strange piece of green glass in Ethiopia. Any Craft-user who touches the splinter has a stabbing vision of an angelic fire-eyed man bound in crystal chains deep underground. A thick wood and gold chain glows about his neck. The splinter was shaved off of a powerful Lost Age focus (Diminutive power 5, quality 3) that hangs from a chain around this dead being. Using the Craft or other methods to track down this location sends the agents to caves in the Ural Mountains where the bones of an angelic-like man are found along with the potent focus. Was he a titan?
3. The splinter carries no religious or spiritual significance. What is peculiar is that a number of people who have come to pray near the splinter have turned out to be titans. The miracles are soon explained as results of titan abilities. Why does this particular place draw so many latent titans to it?

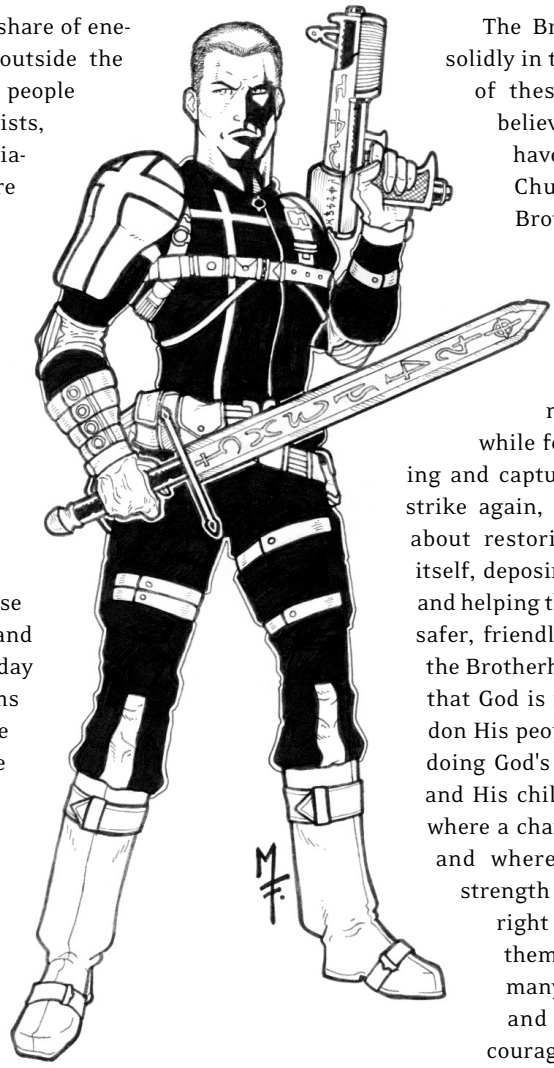
Brotherhood Secrets (GC Eyes Only!)

Of course, even the Brotherhood is not free of controversy and dissimulation. It has several secrets of its own, many hidden even from its own junior members. Some of those secrets are listed below:

- The original *Purity of the Rose* document was lost a century ago - the document in the display case is a copy, created by the Chief Archivist long ago, and the case is sealed to prevent anyone from ever finding out.
- The Inner Council owns several properties around the world, and not all of them are moral endeavors. It controls several brothels and drug dens, and uses the money to finance its own missions. Of course, technically, the Brotherhood is pardoned from any and all sins, but what about the people it is paying to commit sins?
- The Sisterhood is considering splitting off into its own order. The faction's leader, a "senior brother" named Catherine deGamond, has actually spoken to the Pope about the matter, and has requested that the faction be granted its own *Purity of the Rose.* The Pope is still considering the matter.
- The Brotherhood has another secret faction, known only as the Blood-Pricked. They are highly trained assassins who are always seven in number and who do not even know each others' identities. This clandestine group is only used when someone has to be eliminated quietly in order to protect the Church or the order itself. Not even all of the Brothers of the Inner Council know of this faction: Lamberto is its current chief, being a former Blood-Pricked himself; Diogo knows of them, and of Lamberto's position among them, but is not privy to their activities. They identify themselves by wearing roses on their lapels (a fairly common practice among the brothers), and by pricking their thumbs on the thorns of the pins before shaking hands.

ENEMIES

The Brotherhood also has its share of enemies, and not all of them are outside the Catholic faith. Fortunately, most people do not know the Brotherhood exists, which insulates them from retaliation by many enemies, but there are those who do know of the order and of their involvement in Church affairs. Some of the Brotherhood's more prominent adversaries include the following:



Archbishop Carlino: A member of the Pope's personal advisory council, Carlino knows a little too much about the Brotherhood. A greedy, ambitious man with little real faith, Carlino fears the brothers because they are outside of his control and moreover, that they might one day expose his lust for power and aims at becoming the next Pope. He does his best to undermine the Brotherhood and to avert any recognition of their accomplishments at every turn.

Bishop Preston: Once in line for an archbishop's seat, Preston was removed from consideration after the Brotherhood exposed his involvement in several 'unsavory' activities. Though allowed to retain his title and seat, Preston blames the brothers of the Iron Rose for what happened, and would happily destroy them if he could. He goes out of his way to cause trouble for the brothers in his diocese, and to feed them deliberate misinformation in the hopes that they will be the ones to fail and look incompetent.

The Assassin's Guild: The first assassins were Muslims who killed invading Crusaders in their sleep, and that ancient order has survived to this day. Although the organization's true name remains unknown, its members are highly devout Muslims, tasked with identifying and weeding out threats, much like the Brotherhood's counterpart among the nations of Islam. Despite the outward similarities, the Assassins use only one method for dealing with issues - murder. The Guild knows of the Brotherhood's existence, but not who they are exactly or where their houses are located. They are constantly searching for any news of the order in the hopes of settling old scores, and will attack any brothers on sight.

GENRE

The Brotherhood of the Iron Rose is solidly in the "soldier of God" genre. Many of these men and women genuinely believe that God exists and that they have been called by Him to serve the Church and their fellow man. Brothers of the order are dedicated to the Church, to one another, and to stamping out evil wherever it may be. For some, that means using machine guns and mowing down drug dealers, while for others, it involves investigating and capturing a murderer before he can strike again, and for still others, it may be about restoring a neighborhood's pride in itself, deposing the corrupt local politicians, and helping the community become a cleaner, safer, friendlier place. But every member of the Brotherhood shares one thing: the belief that God is real, that He would never abandon His people, and that the Brotherhood is doing God's work by protecting His Church and His children. Any movie, book or show where a character has such tenacious faith, and where that belief grants him the strength to oppose evil, and you have the right feel for this agency. Some of them have supernatural powers, but many of the brothers are normal men and women who have only their courage, their skill, and their devotion.

INSPIRATIONS

The following all serve as inspiration material for a campaign formed around the Brotherhood of the Iron Rose.

Film: *Brotherhood of the Wolf (Pact de Lupe); The Exorcist; Stigmata; Van Helsing; The First Power; Seven; The Prophecy; The Mission; Bram Stoker's Dracula; The Name of the Rose; The Order; End of Days; The Golden Child; Indiana Jones and the Last Crusade; The Master Killer.*

TV: Miracles; Millennium; Witch Hunter Robin.

Books: *The Fraternity of the Stone* by David Morrell; The *Nightworld* series by F. Paul Wilson; *The Da Vinci Code* and *Angels and Demons* by Dan Brown.

The Brotherhood As A Threat

MP Cost: 164
Scope: 5 National
Wealth: 4 Average
Technology: 3
Loyalty: 9
Influence: 6
Agendas: Counter, Grail, Reconstruction.
Resources: Dungeons, Departmental Access, Fanatics, Martyrs, Worse Than Death, Secret Identification Method, Secure Communications.
Departments: The Basement, Clergy, Old Blood, Orphan.
Macro Departments: Officer Training.
Base Classes: Explorer, Gnostic, Sleuth, Soldier.
Prestige Classes: Bodyguard, Cat Burglar, Codebreaker, Detective, Edgemaster, Examiner, Officer.
Senior Agent Classes: Accuser.
NPC Classes: Aristocrat, Bloodstained Penitent, Special Inspector, Squad Leader.

EIGHT HEAVENLY DRAGONS

"Make sure that when you follow the hare that the tiger is not behind you."

- Gao Zu

The Eight Heavenly Dragons is a triad - a Chinese crime syndicate - which operates out of Hong Kong and New York City. This powerful criminal organization is actually the amalgam of two different groups: the Four Skies triad, a notorious group of bandits and thieves; and the Fists of Righteous Harmony, a cadre of mystic monks trained in the martial arts, whose failed rebellion against foreign influence and the emperor lead them to a partnership with like-minded criminals. Today, the Eight Heavenly Dragons is the preeminent triad both in China and around the world, with their hands in gambling, money-laundering, smuggling, and, most recently, kidnapping of titans who can be bent to their will -- or that of the highest bidder.

HISTORY

The history of the Eight Heavenly Dragons stretches back to the waning years of the Ch'ing Dynasty in China, around the turn of the 20th century. The influence of foreigners was increasing within China's borders, and a strong reactionary nationalistic fervor was building among both citizens and government. This foreign influence reached its peak between 1898 and 1900, as the open-minded emperor Kuang Hsu attempted many liberal reforms to transform the government of China into a constitutional monarchy, "modernizing" both the educational system and the economy. These reforms were opposed, often violently, by a group loyal to the Manchu officials who still permeated every level of the Chinese government.

This governmental dispute led to a general frustration and anger at foreign influence throughout China, culminating in the fanatically anti-foreign uprising known as the Boxer Rebellion. The Boxers were actually a group of martial artists known as the Fists of Righteous Harmony, whose nickname came from the strange martial arts that they practiced.

The Fists were initially outraged at both the ruling government and the foreigners who were carving up their country like vultures picking over a carcass, but soon word came from within the Forbidden City that the Ch'ing Dynasty wanted to help the monks secretly throw the foreign invaders from Chinese soil. It was only then that the Boxers gained the courage and momentum to wander the countryside, assaulting foreign missionaries, diplomats, and Christian Chinese converts alike. The Boxer Uprising was put down in the latter part of 1900 by a combined force of troops sent by the various nations with interest in China. Because of the Ch'ing empress's implicit acceptance of this attack, the stage was set for the downfall of the last of China's great dynasties.

Within this new age of expansion outside China's borders came both the opportunity and economic incentive for the nation's long-established criminal underworld to expand its operations beyond the Orient. During the 19th century, the Ch'ing Dynasty cracked down on the triads working within China as part of its commitment to modernizing its society. It was widely felt the triads were a particularly harmful link to China's past, and the government wanted their activities quelled. Unfortunately for China, the increasing spheres of influence within China by foreign economic powers granted the triads a new outlet for their activities and markets for their wares.

The drug trade that had flourished within Asia could now reach off the continent, and before long the triads had established contacts in Europe and the United States.

The ceding of the island of Hong Kong to Great Britain after the Treaty of Nanjing in 1842 had a tremendous impact on the future of the triads both within China and beyond its borders. The British governors of the island believed the triads (so named for the triangular shape of the Chinese symbol meaning "secret society") were simply another cultural institution of the Chinese, and did not understand their ties to organized crime. Many of the most powerful triads took this chance to move their operations from the mainland to the island, in part to escape the persecution of their government and also to take advantage of a world of new opportunities.

The Four Skies was one such triad, moving its operations to Hong Kong shortly after the British took over its administration. Four Skies was one of the preeminent drug-smuggling triads in China before the Boxer Rebellion, and in the aftermath they had successfully

parlayed their money and contacts into a host of other illegal activities. One of the most lucrative of these was a quasi-legal immigration operation that helped Chinese emigrants eventually land in the United States, where Four Skies representatives would literally sell them to the various labor companies building the railroads and cities springing up across the American West.

While the illegal immigration business grew abroad, and gambling in Hong Kong itself became more lucrative by the day. Foreign travelers and businessmen needed entertainment, and the triad made its fortune selling them "exotic pleasures" at outrageous prices. Meanwhile, the Four Skies also developed contacts within the British business community and government that would prove very useful as they slowly rebuilt their operations. Shipping, storage, and distribution channels opened to the triad as they continued to influence their "new friends" with the sins of the Orient.

Meanwhile, a new phenomenon was springing up in various places throughout the Chinese countryside. Rumors of spirit folk and masters of martial arts even greater than the Xiaolin, of great men who commanded powers straight from legend and used them to achieve even greater deeds, spread like wildfire amongst the people. The rebel leader Hong Xiuquan, who actually proclaimed himself the son of God, was said to have the ability to sway large crowds of people to his cause with only a few words. His nearly successful rebellion in the middle of the 19th century sparked many to question the authority of the Ch'ing dynasty, but even more importantly, it lent some credence to the rumors that mysterious men of great power were indeed walking the lands.



The leadership of the Four Skies were intrigued. Though they knew that such wild stories would be popular with the poor and uneducated in times of civil unrest, the testimony of otherwise educated and trustworthy folk gave the stories more credibility. The triad spent years tracking down these claims, but it would finally be closer to home, in Hong Kong itself, that they would encounter the first of many titans on that island.

Xian Li, a tall, well-mannered elder from the Northern provinces representing an order known as the Fists of Righteous Harmony, came with an offer for the triads in Hong Kong.

FIRST ENCOUNTERS

The Fists of Righteous Harmony was a reclusive monastic order from the Northern provinces of China, where their main temples were located. They had become deeply troubled by the encroachment of foreign interests into Chinese affairs as the 19th century progressed, and were angry that the Ch'ing Dynasty allowed - and even sometimes assisted -- this unacceptable situation to occur. The Fists' focus on external martial arts and strident nationalism was characteristic of the North, and foreigners who had traveled to northern China were impressed by both the brutality of the monks' art as well as their devotion to the ancient practices of their homeland. These same foreign travelers did not see the sideways glances or hear the private condemnations of the order's elders.

The Fists had always been a highly spiritual order in addition to being masters of their own style of martial arts. When rumors arose that "spirit folk" were once again walking the Earth, they sent emissaries across the land to confirm or rebuke these rumors. They were never able to confirm the rumors, but the rumors themselves had sparked a renewed commitment to the traditions of ancient China. This would also turn out to be the seed of the nationalism that would turn the Fists against the Ch'ing and the foreign invaders a few decades later.

About the same time as the Fists' emissaries were sent out across the land, a baby was left at the monastery by unknown parents. The monks raised the child, who they called Xian Li, as one of their own, and soon found that he had an extraordinary aptitude for the martial arts. By his mid-teens, he had already surpassed even their greatest masters in skill, strength, and agility. Out of respect for his elders and the humility they had taught him, Xian Li secluded himself in his room for several days.

When he emerged, he announced that he had sworn a vow to never practice the martial arts again. Instead, he would train as a diplomat and learn the arts of the noble class. The young man was allowed this conceit, although the monks privately wondered about the young man. Almost 40 years later, Xian Li would reassert himself in the order and convince the others that it was time to fight against the foreign invaders.

The catalyst for the monks' active recruitment of nationalistic allies outside the order was the conflict over the drug trade between 1839-1842 and the disregard it showed for Chinese national sovereignty. They hoped to find eager allies among the expatriate triads in Hong Kong, but they were wrong. The triads were not interested in working against the dynasty that had essentially reopened the illicit drug trade by putting it in the hands of the British.

Only one triad was interested in hearing Xian Li's proposal, though not so much out of patriotism as out of recognition of a special spark in Xian himself. The Four Skies wondered if the Fists of Righteous Harmony could lead them to answers about the mysterious "spirit folk" who were said to walk the earth. They agreed to meet with the elders of the monastery and to provide limited funds to the growing movement. Their only condition was that Xian Li himself should stay with them in Hong Kong. Although he was uncertain about this strange request, Xian Li sent word back to the monastery and within weeks, several of the monks arrived in Hong Kong as the triad's guests.

The meetings were long and both sides grew frustrated as it became more and more apparent that they did not share similar goals. The triads wanted the most proficient fighters of the monastery to stay in Hong Kong where they could act as muscle - and, secretly, to discover if the monks did indeed possess supernatural powers. The Fists argued that they would need their best fighters to lead the armies of peasants they would raise on the mainland. If the Four Skies would simply provide the necessary funds, then the Fists could successfully bring down the foreign invaders and shame the Ch'ing into acceding control of China's government. Neither side found it could make appropriate concessions, however, and the meetings stalled. The two groups parted ways amicably, however, and they would meet once again nearly 50 years later in Taiwan.

UNITY

The two groups met again in Taiwan, following the ousting of Chiang Kai-Shek by the Communists. The Fists of Righteous Harmony had sided firmly with Chiang, the nationalist, against the Kuomintang defectors and communists under Mao Tse-tung. They had already abandoned many of their temples as the Communists took control of northwestern China, and fought eagerly alongside Chiang's armies until they were finally driven to the island of Formosa, which became their new home.

On Taiwan, the Fists built new temples and dedicated themselves to the liberation of the mainland from the Communists. They found new recruits from among the soldiers that had fought for China, and some from the island who exhibited special powers similar to those of their venerable leader, Xian Li. With a fervor only increased by their recent defeats and the recent resurgence in their membership, the Fists sought a way to make their dream of a unified China, free of foreign invaders, a reality.

Meanwhile, several of the Hong Kong triads, including the Four Skies, had come to Taiwan to cement their place with the new governor, Chiang Kai-Shek. Xian Li heard of this and demanded he be taken to the new capital to meet the men with whom his elders had failed to form a partnership so many years ago. Although none of the current leaders of the Four Skies had been present during those meetings Sun Wu Jiang, one of their representatives, remembered Xian from his time in Hong Kong. Although he was only a small child at the time, he could still recall the magnetism and charisma Xian exuded. It was a powerful presence, and one that he was instantly aware of now, even though Xian seemed a shrunken and venerable old man.

The two talked through the night, discussing all that had happened in the decades since Xian first encountered the Four Skies. The Fists had been an integral part of China's history during that time period, leading a rebellion that almost toppled a dynasty and been an integral part of the army that nearly unified China under a nationalistic banner. The Four Skies had been equally successful at staying out of the public eye. Their business had grown both in size and in scope, and they now controlled a network of criminals the world over.

After the two men caught up with each other and discussed the state of China's affairs, Xian Li requested a meeting in Hong Kong with the triad's leaders. He refused offers to bring the triad's leaders to Taiwan, instead saying that he wanted the trip to Hong Kong to be his final journey. He went back to his temple to prepare and to put all of his effects in order. The temple was placed under the control of Xian Li's favored disciple, Lo Shen, and he set out for Hong Kong to forge an alliance with the Four Skies.

Xian Li's argument was simple: China could not be retaken by force, as the Soviets were now fully backing the new Communist government in Beijing; Taiwan was not truly China anymore; and the British ran Hong Kong. However, through the triad's international contacts, Xian Li saw a way to turn the tables on the foreign invaders. By joining forces with the formidable martial and spiritual power of the Fists, the Four Skies could not only claim a larger share of Hong Kong's underworld, it could afford to expand its international operations even further.

Members of the order would set sail to San Francisco and London to oversee the triad's activities. Since they were an unknown element, it would be harder for the local authorities to trace their movements. Through this new network, they could establish a power base in the various Chinatowns across the world that would clearly assert the dominance of the Four Skies.

The two parties discussed the various options for several days, and by the end of the conference they had reached the agreement their forebears had been unable to achieve. The Fists would disperse to locations around the world to act as stealthy informants and muscle to various Four Skies interests, and in return, the Four Skies would work with the Fists in China to undermine the social and political obligations that have ripped their country and people asunder. The organizations would remain separate, with a council of eight overseeing their joint operations. The members of this council were known as the Eight Heavenly Dragons.

FORGING AHEAD

The partnership proved to be a boon for both groups almost immediately. The Four Skies revenue increased significantly, and the triad was able to take control over several previously contested areas in Hong Kong and abroad. The Fists of the Righteous Harmony were able to build new temples and expand their recruitment efforts into China once more, where they acquired many converts. As the Fists spread out across the world, incidences of titan births among them increased dramatically (for while in the homeland, most monks were chaste, but those who traveled abroad were more likely to deviate from this tenet of the faith).

After nearly two decades of success, the Eight Heavenly Dragons merged the organizations into one grand alliance. They took the name of their council of leaders, and as a result of this unity, became even more efficient and powerful. With even more smuggling channels open and the Fists able to provide nearly impenetrable protection to the triad's dealers and storage houses, the Dragons achieved a near-stranglehold upon illicit smuggling from China to Europe and the Americas. While the business has suffered in recent years, thanks to technological advances and the other cartels, the Eight Heavenly Dragons still control very nearly 60% of the world's smuggling trade.

As the organization grew in power and stature, so, too, did its supernatural resources. It gained the service of new titans, many following the collapse of the Soviet Union, eager to find employment and better their lot. One of the members, Wong Ho Lee, also gained a keen interest in acquiring magical artifacts from China's past. This has put the triads at odds with members of the Promethean Order, who frequent Tibet seeking ancient magical writings and items of power.

Meanwhile, in other parts of the world the triad's criminal and legitimate dealings all continued to provide the Dragons with vast wealth. Despite the constant technological and legal hurdles over the years, the Eight Heavenly Dragons continued to succeed and surpass their previous achievements. The Rip and subsequent chaos has had little effect on the criminal organization, and it continues to exploit the countries that once exploited China. With each sale, each illegal immigration, and each fortune lost in their gambling houses, the Eight Heavenly Dragons look on and smile at the slow but terrible revenge they have wrought.

GOALS AND METHODS

The Four Skies and the Fists merged in the hopes of growing stronger against what they saw as the enemies of their homeland. Although it was the Communist coup that finally drew them together, the fall of the Soviet Union has made them much more comfortable with the current Chinese government. The triad now focuses heavily on their main goal, which is the growth and development of their many criminal enterprises around the world -- particularly in the United States and Great Britain, whom they see as the two main culprits of the desecration of China's ancient ways. To that effect, they have established several different endeavors (illicit and otherwise) that thrive in ways no triad ever imagined possible.

The growth of the triad's illicit dealings in the last 50 years has been incredible. The continuous growth of affluent countries like the U.S. have increased both leisure time and disposable income, raising demand to phenomenal levels. The Eight Heavenly Dragons' early position in Hong Kong has given them great advantages, and tight network of contacts around the world have ensured that they maintain tight control of over various criminal endeavors.

A Dragon's choice of weaponry depends upon his training. Those who have received tutelage from the Fists of Righteous Harmony are generally expected not to carry firearms on their person, relying instead on their martial arts training, supernatural powers, and trailing gunners to provide protection. Those aware of who they are dealing with usually know well enough not to assault its operatives. Each gang keeps an arsenal of guns and other equipment at their headquarters or at the homes of high-level members - the two are often one and the same. The Eight Heavenly Dragons are usually content to settle things with fists rather than bullets. This preference ends as soon as they leave their turf or if they are dealing with foreigners, however.

The Eight Heavenly Dragons base their operations in cities with large Chinese populations. These communities provide ready-made cover to foil surveillance, and

give the gang an easy foothold to establish operations. Additionally, as Chinese communities outside China tend to be fairly insular, the locals' distrust of outsiders means they more often protect a triad criminal and deal with him on their own terms rather than allow local authorities to take him. But more often than not, these communities are so dependent or fearful of the triad that they do not seek remuneration for the lawless acts of its members.

Much of Eight Heavenly Dragons' business, including smuggling and illegal immigration, is conducted by sea, and so the triad also maintains a significant presence in many of the major port cities of Europe and the Americas. San Francisco, New York City, and Miami are the three most important ports for the triad, both for their substantial shipping industries and large Chinese populations. These cities also have the advantage of containing a large and well-developed infrastructure for criminal dealings, and the group has developed favorable relationships with money-laundering operations, hired muscle (used as security for particularly dangerous or high-profile transactions), and a ready supply of crooked law enforcement and political contacts.

With their criminal activities well entrenched around the world and functioning smoothly, some of the leaders of the Eight Heavenly Dragons have begun to pursue pet projects that have little or nothing to do with the triad. Wong Ho Lee has begun to collect Chinese artifacts, and is particularly interested in those that reputedly have magical abilities. Gao Zu, the eldest of the triad's Red Poles, is an art collector of some renown. Recently his studio was broken into and several paintings were stolen, and he is using all of the triad's contacts to track down the criminal.

Another of the triad's leaders, Zhao Hu, is interested in learning more about the titans and their role in the Jerusalem disaster. He can often be found in Tel Aviv with dozens of agents, who he sends covertly into the area to investigate the nature of the disaster. He is also an avid collector of monstrous trophies, and buys stuffed monster carcasses for outrageous sums on the black market. He keeps these in a museum in Hong Kong, which consumes an entire floor of penthouse suites in one of the most expensive buildings on the island.

ORGANIZATION

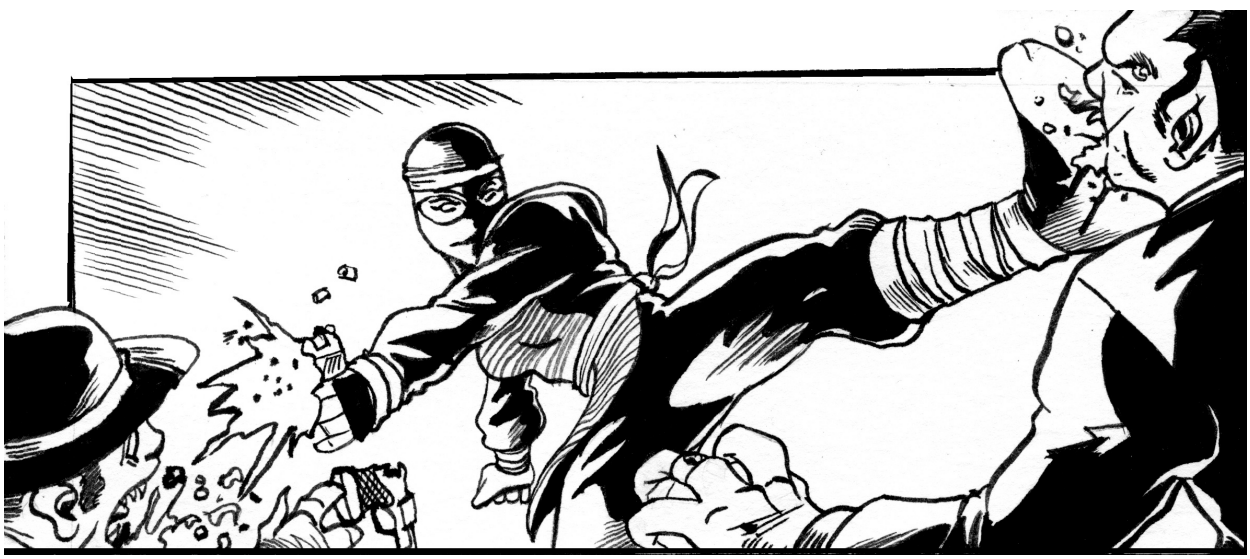
At its core, it is the individual hierarchy relationship between two triad members, the “Dai-Lo,” or big brother, and the “Sai-Lo,” or little brother. The dai-lo gives work, protection, and advice to the younger brothers, who give loyalty, support, and money in exchange. In many situations, this is the only relationship that matters.

Many think of triads as being the Mafia of the East, but this is far from true. While the Mafia is known for strong familial ties and a rigid hierarchy, triads are loose affiliations, though they still have a hierarchy. Triad members, even those lower on the ladder, have freedom to choose their activities, and senior triad leaders rarely direct gangs about their activities. Though the self-contained organization of most gangs allows them the flexibility to adapt to their environments easily, individual gangs can sometime end up working with enemies of their triad, or even against one another (however unwittingly).

The Eight Heavenly Dragons use the formal ranking system common among many Chinese triads.

49: The rank and file members of the triad are the 49s, also called “blue lanterns.” Nearly all members of the Eight Heavenly Dragons belong to this category.

415: White Paper Fans, as these members are known, sit at the same level as the Red Pole and are the administrative officers of the triad.



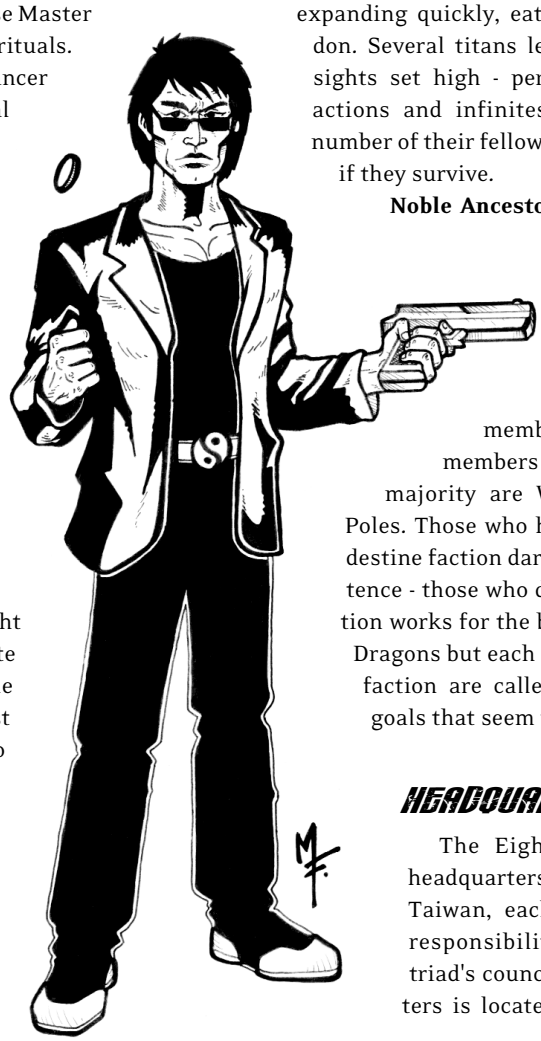
The White Paper Fan is responsible for book keeping, investing money, and determining legal strategy. 415s are usually highly educated and stay away from physical conflict. Although of the same rank as the Red Poles, they often defer to them on strategy.

426: Red Poles were originally military unit leaders, but today they lead the individual gangs of the triad. A Red Pole typically has around fifty men under his command, and is responsible for the decision making and activities of his gang. It is the Red Pole who decides who to extort, who to ally with, and who to rub out.

432: The Straw Sandal is the triad messenger. He is at the same rank in a triad organization as Red Poles and White Paper Fans. Straw Sandals deliver ransom notes, internal messages, and organize triad meetings and gang fights.

438: Three men, known as the Dragon's Claw, Incense Master, and Vanguard, sit just below the leader of the triad and hold a rank between the Red Poles and the Mountain Lord. Unlike most triads, all three 438s keep their identities secret through the donning of ornate masks and elaborate costumes. The Dragon's Claw acts as the Mountain Lord's proxy in his absence, and counsel to the triad leader. The Incense Master and Vanguard officiate over triad rituals. The Incense Master is a potent geomancer and the Vanguard a master of martial magics.

489: At the top of the Eight Heavenly Dragons hierarchy is the man known as the Mountain Lord, an elected position. The Mountain Lord holds ultimate responsibility for the success and failure of the triad. He arbitrates internal conflict and guides the organization's direction. His word is law.



CHARACTERS IN THE EIGHT HEAVENLY DRAGONS

Characters who are a part of the triad are not likely to be very heroic, in the classical sense. The Eight Heavenly Dragons has few legitimate business activities, and there is little they do out of pure altruism or interest in the good of their fellow man, so greedy or self-interested smugglers, hitmen and martial arts masters all fit quite well.

The antihero is also a character archetype perfectly playable within an Eight Heavenly Dragons campaign - troubled by a conscience he can't shake, the antihero struggles between the life he has led and the life his heart tells him he should lead. The triad also employs all kinds of titans, so enterprising inheritors should have no problem finding adventure...provided they are willing to set aside their morals to pursue power and material gain.

INTERNAL FACTIONS

The Eight Heavenly Dragons has a multitude of factions. Nearly every gang can be considered its own faction, and allegiances change continually as members jockey for position and compete for advancement. However, there are a few factions who have lasted long enough to become true sub-cultures or are rising stars inside the organization:

Fists of Righteous Harmony: The monks who joined with the Four Skies triad retain much of their original independence. The Fists have a few temples in the U.S. - San Francisco, Los Angeles, and Seattle - but none currently in China. The Fists' primary motivation is improving their understanding of the esoteric nature of their martial arts, mastering the various postures, stances, and katas.

Good Joss Gang: This small gang in Hong Kong is expanding quickly, eating up rival turf with abandon. Several titans lead the gang and have their sights set high - perhaps *too* high. Their brash actions and infinitesimal patience has upset a number of their fellow gangs, and only time will tell if they survive.

Noble Ancestors: The Ancestors are a faction unknown to the majority of the triads, composed of venerable titans who have exceeded the normal human lifespan. Some faction members are not even recognized members of the organization, but the majority are White Paper Fans and Red Poles. Those who have even heard of this clandestine faction dare not even whisper their existence - those who do invariably vanish. The faction works for the benefit of the Eight Heavenly Dragons but each mandarin, as members of the faction are called, pursues strange, obscure goals that seem to be without purpose.

HEADQUARTERS

The Eight Heavenly Dragons chief headquarters are based in Hong Kong and Taiwan, each location having different responsibilities but reporting to the triad's council. The Hong Kong headquarters is located in the heart of downtown

Hong Kong, and consumes the majority of an office building that the triad owns. Those who work here control the organization's cash flow, its recruitment efforts, and the logistical side of importing and exporting goods both legal and illegal.

The Taiwan headquarters is located in the temple claimed by the Fists of Righteous Harmony when they arrived on the island. Here, the monks train members in the Fists' brand of mystical martial arts, and maintain the codes and traditions of the triad. Whenever a triad precedent or law is questioned, the monks have the final say in the matter. While each headquarters has separate administrations and methods, they have learned to respect one another's ways.

The London-based operation is arguably the most important of the triad's subsidiary organizations as it is a nexus for the triad's illicit smuggling into Europe and the United States. This base is a heavily fortified bunker beneath the River Thames in which the triad trains recruits, process drugs, and imprisons enemies. This bunker is home to the bloodiest work that the triad does, and those who have been stationed there for long learn the brutal ways of the business very quickly. Not all members can stomach such work, and transfers can be had quite easily - but those who leave are watched very closely until they have proven that they harbor no ill intent toward the London operation or its parent.

The New York wing of the Eight Heavenly Dragons is dedicated almost entirely to the importation of and distribution of illicit goods from London. The triad has intentionally kept its operations small to avoid drawing too much attention to the vast amount of product coming through the Port Authority each year. Though the Dragons have traditionally left much of their turf to the New York Mafia, in recent years the Eight Heavenly Dragons have begun to encroach more and more on the goodfellas' territory.

It is possible this could lead to all-out war, as both groups are liable to lose patience with the growing conflict over many rackets around the city. The bosses in Hong Kong are already putting together a plan of action should such an eventuality come to pass.

The San Francisco group focuses on running various gambling establishments, some legitimate and others underground, within the large Asian communities of the city. The vast amount of money floating around Silicon Valley provides opportunity for large-scale money laundering operations, and the gang is known for investing in many venture capital projects. The triad also dabbles in illegal immigration up and down the West Coast, from Los Angeles to Empire City to Seattle. The triad bosses in 'Frisco have kept their groups small, splitting their resources across several smaller gangs. Not only does this dissuade rival gangs from attempting to muscle in on such seemingly crowded territory, but it allows the leaders to control a great number of operations without attracting attention to the larger umbrella organization. Through this innovative organization, the San Francisco operation provides a great deal of income to the Eight Heavenly Dragons.

PLOT HOOKS

Some cracks have been appearing lately in the armor of the triad, but so far they have all been dealt with in good fashion. The time may come when the triad openly wars with itself, and it might not be a clean break between the Taiwan based and U.S. based gangs. Here are the current issues that the Dragons are dealing with:

PLOT HOOK: WAR OF THE RING

Threat Code: Red

Wong Ho Lee has uncovered evidence of an ancient Chinese artifact, a ring worn by the first emperor of China. His sources say the relic is in a hidden temple on the side of a mountain in Tibet. The Promethean Order has also sent agents to retrieve the ring because they believe an encoded message may be written within the ring's four rubies that can help them in their quest to seal the Rip.

What Answers Does the Ring Hold?

1. The emperor's ring contains an ancient invocation that, instead of sealing the Rip, opens up a tear to a temple upon the Otherworld that was once used to worship the Host. The temple, though currently abandoned, has a great portal that potentially could open upon the Abyss itself.
2. An incantation is encoded upon the ring. This incantation can be used to seal individual fissures, though it is a small fix to a large problem. Where is the power for this incantation drawn from to seal those rips?
3. The ring turns out to provide a map to a tear that draws the wearer towards an ancient cache of seemingly arcane and mystical artifacts in the Otherworld. Unfortunately for the explorers, the cache is deep within the nesting grounds of a hoard of Spider Ebon.

PLOT HOOK: POISONED BREADCRUMBS

Threat Code: Red

Zhao Hu has found out about Project: TITAN through a contact in Tel Aviv, and now he wants their research into the nature and cause of the dimensional rift for himself. Rather than assault them at the scene of the crime, he has secretly unleashed triad operatives in San Francisco to gain entry into Project: TITAN's top secret facilities there. The members of the triad's council are unaware of this, for it would be considered a major breach of protocol if discovered, possibly even a crime against the triad that would warrant Zhao Hu's “removal.”

What is the Role of the Player Characters in Zhao Hu's Plans?

1. The characters have been tasked with the infiltration of the Project: TITAN facilities. Through means of 'the leader's discretionary propriety,' the team is to gather as much information about the people, technological capability, and information that both Project: TITAN and its facility has.
2. Worrying that word of his plans will get out; Zhao Hu has decided to use the characters to investigate any possible leaks of his secret plans to other triad members. Their responsibility is to interrogate every connection between him, the rest of the triad, and Project: TITAN.
3. The triad knows of Zhao Hu's plans and has decided he must be dealt with. The characters have been chosen to find out how much Zhao Hu has learned, report it to the council quietly, and then deal appropriately with the problem.

PLOT HOOK: GARDEN OF BLOOD POPPIES

Threat Code: Red

The port authorities in New York City have been tracking a shipment of drugs from London all the way toward their city. They believe it is coming in on behalf of a triad, but have no clue which one. To further complicate the matter, several mafia killings lately have pointed toward a new gang war that could rock the city.

What is Really Going On?

1. The Dragons have discovered the shipment and have learned that the triad in question is a new upstart gang with connections to the 40K. In an attempt to show their muscle in New York City, they brazenly have brought in the drugs to stake a claim on the New York drug scene. Not wanting the blame, the Dragons have decided to try and stop this shipment - as well as the upstarts behind it - in order to save face.
2. The old boys of Sicily want to get rid of these newcomers on their turf. What's better than a good old gang war? That's where the drugs comes into play. The mafia has brought the drugs shipment in under the names of many known triad front companies. Simultaneously, they cleaned out a few disloyal family members using familiar triad techniques. Feigning outrage, as well as ignorance, they've used these events as an excuse to start a street war in the Big Apple.
3. If you could get two viruses to kill each other, the host could survive. That's at least what a few corrupt customs inspectors think. A drug shipment was found by a pair of officials upon an investigation. Instead of making a bust on the spot, they decided to let it pass and doctor up the records to look as if it was owned by a triad. Now the mafia has declared war against the triad for the theft and the Dragons are about ready to echo the declaration. The PCs are sent by one of the local White Paper Fans as he became suspicious after reviewing the shipments papers.

8 Heavenly Dragon Secrets (GC Eyes Only!)

- Unbeknownst to any of the members of the triad, one of the leaders from the Fists of Righteous Harmony is actually from the Otherworld. Long ago he crossed into our world through happenstance. He is a creature of power able to conceal his true form. None, not even his closest advisors, knows this secret. Unable to return to his world until now, this being now wonders what changes have occurred while he was gone from his world.
- One of the members of the San Francisco operations is a powerful mystic who plans to attempt a coup that could leave the Eight Heavenly Dragons presence in the region fractured or even destroyed. She plans to use several vials of a powerful biological weapon against the triad's most powerful San Fran members - but if this toxin is released, it could infect the entire peninsula and even the Bay.

PLOT HOOK: MONKS AT WAR

Threat Code: Red

A group of martial artists trained by the Fists of Righteous Harmony has decided to split off and form their own gang in San Francisco's Chinatown district. The streets have turned into a war-zone of magic, martial arts, and strange monsters. The police do not know what to do as the citizens of Chinatown remain stoically quiet about what is going on, and they do not have the resources to effectively penetrate the wall of silence surrounding both gangs.

Who Runs This Gang?

1. A priest from China currently runs the breakaway triad. This priest, Ou Zhao Shen, has quietly traveled to the U.S. from Taiwan. His interest is to clean up all of the corruption that has grown since Chinese immigrants walked upon the west coast shores. He started his “monastic order” among familiar faces in Chinatown and has drawn disenfranchised youth into his fold, with the promises of honor and respect.
2. The head of a locally headquartered multi-national corporation is the leader of this fledgling gang. The only catch is that none of the gang knows the truth. As far as they're concerned, their leader is a local tough named Mitch Fox, a mixed heritage orphan of the Chinatown streets. The truth is that the leader is Jin Fox, Mitch's older brother, property investor, and ex-

member of the Fists of Righteous Harmony. He runs everything from his comfortable office high in the skyscrapers of San Francisco. His goal is to use the muscle he anonymously finances to slowly purchase more and more of San Francisco's lands as property values drop due to an increase in crime.

3. The gang's leader is one of the Daemonhost. He has a simple goal: to cause strife and pain wherever he can. His latest method is simple: physical conflict. He has found it within the mistrust and isolated community of Chinatown. He feeds off of pain in all forms; emotional, physical, and otherwise. Needing a means for obtaining his feast, he has tainted a few immigrant members of the Fists of Righteous Harmony. Unfortunately, his hunger is outpacing the pain that he can inflict with his new little gang of corrupted monks.

ENEMIES

As a criminal organization, the triad has many enemies and all law enforcement agencies are automatically counted among them. There is a mystic order and a competing triad who deserve special attention, however.

Golden Sun: These conservative monks, who sided with Mao during the Chinese Cultural Revolution, are a group of rival martial mystics who challenge the Fists of Righteous Harmony, believing them to have abandoned the true path in exchange for money and power.

40k: The 40K is the most zealous of the rival triads to the Eight Heavenly Dragons. Recently, this organization has become even more aggressive throughout Asia, and the Eight Heavenly Dragons have lost a number of key markets to the rival triad's new expansion. The triad's attempts to penetrate the 40k have been difficult, however, all of the moles planted in the rival gang suddenly went missing less than a month ago.

GENRE

The Eight Heavenly Dragons can be played as a relatively straightforward criminal organization, creating the feel of a Hong Kong action flick or criminal macabre movie, as secret deals, double-crosses, arcane codes of conduct, and a brutal disregard for human life keep the characters on their toes.

On the flip side, the triad uses martial artists, titans, and magic to achieve many of its goals, and a campaign, especially one set in China or another part of Asia, could very much take on the feel of a wuxia festival movie. This type of campaign features incredible fight choreography, monks performing feats of agility and strength that can only be possible through the use of magic and clearly defined protagonist(s) who make their way through the movie by wit, luck, and skill.

Such high-flying fun can make for an excellent season, with plenty of intrigue, over-the-top characters, and ass-kicking action sequences.

The clever GC will be able to find a way to mix these two genres, perhaps drawing from films like the action-comedy *Big Trouble in Little China* for inspiration, which features a mixture of martial arts, magic, and monsters in the heart of a Chinese community. The villain Lo Pan from that film could easily be a powerful titan or mystic who controls one of the myriad gangs in San Francisco that work for (or against) the Eight Heavenly Dragons.

INSPIRATIONS

The following all serve as inspiration material for a campaign including the Eight Heavenly Dragons as either protagonist or antagonist. The tales below may be told from the criminals' perspective or that of the hero(es). There is room for both in a campaign centering on the Eight Heavenly Dragons.

Film: *Hard Boiled; The Replacement Killers; Casino; The Black Mask; Goodfellas; Bulletproof Monk; Crouching Tiger, Hidden Dragon; Big Trouble in Little China; The Heroic Trio; Gasaraki* (anime); *Crying Freeman* (anime)

TV: *The Sopranos*

Comics: *Criminal Macabre; Ruule: Ganglords of Chinatown*

Books: *Savage Membrane* and *Guns, Drugs, and Monsters* by Steve Niles

The Eight Heavenly Dragons As A Threat

MP Cost: 180
Scope: 6 International
Wealth: 6 Wealthy
Technology: 7
Loyalty: 8
Influence: 5
Agendas: Credibility, Expansion, Greed.
Resources: Fearsome Reputation, Hardened Killers, Mystic Knowledge, Slaying the Dragon, Worse Than Death.
Departments: Clergy, Disciples of Wong-fei Hung, Old Blood.
Macro Departments: Organized Crime.
Base Classes: Fixer, Gnostic, Martial Artist, Soldier.
Prestige Classes: Drifter, Edgemaster, Goodfella, Grifter, Smuggler, Street Fighter, Triggerman.
Senior Agent Classes: Dai Lo, Two-fisted God of Guns.
NPC Classes: Bloodstained Penitent, Community Criminal, Drug Lord, Financier, Geomancer, Heavy, Lawyer, Shadow Warrior.

FIRST TEAM

We're the First Team. Who's second? Who cares?
- First Team slogan

Some agencies are noble, selfless, and altruistic - but not all of them. First Team, a band of mercenaries based in South America, falls firmly in this second category. They work for whoever can pay them, no matter what the job or why the client wants it done. If they manage to prevent a national catastrophe, avert a mystical crisis, or save the world from Otherworld incursion in the process, so be it - as long it's in their own best interests.

HISTORY

When people think about military forces, they think of military powerhouses like the United States, Russia, Germany, Great Britain, or China. When they think about elite forces, they consider America for its Seals, Rangers, and Green Berets, Britain for its SAS, Russia for the Spetnatz, or Israel for the Mossad. The average citizen never even realizes that South America has militaries, or that those forces might be any good - but some of them are very good indeed.

In particular, Colombia -- and to a lesser extent Venezuela, Ecuador, and Peru - have very proficient armed forces. These private military units are hired, outfitted, and trained by drug-lords and other local magnates, tasked to maintain their property and protect their interests. It's an excellent job for those who don't mind protecting drug dealers and who don't object to violence. Soldiers working for such men are expected to be completely loyal, obey orders without question, and never to reveal anything they have seen or done on the job.

Ten years ago, one of the best military units in South America was a small band in the employ of Domingo Castenada, a powerful Colombian drug-lord. The team had no problem with their employer's choice of vocation or with the missions they were sent on - but they what they couldn't stand was getting paid so little for their excellent work. After a time, the team decided their talents were being wasted when there were much greater riches just waiting to be taken. So they left. When their former employer insisted they return, the team did so - in the middle of the night, through all of his remaining bodyguards and other soldiers. Castenada's head was found sitting on his desk the next morning, with the team's letter of resignation in his mouth. A month later, the team resurfaced in Brazil, announcing that First Team was open for business.

In the years since then, First Team has carved out a remarkable reputation for themselves. They've protected diplomats and dictators, assassinated despots and ambassadors, invaded palaces, diverted bombs, planted explosives, and much more. They are known to soldiers around the world, and are widely acknowledged to be the most proficient mercenary team on the planet. It is rumored that elite units such as the Rangers and the SAS have encountered members of First Team in the field, and have lost every engagement - because of this, most consider First Team to be the finest special unit in the world as well.

Every military and intelligence agency has a file on them, even though few details exist: they know the team's name, its function, some of its activities over the years, and how to contact them for jobs - and that's about all. Those who have worked with First Team are, understandably, reluctant to describe the unit or its methods. Those who keep track of world events, especially military actions and regimes, may have heard the name First Team, but don't know much more. Rumors exist, of course, describing them as anything from a band of noble freedom fighters to a team of cold-blooded killers to a collection of supernatural monsters who can fly and shoot lasers from their eyes. First Team has not bothered to deny - or confirm - any of these notions.

There is at least one event that can be definitely attributed to First Team, however. In 2001, the ruler of Jakarta was kidnapped and killed, his armies slaughtered, and a new ruler installed in his place. In mercenary circles, it was whispered that First Team had been responsible for the coup. In fact, they had not been involved, and when they heard the rumors, they took immediate action. The new ruler was killed during a parade, his advisors were murdered, and his army decimated. Then First Team made an announcement of their own. “We are the First Team,” the announcement read, “the best there is at what we do. If you lie about our activities, we'll come and kill you.” Since then, no one has chosen to fuel rumors about them, nor has anyone ever tried to claim credit for something First Team has done.

GOALS AND METHODS

First Team is a mercenary band, pure and simple. They are interested in making money above all else, and take on any military assignment: reconnaissance, search-and-rescue, kidnapping, sabotage, terrorism, counterterrorism, coups, body guarding, perimeter defense/security, and, of course, assassination. They will work for anyone, provided the job is feasible and the pay handsome.

First Team is very careful in its neutrality. Its members admit openly that they will work for anyone, but they are not in any way involved in an employer's politics or other activities. They take only short-term projects; the longest they'll work for one person or group is one month. The team has refused every long-term job they've been

offered because they do not want to be identified too strongly with any one person or organization.

First Team will not reveal anything about prospective jobs, even ones they did not take, and they will not betray an employer. Conflicts of interest are not allowed, and no matter how attractive an offer, they will never take a job that goes against another current assignment. This is not to say that First Team cannot be bought by the opposition, but they will always complete the first assignment - if one person hires them to protect a man for a week, and another hires them to kill the same man, they'll protect him for exactly one week and then turn around and kill him an hour later, after the first contract has expired.

No one knows where First Team actually resides. Contacts are routed to a secure satellite phone, sent to a protected email server, or mailed to a post office box in Belém, Brazil. When approached with a job, the team first researches the situation fully, and compares their information with that provided by the potential employer. If everything matches up, and the job can be done in the given timeframe with a reasonable chance of survival, they bid a price. This price is non-negotiable, and if the employer cannot meet it, the team walks. Once the price is accepted, First Team provides their prospective employer with a contract, which must be signed in their presence. The contract is placed in a hidden location, as insurance against betrayal, and the job begins.

Following the beginning of a contract, the team heads to the location to scout the area and set up shop. They establish a camp for in a secure location; if the mission involves being in a particular place (like protecting a man in his own home), the team sets up a camp on the premises. This camp is nearly always a defensible location with clear sightlines, a secure communications channel, and an accessible exit. Rendezvous points and escape locations are established beforehand, and transport is always standing by. Status reports are made once a day for longer missions, once an hour for short ones (or at regular intervals, as necessary, during any major action within a longer mission, like withstanding a siege against the employer's home), and logs are kept of every report.

Despite their inherent pragmatism, First Team does follow particular rules in their operations. Members never disguise themselves - they may change clothing to suit the local climate or for camouflage, but every member refuses to alter his or her appearance or impersonate another. The team refuses to use nuclear materials or weapons of mass destruction as well; they may be hired to disable a nuke, or to protect the shipment of a chemical weapon, but they will not employ these devices themselves. Finally, First Team never takes suicide missions, and will only accept jobs they have a reasonable chance of surviving. As one of the members said to a potential employer once, “We're in this for the money, and you can't spend it if you're dead.”

The only time First Team takes action without being paid is when someone threatens them directly. The team's definition of “threat,” however, can be quite broad. Claiming credit for something First Team has done, or blaming them for something they did not do, is seen as a threat to their reputation. Attacking the Amazon rainforests is a threat, because First Team's base camp is hidden there. The exact reasons why these decisions are made remains unknown to those outside the organization, and further add to the air of mystery surrounding the unit.

ORGANIZATION

To the outside world, First Team appears to be a small, very elite paramilitary unit consisting of five to eight team members; in actuality, there are 117 current members of First Team, from which a small handful are assigned to each mission. First Team includes both men and women, and treats both genders equally - reliability and competence are far more important than gender or appearance. All members reside at Base Camp, a military base located in the Amazon rainforest near the Tucumai Falls and the Negro river. The falls' ambient noise hides any traces of gunfire, explosives, or other clamor, while the river provides an easy route for traveling to and from the camp.



The First First Team

First Team is led by a group known as Alpha, the original "First Team" - the soldiers who walked away from Colombia and who founded the massive mercenary enterprise known as First Team today.

Alpha has five members, all of whom have assumed new names and identities (*see "Secrets"*):

"Mac" (Miranda Ortez - Storm Crow): Short and wiry, with delicate features and a mane of black curls, Miranda is lovely, passionate, and deadly. She is also a titan, a Storm Crow, although only the other members of Alpha know this. Before working in Columbia as a mercenary, Mac was a field agent for the CIA. She was once the team's wetworks specialist, although she rarely takes on such work these days. She is in charge of Command at Base Camp.

"Sam" (Mark Page - Lost One): Page is the team tactician, and he is second in command to Miranda. Average of height and build, with pleasant but nondescript features and medium brown hair, Mark's dull-seeming eyes hide a quick mind and a razor-sharp wit - as well as the titanic powers of an inheritor. Mark is the joker of the team, and enjoys every form of humor, from satire and sarcasm to pratfalls and practical jokes. He is in charge of Daily Activities, handling those duties with precision and flair.

"Chico" (Diego Griss): Tall, lanky, and deceptively casual, Diego is the combat specialist and demolitions expert. He normally affects a laid-back demeanor and a slight drawl, but can launch into a blur of motion without warning. He handles Training, and is a strict but fair instructor.

"Hawk" (Chandra Marillo): Chandra is Alpha's recon and sniper. Average height and slender build, with long light brown hair and gray eyes, Chandra can sit motionless for hours on end, and can seem to be sleeping yet she hears and remembers everything occurring around her. She is in charge of Quarters -- an odd fit -- but Chandra is a good listener, with a knack for heading off disputes before they come to a head.

"Sandy" (C.J. de la Sol): C.J. is the team's communications and transport specialist. Tall, dark, and athletic, with thick bleached-blonde hair (cut short) and piercing blue eyes, CJ is pleasant enough, but she ultimately prefers devices to people. She is in charge of Equipment, and knows every item in First Team's arsenal by heart.

Alpha originally had six members, but the sixth, Jason Land (the team's communications expert and medic), was killed on one of their first missions.

All First Team members are designated with a rank of either Alpha, Bravo, Charlie, or Delta. Alpha Team is composed of First Team's founding fathers, the members of the original First Team (*see sidebar*). Bravo team includes only senior members who've proven their worth and their loyalty. They can usually turn down assignments, request assignments, specify other teammates, and change mission parameters to some degree. Charlie team is comprised of those who have proven their ability, but who are not yet completely trusted. They can request assignments and specific teammates, but they can't turn down a mission or affect its parameters. Delta team includes junior members who have not yet proven themselves (they've been on less than three missions). Deltas have no say in missions, and are expected to follow orders, without question.

It should be noted that while not every member of First Team is a titan, a number are. First Team considers birthrights and other titan abilities as one more weapon in their impressive arsenal, and each titan member is expected to train extensively in the use of his powers, both separately and in teams. Groups of First Team members are often sent on training missions in the jungle in order to learn to work together and to watch each other's backs. As the Alphas like to say, the first principle for every mission is to succeed; the second, to bring the team back intact; and the third, to come back alive.

All money received from missions is placed in the First Team collective accounts. Several accounts are in Swiss banks, while others are offshore or in places like Panama and Bermuda. The team cycles which accounts it uses on a random basis. Every month, team members receive their salary, which is based upon the previous month's payments minus any costs for equipment and materials. While at Base Camp, team members do not have to pay for anything, but most team members maintain private residences in Rio or other South American cities.

Not every member of First Team is at Base Camp all the time. Members can take vacations, though they must request time off, and include a detailed itinerary of where they are going. This leave time is reflective of the character of the team - some go to visit family, while others head to remote or exotic locations to indulge their adrenaline fixes with extreme and adventure sports. Alpha encourages every member to take at least three weeks off every six months, both for the soldier's health and to make sure he's focused on the job.

Any First Team members at Base Camp are considered "on call" at all times. When a team is dispatched, each member takes on a codename according to his role, and acts as that specialist during the mission. Some team members may handle more than one of the positions below - thus, Supplies may also be Medic and Heavy

Weapons, especially since medical aid is only necessary after combat and heavy weaponry may not be involved in the job at all. Every First Team member is expected to be somewhat competent in all of the above team roles, though most have specialties. In the field, an individual assigned to a role is considered the team leader in that particular field, even if another member is actually more skilled, and can issue orders concerning their role to the entire team.

Every field team contains the following positions:

Tactics/Team Leader - "Mac": This member handles all on-site team decisions, assigns daily tasks, sets up guard rotations, and maintains status reports.

Communications - "Sandy": This member handles all actual communications with Base Camp (including sending in the status reports) and is responsible for electronic surveillance, maintaining communications gear, and triangulating locations of targets.

Transport - "James": This team member is in charge of arranging and handling any transportation, from planes to cars to hovercrafts to skis.

Demolitions - "Chico": This member handles all explosives, both demolitions and ordinance disposal, and is responsible for the proper storage and preparation of such devices.

Sniper - "Hawk": This team member is assigned to long-range combat and assassinations, and for providing fire support for other team members.

Medic - "Flo": The medic is in charge of medical supplies and medical aid for any member.

Supplies - "Danny": This team member selects, organizes, distributes, and tracks all food, weaponry, and other equipment for the team. The only exceptions are those that fall under another member's purview - for example, Supplies does not touch the Sniper's rifle, Demolitions' explosives or the Medic's first aid kit.

Heavy Weapons - "Vic": This team member handles all large weapons, such as rocket launchers, anti-tank guns, and torpedoes.

Reconnaissance - "Polo": The team member in charge of gathering information about the location, nearby individuals, and the mission situation. Though Recon often focuses on stealth and infiltration, it is responsible for taking point in urban locations and gathering information as well.

The Rule of No Names

Outside of Base Camp, every team is referred to simply as "First Team." Team members are referred to by particular names (all of which can apply to either gender), based upon their position in the team: the Team Leader is always called Mac, for example, while Communications is always Sandy. If a member has more than one position, he or she uses the name of the position that will apply or be in use most often - thus, someone assigned to both Demolitions and Supplies would go by the Supplies name of Danny.

This practice reinforces the widespread notion that First Team is actually a small unit, rather than a large collection of people. The teams identify themselves to the Log Room through their initial statements, which are addressed to a number (such as "First Team to Base Eleven, over"). The number is the unit's designation, based upon how many teams are currently on assignment - the numbers go from 5 to 19.

CHARACTERS IN FIRST TEAM

First Team is one of the easiest agencies to run, as characters follow the traditional *Spycraft* model very closely. Characters in First Team are likely to be self-serving, but intelligent enough to look beyond the scope of the current mission. The agency itself provides clear assignments, goals, and structure for the agents to fill. All agents likely belong to a single team and are given assignments by Base Camp. First Team's broader involvement in many global hotspots makes it easy to include them in serials not centered on this agency, both as allies and adversaries.

INTERNAL FACTIONS

First Team is a business, first and foremost, whose employees and employers all agree on why they are a part of First Team and what they are here to do. As such, First Team does not have internal factions like many of the other agencies presented in this chapter. But the team does retain a number of specialist wings that provide a particular level of expertise in particular theatres of operation:

Bag-tag: This team specializes in wetworks (murder or assassination) - their name is a play on the term "body-bag."

Windsurfers: These members are all expert paratroopers, with a specialty of mid-air insertion.

Nightside: First Team's premiere stealth ops unit, specializing in reconnaissance, sabotage, and assassination.

Rictor: The heavy weapons crew, who handles weapons that "make the ground quake in terror."

Aqua Blue: First Team's aquatic unit, proficient in scuba, snorkeling, deep-sea diving, boating, underwater explosives, handling submarine vehicles, and the like.

Flying Monkeys: This team specializes in guerilla warfare and sabotage, particularly in a jungle or forest setting.

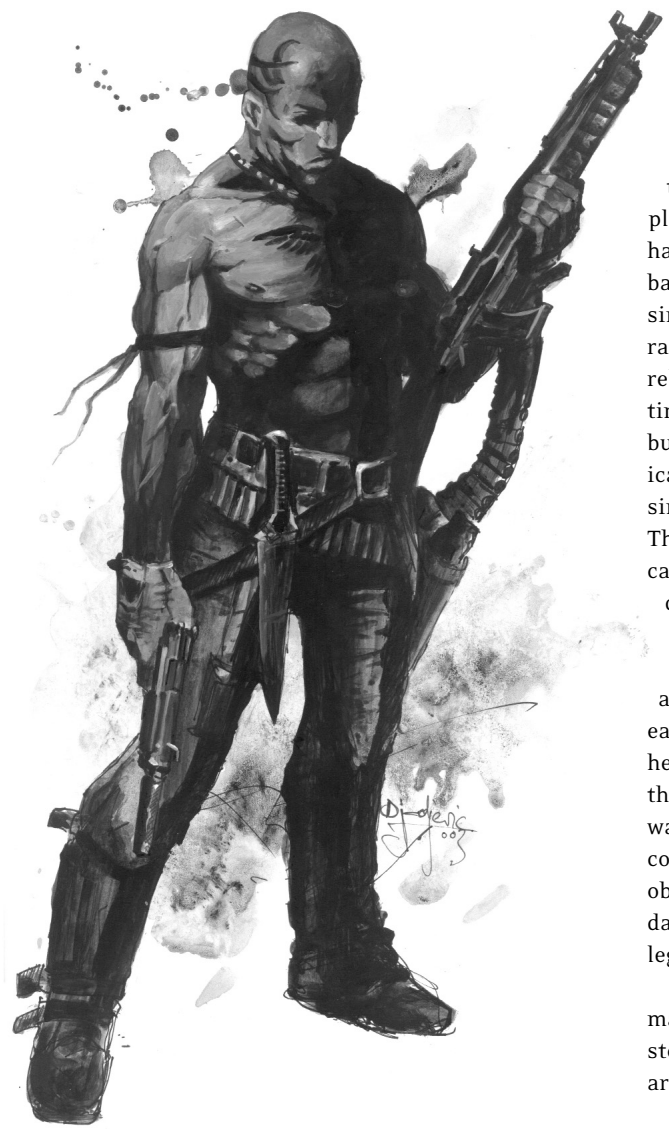
Glam Lads: These are First Team's urban infiltration unit. Its members have a talent for disappearing into crowds and for finding out information in a city or large town.

Stones: (As in, "he's got a lot of....") This group handles most bodyguard assignments, and members prides themselves on their extreme vigilance, outstanding success record and sheer grit in combat.

HEADQUARTERS

Base Camp is divided into five areas: Training, Daily Activities, Quarters, Equipment, and Command. Each area falls under the leadership of a member of Alpha, who oversees and resolves all issues regarding it.

Training: Training's responsibilities include the recruitment, preparation, and instruction of all First Team members. Base Camp has several classrooms and laboratories for academic training, as well as a series of facilities for combat and weapons instruction, including three different firing ranges (one for thrown and missile weapons, one for firearms, and one for explosives); the Combat Pit, a large earthen pit where members can practice hand-to-hand skills and spar; and "the Jungle," a section of the rainforest converted into an obstacle course and plot dedicated to refining stealth, observation, and ambush techniques.



Daily Activities: This division oversees nearly anything team members do in Base Camp not involving training or missions. Daily Activities' jursidiction includes the mess hall; the rec room; the Internet café (an ironic name, since no coffee or food is served there) where members connect via satellite and secure network to the web; and the theater, a collection of medium-sized rooms, each with several couches, a large projection screen, and a DVD player. The watchtowers are technically also part of Daily Activities, and all Charlie and Delta members take turn standing guard in the towers hidden around the base camp, checking for movement both visually and with motion detectors and other equipment.

Quarters: Base Camp's living quarters are those areas where members actually live and sleep. The barracks are the majority of this, of course, and they are divided by rank. Delta barracks are standard bunkhouses, each having bunk-beds, trunks, and small dressers, with shared washrooms at the end of the hall. Charlie barracks are dorm-style, with four people to a room, four rooms and a large bathroom on each hall. Bravo barracks are quads, two double rooms with a bathroom between them. Alpha barracks is a collection of single bedrooms, each with its own bathroom. All barracks have a communal room where people can sit and relax, although most members prefer to spend their free time at the rec room. The infirmary, a squat single-story building with separate areas for first aid, surgery, medical testing, x-rays, and beds, also falls under Quarters, since injured or sick teammates may have to sleep there. The brig is also considered part of Quarters, and is basically a bunker dug out of the earth, with narrow slit windows in each cell and doors in the roof. Prisoners descend via a rope ladder (or are simply dropped in), which is pulled back up before the door is shut. Food and water are provided through a hole in the door, and each cell contains a toilet and a sink, both anchored with heavy steel bolts. First Team members are only placed in the brig when they've disobeyed direct orders or in some way jeopardized a mission, a teammate, the unit, or a combination of the above. Most other offenses (like disobeying an order from Alpha or failing to fulfill one's daily responsibilities) are punished with restricted privileges and docked pay.

Equipment: Equipment controls all of the base camp's materials. The armory is where weapons and armor are stored, while the storeroom contains basic supplies - both are built into the ground in the same way as the brig,

although they have stairs leading down from their storm-cellar doors. A small repair shop with both mundane and specialized tools and parts provides the means to make or repair equipment on-site rather than sending it out somewhere. Vehicles fall under Equipment, and are kept either by the launch pad, along the docks, or by the "road" (a narrow, winding, barely visible path to the river), respectively. Equipment also handles R&D - a long, low building where new equipment, explosives, chemicals, and other tools are tested.

Command: Command controls the essential elements of First Team operations. The command post is a plain building where Alpha meets with some Bravo members to discuss missions and conduct long-term planning. The log room is another small building, unremarkable save for a satellite uplink, and is dedicated exclusively to the receipt, processing and archiving of status reports from field teams. Finally, the vault is an underground archive where all First Team's files are kept, including records of past status reports, all employment contracts, and the team's financial accounts (including the Swiss bank account numbers and offshore account numbers). The vault is entered through a trap door in the floor of the command post, but it is actually located under the rec room, roughly one hundred yards away.

PLOT HOOKS

First Team always has several jobs in process simultaneously - after all, it's hard to earn your fortune sitting on your butt - and always on the lookout for the next big score. Currently, First Team is involved in the following:

PLOT HOOK: PRISON REFORM

Threat Code: Red

A band of Taiwanese freedom fighters have hired First Team to free their leader from the prison of the local despot. Unfortunately, the prison is located on a tiny island and carved from the rock itself, so a straight assault probably won't work.

What is the Situation?

1. The despot actually has much larger goals than his local turf. Within his stronghold is a nuclear device capable of leveling a city the size of Los Angeles. He plans to threaten the Pacific Rim in order to receive autonomy for his lands as a sovereign nation. Unfortunately, for First Team, the despot has friends among the Eight Heavenly Dragons.
2. The local despot is planning to turn the leader over to the Taiwanese government, with whom he has struck a rather lucrative pact. The transfer should occur within a couple of day's time.
3. The leader has been taken merely as a convenience for the despot. The two are actually negotiating a potential alliance between the despot and the rebels' cause.

First Team Secrets (GC Eyes Only!)

First Team is unscrupulous in its actions, so it's no surprise that they have their share of dark secrets to hide.

- Jason Land, the sixth Alpha member, wasn't killed in the line of duty. Shortly after First Team's departure from Castenada's employ, Jason decided he wanted out of the unit. The dissention tore at the very fabric of the team, and after much infighting, the rest of Alpha concluded they couldn't trust him to keep his mouth shut and killed him. He remains buried at Base Camp, beneath the command center.
- Shortly after First Team initially struck out on their own, they found regular employment with Ricardo Martinez, a Bolivian drug-lord and rival of their former employer Domingo Castenada. Though they have since repaid said debt, with interest, years ago, he still uses their mutual past - and the fact he knows who the members of Alpha Team really are - to coerce them into assignments.
- The CIA has placed a price on Miranda's head, following her departure from the Company and subsequent theft and sale of extremely sensitive information to international buyers. Though all members of Alpha have had surgical procedures to alter their faces and fingerprints, if anyone were to find out "Mac's" real identity, every bounty hunter in the world would be out to hunt her down - along with the rest of First Team.
- Every member of First Team is given a dog tag upon joining the company, which they are expected to wear at all times. Unbeknownst to all but Alpha members, these plastic tags contain a tiny but powerful explosive, tracking device, audio bug, and a remote detonator. The tags are used to monitor the movements of every team member not at Base Camp, and can be used to eliminate anyone who goes AWOL or is suspected of betrayal.

PLOT HOOK: BACK-BITING

Threat Code: Yellow

The U.S. government has hired First Team to sabotage a rival project - one funded and run by the U.S. government! The project's directors have been embezzling funds, and want the project destroyed so no one can trace the finances, then plan to demand even more money to rebuild the project.

Where is this Money Going?

1. The funds have been funneled out of the government's coffers into the hands of terrorists. The directors have been making anonymous donations with their money into aid groups that fund "freedom" groups across the world. But taking down a Project: TITAN director is easier said than done. What will the team do when they discover that Miranda Ortez knew more than she let on, and that the CIA's information concerned Project: TITAN?
2. The money is actually a source of income for *Fugo a Watu*. The organization has infiltrated the RAND Corporation by obtaining appropriate security clearances, and has turned this intrigue into a lucrative enterprise contracting for government research and financial bodies.
3. A corrupt Daemonhost finds a perverse interest in the potential for corruption and entropy in the American bureaucratic machine, and made one of the project's directors his puppet. The Daemonhost knows that money breeds power, and he wants more. By letting a little information about his plot slip to the public, the Daemonhost hopes to draw the attention of other ambitious (and easily corrupted) officials and expand his own power base inside the U.S. government.

PLOT HOOK: TERROR BELOW

Threat Code: Red

Tankers are going missing in the North Atlantic, and no one knows why. Radar and satellite imaging show the ships vanishing about midway across the Atlantic. No one shipping corporation seems to be the target as all have lost ships. First Team has been contracted by Yamashita Industries to protect a tanker carrying some valuable cargo as it makes this potentially hazardous voyage.

What is the Cargo?

1. The cargo is a load of electronic surveillance equipment purchased by Israel to assist in the research and defense of Jerusalem. However, many groups have recently tried to plant stowaways in the shipping containers in order to place them close to - if not inside of - the Rip. The First Team is to ensure that all of the containers are clean and that the shipment gets to its destination safely.
2. Actually, the cargo is a well-disguised load of weapons grade plutonium that is being shipped to a terrorist port under the guise of Yamashita Industries. The First Team must protect the shipment from both military interdiction and whatever is causing the mysterious disappearances.
3. The Yamashita Industries tanker is actually a red herring, intended to draw out the mysterious source of the tanker disappearances. The hope is that First Team can investigate and "deal with" the source of the disappearances, while Yamashita slips their other tankers with important shipping cargo by safely. Their reasoning is simple: if First Team deals with the problem, the company can claim they solved the mystery; if not, they get out of a costly contract. After all, there's only one First Team, right?

PLOT HOOK: SOUR GRAPES

Threat Code: Red

Someone's planted a bomb in the EC Parliament building and has sent a note claiming responsibility... as First Team. Now the real First Team has to find the bomb and defuse it, figure out who planted it finally expose them to clear their good name, - and exact bloody revenge.

Who Planted the Bomb?

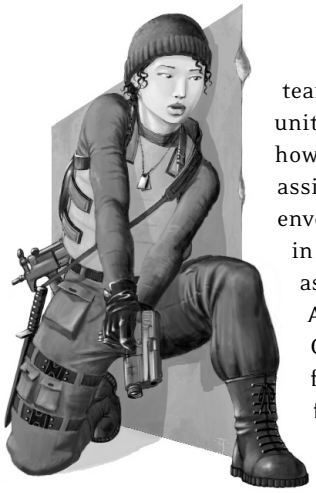
1. The bomb has been planted by a rival mercenary company, to discredit First Team. They hope that by making First Team look more like a terrorist fringe than a for-hire mercenary team, they can open the playing field for other, less competent groups to compete.
2. The bomb is a distraction. The true culprit is using the bomb as a smokescreen to ensure that First Team is occupied while the bomber pursues his true agendas far a field.
3. First Team was the actual bomber. In an effort to raise their credibility as a counterterrorism group, they planted the weapon along with evidence linking it to a known terrorist group. However, a third party - perhaps a member of the accused cadre - discovered the set-up and turned the tables by revealing First Team's involvement. Now it's up to First Team to cover up their own involvement and silence their accusers before their credibility suffers further damage.

ENEMIES

Over the years, First Team has developed more than its fair share of enemies. These enemies are a diverse lot - some professional rivals, others former targets, still others inquiring minds. The most noteworthy of these are:

Avalanche: This is another merc team, which First Team sometimes refers to as "the second-best on the planet - or maybe the third." Avalanche has 10 members, all bitter rivals of First Team, and would dearly love to show up, discredit or destroy First Team.

Natalie Giomini: Natalie is Jason Lund's former lover, and knows Jason wanted out of First Team. She strongly suspects the company killed him over his open desire for a normal life, and has committed herself to revealing the truth. If she finds evidence that First Team did do away with Jason, she will want revenge, and leverage her connections to exact it. Unfortunately for First Team, those connections happen to be her family - key players in La Costa Nostra, the Italian-American mafia.



Cutthroat: This five-man team was once a top wetworks unit for NATO. They lost face, however, when they were assigned to take out a diplomatic envoy in Africa, and failed thanks in no small part to First Team's assignment as her bodyguards. After resigning in disgrace, Cutthroat launched a successful career as an assassin team for hire. But they have never forgotten the insult suffered at First Team's hands, and still aspire to find and kill as many of the company's members as possible.

Ernesto Castenada: Ernesto's father Domingo was the Colombian drug-lord Alpha originally worked for. After Domingo's death, his organization was torn apart by would-be heirs, and it took Ernesto eight years to eliminate all of his rivals (including several siblings) and bring the empire out of its tailspin. Now a powerful man in South America by his own hand, Ernesto wants his father's killers found and brought to him so he can have his satisfaction. While Castenada doesn't know that Alpha became First Team, he has his suspicions and has developed a network of informants to investigate the team's activities.

Ricardo Martinez: The Bolivian "businessman" who initially helped finance First Team. He doesn't trust them, in part because he knows they'll kill him if (when) someone hires them to do so, and because he has abused their debt to him to his own ends. He currently is scheming about ways to kill them before they are sent - or come, of their own volition - to collect his head.

Stan Freeburg: This conspiracy theorist and would-be journalist is borderline obsessed with First Team. He has written articles in several mercenary magazines and has even published a book about the group, because he believes that clandestine militaries - First Team, in particular - are responsible for most of the problems in today's society. Though his audience is quite small and his evidence quite spotty at this point, Freeburg remains determined to find out all of First Team's secrets and to expose them to the world.

Tim Hendricks: Tim was a Delta member of First Team until he accepted a bribe to spare a target's life. Alpha saw Hendricks betrayal and activated the explosives in his dog tag, but Tim was aware of a double-cross and pulled off the tag to throw it away just before the detonation. He lost his right hand in the ensuing explosion but clung to life. Despite the fact that First Team believes he's dead, Tim wants revenge on Alpha for maiming him - and control of the company for himself.

GENRE

First Team is firmly in the "elite military unit" genre. Think of the team in the film *Predator* - a small group of extremely dangerous men, each with their own attitudes and specialties - or the Marine unit in *Aliens*, or the Australian mercenaries in *Dark Angel.* Each member of the team has special skills and is deadly on his or her own, but are even more dangerous as a whole. These are not men and women who lobby for a cause, or read about events in the paper, or write a letter to their senator - these are people who live life on the edge, and who deal with situations head-on. They also don't beat around the bush, mince words, or look for a compromise - these are hardened soldiers, trained to fight and to take orders, and they are very direct and very effective at what they do. This genre contains both good guys (heroic teams fighting to save people or for some noble cause) and bad guys (terrorists, assassins, or simply teams out for their own profit). First Team flits between one pole and the other - it simply does what it's paid to do - but their degree of efficiency, quality of teamwork, and their sheer deadliness remains a constant.

INSPIRATIONS

The following all serve as inspiration material for a First Team serial.

Film: *Predator; Aliens; Alien Resurrection; Mission: Impossible; Delta Force; Operation Condor; The Dirty Dozen; Event Horizon; Deep Rising; Stargate; Ronin; Fair Game.*

TV: *Freedom; Above and Beyond; Dark Angel; Stargate SG-1; Without a Trace; Undercover.*

Books: *The Black Company* series by Gene Wolfe

Comics: *Stormwatch: Team Achilles; Team One; Wetworks.*

First Team As A Threat

MP Cost: 172
Scope: 5 National
Wealth: 7 Very Wealthy
Technology: 9
Loyalty: 7
Influence: 3
Agendas: Greed, Power, Secrecy.
Resources: Armory, Bundle Dispensary, Filthy Stinking Rich, Hardened Killers, Nerve Center, Secure Communications.
Departments: Foreign Military Advisor, Infantry, Special Forces, Stick Jockey.
Macro Departments: Special Operations.
Base Classes: Pointman, Scout, Soldier, Wheelman.
Prestige Classes: Armorer, Forward, Grunt, Guide, Medic, Saboteur, Sniper, Tactician.
Senior Agent Classes: Field Commander.
NPC Classes: Frogman, Mercenary, Squad Leader, Stalker.

FUGO A WATU

The gods cast us in their image. Leave it to mankind to mess that up.

- Emil Miseteri, member of the Planning Committee

Every conspiracy needs conspirators, and every mystery needs protection against those who would abuse or debase it. *Fugo a Watu* is the keeper of the lore and guardian of the secrets of the progenitors and their children. Today, this ancient cadre of ancient conspirators struggles to keep secret what must be kept hidden from the eyes of man.

HISTORY

This African based organization is one of the oldest organizations on the planet, and the oldest of the agencies in *Dark Inheritance* - so old, in fact that even its own history is shrouded in legend and myth. The name "*Fugo a Watu*" is Swahili, translating roughly as "breeding of people," an apt description for the group's ancient foundations. The group began as a breeding cult, determined to keep the legacy of the progenitors alive, but has have evolved into a keeper of many ancient secrets and masters of genetics research and manipulation. The members of *Fugo a Watu* understand more about humanity's genetic than anyone, and are willing to make great sacrifices - at the expense of themselves and of others - in order to reach it.

Long ago, before traditional recorded history, the progenitors walked the Earth. These beings were gods in the flesh, awesome in their powers and alien in their form. Yet the progenitors could and did have human children, and their offspring inherited a large portion of their parent's supernatural gifts. The progenitors and their children made war upon the Host, and once it was won, they departed, leaving their children behind to safeguard the planet from future incursions. Many of these demigods obeyed their parents and assumed roles of responsibility and leadership, but others became intoxicated with their own power and ignored their duties in favor of satisfying base desires.

One of the grandchildren of the progenitors was a woman named R'Letta, born of a responsible demigod and his African wife. R'Letta was fascinated by her heritage, asking questions not only of her parents but of every other 'child of might' she could find. She spent decades wandering the globe, tracking down every inheritor she could, and kept careful records of her travels, the titans she interviewed, and their lineages.

R'Letta's wanderings gave her a tremendous insight into the nature of titans and the power that flowed through their veins. And there was one fact she learned that stood out above all the rest - that each inheritor child was less powerful than his parent, and so on back to the first begotten of the progenitors. In a desperate attempt to retain the family legacy, some lines had attempted to mate within their own families, to keep the blood pure, but this had resulted in even weaker powers. She proposed that the key is not making the line pure, but instead making it "*im*pure". Her research taught her that children exhibiting the greatest power were born by parents heralding from different areas. What if power existed in every bloodline, and by mingling the blood, one could weed out the weaknesses of each line and breed a purer titan? Would it not stand to reason that by pairing people from all over the world, that one could theoretically breed progressively more powerful inheritors, and so on and so on, until finally a titan was created that could rival the power of the progenitors themselves?

Having discovered the secret to protecting their ancestral powers against the ravages of time, R'Letta and her companions took up the mantle of responsibility for providing the world leaders who could reclaim the power of the gods and protect man from the threat of the Host, and one another. Thus, *Fugo a Watu*'s great work, known only as the *Project*, began.

But not all members of the cult agreed with R'Letta's great work. This splinter faction was more interested in knowledge for its own sake than in maintaining the power of the inheritors, of freeing man from the shackles of the past to claim dominion over the world itself, rather than waiting for the second coming of the gods. This new group removed itself from *Fugo a Watu*'s main body, and devoted itself to finding and safeguarding valuable secrets, eventually coming to call itself the Promethean Order.

Though the departure of their brethren set *Fugo a Watu* back slightly, the organization persisted, and over the ages, its self-imposed mandate slowly grew more and more callous. The Project became the cult's entire reason for being, gradually diverting from their initial goals of wisdom and protection from the Host to the pursuit of knowledge at any cost. They rationalized their inhumanity away with narrow-minded focus - after all, what does it matter if a father dies, as long as the inheritor mother can marry again and pass along her legacy to her children?

For millennia, the cult's activities remained essentially the same, as they continued to study and research the nature of the titans', chronicle the rise and fall of lineages, select and breed those with the inheritance of the ancients, and locate and acquire relics from the Lost Age. But recent discoveries and breakthroughs have added a new dimension to the group's activities, genetics in particular. Gene research has revolutionized the way the *Fugo a Watu* approaches the *Project* - while they had long ago deduced the existence and purpose of DNA, it was

only with the advent of modern medical science that the cult has been able to take real advantage of that knowledge. Today, *Fugo a Watu* has clinics, research labs, and hospitals across the globe, each pursuing the goals of the Project laid out before the dawn of history.

GOALS AND METHODS

Fugo a Watu prides itself on its scientific principles, its organization, its ancient traditions, and its devotion to a single cause - to bring gods back into the world. The group itself is an odd juxtaposition of tradition and progress; while the clear-cut lines of authority, responsibility, and action laid out by the group's founders remain in place today, *Fugo a Watu* is exceedingly eager to take advantage of new technology as it becomes available, and constantly strives to evolve its organization and methods.

The center of the entire organization is the Project. On the surface, the organization's goals are very simple: they want to make sure the Godgenes do not weaken or disappear altogether from the human gene pool.

To this end, they keep close track of everyone (and anyone) who manifests titan powers in their bloodline, and actively try to collect samples for research if at all possible. Their genetic records are vast, and constantly analyzed and reanalyzed by the group's scientific teams in the hopes of unlocking a new secret.

Because lineage is so crucial, a large portion of *Fugo a Watu*'s attention is also devoted to genealogy. Entire facilities are dedicated to tracking subject's lives and histories, including marriages, divorces, children, and deaths.

Finally, *Fugo a Watu* is vigilant for anyone manifesting signs of a Legacy's power, and investigators are dispatched to research every story and rumor of people with unusual abilities. If a subject appears legitimate, the family tree is traced and the person is placed on file. In the centuries since the group first began their research, many more lines have been discovered and their family trees mapped as far back as possible, but some unknown lines still surface and *Fugo a Watu* will not allow those Godgenes to vanish.



The Project is not just about tracing inheritors - it also seeks to create them. *Fugo a Watu* employs a variety of tactics to this end. Sometimes these methods are subtle, such as infiltrating members into a dating service that tests the "compatibility" of known inheritors in the hopes of sparking a romance. Others, however, are less discreet, including illegal acquisition of genetic materials through clinics, genetic research laboratories, and black market purchases.

Though much of the Project's focus is on learning how to manipulate the Godgene and scientific research, *Fugo a Watu* has the darker goal - that of concealing the existence of the inheritors and the knowledge of Lost Age from the world at large.

They consider this mission crucial to the world's continued survival, and are willing to use any and all means to achieve this end, including bribes, harassment, smear campaigns, intimidation, disinformation, kidnapping, brainwashing, and murder. Threatening research is suppressed; researchers are discredited or disappear; relics are stolen or destroyed; and new titans acquired, trained, and indoctrinated in the use of their powers (and the responsibility that comes with them). Though killing is generally frowned upon, nearly all members believe protection from the damage that could be wrought by these forbidden fruits is worth more than any life. *Fugo a Watu* sees the Rip and subsequent events to be a great failure, and wants to prevent such a catastrophe from ever occurring again. But how to deal with this remains a subject of a great debate, for they know that there is no way to prevent the world from learning the truth, now that the curtain of ignorance they so carefully tailored has been pulled back.

ORGANIZATION

Fugo a Watu is very much a culture in and of itself, and takes great pride in being able to trace its history, and the lineage of nearly every member, back many thousands of years. Not surprisingly, the single-minded focus of the Project reflects upon the heirarchy of the group itself. Many of the organization's members are born into the group, while nearly all of the rest carry the legacy of the ages within their genes. Most operatives born into *Fugo a Watu* spend their entire lives within it, and are raised, educated, trained and employed to carry on the Project. Marriages between members are common and encouraged, often being prearranged by both the parents and the Planning Committee shortly after the child's birth. The organization stresses the importance of family, heritage, loyalty and no child born to it is turned away - all they ask is that its children respect their elders, obey orders, attend sanctioned rituals, and do their duty. It is these child-conspirators that form the bulk of *Fugo a Watu*'s current and future leadership.

The strong familial hierarchy of the organization does make it more difficult for others to enter at times. Outsiders are typically given less critical tasks than those raised by the group, such as running some of the cover companies or providing basic services at one of the Controls. Only the most zealous are allowed to work for *Fugo a Watu* at the deeper levels of the organization, or to achieve places of prestige within its leadership.

Today, the group numbers close to 10,000 members and has established operations all over the world.

Each of the 9 regional headquarters is known as a control, and all are commanded from a clandestine base called Shadow Control. Each control has a controller that is in charge of all activities within his or her region, and each holds a seat on the Planning Committee, which directs the entire organization (*see sidebar*).

Each control has subdivisions called nodes which act as branch offices, field headquarters and scientific stations for that control. Nodes can be one of three types - research nodes, surveillance nodes, or administration nodes. Research nodes are typically the largest and can be composed of up to 50 or more people, usually under the guise of a bioresearch firm or other front company. The node conducts research and development based upon its mandate from their control or the Planning Committee. Surveillance nodes are dedicated to a specific inheritor and his or her immediate family, and are comprised of 1 to 4 members. These nodes usually operate out of houses or apartment close to the target, crafting cover identities as neighbors so that they can approach the family without suspicion. They watch the family constantly and monitor all activities, particularly romantic involvements, potential pairings, and new children. Administration nodes act as management bodies for their control, coordinating other nodes, overseeing the operations of any front companies, and reporting directly to their controller.

Planning Committee

The Planning Committee runs *Fugo a Watu*, setting its long-term goals, budgeting funds, laying out new initiatives and operations, and overseeing the organization as a whole. The committee discusses all major matters together during its quarterly meetings. Each member has one vote, and a majority is necessary for a matter to be resolved - in the case of a tie, Emil Miseteri has an additional tie-breaking vote. Every member of the Committee is also an inheritor, save for Sophie Gardenet - a topic of much whispered debate throughout the organization.

Emil Miseteri (Crimson Lord): Emil is a tall, dark-skinned man with thick black hair streaked with white and a thick mustache and beard going white at the edges. He is in charge of Control One, located in Nigeria, and handles all of its daily opera-

tions. Emil is also the de factor leader of the Planning Committee, due to the fact that he is both the oldest member and direct descendant of R'Letta, the founder of *Fugo a Watu.* He is a soft-spoken, dreamy-eyed man who believes fervently in the purpose of their organization, and who envisions a world in which the inheritors reclaim their role as leaders and defenders of the world. He never raises his voice and rarely argues, but once his mind is made up there is no changing it.

M'Batu Janisay (Crimson Lord): Controller of Control Two in Alexandria, Egypt. M'Batu is one of the two Africans on the current committee, a short stocky man with coffee-colored skin, close-cropped graying hair and warm black eyes. He rarely speaks, but is an excellent listener and a master of gleaning information from the most reluctant of people. M'Batu likes to be in the thick of things, and often organizes the social events in Control Two's area, much to his assistants' chagrin.

Sophie Gardenet: Sophie, a voluptuous brunette of average height with a slightly rosy complexion, is the controller of Control Three in Paris, France. She is also the only member of the Planning Committee who is not a titan, as her godgenes are too weak to manifest any Legacy (*see "Secrets," below*). She and Anna Canto Diaz are cousins, but unlike Anna, Sophie can be dour and has a tendency to take everything too seriously. Despite these flaws, however, she is a born leader and consummate diplomat who succeeded in the difficult task of coordinating cult activities across Europe.

Sandhya Nicholls (Storm Crow): Controller for Control Four in Hyderabad, India. Sandhya is a short woman with a very dark complexion, jet-black hair, and surprisingly green eyes. She is a trained doctor, though her excellent medical skills are offset by her rather clinical bedside manner. Sandhya is calculating and analytical, often treating others as statistics rather than as individuals, a trait little appreciated by her subordinates.

Lucita Caterra (Lost One): Controller of Control Five in Sao Paulo, Brazil. Lucille is middle-aged, short, and heavy-set, with wispy gray hair and an innocent expression. Her thick glasses conceal sharp pale brown eyes that absorb all that goes on around her, and an astounding memory for the most minute of details.

Anna Canto Diaz (Crimson Lord): Anna is a tall, slender, dark-haired, dusky-skinned, and lovely woman who is the controller of Control Six in Mexico City, Mexico. Half the men in her Control are in infatuated with her (as well as several on the Planning Committee), and Anna drinks up the attention, teasing each with her deep, throaty voice. Though she is laid-back and irreverent in private, she is deadly serious about her work and her Control's ultimate contribution to the Project.

Mary Lansky (Hidden Sun): Controller of Control Seven in Los Angeles, United States. Mary is a tall, broad-shouldered woman with bushy red-brown hair and a friendly face. She's the perfect administrator -- friendly, personable and helpful to a fault - and well liked by her subordinates. She also has a knack for matchmaking, and has a long and successful record of creating successful unions between titans under her watch.

Todd Margolis (Wild Blood): Todd is the youngest member of the Committee, and controller of Control Eight in Singapore. He appears as a short, thin man with dyed-blond hair, numerous tattoos, piercings, and black eyes. He is hyperactive and fidgety in social occasions, yet can sit in front of his computer for hours on end without moving more than his fingers and his eyes. He is also one of the most progressive members of the Committee, and always seeks ways that the organization could improve and evolve.

Ciel Tanaka (Storm Crow): Controller of Control Nine in Tokyo, Japan. Ciel is average height and slightly stocky build, with thinning black hair and slate gray eyes. He is an inveterate list-maker, extremely organized, if not meticulous and high-strung. His Control reflects his character, maintaining spotless offices, painstakingly kept records, and operating with absolute precision in the field.

Joshua Amir (Hidden Sun): Joshua is the controller of Shadow Control, and as enigmatic as his command. He was once a member of the Israeli Mossad, and was recruited by *Fugo a Watu* after his inheritor nature expressed itself during a mission. He is of medium height and build with short loosely curled black hair and dark eyes. He is friendly and gregarious when surrounded by people, but can transform to cold, quiet and calculating within a moment's notice.

CHARACTERS IN FUGO A WATU

It is just as easy to play humans as titans in a *Fugo a Watu* centered serial. The Byzantine organization of the group makes creating a diverse series of missions for the agents easy; you can take a cue from *Highlander: the Series* and place the agents in a surveillance node watching a specified inheritor in one serial, then scientists and explorers from a research node sent to explore ruins and supernatural events in the next. Shadow Control also offers a different dimension to the *Fugo a Watu* campaign, allowing the agents to sully their hands as they brutally enforce the secrets long held by the cult.

INTERNAL FACTIONS

Like any large organization and especially any large conspiracy - *Fugo a Watu* has several factions. These are actual approved subgroups, each a research or practical unit dedicated to a particular goal, method, or concept within the larger group. In order to form a faction, the organizers must submit a formal proposal to the Planning Committee. If this proposal is approved, the group is given an official designation: they are granted whatever funds and equipment they require, a meeting room, and access to files and personnel deemed necessary to their work. Each faction is expected to present monthly status reports to Control, and risk having their funding and approval revoked if they do not demonstrate reasonable progress. Currently, *Fugo a Watu*'s factions include the following:

Inheritor Oversight: Inheritor Oversight is responsible for monitoring the inheritors of Control One, and for assigning them to tasks in which their powers and skills will be most useful. This faction also handles testing the limits and powers of the inheritors under their auspice. The head of Inheritor Oversight answers directly to Emil Miseteri.

Global Parity: This group is a research team tasked with investigating the possibilities (and ramifications) of the world's populations being inheritors. Currently, they are mapping population projections and analyzing cross-breeding models, first to test the feasibility of the idea and to project what that might mean to the world. Ultimately, this faction intends to create a full description of the world as all-inheritor, complete with population densities, projected life spans, traffic, pollution, consumption, and general activities - a project which they believe will help shape *Fugo a Watu*'s goals over the coming century.

Limited Access: Limited Access is generally opposed to Global Parity's concepts, believing that too many inheritors in the world will overbalance the population and endanger the planet. Further, many within the faction feel that titans are potential liabilities to man's future, and must be tightly controlled to prevent them from abusing the gifts of their heritage - considering that most members are actually inheritors themselves, they know firsthand how tempting such power can be. The group is currently absorbed with research on ways to control inheritors and prevent the abuse of birthrights, as well as their own analysis of how many full titans the world can safely contain.

Natural Selection: This group falls between Global Parity and Limited Access. They feel that *Fugo a Watu*'s task is to chronicle and track inheritor bloodlines, not to actively control them - Mother Nature will do that on her own. This group believes that titans should be allowed to choose spouses as desired, perhaps with nudges in the right direction, but not overtly controlled. Members of Natural Selection maintain that inheritors should not be removed from their families, but should grow up at home as nature intended. This faction's current research involves psychological tests to demonstrate how forced fosterage alters personality and negatively impinges on beliefs in family, structure, authority, and justice.

Superlative: This faction believes that, while the Godgene can manifest once a minimum number of strains are combined, there are optimum combinations that will create more powerful inheritors. The group is comprised almost entirely of geneticists, who test different combinations of the Godgenes to see which is the most effective, and a few genealogists, who track promising combinations and if these can be achieved through the actual inheritors available to the faction.

Mutation Control: This faction feels that, just as humanity has evolved over time, the inheritors may also evolve. Mutations occur when a species is threatened, and the genome attempts to cope. In order to force this process, this group is subjecting inheritor blood samples (and inheritors themselves, in some cases) to various dangers and diseases in the hopes of causing a beneficial mutation. Their callous research, however, has earned them the enmity and outright fear of titans within the organization, particularly those within Natural Selection.

Animal Influence: Inheritors are descended from both progenitors and humans, but this group believes that the progenitor is the only important part of the equation. It is this faction's belief that the Godgenes could successfully be implanted within any living creature, and so have begun injecting the Godgenes into animal DNA,



in the hopes of creating animal versions of the inheritors who might be both more powerful and more easily controlled than those with human ancestry.

HEADQUARTERS

Fugo a Watu has 10 headquarters throughout the world, with one Control - Shadow Control - that moves as needed. Each Control specializes in specific aspects of the Project, but retains enough autonomy to remain self-sufficient. The organization prefers to disguise its various headquarters as medical or scientific research facilities, though some also appear as clinics, blood banks, and orphanages. These fronts allow *Fugo a Watu* to carry out medical tests on sophisticated equipment without anyone suspecting their true purpose, while securing funding from legitimate sources, such as government and academic research grants, for its clandestine activities.

Every Control contains a laboratory, where biological samples are kept and research conducted; a monitor room with computers, televisions, radios, and phones to monitor local activities and collect field data from the Control's nodes; and a conference room where people can meet with the controller. Larger Controls also have orphanages, where young parentless inheritors can be raised; study halls, where these orphans can be educated; and dormitories where group members live. In smaller Controls, the members have separate residences and simply go to work like anyone else, although each room is staffed around the clock.

Control One: Fugo a Watu was founded in Africa and the cult's headquarters lie hidden within a valley in Nigeria on a base the size of a small town. R'Letta and her colleagues chose to remain in Africa because of the continent's degree of racial and cultural heterogeneity, as well as its history as a important home for the progenitors, which resulted in the continent exhibiting more strains of the Godgene than any other. Control One specializes in inheritor and Lost Age research, and the majority of archaeological research nodes base their operations here. It also has the highest population of cult members and families living within its confines.

Control Two: This Control was founded before Alexander even built the city of Alexandria. Originally based in the Egyptian capital city of Memphis, the cult moved the base to Alexandria shortly after the Library of Alexandria was first built, and has remained there ever since. Control Two is primarily made up of surveillance and administration nodes, and its members coordinate cult activities across the Middle East and Africa.

Control Three: Paris is the home to one of the cult's primary administration nodes, which oversees affairs all across Europe. Founded during the late 9th century C.E., the Control is well entrenched in the politics of the region. Unlike Control One, this Control is widely dispersed both geographically and organizationally, and those assigned here have a great degree of personal freedom.

Control Four: Hyderabad is one of India's largest cities and the location of Control Four. India's large population and significant numbers of Storm Crow and Hidden Sun inheritors make the Control one of the most active surveillance node sites, who often must watch multiple families at once.

Control Five: Sao Paulo is a prosperous Brazilian city and the most populous city in South America. Control Five coordinates all three types of nodes from its downtown office buildings. It is one of the most stable of the ten Controls.

Control Six: Anna Canto Diaz runs the Mexico City based headquarters with a personal flair. Unlike many of the headquarters, Control Six is spread across the city, in several highly secured buildings. Anna believes strongly in decentralized control and delegates many of the day-to-day operations to various directors that report to her weekly. At some point in the past, before the arrival of Columbus and *Fugo a Watu*, there was a large population of inheritors living in Central America, so, while surveillance nodes make up a majority of this Control's nodes, archaeological research nodes run a close second. Anna is determined to discover as much as possible about this mysterious branch of the progenitor family tree.

Control Seven: Based in sunny Los Angeles, this Control coordinates genetic research and surveillance nodes all over the United States and Canada. It is also the most independent of Controls, which worry some of the more traditional members of the cult. Currently, Control Seven is fighting a protracted corporate war against TransGenX; though they have yet to discover who is behind this biotech corporation, they fear the company may have infiltrated moles within the cult.

Control Eight: The Singapore based headquarters directs cult affairs across Southeast Asia and Australia. Control Eight's head, Todd Margolis, is brash and a strong advocate of change, and so has made his command the most technologically advanced of all Controls. *Fugo a Watu* owns a large skyscraper in downtown Singapore that contains a fully secure base of operations beneath the building. Control Eight processes much of the cult's income through investments and a multitude of successful front companies.

Control Nine: Tokyo is the largest city in the world and the location of the most recent Control headquarters. Control Nine was established in early 1946, shortly after Japan surrendered to the Allies. The Control has grown dramatically since then, and is dedicated to both identifying latent inheritor families and building a strong financial base.

Shadow Control: Even within the cult, few know of this Control's existence, or its role as the covert operations and wetworks arm of *Fugo a Watu*. Shadow Control handles much of the bloody work that must be done to further the Project, specializing in theft and destruction. While they often perform such straightforward missions such as stealing artifacts of the Lost Age or valuable data, these operatives are also skilled in more subtle actions, such as character assassination, spin, and political manipulation. They are also known to engage in assassination and kidnapping, if their controller so desires. Shadow Control has no set base, instead moving its operations in order to better further the objectives of the Project.

PLOT HOOKS

Fugo a Watu is an active research and development group, and its members are constantly tracking, monitoring, influencing, and educating inheritors around the world. There are also various internal matters to handle. Below are a few of the organization's current activities or concerns:

PLOT HOOK: JERUSALEM STUDIES

Threat Code: Yellow

Since the Rip, Jerusalem has become the gateway to another world. *Fugo a Watu* has some of the oldest records in the world, and knows all about the war the progenitors fought against the Host, and the city they cast from our world. Is this the same place? If so, it stands to reason that world had inheritors of its own - and if their bloodlines can be added into the mix, the Godgenes could become stronger than ever.

What Are Some of the Leads About Other Bloodlines?

1. A rumor has appeared that a member of the Promethean Order may not be all that he seems. Though he appears to have the traits of a Wild Blood, he has been seen covertly revealing abilities beyond those given by his lineage. Perhaps this should require more research.
2. A corporate scientist has left his comfortable six-figure salary and stock shares to start an orphanage. Apparently, this orphanage has quite a few children that have shown signs of birthrights from heretofore-unknown Legacies. What's more, these children have been seen at the scenes of petty crimes across town.
3. A high-priced thief has been stealing corporate secrets from highly secured locations, with no proof of entry. The pilfered companies have thought that the hole was within their very expensive technology. However, *Fugo a Watu* has reason to believe that the thief is a titan that is able to step between shadows.

PLOT HOOK: LOST BLOOD

Threat Code: Red

Control Seven in Los Angeles has been burglarized. While the theives took all the money on the premises, that is not the priority - they also broke into the lab and took the inheritor samples! Did they know what they were doing, or did they simply assume that anything that secure must be valuable? If the organization can't find the thieves and regain the samples, their Control will be set back years...and possibly investigated by Shadow Control.

Why Was the Blood Taken?

1. The Promethean Order discovered Control Seven and decided that their research would be a tremendous boon towards the understanding of the titans. The Order sent a single member to infiltrate and retrieve the samples, and now, the samples are en route to a safe house located in Portland, Oregon. The agents must pursue the thief and retrieve the samples as quickly as possible.
2. A Daemonhost was able to corrupt one of the members of Control Seven, and has learned of the research he was conducting. The creature was enthralled by the chance to invoke a powerful summoning of its lost companion through the blood of the inheritors, and so used its minion to retrieve them for its vile purposes.
3. A mercenary member of Control Seven realized the value of those vials, and cleverly stole them from the lab for sale on the black market. But greed overpowered his obviously limited common sense, and he has contacted every organization he could to announce the sale. Now there are quite a few people who are willing to pay top dollar for those samples - while simultaneously sending their own people to try and collect them for free by any means necessary.

PLOT HOOK: NODE FAILURE

Threat Code: Black

One of the nodes in the London area has disappeared, its members disappearing without a trace. When another node is sent to replace them, they find no evidence of the node or its assigned inheritor family. Did the inheritors find out about the node, eliminate its members, and then flee, or were both the victim of the same fate? This situation is dire - the media has picked up the story, and risks exposing all of *Fugo a Watu*, either to the inheritors or to a rival agency.

What Happened?

1. A Daemonhost has made a significant step towards final victory by breaking and eliminating one of *Fugo a Watu*'s nodes. The records recovered from the sight have provided it with a listing of all connected nodes, and now it seeks to crack each one's shell and suck out

the knowledge that each contains. This Daemonhost must be dealt with before the breech of security becomes even worse.

2. A defecting *Fugo a Watu* member has decided that he does not like the callous treatment of the inheritors as test subjects and has since joined the Promethean Order. As a symbol of his new allegiance, he has cleaned out his node and turned all data over to the Order. The agents must move fast to recover the data and eliminate the traitor before he reveals their deepest secrets.
3. Inheritors are not test subjects, nor shall they ever be! The node, an inheritor test facility, was discovered by two titans, one Wild Blood and one Void Phoenix. The Void Phoenix, a blood-skinned behemoth with horns and a bull-like face, slaughtered the people while the other, an athletic man with feline eyes, cleared the node of both evidence and information. They are currently in their flat, trying to decipher this obviously important information and decide their next move.

PLOT HOOK: INNER REVOLT

Threat Code: Red

A young inheritor named David, who was raised at Control One, is causing trouble. Lately he's been complaining that he and the other inheritors are being oppressed, that they need to be free to live their own lives and make their own decisions. To make matters worse, many of the other titans are listening! If Inheritor Oversight and the rest of Control One can't handle them, they run the risk of a revolt against the organization and the loss of their carefully-bred army. Such an enemy would know all of *Fugo a Watu*'s weaknesses, and could destroy the entire Project.

Who are the Player Characters?

1. The characters are inheritors who agree with David and his plans. David has formulated a way to break out and destroy the 'holding pen' that has imprisoned them their entire lives. All he needs are a few loyal to him to help sow the seeds among those who are unsure of David's plans.
2. *Fugo a Watu* has brought in loyal inheritors that will watch over David to quell any attempts at revolt. Unfortunately to those loyal to the cult, David's plans will be set in motion at Control One in two day's time - and are intended to be swift and final.
3. Loyal inheritors have infiltrated David's cadre in order to gather what information that they can about the possibility of revolt and report it to their *Fugo a Watu* handlers. David is a bit unsure of these newcomers, but hopes to convince them of the virtue of his mission.

Fugo a Watu Secrets (GC Eyes Only!)

Fugo a Watu is not above taking extreme measures in the name of the Project. Many of its activities are not things to be proud of, and could be used against the organization if they came to light. The cult is also rife with internal problems and conflicts, issues which could weaken the organization if exposed.

- Sophie Gardenet is not actually descended from an inheritor at all. She was adopted as an infant, after her parents' real child died, and the incident was covered up so well that even the Planning Committee never found out. She lives in fear that someone will learn the truth and kick her out of the organization-or kill her, since she knows too much to be allowed to leave freely.
- One of the cult's best geneticists, a man named Johnson Tate, has been working on a personal project for years: matching not only inheritors, but also normal humans to create a breed of superior people. His research is extensive, and he's managed to track nearly all of these matches and their children for decades. He and an ally on the Planning Committee hope to use this research to create an army of loyal soldiers, both optimal humans and inheritors, which they may use to seize power within *Fugo a Watu*.
- Outbreaks of Ebola and some of the other deadly viruses are not spontaneous or completely natural. *Fugo a Watu* keeps track of bloodlines around the world, and several times it has eliminated whole villages or towns when the inhabitants were too inbred to breed undamaged children any more using these illnesses as biological weapons.
- The organization sometimes “removes” the stepsiblings of inheritor children, in order ensure their parents spend more time and attention on the inheritor youth.
- Deep in a vault beneath Control One is a thick hand-made book filled with notes, charts, and diagrams, created by R'Letta herself during her travels. This book contains the names of every inheritor she found, their parentage, and as much of the history of the progenitors as she could piece together from all her sources. It is the most complete account of the progenitors and their battle with the Host in the world.
- *Fugo a Watu* is well aware that it has no control over most of the inheritors in the world. Because of this, it is training its own inheritors in how to fight other titans, in case it needs to block the activities of other inheritors and assume control.

ENEMIES

As ancient conspiracies go, *Fugo a Watu* has learned to keep a very low profile, both to protect its greatest asset - its titans - and to avoid drawing attention to its aims before it is ready to fulfill the destiny of the Project. However, it has not been completely successful at hiding itself over the centuries, and its activities have garnered it some opposition, including:

Straightline: Several decades ago, an inheritor couple gave birth to a boy named Gavin Olson. Gavin was taken by *Fugo a Watu* and raised at Control One. Despite his parents being potent inheritors of different strains, Gavin was born human, with no power whatsoever. He was treated as a scientific oddity by the organization's science teams and teased by other inheritor children, and when he reached puberty, Gavin finally snapped. He escaped from Control One, eluded capture for years, and vowed to make the entire organization pay. Ten years later, he reappeared as the president of Straightline, an organization dedicated to helping cultural groups maintain pure bloodlines - and to deliberately counteract *Fugo a Watu*'s work. Gavin hopes to eliminate the Godgene by making each strain so pure it is incapable of crossbreeding. None of his subordinates knows Gavin's past or the true goals of his organization. *Fugo a Watu* has tried several times to eliminate him to no avail, each attempt only renewing Straightline's resolve to see its goals through.

Titan Liberation League: This band of titan "freedom fighters" oppose anyone trying to manipulate inheritors or their actions. The group is aware of the existence of *Fugo a Watu* and of a covert U.S. military project (Project: TITAN) dedicated to control and research of lineages, and consider both to be tyrannical organizations abusing titans to their own ends. Although they don't know the organizations' names or the locations of their headquarters, they are developing quite a following with more extremist inheritors, and are willing to resort to violence if necessary. Though *Fugo a Watu*'s goals are noble (even if their methods leave something to be desired), the Titan Liberation League doesn't know that, and is more concerned with current behavior than with long-term plans.

Operation Super-Soldier: This is a secret research project funded by several different nations, intended to produce super-soldiers for those countries' armies. The project has heard of inheritors, but they have not yet figured out how to selectively breed their powers into a new generation. The project's scientists have heard rumors, however, about an organization that knows more about inheritors and has extensive knowledge of their genetic structure and heredity. Operation Super-Soldier has agents of its own, who are now tasked with finding out as much as possible about this other organization. If they can locate *Fugo a Watu*, they will try to break into Controls and steal their research for their own use.

TransGenX: This biotech company appeared out of nowhere 3 years ago and quickly patented several custom gene sequences. This immediately put them on the "to watch" list amongst the business community... and *Fugo a Watu*. There is little information to be found about the corporation or its the CEO, Sandra Goldthwaite, and two surveillance nodes dispatched to infiltrate TransGenX have disappeared. Shortly thereafter a gas explosion destroyed a *Fugo a Watu* front company. The Planning Committee is suspicious there is a connection, and has recently voted to commit more of the organization's resources to discovering who - or what - is behind the company.

GENRE

Fugo a Watu is a combination of two different archetypes: "science run amok" and the "ancient mystical conspiracy." Both of these themes have a long pedigree in TV and film, stretching from the classic Frankenstein story to modern shows like the X-Files. *Fugo a Watu* is composed of men and women dedicated to a single mission, and determined to reach it by careful, logical steps: emotion often does not enter into the equation. Their science is cold and clinical, using humans in experiments or projects with no regard for the subject's safety or comfort. The ancient conspiracy aspects are likewise familiar, ranging from the bizarre mysticism of the Illuminati and the secrecy of the Freemasons and Knights Templar. These groups are defined by their history, their ancient secrets handed down from generation to generation until protecting those secrets becomes more important than the secrets themselves.

Reckless science and ancient cults have two important things in common; patience and zeal. Neither has any problem waiting decades or even centuries before the project reaches fruition. Both are totally committed to these work, and many agents will happily die to protect or further their cause. However, the extreme focus of these groups can cause them to lose sight of their original goal, in lieu of a single aspect of their mission. This genre, then, is all about focus, dedication, long-term planning, logic over emotion - and that the end justifies the means.

INSPIRATIONS

The following all serve as inspiration for a *Fugo a Watu* game. Although many of the names mentioned on this list come from disparate genres, they all encompass the feel of the ancient but scientific breeding cult.

Film: *Boys from Brazil; Dune; Gattica; The Fury; Mimic; Species; The Golden Child.*

TV: *Dark Angel; The Pretender; Highlander: The Series; Veritas: The Quest; Poltergeist: The Legacy; The X-Files.*

Books: *I, Weapon* by Charles W. Runyon; *The Fury*, by John Farris; The *Dune* series, by Frank Herbert; The *Deryni* series, by Katherine Kurtz; *Polgara the Sorceress*, by David and Leigh Eddings; *Frankenstein*, by Mary Shelley.

Fugo a Watu As A Threat

MP Cost: 240
Scope: 8 Global
Wealth: 7 Very Wealthy
Technology: 10
Loyalty: 9
Influence: 9
Agendas: Control (Titans), Evolution, Visionary.
Resources: Manipulators, Moles, Secret Identification Method.
Departments: Corporate Raider, Orphan, Recruitment, Tribal.
Macro Departments: Hybrid, Titan.
Base Classes: Advocate, Arcanist, Faceman, Snoop.
Prestige Classes: Attaché, Guide, Illuminati, Insider, Mole, Paranoid, Politico, Provocateur, Troubleshooter.
Senior Agent Classes: Menace, Witness.
NPC Classes: Deep Cover Operative, Degenerate, Financier, Monitor, Monkeywrench, Mouthpiece, Stalker

INTERNATIONAL GEOGRAPHIC SOCIETY

"We come together not as scientists or educators, journalists or explorers, but as a synthesis of all these disciplines. The increase and diffusion of geographical knowledge is our most worthy aim. Knowing who, what, and where we are - these are the fundamental elements of understanding - and the price of wisdom is beyond that of the rarest rubies."

- IGS President Joe Fahy, March 1991

The verdant green cover of the Journal of the International Geographical Society has become a world-famous symbol, one almost synonymous with science and exploration, with pushing the boundaries of knowledge and understanding. You can find the magazine on newsstands across the civilized world, and where you can't find the magazine, you'll find the reporters and researchers of the Society. There are few places on Earth that the IGS cannot reach - and, given time, few secrets it cannot uncover...

HISTORY

The International Geographical Society is, in its present form, only 12 years old. In 1991, more than four dozen research groups, science journals, wildlife foundations, and other organizations signed the Revised Charter and merged together to form the Society. It is modeled heavily on its single largest forebear, National Geographic™, but the IGS has a much wider scope of activities than any previous such organization. Every month, the Society publishes its flagship magazine, the Journal, along with 62 other bi-weekly or monthly newsletters and magazines and over 300 hours of television programming.

The 1991 merger was the result of more than forty years of information-sharing and mutual help between the various societies. The idea of some sort of overarching institution was first suggested in the late 1960s, but was rejected out of hand due to fears about the identity of the smaller groups being lost in the resultant monolithic society.

The idea of a merger began to gather support again as glasnost led to more contacts between Western scientists and their Soviet counterparts. The proposal also acquired a champion around this time, in the formidable person of Professor Janet Neaves, a renowned professor of political science from Edinburgh. Over the next decade, Neaves tirelessly gathered support for an international society, beholden to no single government or institution: "the scientific equivalent of the Red Cross," as she often phrased it.

Neaves won over the smaller groups by pointing out that she was chair of an obscure trust called the Carthage Club. Formerly a gentleman's club for explorers and world travelers in the 19th century, the Club had dwindled to a handful of members and a small suite of rooms in London. If such an inconsequential group could retain its independent identity within a larger society, argued Neaves, then surely larger, more prestigious groups also could. One by one, she methodically browbeat even the most territorial and fiercely independent groups into submission.

The launch of the International Geographical Society attracted worldwide media attention, and its reputation has grown greatly since then. It has its own cable television channel, and its documentaries and reports are shown across the world. The Journal of the International Geographical Society is one of the most popular scientific publications in the world, and was the first non-military source of accurate information about the incident at Jerusalem.

THE JERUSALEM REPORT

The recent March 2004 issue of the Journal of the International Geographical Society has demonstrated just how much the Society has changed since the signing of its Charter in 1991. Unlike its precursor publications, the Journal is willing to cover current events as eagerly as any newspaper, in its own particular idiom. While the rest of the media's early reports, concentrated on the hideous loss of life and the political and military repercussions of the destruction of Jerusalem, the IGS team brought back information about the nature of the disaster, about the strange new world that had suddenly intersected with this one.

The editor of the Journal, Jack Calvin, has allocated every possible resource available to investigating the disaster. His efforts were initially hindered by Mossad and the Israeli security forces, who closed off access to Jerusalem. The IGS teams were able to gather data from outside the security perimeter, but it was almost impossible to tell what had happened in the city from outside. On February 16th, one week after the disaster, the impossible happened.

A team from the International Geographical Society had been recording an archaeological documentary just outside Jerusalem. After the disaster, they were listed as missing, presumed dead, as there was no sign of them anywhere near the dig site. In fact, they survived the initial explosion with only minor injuries and immediately headed into the city to investigate. There, the team unknowingly passed through a dimensional gate into the Otherworld. They spent five days exploring and filming the bizarre land they encountered there, before returning to the gate. Although the security forces confiscated most of their equipment, the lead cameraman managed to smuggle six CD-ROMs full of compressed video out.

The team's reports, combined with the various data and analysis performed by the Society, were expertly compiled and edited into the March Journal.

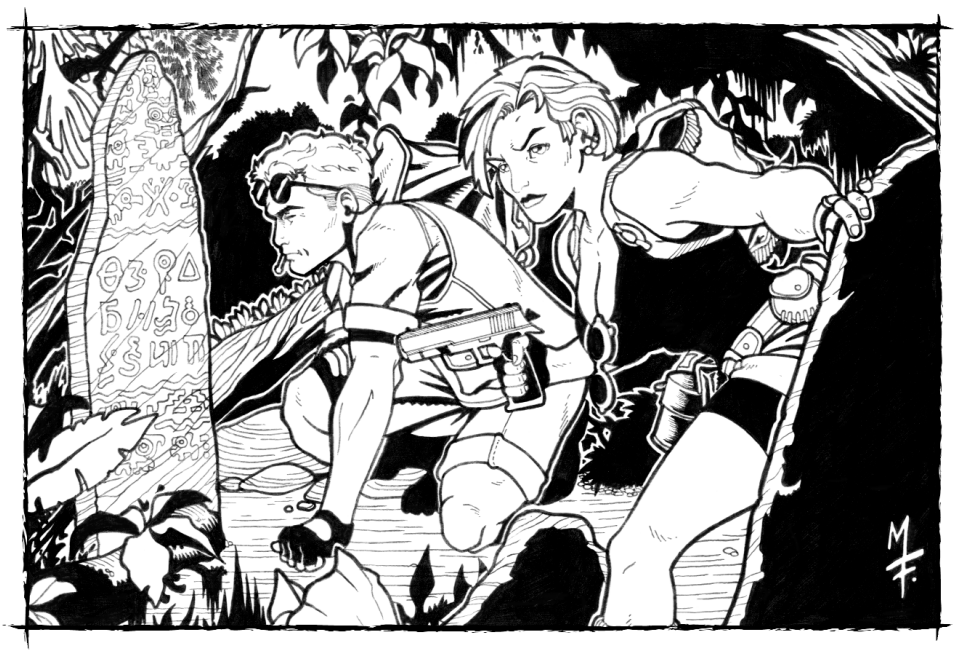
To a world shocked and confused by the disaster, the Journal was the first clear summary and analysis of what had happened. In his editorial, Calvin wrote, “we don't know exactly what happened. No one does. Anyone who claims to is either a fool or a liar. What happened on the 9th of February was utterly unprecedented in history. All assumptions, all beliefs, all we know and think we know about the nature of the world, must be examined and weighed in the face of what has happened in Jerusalem.”

Today, the Journal is at the forefront of exploration of the Otherworld, and maintains Pioneer Base, one of the largest permanent camps on the far side.

GOALS AND METHODS

The charter of the International Geographical Society begins with the declaration “We intend to found a society dedicated to the promulgation and dissemination of knowledge regarding all aspects of this planet and its fragile cargo of life, and of the proper place of our species on this world. No one nation, government, or institution shall be the sole beneficiary of what we discover - our students are all humanity, our muse is Science.”

The IGS still holds true to those ideals. The society funds dozens of projects across the world, organizes conferences and exhibitions, coordinates joint efforts between universities and other science groups, and produces a host of magazines, publications, and television programs. Society members try to hold themselves to the highest standards of both scientific and journalistic ethics. The IGS has a reputation for presenting unbiased, high-quality information. Still, in recent years, there has



been some criticism that the Society's television shows are become more sensationalist and crowd-pleasing, concentrating too much on animal attacks and over-hyped and under-researched historical conspiracies.

While research teams do take risks when traveling into dangerous environments or violent regions, few are willing to throw themselves into jeopardy for the sake of the Society. The IGS is not a newsgathering organization in the way a newspaper or a global news channel is. It is rarely worth dying for an IGS story. The one exception is the current area of focus for the Society - the Otherworld. Many young scientists and researchers see the wilds of the Otherworld as a chance to make their mark on science, and willingly put their lives in peril while exploring.

At minimum, an IGS research team consists of a team leader, two or three specialists, a camera operator, and a logistics expert (commonly called a "roadie"). In expeditions to the Otherworld, the roadie is often a trained soldier or bodyguard. All members of a team are cross-trained in each other's jobs, so that even the most absent-minded geologist can handle a microphone boom or a hunting rifle in an emergency. For smaller projects, the IGS prefers to get a large quantity of footage over quality. Their editors are used to finding the least jittery and blurry shots of a charging rhino. Larger projects get assigned expert camera operators, and teams on such projects may have dozens or hundreds of members.

ORGANIZATION

The International Geographical Society is a very large corporation with offices in most major cities and employees scattered across the globe on various assignments. The 27-member Steering Committee of the Society meets at least twice a year in Washington. Twelve committee members are nominated by the universities and institutions that form the Society, and another twelve are elected by the Society membership every four years. The remaining three positions are taken by the Secretary, Treasurer, and President of the Society. A President is elected by a mandatory vote of the members every 10 years, at most, while the other two are chosen by the committee.

The current President is Albrecht Kirsher, a German geographer. Kirsher took office only recently, following the retirement of former President Joe Fahy due to ill health. Fahy was the first president of the IGS, and was extremely popular. He was president of the old National Geographic™ before the merger, and he was able to use his established influence to keep the Steering Committee together. Kirsher lacks such a power base, and the various factions in the Society are now battling for control of the committee.

The publishing arm of the Society is based in New York, but has offices all over the world. The department head is a former newspaper editor, Jack Calvin, who has brought his taste for foul cigars, deadlines, and shouting to the IGS. Since the Rip, the Journal has been run more like a newspaper, with new revelations and reports about the Otherworld and the other bizarre phenomena in the Middle East. The Journal has been breaking sales records under Calvin's guidance. However, the publishing arm is also responsible for the Society's cable channel, which is hemorrhaging money badly. If the channel fails to recover, it is in danger of being sold off to one of a number of media moguls. Calvin is pushing his teams to provide more gripping programs, which has lead to criticism that he's "dumbing down" the channel. Calvin's solution to this is to send teams into more dangerous situations. IGS-TV's highest rated show to date was a live feed from the ruins of Jerusalem, which ended with the stunning on-screen death of two team members.

CHARACTERS IN THE IGS

The International Geographical Society is, to put it bluntly, fairly clueless when it comes to titans. The vast majority of the IGS was only barely aware of the existence of the supernatural until the Rip. For the most part, they are ordinary scientists and journalists. They don't have an ancient occult history or access to secret government research. The IGS is only just beginning to find out what is going on. As such, the IGS provides many exciting options for characters. Everything from fearless photo-journalists to ivory tower archaeologists and pariah scientists are easily incorporated into an IGS serial. While they are the least knowledgeable of all agents concerning information about the Lost Age and titans, they are catching up fast. Curios and determined people make up IGS teams and they get results. It is easy to create IGS characters in the vein of *Hellboy*™, *Lara Croft*™, and Mulder and Scully. As the agency has the most direct access to the Otherworld, playing IGS agents is a great way to explore this new frontier.

INTERNAL FACTIONS

There are two main factions within the IGS - The Big Scientists and the Carthage Club. Both of these factions keep their activities secret from the larger organization and know little to nothing about each other.

The Big Scientists: After the fall of Communism in 1989, a young graduate student named Douglas Hill posed a question to an email list for supporters of the proposed IGS. Given that the collapse of the USSR is likely to greatly destabilize much of the world, he asked, should the Society use its global reach and resources to guide the affected nations? The proposal was shouted down almost immediately, as the idea of the Society intervening was contrary to the most basic ideals of science and ethics.

Hill's suggestion was never quite forgotten, however, and has been adopted a by small group within the Society.

They refer to themselves as the Big Scientists. Since 1995, Society members have occasionally "pushed." Such "pushing" mainly takes place in and around war-torn countries, and has included supplying arms and training to revolutionaries, helping break through governmental restrictions on communications and internet access, bringing medicine and technology to deprived areas, reporting on human rights abuses, and diverting Society funds to help disaster relief. Recently, the Scientists have developed links with various far left and extreme technology groups.

IGS teams in sub-Saharan Africa have secretly seeded genetically modified plants there, for example. These kudzu-derived plants are designed to fix the soil in place and prevent the growth of the desert. Under normal circumstances, the plants would be stuck in laboratories and test farms for decades, but the Big Scientists decided that desertification had to be tackled immediately. With each project, they grow more confident. This is applied science, technology being put to use where it is needed without consideration of borders or politics or anything else.

The Big Scientists keep their projects as secret as possible. Most of their communication is carried out on an anonymous mailing list. An inner circle of three conspirators deal with any major threats to the Big Scientists, but mostly the group just chooses its targets and covers its tracks. They use a two-tiered cell structure within the IGS. One tier is composed of administrators, editors, network administrators, and other office staff, who work together to cover up the group's activities. The second tier is made up of IGS field-team members who actually go out and do research (with a little pushing on the side). No member from one tier is supposed to know anyone from the other tier: all communication is carried out through anonymous email and hidden messages. In reality, most of the Scientists members know or suspect who many other members are, but the cell system should contain the damage to the organization if an operation goes seriously wrong.

There are dozens of competing ideologies and factions in the Big Scientists, but they are all united by the common purpose to make the world a better place. What exactly constitutes a better place is a matter of constant debate - in one notable incident in 2000, one cell blew up a warehouse full of genetically modified seeds that another cell had just secretly smuggled into Korea. Despite their political differences, the various members are willing to work together, and the Scientists can draw on a vast amount of scientific knowledge and young talent.

The inner triumvirate is aware of the fractures in the group, but differs on how they should proceed. Douglas Hill, who essentially founded the conspiracy almost twenty years ago, is still convinced that the IGS as a whole should intervene, and would happily jettison the more extreme elements. Gina Wilkes, who co-ordinates most of the group, is a pragmatist who will work with anyone to get the job done. The third conspirator is Iseult Spencer, Professor Neaves' grand-niece, who is also a powerful titan. Iseult feels driven to help the Scientists. So far, she's managed to keep the three parts of her triple life of photojournalist, Carthage Club mentor, and Big Scientist separate

The Big Scientists' activities are conducted under the guise of Society research. They have sympathizers in the Society's accounting department, and can get tens of thousands of dollars allocated to a particular project in less than a week. The global scope of the Society gives them easy access to travel and a worldwide network of contacts and scientific institutions that can serve as safe houses in a pinch. Below are some of the current projects being undertaken by the Big Scientists.

- Helping dissidents in two former Communist countries set up a pirate television broadcast.
- Gathering evidence of human rights abuses in China.
- Distributing the formulae for restricted medicinal drugs to underground labs.
- Sabotaging the construction of several major dams.
- Using IGS credentials to get inside forests marked for logging, then sabotaging the logging efforts.

Most of the Big Scientists are idealists: young, talented, educated Westerners who believe that the world can be fixed through the proper application of science. On a high of post-millennial optimism, and finding opportunity in the chaos and confusion spread in the wake of the Rip, they're empowered by the resources of the IGS to make a real difference. They believe they can cut through all the old tribal boundaries and bureaucratic regimes to get knowledge to where it is needed. For many of them, it's an extension of student activism on a global scale.

Some of the older members, however, are becoming increasingly extreme in their methods. Sometimes, all the protest websites and culture jamming on the web won't make a difference, but an assassin's bullet just might. As the reach and influence of the IGS grows, so too do their ambitions.

The Carthage Club: Once the International Geographical Society was founded, Janet Neaves retired. The creation of the IGS was the crowning glory of her career, and she was content to step back and take a much less active role. She had greatly neglected her family during the years of negotiation, and there was a whole generation of grandnieces and nephews that Neaves barely knew.

One of these relatives, a young woman named Iseult Spencer, grew up idolizing her distant great-aunt, and had followed to some extent in Neaves' footsteps. Iseult had also studied political science, and was beginning a career in journalism. The two women became friends, and eventually Iseult felt close enough to confide in her great-

aunt. For years, Iseult had suffered from bizarre dreams, and occasionally manifested what she could only describe as "weird powers." Parapsychology was one of Neaves' early hobbies, albeit one she had abandoned for the sake of her scientific credentials, so she did not dismiss Iseult's claims immediately. Instead, Neaves began to study her granddaughter.

The results were astonishing. verifiable, quantifiable experiments proved that Iseult possessed superhuman abilities. Neaves delved into the literature of parapsychology. With the resources of the IGS, she was able to correlate a vast amount of data, and quickly became convinced that something quite astonishing was happening in the world. Powers once thought to be entirely mythical were now being sighted everywhere. Neaves and Iseult began to gather some of the more striking examples of the phenomenon together for fuller study. The Carthage Club, a decaying society founded for Victorian adventurers, now served as a cover for Neaves' efforts.

Neaves read the reports of the Jerusalem incident with horror. She suspected that the impossible events had some connection to the impossible powers of her protégés. Until the truth could be found out, the Carthage Club's new purpose would have to be kept secret. Today, under the guise of the Club, Neaves uses the IGS to seek out more people possessing bizarre powers, and hunts for the secrets of their abilities. The woman who founded a society for sharing knowledge now conceals it from her peers.

Officially, the Carthage Club is still a haven for explorers and adventurers. A decade ago, it had less than two dozen surviving members, all but three of them retired and over eighty. Now the Club numbers almost fifty, and a number of them are young inheritors (none of whom would use that term) recruited by Neaves. The Club is funded by a bequest from a former member, and also has access to the Society's resources.

From her comfy seat by the fireside, Professor Neaves rules the Club with an iron fist and a fierce intelligence. She has a tremendous grasp of science and geopolitics, and a talent for drawing together radically different elements into a coherent whole. She is focused on getting to the bottom of the mystery of the supernatural resurgence she and her grand-niece have "discovered," but also encourages Carthage Club members to help the IGS. The Professor suspects that the incident at Jerusalem and appearance of the gifted humans are merely part of a larger crisis facing humanity as a whole, and the Club is the beginning of her response to this crisis.

Under Professor Neaves' guidance, the primary goal of the Carthage Club is to learn more about the nature of supernatural abilities in humans (they are completely unaware of titan Lineages and birthrights, at least in that vernacular), and to locate and recruit any who demonstrate such abilities. If a potential recruit is interested, Neaves arranges for them to be hired by the IGS and brought to London. There, Neaves and a small team of trusted scientists study the titan's abilities, and help her to master her powers if necessary. Some stay on in London after this probationary period. They may keep working for the IGS or pursue other activities, but they remain members of the Carthage Club.

Carthage Club members are assigned to IGS missions that are likely to be extremely dangerous or to garner knowledge of the supernatural - or, more often, both. If the right strings are pulled, the entire team is composed of Carthage Club members, and they can use their abilities openly. Otherwise, the inheritors must try to conceal their nature from the rest of the team. There have been slips, and stories about miraculous escapes and bizarre feats of heroism have begun to circulate through the IGS. It's an open secret that something strange is going on at the Carthage Club.

The Club also keeps tabs on reports of paranormal activity, and sends teams to investigate anything that sounds credible and important. Since the Rip, they've clocked up tens of thousands of frequent flyer miles...



HEADQUARTERS

The main offices of the International Geographical Society are in Washington, D.C. Most of the Society's administration is carried out in a downtown office building, while the official headquarters is in a rambling 18th-century townhouse. They are what you'd expect for a large corporation, big and ostentatious, while the office buildings are filled with cubicles and large offices for administrators. There are two other important headquarters though - Pioneer Base in the Otherworld and the Carthage Club in London.

Pioneer Base: Part of the problems with IGS-TV stems from its ambitious sponsorship of Pioneer Base, a permanent research station and beachhead on the far side of Jerusalem, within the Otherworld. The base consists of a trio of geodesic domes containing laboratories, living quarters, and supplies for expeditions. Almost a hundred people work in Pioneer Base, with another four dozen on regular missions deep in the Otherworld. The base is designed to be a 21st-century frontier fort, and is capable of surviving a moderate military assault. Supplies are trucked in every fortnight from Jerusalem. Activities at the base include cataloguing native flora and fauna, mapping the Otherworld, making contact with the native inhabitants of the Otherworld, exploring the various ruins near the Rip, and delving into the bizarre physics of the region. One scientist at the Base has published a paper drawing fascinating parallels between certain anomalies present in the Otherworld and ancient myths of magic on Earth.

Fears of contamination by an alien organism or virus prompted the original designers to include biohazard containment technology in the base. These strict protocols are obeyed at Pioneer Base, but the staff worries that the other explorers from Earth, such as the Israeli station just inside the Rip, will one day bring back a lethal pathogen from the Otherworld.

One of the most important instruments at Pioneer Base is a massive radio transmitter. Compasses cannot be trusted in the Otherworld, and GPS is non-existent there. Expeditions into the Otherworld thus use the Pioneer Beacon to navigate. For IGS teams, the only link with Pioneer Base is a thin, ghostly signal that rises and fades with the wind.

Pioneer Base is commanded by “Short Walk” Thom Charrette, who was previously stationed at the IGS Antarctic facility; he got his nickname when he got separated from his team in the middle of a snowstorm. The weather was so severe the rest of the team gave him up for dead. Seventeen hours later, he knocked on the outer door of their habitat, frozen and frostbitten, but very much alive after hiking across a glacier. Several members of the Carthage Club assigned to Pioneer Base suspect that Charrette possesses some supernatural ability.

The Carthage Club: Stepping through the ornate doors of the Carthage Club is like stepping back in time to the glory days of the British Empire. Phileas Fogg might have just left, muttering about having a train to catch. The building, located in the heart of London, is a lovingly restored gentleman's club. The walls are paneled in dark oak, the chairs upholstered in green leather, and the air above the billiard tables redolent of an earlier time. Animal heads and curios from across the world decorate the rooms. The Club library, though, is filled with the latest reference books and broadband internet terminals, even if the map embedded into the great table still has blank spaces in Africa and South America.

Upstairs are Professor Neaves' rooms, where she continues her investigation of supernatural phenomenon. In addition to laboratories, offices, and a well-equipped sur-

IGS Secrets (GC Eyes Only!)

The IGS is too fractious and made up of too many independent departments to have any organization wide secrets; however, there are plenty of skeletons in the closets of those who work for the society.

- Iseult hasn't been entirely honest with her aunt. She knows more about her heritage than she lets on. A year ago she was approached by a wild looking man who attempted to recruit her to a mystical order - he never gave her the order's name but she has been surreptitiously hunting for it ever since. He revealed to her that she was a Sky Deceiver, like himself, and gave her instruction in using her birthrights as a way to entice her to join his order. After thinking about the offer, she refused and has never seen the man again.
- Pioneer Base holds many secrets. One of these is unknown even to all those who work there. The site the base is built upon was once a bloody battlefield. A devastating weapon was used that tore the souls of the combatants from their bodies and bound them into the bedrock. The rocks are slowly leeching the spiritual energy of the base's inhabitants and growing in power. A few of the base's guards have reported seeing ghosts but security monitors show nothing out of the ordinary.
- While Jerusalem is testament to the certainty that intelligent life once existed on the Otherworld, explorers have yet to discover any sentient inhabitants - but someone has found them. This creature is very curious about the new interlopers who have appeared near the abandoned and cursed city. It has used its powers of imitation to replace one of the security guards. It is curious but does not wish to be discovered and is willing to kill to maintain its cover - as it demonstrated when it murdered the guard it replaced.

gery, the Club building boasts several cells, hidden rooms, and secret passages, mostly legacies from the Club's heyday. One of the passages leads to an abandoned tube station.

Much of the daily running of the Club is handled by Rupert Gull, a curator emeritus in the British Museum and another long-standing member of the Club. While Gull is mainly retired, he has a wealth of experience of field work dating back to the excavation of Tutankhamen, and he can be trusted to give useful if interminable advice to team members.

PLOT HOOKS

With the exploration of the Otherworld in its infancy, the IGS has shifted its major projects towards understanding and exploring this dangerous new frontier. Between first hand exploration and short drone surveys, the IGS attempts to make a foothold on the new world. Here are some of their efforts:

PLOT HOOK: OTHERWORLD ZOOLOGICAL RESEARCH

Threat Code: Yellow

The Otherworld is an unexplored frontier with an unmapped wilderness. The IGS is at the forefront of the exploration of this strange world. Pioneer Base is first installation on the far side of the Rip that isn't controlled by the military, so a lot of private companies and research projects wish to partner with the IGS for access to the Otherworld's resources.

What are Some of the Joint Ventures?

1. Operation Noah is a massive project jointly undertaken with the San Diego zoo and IGS. The operation needs a band of brave trailblazers to help recover some of the alien creatures from the Otherworld. As if that wouldn't be hard enough, the operation requires retrieval of an animal of each gender. They must both be wrangled and brought to Pioneer Base for research.
2. A joint project, funded by a consortium of pharmaceutical firms, is aimed at cataloguing the flora of the Otherworld and searching for new drugs and medicines. However, the world is much harsher than ours, and flora can be much more deadly than its Earthly counterparts.
3. A few of the more jaded members of the Society have decided to make millions of dollars on the side by offering a select group of rich game hunters a chance of a lifetime: the challenge of hunting Otherworld predators. The hunters must be smuggled in under the nose of the Society and military, escorted to their game, and brought back through without being noticed. If even one person dies during one of these ventures, it could spell the end of the scheme as well as threaten IGS' sanctioned base on the Otherworld.

PLOT HOOK: VEILS OF MYSTERY

Threat Code: Red

In the aftermath of the incident at Jerusalem, a large complex of tunnels and chambers was discovered deep beneath the city. The site had been extensively investigated before the Rip, but geophysical analysis had shown no sign of the complex. Something shielded the place from scans, something that was apparently shut down by the Rip - or the tunnels are a new addition. More and more archaeological sites are being reinvestigated by the Society, and many new structures, temples, tombs, and fortresses have been rediscovered...or have reappeared.

Which Sites are Being Reinvestigated?

1. In the ancient city of Teotihuacan, the famed “Avenue of the Dead” has flooded. With the flooding, reflecting pools have formed. They seem to reflect the stars above and create a celestial map. Only recently have the stars become visible through the pollution in the sky. A few tourists that have glanced into the pools have noticed eerie swaths of darkness swirling within the water. However, during the day, nothing seems to appear within the watery depths.
2. A pit has appeared inside the confines of the world famous landmark known as Stonehenge. The depths of the pit seem to be infinite, as no bottom has been found through the use of sonar or radar imaging. Explorers brave enough to go past 100 feet have not return. Rappelling lines drawn up seem to have been cleanly severed at about the 70 foot mark.
3. Underneath the Sphinx, an antechamber has been discovered. Legal issues are being discussed between the IGS and the Egyptian government concerning potential excavation. However, as the regulations are being formulated, IGS observers have noticed shadowy creatures crawling out from the cracks at night. When attempting to approach one, nothing was found... just a rolling ribbon of sand in the night winds.

PLOT HOOK: SCATTERED RELICS

Threat Code: Black

On the morning of February 10th, the corpse of Dr. Lili Cabell, a curator in the Smithsonian museum, was found dead in her office. An autopsy was inconclusive, but doctors suggested the cause of death was probably a stroke. Cabell was involved in cataloguing a set of a dozen stone statues that had been found at a dig in Paraguay. Over the last few months, the set of statues has been broken up, and the ugly little figurines have made their way across the world. Some are in museums across Europe and the Pacific Rim, others in universities and private collections. Four have been stolen.

Only two people have noticed the strange movements of the statues. One of them is now dead, the other is running for her life, pursued by shadows and madness.

Where Have the Statues Gone?

1. One statue has fallen into the hands of a collector named Tim Crowley. Tim, a comfortably wealthy investor in New Haven Connecticut, purchased the statue less than a month ago at a charity auction. Finding himself drawn to it, he purchased it for a handsome sum. Since then, Tim has been purchasing very eclectic items and companies. He's acquired a small biotech company in Portland, Oregon, a ton of unfinished jade, and leased a block of property in Hawaii. When asked about the reasons for these acquisitions, he dismisses them as 'part of his next big plan.'
2. Little Mandy Timkins has been growing up comfortably in a brownstone apartment in London. About a week ago, she went into a curio shop on her way home from school and pleaded with the owner to buy the 'stone dolly' that was just brought in. The owner sold the statue to her. Since then, a few people on the block have ended up in comas. The only thing they have in common is that they made Mandy feel sad.
3. A researcher from Pioneer Base returned to her room after an expedition and found one of the small statues sitting menacingly on her desk. She now spends every free waking hour studying this peculiarity and wondering who left it there. Unfortunately, the investigation has begun to take a toll upon her and she has started having nightmares in her fevered sleep. She fears telling anyone about the statue, or else they may take it from her. She feels so close to an answer. Somehow, these statues are tied to the Otherworld. If only she could take it back with her on an excavation. Perhaps that will reveal the answer.

ENEMIES

Because the IGS is mostly ignorant of what is truly going on in the world today, they have as yet created any true enemies. In fact they are their own worse enemies with factional fighting on the Steering Committee, the often illegal activities of the Big Scientists, and the unreported Carthage Club operations. The IGS is a carefully built house of cards waiting for the wind to blow through an opened door.

Soon, however, they will be noticed by both *Fugo a Watu* and Project: TITAN. While at first the Society may only be an irritant, the competing agencies will most certainly reconsider their appraisals if they discover the truth behind the Carthage Club and how persistent the Society is at gaining information about titans and the Lost Age.

GENRE

Things go bump in the night and the IGS is there to find out what made the dreadful sound. The genre for the IGS is very straight forward - exploration of the supernatural and forbidden with all the nasty consequences that go along with it. The agents can simply be given a camera, a microphone, a plane ticket to their destination, and a mystery. IGS teams might find themselves tracking down monsters in (or from) the Otherworld, raiding tombs in Egypt, investigating fringe science in Singapore, or exposing illegal oil drilling in Antarctica. The IGS is a perfect framework for running an X-files-style “mystery of the week” game.

The International Geographical Society is, to put it bluntly, fairly clueless when it comes to titans. The vast majority of the IGS is only barely aware of the existence of the supernatural. For the most part, they are ordinary scientists and journalists. They don't have an ancient occult history or access to secret government research. The IGS is only just beginning to find out what is going on. This very obliviousness allows the GM to introduce the players to the world of *Dark Inheritance* at the same time as their characters.

INSPIRATION

The following all serve as inspiration material for a First Team serial.

Film: *Raiders of the Lost Ark; Hellboy; The Thing; The Mummy; The Mummy Returns; Tomb Raider; Blair Witch Project.*

TV: *National Geographic; The X-Files; Veritas: The Quest; Relic Hunter; Stargate SG-1; Poltergeist: The Legacy.*

Books: *National Geographic*, National Geographic Society; *At The Mountains of Madness*, H.P. Lovecraft ; *House of Leaves*, Mark Z. Danielewski; *The Hollowing*, Robert Holdstock

Comics: *Hellboy*, Mike Mignola

IGS As A Threat

MP Cost: 164
Scope: 5 International
Wealth: 5 Above Average
Technology: 9
Loyalty: 6
Influence: 5
Agendas: Entertainment, Meddler, Revelation.
Resources: Benevolent, Motor Pool, Public Sympathy, Satellite Networks.
Departments: Field Researcher, Racer, Thrill Seeker.
Macro Departments: Fourth Estate.
Base Classes: Explorer, Scientist, Scout, Wheelman.
Prestige Classes: Bounty Hunter, Courier, Field Analyst, Journalist, Medic, Negotiator.
Senior Agent Classes: None.
NPC Classes: Icon, Jäger, The Media, Schwarzjäger.

PROJECT: TITAN

"With one turn of the microscope they returned to the beginning of creation. They aren't trying to play God, they're trying to steal him.

- Jeremiah Kurk, rouge titan, moments before he and the journalist he was talking to were killed.

Project: TITAN is a black program within the National Security Agency (NSA); its mission is to control information about the Godgene and to identify, then either recruit or destroy, titans all over the world. It uses a combination of counterintelligence, espionage, and lethal force to carry out its mission, which not even many of the highest-level operatives in other sections of the NSA fully understand. The Rip has radically altered the timeline for all of Project: TITAN's goals, straining their resources and forcing them to take unusually high risks.

HISTORY

Sporadic incidences involving inheritors during World War II had sparked the interest of each military branch of the U.S. government. At first they believed the stories were evidence of a Nazi super-soldier program that had been rumored to exist. They focused their studies on living (and sometimes even dead) German soldiers who had fought in the war. This research quickly stalled, however, and they could find no survivors to corroborate their suspicions. Interest in developing superior and specialized soldiers rebounded in the 1960s but concentrated on extraterrestrials and the application of psychoactive drugs.

The black program known as Project: TITAN was formed under the National Security Agency (NSA) during the dissolution of several black programs in the late 1960s, including Project: Bluebook and Project: MKULTRA. The goal was to uncover the truth behind various unexplained events over the preceding decades and then analyze the discoveries to determine how such knowledge could be put to the best use of the United States. The project had little initial success.

After nearly being denied funding in 1970, they refined their theory of "super-soldiers" to include possible radiation exposure from the various nuclear programs and detonations that had occurred between 1945 and the 1960s. During this time, they became closely involved with the gene research being undertaken at Stanford University and other institutions across the U.S. Project operatives were sent to infiltrate research facilities, labs, and university programs, and over the next few years Project: TITAN became the most concentrated reservoir of genetic data on the planet.

PLAYING GOD

These early project scientists were primarily involved in experimenting with the effects of radiation on genetic materials, when, in 1972, a discovery was made that would forever change their course. Paul Berg's successful creation of the first recombinant DNA molecule shocked the global research community, and its repercussions were so great that research in the area was heavily regulated in no time. This technological breakthrough allowed the manipulation and investigation of DNA at its most fundamental level.

Almost immediately, there were several proposals to map the human genome, though only one made any significant progress to get funding. Project: TITAN operatives were involved with all three proposals. In two of the cases, they intentionally bogged down the proceedings with legislative and parliamentary concerns that fractured the efforts. In one case, however, a Project: TITAN plant in the Department of Energy was able to secure funding for what would eventually blossom into the National Center for Human Genome Research. Under the twin banners of the National Institute of Health and the Department of Health and Human Services, this new department began to investigate the technical and organizational challenges of mapping the human genome.

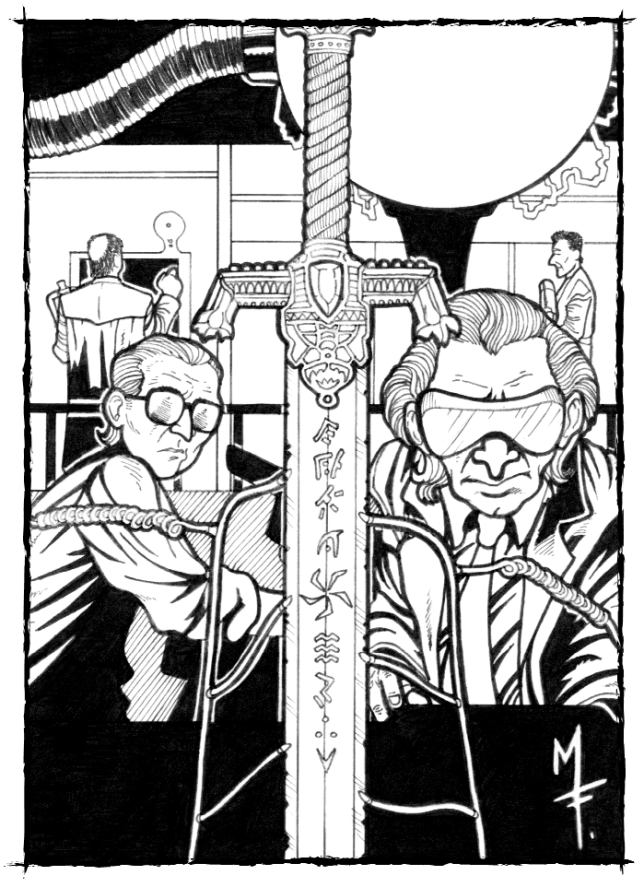
Finally, after over three decades a true super soldier program was initiated. The goal of Project: CHIMERA was initially the successful incubation of a human/animal hybrid but the scientists got lucky and were able to bring three of twenty embryos to term.

The half-breed transgenic offspring were kept at a rural base in Arizona where they were raised and trained for special active duty. Their feral features made it impossible for them to ever move within the normal population, but their enhanced abilities gave them an edge in covert operations. Funding for the project was cut dramatically after the discovery of the titans, however. While hybrids are excellent operatives, the cost to create and raise them, coupled with their inability to move about freely, made titans a more attractive area of study. Project: CHIMERA was shut down in 1994 and the project's hybrids were moved under the auspices of Project: TITAN.

The project has successfully created more than fifty of these hybrids, (*see Chapter 3: New Agent Options to learn more about Hybrids*). But hybrids are treated as second class operatives - or worse, disposable. Titans are deemed far more lucrative a field of study. One year ago, fully grown hybrids, unconnected with Project: CHIMERA, were reported by a team in Chechnya. Someone somewhere has duplicated the efforts of the mothballed Project: CHIMERA.

THE GODGENE REVELATION

While research groups around the world began mapping the human genome, Project: TITAN had its own scientists working on the mystery. They proceeded faster by using the data gathered from most of the other researcher groups. What they found changed the whole direction of the project. In 1988 the scientists discovered an anomaly in a string of DNA. The sample was submitted by one of the project's scientific operatives. They detected a specific sequence of genes within the sample that seemed very abnormal. The discovery was of such importance that the individual that the sample came from was immediately targeted for surveillance. The project put the person under careful observation and shortly thereafter the surveillance team reported the target's unusual abilities. Without authorization from their parent organization, Project: TITAN abducted the man - a Wild Blood who was ruthlessly experimented upon until he expired several months later. In the mean time the project discovered others with similar abilities. Genetic samples from these individuals also revealed the strange gene and while it existed in other samples, it behaved differently in those with gifts. In the titans, as they were dubbed, these genes worked with one another across chromosomes to create something greater than the whole. It seemed that whenever this string was found on multiple adjacent chromosomes, a titan was born.



The discovery was a major step forward for Project: TITAN. The directors decided it was much too risky to have this information be known, and they ordered an immediate task force to be set up to determine how best to control this information. Suppression of this information became one of Project: TITAN's top priorities. They knew that others around the globe were researching this very thing, but that they lacked access to the same level of information that Project: TITAN had from its operatives around the world. They decided that it was acceptable for genome research to continue, but they informed their operatives to make sure that this particular discovery was hidden at all costs. This was achieved mostly by tampering with samples from identified titans, ensuring that the Godgene, as they now called it, was removed or altered before it could be tested. Through these agencies, they fed bad data to similar research groups around the world, whose efforts are to this day without success.

JOIN OR DIE

While their early efforts were limited to North America, primarily the continental United States, the establishment of offices around the world in the early 90s along with the globalization of information brought a global perspective to their recruitment efforts. The opening of Soviet records near the end of the 20th century revealed that the KGB had been involved in similar efforts throughout Russia and Eastern Europe. All of the titans, which numbered between ten and fifteen at most, who worked for the Soviet intelligence agency were now freelance operatives, and could be found working for the Russian mafia, the Chinese military, and other organizations that threatened U.S. interests around the world. Titans in Islamic countries were of particular concern, as well, due to the increase in terrorism and related incidences in the U.S. and around the world. Project: TITAN began to work closely with the Mossad in 1998, after bombs rocked U.S. embassies in Kenya and Tanzania - a relationship that would play a significant role in the recent disaster in Jerusalem.

Recruitment of foreign titans began in earnest about a decade ago, although such activities were much more sensitive than their domestic counterparts. The risk of alerting an enemy of the United States was great, and governments around the world would have been infuriated to learn that the U.S. was recruiting its citizens in such a way. Thus potential recruits from other countries were dealt with in a more direct way than those in the United States. The motto was simply “join or die,” although prospective recruits were never told as much. Those who joined underwent rigorous reeducation in addition to their regular training in order to insure their allegiance to Project: TITAN. They were accepted as full members, but were more often than not given assignments close to “home” so that they could be monitored at all times.

This implicit recruitment policy has evolved into an unwritten directive: to recruit or destroy all known titans. Although adherence to this unwritten directive has opened a major rift within the NSA, the Project continues to get funding. Project: TITAN directors use this to their advantage, but know not to bite the hand that feeds them too eagerly. They have nearly free rein to run the project how they please, and are granted nearly any budgetary, personnel, and intelligence request they make. In return, they temporarily assign titans to aid the NSA.

THE MAKINGS OF A DISASTER

The project still does not understand the nature of the Godgenes. Various project scientists have posited numerous theories about the origins of the Godgenes, everything from alien contact, natural evolution, radiation mutation, and even wilder ideas. No one theory gained credence until the discovery of subatomic dimensional fissures. The energy readings from these were intense but localized. Project: TITAN scientists conjectured that the unusual radiation that escaped them might be the cause of the Godgene. Even though they were not sure what these tiny anomalous energy matrices were, they immediately expanded their research to include covert field research teams who located these unusual fissures. Scientists took readings of the fissures and collected samples of the local flora and fauna from around several of the anomalies for investigation.

One of these research teams ran into an unusually strong spike of these fissures's radiation while in Jerusalem. The readings they took did not match the others at all, and they detected a great deal of ambient energy. Weeks of testing frustrated the scientists, until a young recruit brought in a transcription of an ancient Mayan stelle that he had learned about in his days at Harvard. The stelle spoke of a doorway to the land of the gods and described physical phenomena that closely resembled what the scientists had observed at a fissure site in the Andes. The subsequent discovery of several fissures buried deep within ancient Mayan structures only served to excite them more. What if these truly were gateways to another world? How would the Mayans have known? Unless... unless something had come through them.

Believing that the same thing might be happening in the gate under the Temple Mount, they immediately sent a team to contact the Mossad. After striking a bargain to share all information gained with the Mossad - in this case the information leak was deemed acceptable - the scientists probed the fissures for more than two months, searching for definitive answers. They gained no new information, until one day a research assistant noticed that energy seemed to be escaping the small fusion reactor they used to power their tools; after some study, the scientists theorized that the energy was being redirected into the fissure. Meanwhile, the fissure had grown larger. Excited by this development, they quickly obtained permission to allow a controlled burst of radiation to enter the fissure in hopes that it would grow even larger, and perhaps even stabilize.

The first test was scheduled for the morning of February 10th, 2004. By some accident of fate, however, the project leader's husband was killed in an automobile accident the previous Sunday. Instead of delaying the experiment until after her return, she pushed up the schedule until just several hours before her departure back to New York - at 0630h, local time, on the morning of February 10th.

In the aftermath of the merging of Jerusalem with the Otherworld, Project: TITAN has taken an active role in trying to figure out exactly what is happening. At the same time, they attempt to keep the project's involvement with the disaster a secret, an easy task since most who were involved are now dead. Project: TITAN regularly sends teams into Jerusalem in order to determine whether or not the damage can be reversed. In the meantime, their other operations go on as usual, although with less funding and supervision than before, and their relationship with the NSA is more strained than ever.

GOALS AND METHODS

Project: TITAN has three primary goals: to control knowledge and access to the Godgene; to recruit or eliminate known titans; and most recently to determine the nature of the Rip in Jerusalem and find out whether or not it can be sealed.

Controlling and suppressing knowledge of the Godgenes necessitates planting scientists, administrators, and in the case of one former Soviet Republic, even government officials in its attempt to control access to the Godgene. So far, the information is secure, although they know several potential breaches have been reported over the past decade. It is possible that someone has escaped with knowledge of the Godgene, and is now searching for the highest bidder or the most trustworthy organization to feed the information. The project's field agents stay alert to any information on such a free agent, but so far nothing has been found.

The network of geneticists Project: TITAN planted around the world has grown its own support structure, and scientists are moved around occasionally to avoid suspicion. Since they are far ahead of any of the competing genome projects around the world, except perhaps the *Fugo a Watu*, they use information leaks to create red herrings about specific other genes to keep scientists moving in the wrong directions. They hope these tactics will work as the thought of another agency or country gaining control of the Godgene during this time of crisis is one they cannot afford to have become reality.



In addition to its role in shaping genetic research, Project: TITAN engages in covert recruitment, meaning that the titans are never told what they were being recruited for, but only that they will serve their country by joining. They are not told that they have special abilities, though in most cases they know or suspect already. A titan from the U.S. who refuses the offer is allowed to resume his life on the understanding that he never reveal what has happened to him. Those who do not follow this suggestion are quickly and quietly dealt with by project operatives. Foreign titans are never given an option.

Project operatives search newspaper articles, police reports, and even the tabloids for stories and reports of amazing feats or paranormal activity. Their access to DARPANET and other federal resources ensure them of timely and complete information about incidences of potential titan activities. They follow up the most promising leads and watch potential titans for weeks to determine if they did in fact exhibit any extraordinary traits. Once a confirmation is made a first contact team takes him or her into custody.

Titans that agree to join are trained as covert agents. General training includes firearms use and basic unarmed combat. Each titan is given a specific regimen to help him better understand and utilize his particular talents. Titans are used to infiltrate all levels of academia and government, as well as in the recruitment of other titans. These agents are adept at espionage and counterintelligence, in order to hamper non-U.S. genetic research efforts and destroy evidence of the titans' very existence around the world. It was during one of these missions that the first subatomic dimensional fissure was discovered, giving Project: TITAN yet another avenue to explore in their quest to understand the nature of the titans.

The Rip, however, altered many of the project's plans. Learning what exactly happened in Jerusalem and how to prevent a similar disaster from occurring is of the highest priority. Project: TITAN has moved most of its research team to new facilities in Tel Aviv, where they are closer to the breach and can analyze it more carefully. Scientists are sent into Jerusalem weekly to gather data on the city, the Otherworld that seems to have merged with our own, and the monsters that roam the streets. Heavily armed military personnel accompany these research teams to ensure that they come back alive.

Despite the bizarre nature of the happenings in Jerusalem and the terror and chaos that has been unleashed upon the region, Project: TITAN holds to its belief that everything can be explained in a scientific manner. The project's leaders use titans and their abilities to aid in its research and missions, but they still do not believe that anything is beyond the bounds of science. To this day, they believe that their research will find a way to seal the breach and banish the monsters back to the Otherworld forever.

ORGANIZATION

Worldwide, the project has operatives in almost every major city in the world. Its four largest overseas facilities are located in London, Paris, Rome, and Tokyo, the sites of the original satellite facilities opened in the early 1990s. The project is divided into three divisions: Administration, Operations, and Research and Development. Each division is under the authority of its own director.

Administration: This division is the most mundane of the three divisions, but easily the most important, since it is responsible for keeping the project funded and alive under the auspices of the NSA. Administration is also responsible for the project's staffing and political affairs. The last of these has been especially important since the Jerusalem event, as project agents were able to quickly and effectively negotiate with the Mossad for access to the site, hiding all evidence pointing to them having caused the blast in the first place.

Operations: The Operations division includes all covert actions, intelligence, counterintelligence, and recruitment initiatives. If it happens outside the labs and offices of the project, Operations is in charge. This is the military wing of the Project, and utilizes nearly all of the titans that work within it. This division has seen its primary mission change over the past few months, from one of recruitment and assassination to one of damage control and monster hunting. It routinely provides protection for the research missions that go into Jerusalem, and its titans are among the best-trained in the world for dealing with otherworldly threats.

Project: TITAN Directors

Project: TITAN has three Directors, two of whom have been with the project since its inception. They convene only to discuss important matters and new initiatives within the project, spending most of their time overseeing operations currently in various stages of completion.

Alan Korelli, Director of Administration: Alan Korelli was a medical specialist for the U.S. army during the Korean War, who put his extensive knowledge to use for the CIA's Project: MKULTRA after the conflict. When his project folded he was approached by the NSA. Korelli encouraged the NSA to create a project that could end future wars and place the United States in a position to destroy their most powerful enemy at that time, the Soviet Union. When the project was convened, he dove wholeheartedly into the work of linking genetic mutations to supernatural abilities. Even when genetic science became the avenue of choice for his research, Korelli still maintained that nuclear energy was in part to blame. Because of his insularity in the project and his interest in its science, he never truly abandoned his Cold War attitude. When a "nuclear accident" merged Earth with the Otherworld, he gloated that he had been right all along. In reality, the other two Directors cannot wait for Korelli to die so that they can get a more forward-thinking person into the position.

Korelli deals with the NSA on issues of personnel, access to equipment, information, manpower, and manages the Project's annual budget. He lives near the Project's headquarters in northern California, where he regularly makes inspections of the San Francisco facilities. Ever since the directorship was split into three parts in 1990, he has attempted to involve himself in the everyday affairs of the project. Most in Project: TITAN see him as a senile Cold War-hawk who cannot handle the world as it exists today. Although they respect him a great deal for his vision in leading the initial charge of the project, most grow weary of him and look forward to his eventual removal.

Simon LaSavain, Director of Operations (Crimson Lord): Simon LaSavain came on board in the mid-1980s as a means to escape being jailed for his role in the Iran-Contra affair. He was ruthlessly patriotic and would do anything to further the interests of the United States. A titan of the Crimson Lord Lineage with full knowledge and control of his powers, LaSavain used every ability he had in service to his country. When he joined Project: TITAN, he requested to be assigned to one of the teams in charge of locating and recruiting titans around the world. He liked the idea that foreign titans were given the opportunity to join in service to the U.S. - but he liked it even more when they refused. Although the fervor with which he carried out some of his duties was not unnoticed, his efficiency and dedication could not be ignored. LaSavain was asked to be one of its directors when the NSA decided that Korelli was becoming a little too independent and the agency would be better served (more easily controlled) if there were three separate directors who reported to the NSA deputy director. It is widely whispered that this was to keep him out of active duty more than it was to find an able director.

Despite that, LaSavain has shown an amazing ability to change with the times. In the months since the explosion, LaSavain has not only embraced the new recruitment policy, he has helped shape it. He single-handedly created a new sub-division to handle surveillance operations on foreign titans, and relocated to Tel Aviv so that he could personally oversee the protection of the research division. LaSavain is quickly becoming a favored leader within the project, and the NSA is even considering promoting him as sole director of the project.

Dr. Albert Johnson, Director of Research and Development: Albert Johnson was also around at the beginning of Project: TITAN, although he was assigned to the project as a Research and Technical Assistant. At the time he was a brilliant new graduate of MIT, one of the brightest computer minds in the country. He was called upon to help install state-of-the-art computer systems for the project, and then to stay around to provide technical support to its scientists. He proved much more than a computer whiz, however, as he helped make several important breakthroughs that led to the project being able to more ably analyze and modify DNA, thus allowing them to first isolate and analyze the Godgene. When the decision was made to expand the directorship of the project into three distinct chairs, Albert was a natural choice to direct the R&D division.

Albert has recently moved with the research teams to Tel Aviv, where he coordinates their efforts and continually works to refine and invent technologies that will help them study the breach. He does not believe any of the "spiritual mumbo-jumbo" that he hears from people outside the project, preferring instead to rely on empirical data to guide his judgment. Albert's sheer brilliance when it comes to technology, even though he began in the field over 30 years ago, demands respect from those he works with. Although sometimes his personal skills suffer for his obsession with technology, those around him enjoy working with him and often find themselves in awe over his genius at innovation.

Research and Development: R&D was primarily involved in unlocking the secrets of the Godgene until the disaster. Now they spend their time analyzing the event, Jerusalem, and everything that comes out of the city. Their teams go into the chaos of the merged city looking for creatures, artifacts from the Otherworld, and anything else they can find that might hold a clue as to the nature of the breach. Research into the Godgene has not ceased completely, however - now more than ever, the project believes it is imperative to understand and utilize the Godgene.

CHARACTERS IN PROJECT: TITAN

Project: TITAN agents are very similar to regular *Spycraft* agents. It is likely that all the PCs belong to the Operations division, although they might have several different roles under the auspices of that division. They could be part of a surveillance team whose mission is to locate titans within an area, or to track the movements of a titan who has refused to work for the project. They could be tasked with bringing down a rogue titan who is using his powers to aid an enemy of the United States. Alternatively, there is much adventure to be had guarding one of the many research teams that routinely make forays into the chaotic world of the merged cities. All of these provide potential adventures for Project: TITAN characters.

INTERNAL FACTIONS

While ostensibly everyone within Project: TITAN works for the common good, the organization is highly fictionalized. The web of alliances shifts continuously and is built from favors and secrets threatened to be revealed. All three directors have their own plans for the project and work diligently to further their goals.

Director Alan Korelli: Korelli is loosing his foothold quickly as recent events require ingenuity and flexibility. He has neither of these traits. His goal is to retain his position and continue researching the "nuclear connection," as he calls it. He has the support of some of the most experienced agents; however, and is a master at The Game.

Director Simon LaSavain: The most influential faction is also a titan, and a Crimson Lord at that. He is as headstrong as Korelli but has the obvious advantage of his lineage. He even has the support of various influential NSA officials but finds his goals thwarted at every step. He thinks it is Korelli who is behind it but it is not. (*see sidebar*)

Director Albert Johnson, Ph. D.: Dr. Johnson is slowly learning the political game that saturates the entire project. He is disgusted by the amount of resources that are wasted in internal squabbling and is determined to do something about it. Unfortunately he is not as adroit as his fellow directors but has the benefit of being underestimated. Korelli and LaSavain do not consider him to be a threat to their influence, which leaves him free to build support among the agents.

HEADQUARTERS

Project: TITAN's headquarters are found in a secret base more than 100 feet beneath the San Francisco Bay seabed. It was built to be close to the research facilities at Stanford University, where much of their early research was done. The complex has ten floors with labs, offices, living quarters, and training facilities. Each floor is dedicated to a single objective and has an elevator that only reaches that floor, so access to sensitive areas is more easily controlled, though getting from level to level requires a stop at the Entrance level. It is rumored that there are security bypass tunnels that can be used to reach all levels of the complex.

Level One: The first sub-floor is dedicated to the headquarters' Entrance. Security is its only function and people are directed to their appropriate elevator by security only after they have been completely searched and scanned. Level One is reached by way of a long tube tunnel. The tube train perfectly fits the tunnel's circumference. Nine elevators are accessed here and each elevator has two guards with a third that rides within the elevator itself.

Level Two: General Administration takes up the entirety of the second level. All three directors have offices here, though only Director Korelli visits with any frequency and he prefers to run his department from his home. As a very well funded project, these offices are all comfortable. Director Korelli is fond of granite and American hardwoods and it shows. Unlike Operations and Research and Development, the Administrative staff does not live on the compound.

Level Three: Most of the Operations staff live on the premises. This level is a series of apartments that house them. All are one bedroom suites that have a living space, kitchen, full bath, and a small office. Security cameras and sensors are in every room, although they are well concealed to give an impression of privacy.

Level Four: This floor is composed of several large gyms, a swimming pool, and highly durable training rooms equipped with sophisticated monitoring equipment.

Level Five: Level five is where new recruits are housed. It contains its own mess hall, kitchens, and training facilities so those who live on the floor do not have to leave it. Security leaving this level is more extreme than going to it as those who live on this level are not yet trusted with access to any other level of the complex.

Level Six: Research and Development staff live on this floor. The suites are more spacious and have a large living area with attached kitchen, a large bedroom and



office, and a full bath. Each living room has a large wall window that displays recorded scenes and doubles as an entertainment center. There is also a large common area where researchers can congregate freely. Like the living area on level three, the suites are completely monitored.

Level Seven and Eight: Both of these floors contain the laboratories and offices used by R&D. The fully equipped labs contain everything a scientist could dream of having, and all of it is at his fingertips.

Level Nine: This floor is used solely to monitor the complex's security and access is strictly controlled with biometric safeguards.

Level Ten: The Vault. No one but the directors are certain what the Vault holds.

The project has auxiliary facilities in Washington, D.C.; New York City; and Los Alamos, New Mexico. Each of these auxiliary facilities has a specific purpose within the project, and until recently one of the three directors of the project resided at each facility. With the disaster in Jerusalem, however, this has changed. Two of the directors now reside in Israel where they oversee various operations and research programs to discover the cause of the Rip and how it might be exploited for the benefit of the United States.

All Project: TITAN facilities have the benefit of the best security measures possible. However, this security is entirely mundane in nature and worthless against the Craft and other mystical forces. This will soon become a major problem and drive them towards looking at the world through new eyes.

PLOT HOOKS

The major current focus of Project: TITAN is its role in the Jerusalem disaster and in studying the effects of the Rip. The group has relocated its research facilities to Tel Aviv and sends regular “rad squads” into the merged city to collect samples for analysis. None of the project's other pursuits has been suspended due to this activity, but many of them have changed. Here are several possible plot hooks involving Project: TITAN:

PLOT HOOK: DARK RITES

Threat Code: Red

One of the rad squads has found the remnants of a magic circle near the Temple Mount. The arcane writing is of recent origin. The characters are first sent to investigate the ritual site and then to follow any leads this may give them and determine the nature of the ritual and those involved.

What are the Possible Leads?

1. The ink used in the arcane writings is rare and manufactured only by a temple in Dehli, India. The temple is run by a group of Thuggee assassins who found the temple a couple of decades back and use it as their current base of operations. This sale of the arcane ink on the black market provides the sect with income.
2. Tire tracks out of the Temple Mount have been traced to a warehouse in Tel Aviv. It is suspected that is where a cabal of mysterious trespassing arcanists is holding out. Arcane wards and protection surround the warehouse, so conventional covert operations will run into problems that must be overcome with ingenuity.
3. Satellite imaging from the last week show that a small camp was placed near the writing. During what can only be described as a 'ritual,' there was a large power fluctuation and a cavernous tear opened within the ground. Some large stone object was taken out from the cavern and smuggled out of the city on a military truck. Tracking the truck takes the agents to Cairo, Egypt.

PLOT HOOK: INHERITANCE OF TERROR

Threat Code: Red

A North Korean titan terrorist has been tracked to the Mexican border town of Miguel Aleman and it is feared that he may have entered the United States through its porous southern border. The characters are a titan squad trained to track down and deal with rogue titans.

Where Does His Trail Lead?

1. The titan left a trail of terror in Pyongyang. That is where a project operative first heard about him. His apartment was found within the last couple of days. In it, there were maps of Mexico and the United States. Washington, D.C., was circled in red.
2. Miguel Aleman is a town ruled by drug barons. The police on the Mexican side were paid off to look the other way while he crossed the border. He was to meet up with a migrant worker named Lobo in a fast food restaurant just across the border. This meeting is supposed to occur within 24 hours, according to intel found by Project: TITAN.
3. Fairfax, VA is where the terrorist has rented an apartment for a few days while he finishes his business. The apartment contains pictures of many major landmarks within Washington, D.C. along with descriptions of secure vantage points. The landmark with the most photos seems to be the Washington monument. Upon the back of a landscape picture of the monument are the words: "Perfect Focal Point."

PLOT HOOK: GREMLINS IN THE WORKS

Threat Code: Black

Someone is corrupting the project's research at its Tel Aviv base, and Research cannot figure out where the sabotage is coming from. Operations determines it is time to step in and begins an all out hunt for the source of the bad data. Could a daemon have infiltrated Project: TITAN?

Where is the Corruption Coming From?

1. A Lost One with talents to manipulate electronics is manipulating the computer data remotely. He seeks to prove his skills and usefulness as a hacker and *then* reveal himself. Due to this unique ability, even for titans, little can be interpreted about this person from known lineages, broken and intact.
2. Sheik Amir iben Rashiid has been a generous silent backer of Project: TITAN for some time. In return, the project's government connections have been used to assure personal oil interests through political maneuvering. However, unknown to the project, the Sheik has become host to one of the Daemonhost and has obtained knowledge of the project. It now wishes to crack the cloaked shell of this mysterious group and drink the knowledge from within.
3. The *Fugo a Watu* has an operative within the project's base in Tel Aviv. The agent has created a firewall-proof backdoor that quietly piggybacks siphoned information out of the base on seemingly mundane data. The siphoned data has finally been completely retrieved and a virus has been sent back in return to the base. The true information is on a lone fileserver in Hamburg, Germany. In order to ensure no connections to the server if it was compromised. Now, the cult has dispatched an agent to retrieve the data.

PLOT HOOK: CAT OUT OF THE BAG

Threat Code: Yellow

A missing Italian research assistant who most recently worked at the Italian Genome Project has turned up in Colombia and is offering evidence of the Godgene up to the highest bidder. An Operations team must suit up, find the missing assistant, and obtain all copies of the research before the leak reaches critical levels.

Who is this Assistant?

1. The Italian research assistant comes from a poor family. When the Godgene was discovered and proven, he saw this breakthrough as financial security for the rest of his life. Once his research was proven a certainty, he deleted it from the main databases and scooped all of his notes up. Claiming a needed vacation to the Riviera with his family, he actually fled the country to Columbia. A now lives with a friend and colleague that he met while chatting with research peers on the Internet.
2. The assistant is a dissident within Project: TITAN itself. He knows that this information will be used to broker a lot of funding for the project. He figures that with this information, he may as well make himself a billionaire. He plans to sell this information to the highest bidder. Among those at the bidding table (and without the corrupt assistant's knowledge) are a *Fugo a Watu* agent, two Daemonhost, and several representatives for various biotech companies.
3. The assistant is a fully loyal member of the Project: TITAN agency. He was a plant to help retrieve the information and ensure its safety. This way, the global research community would suspect the information lost even though it is held safely within the hands of the project. However, during his escape to a branch in Columbia, a few companies heard rumors of the data and want it for themselves. With that, the project has decided the best way to finish this mission is to hold an auction to flush out who knows the information even exists. But one group is not taking chances and has hired First Team to retrieve the data.

ENEMIES

Project: TITAN has pissed in everyone's backyard, as it were, to the extent that it would be easier to list who was not among the project's enemy. There are, however, a number of individuals and groups who particularly hate or work against the secret organization.

Fugo a Watu: The breeding cult and Project: TITAN have been butting heads for nearly three decades. Neither knows much of the other, except that they are both interested in titans. The fact that neither institution has learned much about the other is a credit to both organizations' internal security. But the recent events in Jerusalem coupled with a successful project mole being placed into the cult may change the relationship between the two agencies forever.

TransGenX: This international biotech conglomerate is a constant thorn in the side of Project: TITAN. No other company has come closer to cracking the secret of the Godgene than TransGenX. The company is run by Sandra Goldthwaite, a dynamic and ruthless woman who has taken her company from its small start as a biotech lab in Portland, Oregon, to a worldwide multinational corporation.

The Daemonhost: These newly released daemons are extremely interested in limiting Project: TITAN's success when it comes researching the ruins in the merged city, the breach, and themselves. Therefore, several have targeted the project and its operatives as a high priority in their quest to dominate Earth. As far as they have determined so far, all titans are working under the auspices of a single group, Project: TITAN, so their mission seems simple - destroy the only group that can possibly hold them back. Of course this is not the case, and so far the Daemonhost have been beset by too many enemies to make a concerted attempt at destroying the project for good.

NSA: It is sad to say, but the very department that funds Project: TITAN has become unhappy with the way things have been run. The NSA is also working on a way to separate itself from the project without having it go rogue and possibly harming the U.S.'s world relations. So far, the two groups remain inextricably linked, but the agency has two highly trained agents attempting to sever the ties between them. One possible avenue is to reveal the project's clandestine assassination policy whereby they eliminated non-cooperative titans. However, the NSA is not comfortable with this tactic - yet. The longer the breach is open, however, and the longer monsters are allowed to run free in the world, the more ground the agency has to release this kind of information without hurting its own reputation too badly.

GENRE

Project: TITAN encompasses everything from classic espionage to monster horror. Since its teams deal with the scientific and the physical problems of both the Godgene and the Otherworld, there exists a variety of ways to structure such a campaign. Perhaps the characters are a covert operations unit designed to infiltrate any building or organization and steal information. They may be titan-hunters, whose job it is to follow up on leads as to the whereabouts of unknown titans, or they may be tasked to kill titans who use their powers to the detriment of the United States. The group could be assigned to guard a rad squad during its forays into the merged city, where monsters and other dangers pose a constant threat.

No matter the mission, a veil of secrecy obscures everything they do. While the project has become more visible in the months since the explosion, it is still a secret organization that goes by many names other than its own. Its agents are highly trained in stealth and espionage as well as both lethal and nonlethal combat. There is also a feeling of urgency due to the failed experiment and subsequent chaos. If the project does not find a solution, and quick, the NSA could cut its ties to the group, which would leave it vulnerable to any number of enemies it has made.

INSPIRATION

The following all serve as inspiration material for a Project: TITAN campaign.

Film: *Le Femme Nikita; Predator; Mission: Impossible* (1 & 2); *Alien; The Fugitive; Resident Evil; The Borne Identity.*

TV: *Alias; 24; Dark Angel; The Pretender; Le Femme Nikita; X-Files; Witch Hunter Robin; G.I. Joe.*

Books: *Planetary*, Warren Ellis; *Rainbow Six*, Tom Clancy;

Project: TITAN As A Threat

MP Cost: 216
Scope: 7 International
Wealth: 8 Independently Wealthy
Technology: 12
Loyalty: 5
Influence: 8
Agendas: Counter, Political Machination, Propaganda.
Resources: Bundle Dispensary, Departmental Access, Departmental Training, Fluid Assets, Manipulators.
Departments: D-o Home Office, Damage Control, Peace Officer, Training Corps.
Macro Departments: CIA, Counter-Intelligence, Hybrid, Titan.
Base Classes: Faceman, Fixer, Pointman, Snoop.
Prestige Classes: Casanova, Cleaner, Counter-Terrorist, Field Analyst, Networker, Producer, Sentry.
Senior Agent Classes: Genesoldier, Lord.
NPC Classes: Monkeywrench, Operative , Security Guard

THE PROMETHEAN ORDER

Understand that the wheels of fate have not stopped turning, only that our hands are no longer spinning them.
- Zao Chin, reflecting on the Order's failure to contain the Daemonhost.

The Promethean Order is an ancient mystical order of sorcerers and sages whose original intent was to shepherd the inheritors until they were once again needed to fulfill an ancient prophecy - to prevent the Host from escaping their abyssal prison and wreaking havoc upon the people of the world. But in recent centuries the Order was solely focused upon the Craft - that is until the Rip. Now the Order is reeling at its failure to uphold the prophecy, and while its seers attempt to divine what went wrong, it bends its knowledge toward the destruction of the Daemonhost.

HISTORY

The Promethean Order has its origins in ancient Greece, long before the rise of the great philosophers. At this time, the existence of inheritors was well known, although their origins were shrouded in mystery and mysticism. The great heroes of the world were known to be children of the gods, who had come down to destroy the monsters that roamed the Earth. These were the half-remembered tales of the progenitors, the parents of the god-born.

Around the time of Plato and the other great philosophers of Ancient Greece, so the Order's histories have it, a call came down from the Oracle at Delphi, who, unknown to the people of Greece, was herself one of the few remaining children of might. The Oracle went silent for days and would speak to no one but the great mystics of the land. When they assembled within her temple, she spoke to them of a grave vision that would affect the destiny of the human race. She told them of the old gods and the battles they had waged against the demonic Host. At last she spoke of her prophecy. Her blind eyes stared resolutely into the darkness while she spoke of daemons straining at their bonds, about to break free of their prison until a great many god-born reinforced the prison's walls and the horde was pushed back.

The mystics went to their homes and spoke of these things for several months, returning to her when they were satisfied with their deliberations. They believed that the inheritors held the future of humanity in their hands, but that, if they were allowed to languish among humanity, they might not live to see the days of these grim events. The Oracle concurred, and thus was the secret of the inheritor's existence conferred to a cabal of wise men who called themselves the Promethean Order, after the god who had brought fire to man.

At first, it is said, the masters of the Order spent time learning the secrets of the inheritors, and to them was given the knowledge of how they propagated. They mingled with the denizens of North Africa and the Middle East in order to keep the gene pool as diverse as possible, although they did not understand the science of what they did. While it was inevitable that other inheritors would be born, the Promethean Order became the sole guardian of the knowledge that could save the world.

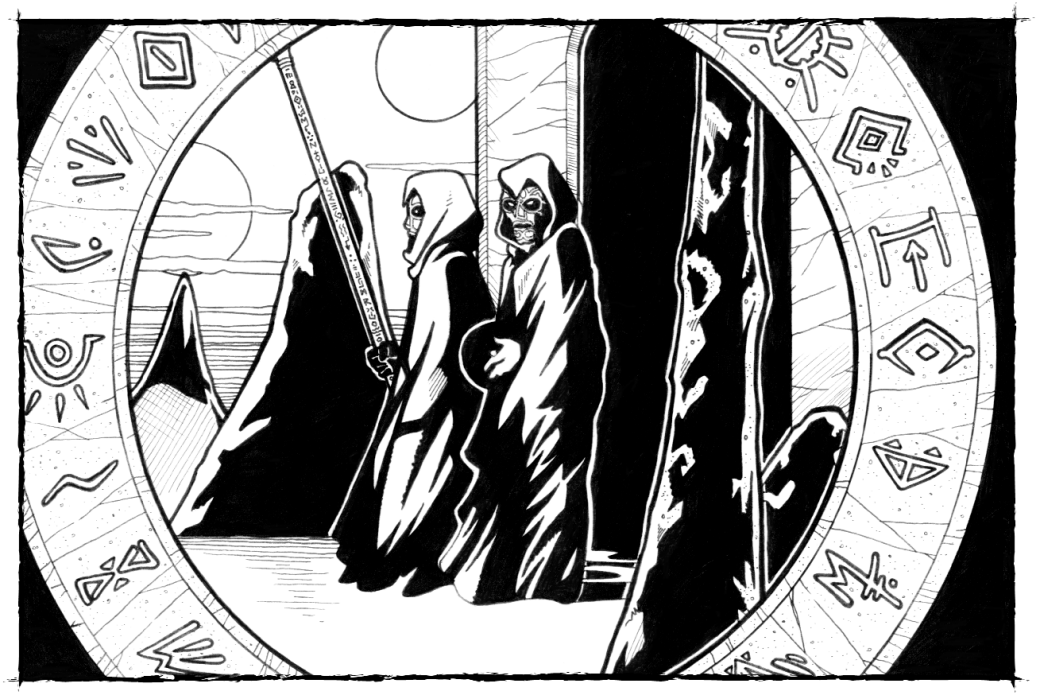
Long centuries lapsed between the Order's founding and the current century. In that time its structure and focus changed many times. It has spread across the globe, been nearly destroyed, rebuilt, hunted to near annihilation, reformed, and hounded by the Brotherhood of the Iron Rose. Now, the Order has returned to its ancient roots but it still carries with it the knowledge of a potent and venerable mystical society that has extensive influence with and understanding of the medical sciences.

The 20th century saw a boom in incidences of inheritor manifestation. While the Promethean Order had been arguing over the release of scientific and technical information on the genetic level, they had failed to see the role that such technological innovations would play in the rebirth of the titans. It was an oversight that cost them valuable preparation time, and one that perhaps contributed to the failure of their destiny.

With the growth of god-born activity in the world throughout the last two centuries, it was inevitable that an interest in mysticism and monsters would rise once again in the West, where it had lain dormant for hundreds of years. Sightings of monsters such as Bigfoot and the Loch Ness monster were one manifestation of this, as was an increased interest in alternate spiritual views such as those offered by the Theosophists and the Golden Dawn. Members of the Order debated when and how the great seal that kep the Host locked away could hope to be breached. After World War II many thought that an uncontrolled nuclear explosion might cause the seal to be breached to the Abyss. Thus they began organization anti-nuclear groups almost as soon as the technology was revealed to the world.

PREPARING FOR DESTINY

It became clear to a few within the Order who still believed in the prophecy of the Oracle that the time she spoke of was fast approaching, and that nothing its membership did now could hope to delay it. Three wise elders - Jacques Lorie, Maria Debrosca, and Martin Friedman - immediately began a program to find and recruit titans from all the lineages, so they could find their chosen representatives. They used the Craft and even forbidden invocations to locate inheritors with great destinies.



Many of the inheritors they approached simply laughed off the invitation and revelations provided by the elders, chalking them up to the ravings of a cult that dealt with sorcery and mysticism. Some reacted violently, so that the Order began sending combat-trained Storm Crows along with every mission. Sometimes the titans had disappeared by the time the Order arrived to explain their exciting destiny to them, and to this day the Order debates what happened to these missing individuals.

An effort to pinpoint the location of the battle was made by mystics of the Order who were sympathetic to the three elders (or owed them favors). They knew of small fissures all around the world, but could not discern from which potential breach the Daemonhost would launch their attack. After seeking ancient scrolls in a cave underneath the Mediterranean coastline, however, it was finally decided finally that Jerusalem was the most likely site of the coming crisis.

The three masters withdrew to hidden retreats in the mountains of Africa and the Australian outback. They took with them fifteen inheritors who had proven to be the best and brightest of their generation. Storm Crows, Hidden Suns, and Crimson Lords went to Africa, while Wild Bloods and Void Phoenixes went to Australia. Here they learned how to better use their birthrights, trained in physical skills and combat, and meditated upon the task that was to come. As the time neared they selected the five most outstanding prospects. These five became the Chosen, and they went to Jerusalem on that February morning to fulfill their destiny - but prophecies are not certainties, and something threw off the course of destiny.

They failed.

GOALS AND METHODS

The Promethean Order always knew it was necessary to keep the knowledge of the Ancients alive until the time came to prevent the Host from escaping their prison. The Order planned to shepherd humanity through the centuries while they secretly awaited the final confrontation, a battle they were confident they would win. The Rip changed all that. Creatures of nightmarish myth hunt both the countryside and the cities. Unexplained events are reported on the local news but their mystical sources are not understood. The terrors now facing the world are threats whispered at in legend and the Order is attempting to use the ancient ways to solve what they see as an ancient problem. While it is no longer necessary to hide from humanity, old habits are hard to break. The Order still retains much of its insular behaviors even though members are no longer censored if they use magic in front of uninitiated witnesses. Their primary goals now include recruiting titans to their cause and training them in the mystic ways of the Order, forcing the Daemonhost back into their prison and sealing the breach, and discovering why they failed to fulfill the prophecy in the first place.

Now, after the Rip, the Order is recruiting inheritors in a desperate attempt to put right their error before the world comes to bear the full consequences of their failure. Some god-born are drawn to the Order out of a sense of duty to the world, while others seek the wisdom and power of the ancient Craft. The Order is not opposed to using inheritors who have run afoul of the law, and promise them asylum and a new life in exchange for using their powers to aid in its quests.

Others seek the Promethean Order out because they have always felt a spiritual connection to something greater but were unable to find their place in the world. The Order teaches them how to use their abilities and become one with their true nature. In return, these individuals become loyal members of the Order, who understand better than any their legacy and its ramifications.

The Promethean Order knows the most about the Daemonhost but even they are not prepared for what was released. The threat posed by the creatures that once were the Host is enormous, and one that, truth to tell, even the progenitors found daunting. Now, the enemy has taken on a new insidious form, incorporeal until in possession of a hapless or willing host. The Order knows that in order to battle this formidable opponent it will have to call together every resource at its disposal and perhaps that won't even be enough.

Recruiting as many titans as possible is only one element to this fight. They have also begun scouring the globe for artifacts and lost or hoarded secrets of the Craft that can help them fight this terrible horde. This new mission takes them into forgotten temples, long-buried caves, and even into the arctic wastelands, where it is said the Host buried weapons for use if they ever escaped their prison.

The Order also strives to contain creatures of the Abyss that have already broken free. While all through history there have been those who would summon creatures from the Abyss for power regardless of the consequences, the summoning was only temporary, now these abominable nightmares roam the Earth freely. Its members are stationed around the globe in an effort to locate the Daemonhost and their kin who have gone into hiding. This is incredibly difficult since the Daemonhost are no longer physical entities and are able to channel the energies of the Abyss to great effect.

Discovering what lies behind the Order's failure in Jerusalem has proven to be as daunting a task as any the Order faces. There is a great library beneath the Order's hidden temple in Australia, and the organization's greatest spiritual and analytical minds have spent the past few months pouring over the texts and parchments found within. They are seeking a clue as to where they went wrong; why the prophecy failed to come to the conclusion that was ordained.

Was it the product of human weakness or was the prophecy itself was interpreted incorrectly? Some even fear that the prophecy was flawed. So far, nothing has come of this research, but those in the library are constantly asking for aid from the council in the form of expeditions to retrieve lost tomes, artifacts, and other esoteric items that could hold the clue they have been missing.

ORGANIZATION

The Promethean Order is structured very loosely and has changed its organization repeatedly through the centuries to meet the needs of the time. Potential members are approached by a single representative from the Order and given an offer to join the Order. Once they have become a postulant, a process that takes about eight weeks, they are either sent off on their own or joined with a cabal. The cabal is the smallest unit of members within the Order. A cabal is composed of three to twelve members. The activities of the cabal are determined through whatever process has been agreed upon by those within the cabal. Usually the highest ranking member leads the group but that is not always the case, especially when the person is uninterested in leadership or "retired." Contact between the cabals is not controlled in any manner and though the Promethean Council (and others) may scry through the runes inscribed in a cabal's temple, they are not used under normal circumstances - privacy is greatly valued in the Order. Still, some elder members of the Order attempt the impossible and try to keep track of all cabals working on behalf of the Order so that they can contact them if need be.



The Promethean Order members are divided into ranks, based upon their experience and knowledge. Every rank has seven levels of initiation - named after the seven primary celestial bodies. Climbing the ladder within the Order requires dedication and superior knowledge. In game mechanics this means that every rank has minimum qualifications that must be met before the member may attain the rank. The five ranks are:

Postulant: The lowest rung on the ladder is the postulant. Postulants handle menial tasks for the other members of the cabal and are further educated by disciples. Those of this rank do not have many privileges and must get prior approval to use any Order resources. Most postulants rise to initiate in under a year but some cabals refuse to allow such neophyte members to advance for a year and a day. A postulant must be vouched for by a member who is an initiate or higher in rank, he must meet no other requirements to attain this rank.

Initiate: Members who have reached this rank have proven their trustworthiness and dedication to the Order's precepts. They may use the resources of their cabal usually without approval but may be required to prove that such use was necessary. Initiates may remain at this rank for several years, even up to a full decade before reaching the next rank. An initiate must have at least 4 ranks in Knowledge (Occult) and 4 ranks in at least one other Knowledge.

Disciple: The majority of the Order's membership is composed of disciples. Most initiates take longer than a decade of concerted effort to reach this rank. Disciples may freely use the resources of the cabal and are trusted to do so with little oversight. Most cabals are lead by disciples and they, along with any masters in the cabal, decide when a postulant or initiate is ready to advance further. Disciples must have no less than 8 ranks in Knowledge (Occult), two other Knowledge skills with a minimum of 4 ranks each, and at least one basic skill feat.

Master: Those members who have proven their great insight and understanding into the mysteries of the world finally attain the rank of master. While most masters are ostensibly a part of a cabal, most have well developed interests outside of the Order, which they use to benefit of the Order and its goals. All masters have achieved some competency with the Craft and nearly all can cast incantations. The Promethean Council are all masters and chosen by an open vote of their fellows. Members who are of lower rank than a master are expected, though not required, to obey instructions given by one of this rank. Masters who are also masters of the Craft often take on apprentices for instruction. Apprentices may be of any rank. A master must have a minimum of 10 ranks in Knowledge (Occult) and one or more Arcane feats. Most also have one or more advanced skill feats as well, though this is not required to become a master.

The Promethean Council

The Promethean Order is governed by a council of five masters who are voted in by their fellows. Councilors hold their position for life, which can be quite some time for inheritors or highly skilled Craft-users. As the god-born are greatly respected for the simple fact of their fortunate birth, it is common for them to hold positions on the council.

Abasi Husani (Hidden Sun): Abasi Husani is the council's true leader, and it is said that he has not left the African temple under the mountain for well over two hundred years - and that he was already as old as the hills when he first came there. His lineage has given him powers of healing beyond any other now living. He believes fully in the Order's role in bringing down the Daemonhost, so much so that he will not admit that they failed to do so. Instead, he argues that the Order's true test has been laid before them, and they must now prove themselves worthy by defeating the Daemonhost and driving them from the world once more. He posits that the progenitors knew the Daemonhost would escape at a time when humanity was ready to learn the secrets of the Otherworld, including that of the Craft.

Ursula Kane: Ursula Kane is one of the most powerful sorceresses in the Order and has been on the council for nearly two hundred years. She chafes at being under the leadership of Abasi Husani, but respects the wishes of the rest of the council. It was she who created the runes of scrying that allow the temples to remain connected even when they are separated by thousands of miles. She and Achak Tokala have long been allies for they met before joining the Order and share a bond from that experience even though it was so long ago.

Jacques Lorie (Wild Blood): The council's Wild Blood is truly a paragon of his lineage but surprises anyone who expects him to be a sharp-eyed beast. He was in his youth a hunter of amazing skill and talent but he has always been a scoundrel at heart and plays tricks on the other council members regularly to keep himself amused, a fact that has not changed since the disaster in Jerusalem. In fact, his jests have become even more elaborate in the wake of the prophecy's failure, as he tries to maintain the morale and focus of the council during its dark days. He, like Ursula, can sense the fading grasp on life that many of the council are feeling. Despite his lighthearted attitude toward the other members of the council, Jacques is as dedicated as any to the task of defeating the Daemonhost and repairing the damage the Order's failure has caused the world. He believes it is the Order's responsibility to shepherd the world into a new age, where magic and technology are equal parts of everyday life.

Sashenka Muskovski (Void Phoenix): Sashenka was chosen for the council because of her ability to face hardship without complaint, and also because she is one of the few Void Phoenixes who has not been driven at least partially insane by the physical changes brought about by her lineage. So pure and innocent is she, the other Pheonixes report, that not even her horrible transformations and the derision and ridicule of her townsfolk were enough to break her spirit. To this day, her eyes are those of the slight, friendly Russian girl who found her way to the Order so many years ago. She uses her powerful protective birthrights to serve the council, and her Craft abilities to block the existence of both Dar Akan and Rel Akan from the world.

Achak Tokala (Storm Crow): Tokala was once a member of an Algonquin tribe who resisted the efforts of early American colonists to move into his tribe's lands. He was a lone shaman in a band of warriors who raided the colonists' villages and cut down explorers who trespassed too deeply into the tribe's traditional lands - but their resistance came to naught. Achak Tokala, acts as the spiritual advisor for the other Councilors. The other members respect him a great deal, although some cannot shake their innate prejudices, seeing him as a savage: he still practices his tribe's ancient ways and has never learned to speak any language but his native Algonquin, so that he must always use an interpreter, his grandson six times over, who stays at his side at all times. Achak is a fox shaman, although his cunning is rarely used to deceive; he prefers enigmatic riddles that guests must decipher. He wears a foxtail necklace at all times, which he uses as the focus for his arcane incantations and rituals. Achak has never forgiven himself for abandoning his tribesmen, but takes comfort in aiding the Order in its quest to save the world - his new tribe.

CHARACTERS IN THE PROMETHEAN ORDER

Player characters can fit rather easily into the Order's loose structure. The Order is active anywhere there is titan, magical, or daemonic activity, and its lack of a real command structure gives the characters freedom to pursue their own ends while keeping the Order apprised of any threats or items of interest. Cabals are generally placed under the purview of one of the five on the council, but they rarely interact directly with them, instead reporting to seniors in local temples when they arrive at a new location or have information that is of interest to the Order.

INTERNAL FACTIONS

Like most everything else with the Promethean Order, factions within the organization are usually loose affiliations based upon some current need or interest. A few factions have remained in existence for longer periods and these have become fraternities within the Order of today. Here are several example factions.

The Shining Eye: This small group is composed of those who concentrate solely upon the divinatory arts. A sybaritic seer by the name of Neoma Hogashi and a Storm Crow doom prophet, Wolfgang Lichtermann, lead the faction. They are working tirelessly to determine a safe path through the darkly perilous road ahead. The younger members of the Order call them the Dark Clouds, as in, "every silver lining has a very dark cloud."

The Black Fraternity: Not all factions within the Order are known, some are secret fraternities unknown to those who are not members. The Black Fraternity are all masters who believe that while the mystic path of invocations is one not to be taken by young and foolish novices, it is a path worth following. All members study the fragmentary tomes and tablets that allow them to cast invocations. They meet every equinox and solstice to perform ceremonies to rid themselves of the Thirst. As the Order forbids its members from using invocations, these masters jealously guard their forbidden knowledge even while they attempt to use it to protect the world.

Silicon Wizards: This faction is composed entirely of young members of the Order who wish to take the Order into the 21st century, kicking and screaming if necessary. They use the most advanced equipment they can get their hands on and use modern technology to assist them in their duties. They are quickly becoming the research arm of the Order and all known Order libraries are now cataloged, abstracted, and one small library in New York City is even now available in electronic format.

HEADQUARTERS

The Promethean Order does not have any public headquarters, as they traditionally prefer to keep their activities as far from scrutinizing eyes as possible. They do have meeting places all over the world, which they call temples, but which can be as simple as a member's apartment or a secret room in the back of a restaurant. The one commonality between all such temples is the presence of special runes that allow the council to more easily scry the location, and others that allow members to communicate between temples as well as with the council itself.

Dar Akan: The two largest temples are found in Australia and Africa. The Australian temple, Dar Akan, is located beneath the Uluru monolith, a great rock that stands free in the arid outback. Uluru is known for its unusual color changes throughout the day, going from a deep blue to bright red depending on the position of the

sun. It is a sacred place to the Aborigines, who have a great deal of mythology about the place. Among their beliefs are that it is hollow beneath the ground and that it is the source of "dream energy." Much of this may be due to early contact with titans of the Promethean Order, perhaps even the progenitor who once lived miles beneath the rock and had powerful telepathic abilities.

Within this temple lies the grand Library of Hermes, the world's foremost collection of esoterica, mystical studies, and magical knowledge. The library includes artifacts, tomes, and preserved tissue samples relating to nearly every manifestation of magic in the world's history. There are religious texts, including some unaltered originals, as well as copies of thousands upon thousands of prophecies that have been made over the last three thousand years.

The Order's most respected sages reside in this temple, making use of the library to try to figure out what went wrong with the prophecy. Members with a specific interest are also allowed to use the library after defending their research before a review board of these sages. The information contained within would surely convince the world that magic was as real as science, but it could also be imminently destructive in the hands of those not wise enough to wield it. Thus, the Order keeps it hidden away, hoping one day to find the answers they so desperately seek.

Rel Akan: The African temple, Rel Akan, is also located underground, this in a series of caverns that lay beneath the glacier-capped peak of Mount Kilimanjaro in Tanzania. Here the Order monitors its members throughout the world in a series of scrying chambers that allow them to see not only their temples but also their members. They do not normally scry individual members without first notifying them that they are doing so, but temples are always open to being viewed whenever a member of the council deems it necessary. It is here also that the council meets to deliberate. They have a large chamber painted with runes, ancient symbols, and hieroglyphic representations of the great battles of the progenitors. Eight columns span the chamber from floor to ceiling, each holding one of the eight sacred incantations of the Order.

Both of these large temples are protected by powerful abjurations that prevent them from being detected either magically or technologically. Even the most sensitive geographic modeling satellites have not been able to break through these protections to see the caverns beneath the mountain. In addition, the council uses its familiars to keep watch outside the mountain for anyone who could possibly be looking for their hidden temple. Magical wards protect the physical entrances to the temple, while its members use hidden portals to travel between them as well as to enter and to leave.



PLOT HOOKS

The Promethean Order is primarily concerned with protecting the world from their failure, and to that end they have begun arming their members, titan or otherwise, with knowledge and equipment. Their teams are now engaged in a global battle to drive the daemons back into their prison and to return the world from its state of shock and chaos. To this end, there are a few current plotlines within the Promethean Order, as outlined below.

PLOT HOOK: KEY TO FAILURE

Threat Code: Black

One of the Order's Storm Crow seers has heard rumors of information that may be the key to understanding why the Order failed to bring the prophecy to fruition. A team of the Order's titans is dispatched to Tel Aviv to investigate what may have been found there and by whom.

Where did These Rumors Originate?

1. The *Fugo a Watu* has seeded the rumors. They created the rumor with the assumption that the Order would send some of their own to investigate. The goal of the *Fugo a Watu* is to kidnap the agents sent by the Order and extract all information they have about the Order and its inheritor members by any means necessary.
2. The Daemonhost have planted the rumors within the Promethean Order to try and fulfill a prophecy of their own. The titans sent have been destined to fuel the Great Release of the Keeper of Judgement from the Abyss. This monstrous and torpid being is from a time before the first stars blazed into existence.
3. An infiltrator within the Order has claimed (with significant proof) to be a Storm Crow with word that Tel Aviv holds the key to failure. However, he is an insane malcontent with plans to eradicate this great "error" from the world, which in his eyes happens to be the titans themselves. The location given to the team is actually a trap. He has tipped off Project: TITAN to the Order's activities in Israel so they do the dirty work for him.

PLOT HOOK: GOLDEN CHILD

Threat Code: Red

A titan of great potential power has been detected somewhere in New York City, and a team of investigators is sent to identify the titan so that he or she may be approached by the Order. Of course, the Daemonhost and other organizations are trying to get to the titan first. The titan in question has in fact recently turned down an offer to join Project: TITAN - and the Project team that hunted him or her down in the first place is not used to such rejection.

Who is This Person?

1. The man is not very mentally balanced. Having delusions extending from the many comic books he read as a child, he believes himself to be a superhero. Complete with an exciting origin story, he attempts to right wrongs and help bring justice to his fair city.
2. The new titan is an ex-cop who's bewildered by his new abilities as a Wild Blood. Worried he'll cause damage to his friends and family; he's secluded himself and taken to hiding on the city streets. He considers himself a freak and is wary of any who attempt to recruit him, due to the methods used by Project: TITAN.
3. The Daemonhost have already gotten to him. He quickly succumbed to the being's offers of power and was told to watch for recruiters. When they reveal themselves, this new titan is to try and draw them to his new master.

PLOT HOOK: SUNKEN RELICS

Threat Code: Red

The Order has identified an ancient prayer wheel in a sunken Buddhist temple in Tibet. They believe the wheel may be one piece in a relic collection that has encoded messages from one of the progenitors. It may be of use in deciphering the puzzle of the failed prophecy. The sunken temple is now the home to several of the released aquatic daemons, however, who have made it into a deadly maze of falling corridors and magical snares.

What is the Prayer Wheel in Actuality?

1. The Prayer Wheel turns out to contain the soul echo of an ancient mystic. It has acted as a beacon to the released daemons and has drawn them to it in their own lust for vengeance and power. However, they cannot reach the wheel as it is protected. They will feign anger to any team that comes to study it, but truly wish the soul to be released... and then devoured.
2. The Wheel is not only part of the collection; it is the key to the whole puzzle. It acts as the Rosetta Stone for the rest of the relic collection. Once decoded, it reveals a holy site of protection against the Host in all forms. The progenitor that created this site, as revealed in the message, feared the possibility that the prophecy would fail.
3. A powerful member of the Host has been entombed within these artifacts. The core of its soul rests within the prayer wheel and the vestiges of its essence rest within the other pieces of the collection. When the puzzle of pieces is put back together, it releases the Host from its prison and uses the unwitting team mate as the vessel for its soul. The rest of the daemons skulking about the temple are awaiting the awakening of their master and hope to be the first seen and "blessed" by their slumbering lord.

PLOT HOOK: DAEMONS AMOK

Threat Code: Red

A group of daemons is tearing its way through the French countryside, and the Order sends a team to stop them before they reach Paris and cause irreparable damage to the city.

What is in Paris for the Daemons?

1. The French President has become a reluctant host for a very powerful Daemonhost. The other daemons have been called by this solitary leader to aid it. Unfortunately, the only ones that have heeded its call are a gang of rapacious daemons that are causing a hellacious assault upon France's fertile farmlands en route to the new possessed leader.
2. The French President has become a reluctant host for a very powerful Daemonhost. Unfortunately for it, this has occurred just as a simultaneous rampage of the countryside has begun by rather untamed younger brethren. Seeking aid, the President has publicly pleaded for help with the daemon menace.
3. There is a progenitor-forged relic in Paris and the daemons are drawn to it like moths to a flame. It is a sword currently being held by a statue of the Archangel Michael, within a cathedral on the Right Bank of the Seine. As the daemons grow closer, it has been claimed by the more devout churchgoers that a "holy orchestra seems to play within the chapel, emanating from the archangel's sword."

ENEMIES

The Order has been in existence for more than a thousand years and over that time it has drawn the ire of many people and rival orders. Today is no different and the Order has enemies surrounding it from all sides.

The Ninth Gate: This daemon cult is possibly the most powerful and influential daemon cult in the world. Its membership comes from the elite, the powerful, and the jaded. But unlike many such cults, the Ninth Gate is also very smart. The cult's mystics attempt to keep their Thirst manageable (Thirst levels 4-7) and regulate daemon summonings with careful scrutiny. Their desire is unrestrained power, not slavery to daemonic masters.

The daemon cult's origins go back to Renaissance Italy where powerful families vied for prestige and honor. The cult's leadership has changed in bloody coups several times in the past and may again soon. The descendents of the Medici family are gaining great influence again and as a show of force wish to destroy the Promethean Order, who has been a thorn in the cult's side since its founding.

Liu On-Sung: On-Sung was a troublesome apprentice to Master Jaren Morris. She was smart, intuitive, and ambitious but her character was flawed with hubris.

Promethean Order Secrets (GC Eyes Only!)

As in any group that has existed for hundreds of years, it has skeletons in the closet and secrets buried for its own protection as well as the world's. These include:

- The Order has maintained its focus for over a thousand years, but some of its members have found their faith wavering after the failure in Jerusalem. A small group of titans have been flirting with starting their own order, because in their hubris they believe that they can succeed where the monolithic Promethean Order has failed. They have cautiously approached one member of the council as a possible ally. The other council members have their suspicions, and internal agents have been given missions on all sides of this messy situation.
- Unknown to nearly all members of the current order, the Promethean Order was originally an offshoot of the *Fugo a Watu*. The ancient breeding cult held many ancient secrets and the few modern members who know of the cult's existence greatly desire what is hidden in their vaults. The cult, on the other hand, is quite aware of the Order. And there are those in the cult who find the Order's plots as dangerous revelations that must be kept from spreading.
- Craft-users are drawn to power and there is much power to be found in the Abyss. Over the centuries the order has had a number of Cleansings, times when rampant diabolism had to be dealt with by fire and blade. A Time of Fire is again close at hand.
- In addition, daemons have managed to possess several members of the Order, who are now actively working to sabotage its work from the inside. The council has feared this would happen and is starting to suspect it is so. They know that they will have to deal with this problem soon or face an internal collapse as the Order becomes too fractious and suspicious of each other to function.

The brilliant woman clandestinely researched treacherous topics, teaching herself the forbidden mystic invocations that would bring her more power. She was discovered by her master but killed him with a ceremonial dagger she had purchased. The dagger is a relic of the Lost Age Ascendancy and absorbed the soul of her mentor, greatly enhancing her power. Now, she wants more and is quickly losing herself to the Thirst.

Daemonhost: The escaped entities from the Abyss are quickly learning that there is a group who knows how to hurt them and threatens their future plans. Although Daemonhost rarely work together, the threat posed by the Order is causing several to think that a temporary truce and cooperative effort can remove the Order and pave the road to their own success.

Brotherhood of the Iron Rose: The Brotherhood despises mystics and Craft-users, seeing them as tools of the Adversary at best and blasphemous cultists at worst. The Brotherhood knows of the Order and until recently had a policy of eradication for all members of the Order. As the other threats posed by daemons, the Rip, and Otherworldly creatures becomes apparent, the Brotherhood turns its collective head towards other enemies but it hasn't forgotten about the "evil wizards."



GENRE

The Promethean Order is a secret society whose members all (or nearly all) have powers that separate them from society at large. This evokes a mystical feeling interlaced with themes of acceptance and rejection, self-exploration, and inner conflict over whether or not to help those who do not understand. The characters might be bounty hunter types, living on the edge as they bag their next monstrous prey. They may simply be interested in the spiritual or archaeological side of things, spending their time searching old ruins and remote caves for artifacts that could hold clues to ancient mysteries.

INSPIRATION

The following all serve as inspiration material for a campaign centered on the Promethean Order. Although many of the names mentioned on this list come from disparate genres, they all encompass the feel of the Promethean Order.

Film: *Fallen; Raiders of the Lost Ark; Indiana Jones and the Last Crusade; X-Men; Highlander.*

TV: *Angel; Kung Fu: The Legend Continues; Highlander: The Series; Charmed.*

Books: *Age of Unreason* series, J Gregory Keyes; *The Witching Hour*, Anne Rice; *Lasher*, Anne Rice; *Harry Potte*r series, J.K. Rowling; *The Anubis Gates*, Tim Powers; *Something from the Nightside*, Simon R. Green; *Agents of Light and Darkness*, Simon R. Green; *The Dresden Files* series, Jim Butcher.

Comics: *Sandman, Books of Magic.*

Promethean Order As A Threat

MP Cost: 188
Scope: 6 International
Wealth: 5 Above Average
Technology: 15
Loyalty: 7
Influence: 4
Agendas: Enlightenment, Peace, Redemption.
Resources: Independent Energy Source, Master Plan, Mystic Knowledge.
Departments: Freelancer, Hedge Mage, Orphan, Tribal.
Macro Departments: Titan.
Base Classes: Advocate, Arcanist, Pointman, Scientist.
Prestige Classes: Expert, Inventor, Spymaster, Terrorist.
Senior Agent Classes: Trainer, Watcher.
NPC Classes: Academic, Technophile.



"i always knew that underneath that bioengineered, military-issue armor plating there was a beating heart"

"Let's not go overboard here. I'm not signing up to join the Logan Cale brigade for the defense of widows, small children and lost animals"

"You could be field commander."

"i think not"

-- Logan and Max
Dark Angel

NEW AGENT OPTIONS

3

INTRODUCTION

The world of *Dark Inheritance* is populated by a wide variety of formidable individuals, each given the chance to change the world. Player characters from this setting have access to a wide variety of special abilities and talents, drawing from the entire range of the *Spycraft* engine, and from several new options introduced here and in later chapters.

Allegiances: The world of *Dark Inheritance* is a violent, dangerous place. Those who wish to prosper quickly ally themselves with like-minded individuals. Seven agencies stand poised to make a difference in the aftermath of the Rip. Agents are strongly advised to commit to one of these factions (indeed, the GC may require it as part of the set up for his campaign), and those that do so can reap unique rewards. All agents must choose an allegiance... Even if it is choosing to serve themselves.

The Arcane Crafts: The breaking of the Seal and the renewed connection to the Otherworld has invigorated the Arcane Crafts of magic. Agents dedicated to scholarly research or possessed of incredible will may possess the ability to direct the energies of the Ethereal to unleash what can only be called spells. For more information on this new agent option, *see chapter 4, pages 122-152.*

Legacies: The rising influence of the Godgenes means that many agents will be titans, beings possessed of ancient powers and curses. Agents gifted with these abilities come from one of several bloodlines or 'lineages'. For more information on this new agent option, *see chapter 5, pages 154-208.*

The Occult: There are those whose thirst for power is greater than their humanity or even good sense. Now that the Daemonhost, the masters of the Abyss, are freed upon an unsuspecting world, the forces of despair gather strength. The abyssal terrors that now walk the earth offer up great power but it comes with a terrible price. While the dangers of drawing upon the powers of the Abyss through ritual magic are formidable, both hero and villain may find the siren call of this deadly netherworld as irresistible as it is deadly. For more on the Daemonhost and the powers they grant their servants, *see chapter 7, pages 226-253.*

What's different?

Dark Inheritance makes a few small changes from the 1st edition *Spycraft* engine. These include.

- **First Aid**: This skill in now an Intelligence based skill. All skill checks and benefits from this skill remain the same.
- **Languages**: This is an Intelligence-based skill, and cannot be used untrained.
- **Resource Points (RP)**: *Dark Inheritance* characters receive "resource points" rather than "gadget points" when preparing for missions. First introduced in the ***Stargate SG-1 RPG***, resource points better reflect both the feel and variety of support provided by the major factions. When using base or prestige classes from other *Spycraft* products, gadget points are converted to resource points on a 1:1 basis.
- **Gadgets**: Few of the factions have easy access to standard or vehicular gadgets. The cost to requisition a gadget is increased by +2 RP unless the gadget is acquired as part of a class ability or feat (i.e. Big Science!, Extra R&D Support, or Signature Gadget).
- **Favor Checks**: Agents do not receive a +2 bonus to different types of favor checks based on their base class(es). Further, the DC of all standard favor checks is increased by +5.

ALLEGIANCE

As the world teeters on the brink of both war and radical transformation, agents and many civilians have allied themselves with one of several groups "in the know" about the new forces shaping the world. In *Dark Inheritance*, agents have ten options for their allegiance: seven tied to the organizations described in Chapter 2: Hidden Agendas; and three for those not directly tied to those factions.

Brotherhood of the Iron Rose: The agent believes with all his being that the world needs protecting from the forces of evil and Hell. Nothing can shake his faith. His duty is to something far greater than himself and he is willing to deny his own needs, even his life, to uphold this sacred obligation. As he believes the forces of Hell are arrayed against him and his brothers, the agent sees various groups, such as mystics, Craft-users, and titans as very potential tools of the Adversary. Due to the papal dispensation, called the *Purity of the Rose*, which pardons all members of the order for any sin committed while in service to the Brotherhood, he is willing to do what is necessary and work with whoever will help him fulfill his duty.

Benefit: Agents of the Brotherhood gain a +5 bonus to specialist favor checks.

Eight Heavenly Dragons: This agent is dedicated to the triad and his own support of the organization's hierarchy is steadfast. He believes in giving dai-lo (*"older brother"*) respect, loyalty, and dedicated service. In return he counts on being protected and mentored - though he certainly does not expect such treatment to be kind or painless. He also feels the reverse for those who are sai-lo (*"younger brother"*).

Although his moral compass may well be skewed compared with outsiders, he has his own code by which he lives his life.

Benefit: Those with an allegiance to the Eight Heavenly Dragons gain a +5 bonus to high society favor checks.

First Team: Although some members of First Team view their occupation as what they do, he views it as who he is. He's the very best at what he does and he proves it during every mission. While he may very well concentrate overly on material gain, it's not what drives him. It is his continuous excellent performance that he truly cares about. And even though winning isn't everything, he does believe it's the only thing that matters.

Benefit: First Team characters gain a +5 bonus to asset favor checks.

Fugo a Watu: This agent adheres to tradition, just not to those of the culture and nation he calls home. Agents who hold an allegiance to the *Fugo a Watu* are born and bred for the cult - literally. He is one that is in the know. The agent is aware of dangerous secrets that have been concealed from the world and understands with certainty that it must remain so. The agent's reason though may be to protect or to control. Today, the agent and his fellow conspirators fight a loosing battle to keep these prehistoric secrets from those who wish to uncover the powers and relics lost to time.

Benefit: Members of Fugo a Watu gain a +3 bonus to assistance and intervention favor checks.

International Geographical Society (IGS): The IGS agent desires to recover what has been lost, hidden, or even destroyed, if at all possible. The agent believes this information must be discovered and shared with the rest of the world. He knows with absolute conviction that somewhere there is "Truth" with a capital T. His quest for truth is one that requires dedication and courage. He is a humanist at heart and completely believes in the ability of the human spirit to change the world. But he also believes there are plenty of people corrupted by power and wealth who want to stop the rest of humanity from knowing the truth.

Benefit: IGS agents gain a +3 bonus to event and transportation favor checks.

Project: TITAN: Although many U.S. operatives have an American allegiance *(see **The 1960s Decade Book,** page 137)* this agent chooses to further the agenda of Project: TITAN. He feels that titans need to be controlled to protect the world and strives to put the technology of the Ancients into the hands of Project: TITAN. The welfare of the project is the agent's top priority. He is a true man in black.

Benefit: Project: TITAN operatives gain a +3 bonus to clearance favor checks and may requisition gadgets at the normal cost.

Promethean Order: Knowledge is like fire. Just as the god Prometheus brought fire to mankind, angering the gods, this agent keeps the gift safe for mankind from those who would douse it. As a guardian of Ancient knowledge, the agent wants to insure no more is lost. He looks at the world and hopes some day the average man will have the wisdom and understanding to use the gift for good. But that time is not now and so the fire of knowledge must be secured and protected. Until the time is right, only agents of the Order and maybe only masters even then, have the wisdom to use the gifts.

Benefit: Members of the Promethean Order gain a +5 bonus to information favor checks.



New Background Qualities

The following are new background qualities appropriate for use with the *Dark Inheritance* campaign setting (for more information on using background qualities, *see the **Agency** sourcebook, page 17).*

Impotence: Whether through low birth, poor training or simple incompetence, your ability to manifest supernatural powers are simply weaker than those of your peers. When you select a background with the Impotence quality, select a power source from the following list: arcane/spell, birthright, fringe, psionic. When you manifest powers of this type, reduce the DC of all saving throws to save against this power by an amount equal to the number of skill points you have invested in this background.

Luck: Bad luck can befall anyone, but in your case, Lady Luck has decided to scrape her boots across you. Each skill point invested in a background with the Luck quality reduces the results of all action die rolls you make by 1 (to a minimum of 0). Note that this quality only affects the total result of your action die rolls, rather than the result of each individual die rolled.

Signature: Every person has unique traits that make them memorable, ranging from peculiar habits and mannerisms to specific details of their appearance, but characters with a Signature background really stand out from the crowd. A background with the Signature quality somehow "marks" you in people's memories, making you more easily noticed. The DC of all Gather Information, Spot and Surveillance skill checks targeting you, as well as all skill checks made to develop a profile on you (*see **Faceman/Snoop**, page 75 for more on profiling*) are reduced by 2 for each skill point invested in this background.

Susceptibility: The supernatural is a powerful and mysterious force, and you are particularly open to its terrifying power. When you select a background with the Susceptibility quality, select a source of your susceptibility from the following list: arcane/spell, abyssal, birthright, fringe, poison, psionic. The DC of all saving throws you make to resist effects originating from your chosen source are increased by 2 for every skill point invested in this background.

Example: Jason's character Luminous has a 3-point background with the Susceptiblity (Birthright) quality. Every time Luminous must make a saving throw against a birthright, the DC of this saving throw is increased by 6.

OTHER ALLEGIANCES

The following three allegiances are not faction-specific, but instead cover several other important outlooks. Player characters are strongly discouraged from choosing any of these allegiances, and should seek GC approval before doing so, as they can be quite disruptive to party dynamics.

Daemonic: A few individuals willingly give themselves over to the Daemonhost (though rarely with full comprehension of their master's ultimate aims and methods).

Neutral: Many individuals do not have inside knowledge on what is going on. Even some within the various agencies are simply too apathetic to be strongly committed to a position. These individuals cannot gain the advantages of devoting themselves to a cause, but also avoid some of the elaborate politics and vendettas they practice against each other.

Selfish: Some individuals are simply rat-bastards, always looking out for number one to the exclusion of all else. Selfish characters aren't just neutral parties - they are actively taking sides strictly in favor of themselves.

OPPOSING ALLEGIANCES

The Daemonhost and all characters with the Daemonic allegiance are opposed to all seven factions. The Neutral allegiance does not directly oppose any faction, but is sometimes looked down on by all sides for their failure to take a stand. Any of the seven factions could become directly opposed to one or more of the others as politics shift (at the GC's discretion).

WHAT'S IN IT FOR ME?

When choosing an allegiance, it's important to understand what the decision means for your agent, both in setting and mechanically. An allegiance shapes the agent's fundamental outlook. It is one of his core values and most cherished beliefs. For the covert operative, it must also be one of his most closely kept secrets while in the field. Revealing such attachments can give your enemies terrible leverage - or cause to kill you outright.

An agent's allegiance affects some of his options for feats and prestige classes. While most feats are available to all, those that draw upon the agent's core beliefs can provide powerful rewards for keeping the faith. Similarly, while most classes are available to all, there are paths that can only be trod by those who are trusted by the leaders of their organization. Allegiance appears as both a prerequisite for certain feats and as a requirement for prestige classes unique to each faction.

DISCOVERING ALLEGIANCE

An agent's allegiance is one of his most important - and best kept - secrets. Allegiance may only be determined in a handful of ways.

- The agent may reveal his allegiance. If he is lying, this becomes an opposed Bluff vs. Sense Motive check. If the listener succeeds, he is unconvinced, but still does not know the agent's allegiance with any certainty.
- The agent is successfully interrogated *(see* ***Fixer/Pointman*** *page 66).* Discovering his true allegiance counts as three of the interrogator's questions.
- An opponent uses the Cold Read ability. Discovering his true allegiance counts as 3 questions, and the agent may still avoid revealing his allegiance by spending 1 action die.
- The agent's allegiance is revealed by amassing an exact biographical or psychological profile *(see* ***Faceman/Snoop****, page 75).*

If the agent has the Flawless Identity feat, his identities may have separate allegiances, which may or may not be the same as the agent's true allegiance.

SWITCHING ALLEGIANCE

On occasion, an agent may find himself in a position where he no longer desires to strive for the values or goals exemplified by his allegiance. At any time, an agent or special character may choose to forsake his current allegiance in favor of another (e.g. an agent possessing the Project: TITAN allegiance, leaving the black project to become a First Team member).

When an agent changes allegiance, he immediately suffers three effects, as follows.

- His XP reward for the current serial is reduced to 1/2 (rounded down). If the agent is between serials, his XP reward for the next serial is reduced to 1/2 (rounded down).
- He looses access to any feats for which the allegiance he's forsaking is a prerequisite.
- The agent may not gain any further levels in a prestige or senior agent class for which the allegiance he's forsaking is a prerequisite.

The agent's XP rewards return to standard at the start of the next serial (or the serial after next, if the agent is currently between serials). The agent does *not* regain access to his allegiance-dependent feats unless he regains his former allegiance. Instead, if the agent changes allegiance, he gains a feat for which his new allegiance is a prerequisite when he regains his standard XP reward. He must meet all other prerequisites for the replacement feat.

An agent may voluntarily change allegiance only once per session.

NEW BACKGROUNDS

The following are new backgrounds appropriate for the *Dark Inheritance* campaign setting.

CURSED

Suggested background traits: danger, luck, susceptibility.

Your actions have incurred the wrath of a being more powerful than you - a daemon, a powerfulCraft-user, or maybe even a god - and you have been plagued by trouble ever since. The points you have invested in this background determine the weaknesses it may inflict upon you, the negative effect it may have on your fortunes, and the danger you face in resolving the curse.

MARK OF THE GODS

Suggested background traits: compulsion, frequency, signature.

You manifest the signs of your birth quite obviously, marking you as the titan you are. Perhaps you suffer lingering effects of a particularly severe legendary transformation, or you are just the archetypical member of your heritage - either way, it is difficult to mistake you for a "normal person." The points you have invested in this background determine how strongly you manifest the characteristics of your lineage, how susceptible you are to the ancient urges of your blood, and how easy it is for others to identify you for who - and what - you are.

Special: This background may only be selected by agents from the Titan macro-species.

SKEPTICAL

Suggest background traits: commitment, distraction, susceptibility.

The Rip has changed Earth forever, but whether from a strong scientific background or a desire to maintain control in a world gone mad, you steadfastly refuse to acknowledge the existence of the supernatural. The points you have invested in this background determine the level of your denial, the danger it places you in, and how strongly you cling to your ideals.

THIN-BLOODED

Suggested background traits: frequency, impotence, secret.

Though you can channel the powers of your legacy or the arcane power of the Ethereal, the supernatural does not come to you easily. Perhaps you were born with only the slightest abilities to manifest the powers of your

titanic lineage, or are a self-trained mystic - either way, you struggle when it is time to use your power. The points you have invested in this background determine the shame this secret causes you, the frequency which it disrupts your abilities by, and the degree to which your power is effected.

NEW DEPARTMENTS

Most departments presented in previously published *Spycraft* products are entirely suitable for use in *Dark Inheritance*. Several new departments are also presented to reflect the possible experiences of agents joining one of the larger factions.

CLERGY

Clergy are, or have trained to be, representatives of their religious or spiritual beliefs to the world. These men and women of the cloth - priests, elders, monks, clerics, rabbis, imams - have committed their lives to the spiritual protection and health of their fellow believers - no mean feat in the horrific world after the Rip. While the Brotherhood of the Iron Rose is the faction most well-known for their use of clergy, these true believers can be found in nearly all factions, fighting the good fight for the world and their fellow man.

SPECIAL TALENTS

- +2 Charisma, -2 Strength.
- Knowledge (Religion) is always a class skill for this agent.
- +1 department bonus to all Concentration and Diplomacy checks. This department bonus to Concentration and Diplomacy checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 department bonus to Defense and saving throws against attacks and spells originating from an Abyssal source. This department bonus to Defense and saving throws increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Faith.

HEDGE MAGE

Hedge mages are practitioners of the most primal forms of magic - the magic of the earth, the blood, and the spirit. These 'wild mages' can be found the world over, from fortune telling parlors to remote primitive cultures to pagan cults, using ancient foci such as charms, potions and effigies to tap into the Ethereal. While many arcanists and gnostics turn up their noses at the "undisciplined" and "superstitious" hedge mages, their place in the new world order after the Rip has grown undeniably larger as the boundaries between worlds floods the Earth and increases the potence of their ancient Craft.

SPECIAL TALENTS

- No ability modifiers.
- +1 department bonus to Handle Foci and Sleight of Hand checks. This bonus to Handle Foci and Sleight of Hand checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- +10 BP to the agent's personal budget at 1st level, which must be spent on a focus. This department bonus to BP increases by an additional +2 at 2nd level and every 2 levels thereafter.
- Bonus Feat: Novice. All prerequisites for this feat are waived.

OLD BLOOD

All around the world, small pocket-cultures preserve ancient traditions and lore long forgotten by outsiders. With the increase in supernatural activity since the Rip, some of these practices are being revealed as genuine arcane (or daemonic) rituals. Factions sometimes seek out and recruit these individuals for the knowledge (and power) they possess. While not all agents from old blood go on to become mystics, their knowledge of the old ways can provide key insights when researching or combating such foes.

SPECIAL TALENTS

- +2 Wisdom, -2 Strength.
- +1 department bonus to any save prompted by an arcane or mystic ability, feat, or invocation. Old blood agents receive an additional +1 department bonus to these saves at 4th level and every four levels thereafter.
- +1 department bonus to Knowledge (Occult) and Languages checks. Old Blood agents receive an addi-

Departments and Species

Dark Inheritance is a game of mythic horror, full of creatures both wondrous and alien, some of which are perfectly suited for non-human agents, such as hybrids *(see opposite page)* or titans *(see page 166)*. To represent these agents' unique origins, players may forgo selecting a department and instead select a *species* or *macro-species* for their agent. Species and macro-species function almost identically to departments and macro-departments, save that they may have common evolutionary or racial traits that differentiate them from standard humans. Any special rules that apply to a species will be listed under Special Talents and Shared Species Talents.

tional +1 department bonus to these checks at 4th level and every four levels thereafter.

- Bonus Feat: Scholar. This feat is considered a mystic feat for the purpose of meeting other feats' prerequisites. The agent must still meet the prerequisites for this feat (including skill ranks with Concentration and Knowledge) before receiving any benefit from it. For more on mystic feats, *see page 235.*

TRIBAL

Not everyone lives in a prosperous and technologically advanced nation. The tribal reveals a background outside the modern world that many people take for granted. These people live without modern conveniences and are skilled at what a city dweller would call "roughing it." Bushmen, Mongolian nomads, Polynesian fishermen, and many others might fall within this department.

SPECIAL TALENTS

- No ability modifiers.
- Spot and Survival are always class skills for this agent.
- 4 extra vitality points at 1st level and 1 extra vitality point at each additional level. This is a department bonus.
- +1 department bonus to all Fortitude saving throws. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Any Terrain feat. The agent must still meet the prerequisites for this feat (including skill ranks) before receiving any benefit from it.

VAGRANT

The vagrant is a mysterious and often-overlooked part of the urban landscape, a phantom of the asphalt jungle. While these forgotten people make unlikely agents of most factions, they are experts at negotiating and surviving the mean streets, and doggedly resourceful allies for any group working in the big city.

SPECIAL TALENTS

- +2 Constitution, -2 Charisma.
- +1 department bonus to Defense and saving throw benefits provided by cover. This department bonus to Defense and saving throws increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 department bonus to Search and Streetwise checks. This department bonus to Search and Survival checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Scrounge or Traceless. All prerequisites for these feats - including minimum ability scores and other feats - are waived.

HYBRID MACRO-SPECIES

As man has explored the frontiers of genetic and scientific research, many discoveries - both amazing and hideous - have been made. The revelation of the Godgenes is just one result of this drive for knowledge, and the hybrid is another. These bizarre blends of man and beast, once developed by fringe science as military weapons, evolutionary shortcuts or even scientific curiosities, are occasionally discovered by explorers and scientists and trained to function in the real world. Though often uncouth and paranoid around "regular" people, hybrids' unique talents, combined with their human intelligence, make them valuable allies.

SHARED SPECIES TALENTS

- -4 Charisma - Most hybrids are distinctly inhuman in their mannerisms, and off-putting to most people.
- Inhuman. Hybrids are noticeably non-human, and the DC of all attempts to disguise or otherwise present themselves as human is increased by +10.

FELINE (CAT)

Felines are amongst the most refined of the hybrids - intelligent, lithe, and deadly. Most are fairly human in their appearance, with only thin downy hairs, slightly pointed ears and a set of long thin whiskers to denote their real origins. But in spite of this appearance, feline hybrids remain haughty, predatory and aloof, preventing many of them from entering human society.

SPECIAL TALENTS

- +4 Dexterity.
- Move Silently is always a class skill for this agent.
- Nightvision: The agent is treated as always being equipped with a pair of nightvision goggles, and suffers no modifiers seeing at night, as long as there is ambient light (moonlight, starlight) available.
- Claws: When making an unarmed attack, the agent may choose to make a standard unarmed attack, or attack with his claws which inflict 1d4 standard damage, and have a threat range of 20. These claws are retractable and require a Spot check (DC 20) to notice.
- +1 department bonus to Hide and Move Silently checks. This bonus to Hide and Move Silently checks increases by an additional +1 at 4th level and every four levels thereafter.
- Bonus feat: Acrobatic. All prerequisites of this feat - including skill ranks - are waived.

LUPINE (WOLF)

The feral lupine hybrid is one of the most ferocious and dangerous of the species. The result of a clandestine military operation is to create intelligent trackers and assassins for the Red Army, these cunning predators remain wild cards, difficult to predict and nearly impossible to capture. Many lupines appear as the classic 'wolf man,' complete with overly hairy bodies, yellow eyes, and sharp elongated canines.

SPECIAL TALENTS

- +2 Strength, +2 Wisdom.
- Survival is always a class skill for this agent.
- Scent: The agent may use his sense of smell for a variety of effects. He can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. Whenever the agent comes within 5 feet of the source of a scent, the agent pinpoints the source's location. Agents with the Track feat and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Agents tracking by scent ignore the effects of surface conditions and poor visibility.
- Fangs: Once per round, the agent may declare he is making a bite attack against his opponent as a free action. This attack inflicts 1d4 standard damage and has a threat range of 20. When the agent uses makes a bite attack, all the agent's attacks this round suffer a -2 penalty to the attack roll.
- +1 department bonus to Listen and Survival checks. This department bonus to Listen and Survival checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus feat: Track.

PISCINE (FISH)

The infamous piscine hybrid was originally developed in the mid 1960's as an experiment in human genetic engineering for deep sea exploration and survival. While the experiments failed, these intelligent and agile hybrids have proven to be a crafty and talented lot. Most piscines appear as colorful, hairless humans, covered in a thin layer of fine scales, with webbed fingers and toes, large eyes and a set of dorsal fins.

SPECIAL TALENTS

- +2 Dexterity, +2 Intelligence.
- Swim is always a class skill for this agent.
- Gills: The agent can breathe water as if it were air, and never has to make drowning checks from submersion in water. Drowning checks caused by other sources, such as asphyxiation, choking or poison, must be made as normal.
- Fins: The agent has a swim speed of 30 ft. At 5th level and every 5 levels thereafter, the agent's speed while swimming is increased by 5 ft.
- +1 department bonus to Spot and Swim checks. This department bonus to Spot and Swim checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus feat: Endurance.



REPTILIAN (LIZARD)

The creation of hybrids using DNA from non-mammalians has always been a troublesome proposition at best, but the powers behind the research have long recognized the potential of reptilian regenerative abilities. Surprisingly, reptilians have some of the least noticeable external changes, with only a mild shift in facial structure and a light coating of scales on back and limbs.

SPECIAL TALENTS

- +2 Dexterity, -2 Charisma. This penalty replaces the shared -4 to Charisma penalty.
- Escape Artist is always a class skill for this agent.
- Cold blooded: The agent does not produce his own body heat, rendering him all but invisible to thermographic sensors. The agent is considered to have the benefits of a cold suit gadget *(see the **Spycraft Espionage Handbook**, page 135)* at all times, with all the according benefits and drawbacks as such.

- Slow Regeneration: The agent may regrow missing organs and body parts if need be. The agent recovers from ability damage at twice the normal rate, and adds his Constitution score to the threshold for determining massive damage (i.e. a reptilian hybrid with a Constitution of 16 only has to make a massive damage save when he suffers 66 or more damage). Lost limbs are recovered in about a month (10d6 days typically).
- +1 department bonus to Escape Artist and Hide skill checks. This department bonus to Escape Artist and Hide skill checks increases by an additional +1 at 4th level and every 4th level thereafter.
- Bonus Feat: Fast Healer. All prerequisites for this feat, including minimum ability scores, are waived.

RODENTINE (RAT)

The rodent hybrid is one of the earliest types created in the lab, both for their good genetic compatibility with humans and their exceptional intelligence. While one might expect them to be sniveling plague bearing weasels, most rodent hybrids have proven to be exceptional problem solvers, resourceful and perceptive. This hybrid strain can most commonly be identified by their beady eyes, hunched posture, and hirsute layer of fur covering their bodies.

SPECIAL TALENTS

- +2 Intelligence, +2 Wisdom.
- Search is always a class skill for this agent.
- Flexible bones: The agent skeleton is tremendously flexible, affording him a host of benefits. First, the agent receives a damage reduction of 1/- against subdual and falling damage. Further, the agent reduces the effective distance when calculating falling damage by 10 ft. (so the agent would have to fall more than 20 feet to sustain any damage from a fall). Finally, the agent receives a +4 competence bonus to all Escape Artist skill checks to escape a grapple or bonds, or to squeeze through an area that would normally be too small for him to move through normally.
- Resilient: +2 department bonus to saving throws against disease and poison. This department bonus to saving throws increases by an additional 1 at 2nd level and every 2 levels thereafter.
- +1 department bonus to Appraise and Search checks. This department bonus to Appraise and Search checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus feat: Scrounge

URSINE (BEAR)

An obvious candidate for hybrid research, the adaptation of bear DNA has been a great success, creating hybrids with formidable close combat abilities. Bear hybrids have been based on a variety of ursine subspecies, and can display brown, black, or even white fur.

SPECIAL TALENTS

- +4 Strength.
- Intimidate is always a class skill for this agent.
- Thick hide: The agent gains damage reduction 1/-. This department bonus to damage reduction increases by an additional 1/- at 5th level and every 5 levels thereafter.
- Bellow: Once per combat, as a full action, the agent may attempt to threaten all opponents within 30 ft. with a mighty roar. This attempt is considered a threaten action *(see **Fixer/Pointman**, page 42)*, except all opponents within 30 ft. of the agent must make an opposed Intimidate check against him, and the agent suffers no ill effects if he loses the opposed check.
- +1 department bonus to Climb and Intimidate checks. This department bonus to Climb and Intimidate checks increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Great Fortitude.

CLASSES

The world of mythic horror requires heroes with a wide array of backgrounds and talents. This section provides five base classes - archetypes of the action, mystery, and conspiracy genres. Four of these classes have been printed in other *Spycraft Family* products, but have been revised for use with the *Dark Inheritance* setting. The advocate is a new base class, allowing players to take the part of the dedicated champion of a personal cause. These classes are in addition to those presented in the ***Spycraft Espionage Handbook***, which are also quite common amongst the movers and shakers of the *Dark Inheritance* setting. While all of these classes are available to characters from any faction or allegiance, some are more common than others within those groups *(for common matches between faction and class, see chapter 2).*

THE ADVOCATE

While many people have ideals they believe in, the advocate has a cause that he is willing to die for. The advocate has the strength of belief to stand by his principles and fight for his convictions. Some advocates are guided purely by a desire for knowledge or justice, while others have more complex motives, forced to pursue many small, seemingly unrelated, victories on their way to a larger goal. An advocate might work for money, to prove a point, or to further some laudable goal. The researcher determined to find a cure for cancer, the corporate engineer developing new weaponry, the eco-terrorist intent on preventing an environmental disaster, or the impassioned defense lawyer scorned by her jaded peers - anyone who upholds a cause and has the perseverance and dedication to never give up can be a advocate.

Abilities: The advocate is a tenacious opponent, both mentally and physically. He benefits from a high Charisma and Constitution, giving him the staying power to see things through. Intelligence and Wisdom are also helpful, depending on the tactics he employs to advance his agenda.

Vitality: 1d10 plus Con modifier per level.

CLASS SKILLS

The advocate's class skills and the key abilities are listed below:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Concentration	Wis
Computers	Int
Cultures	Wis
Diplomacy	Cha
Driver	Dex
First Aid	Int
Forgery	Int
Gather Information	Cha
Hobby	Wis
Intimidate	Str or Cha
Innuendo	Wis
Knowledge	Int
Languages	Int
Perform	Cha
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the advocate.

Starting Feats: At 1st level, the advocate gains the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)

Persistent: The advocate's great work must often be done over long periods of time, accomplished through dedication as much as through talent. The advocate may spend and roll 1 or more action dice while making a complex skill check. He may then Take 10 on that complex check a number of times equal to the total result of his action die roll. This ability may be used once per complex skill check. This is the advocate's core ability.

By Any Means: At 1st level, the advocate must choose his agenda, the one aim that will guide his actions. This cause must be clearly defined in terms of a current goal, although this goal may change in response to events. The goal will always be a stepping-stone to accomplishing the character's cause. The advocate may change his goal once per session. If the advocate fulfils his agenda, he may choose a new cause at the beginning of the next serial.

The GC is the final arbiter for what are acceptable agenda. An advocate's cause should not only be appropriate, it must be a one that can be accomplished. Killing everyone, ruling the world, and establishing world peace are not acceptable agendas. Discovering a cure for cancer, deciphering an unknown written language, or finding the truth behind the legend of Atlantis are fine causes.

Example: Amanda's higher cause is to "find out what really happened to Jerusalem." Her initial goal might be simply to "get funding for a research expedition to the ruins of Jerusalem." If she then discovers that Mossad agents are cutting her funding, her goal might become "find a way to block Mossad's influence."

Once the character has chosen a cause, he may choose any 2 class skills to be his methods. He may always take 10 with these skills, even if stress and distraction would normally interfere. Further, twice per session, he may re-roll any failed check with these skills if that failure would keep him from accomplishing his current goal. The agent may not use this ability to re-roll an error, and may only re-roll a failed check once using this class feature.

At 3rd level and every 4 levels thereafter (7th, 11th, 15th and 19th level), the advocate may choose a new class or cross-class skill to be affected by this ability. If a cross-class skill is chosen, it also becomes a class skill for the agent when advancing in the advocate class.

At 5th level, and every 4 levels thereafter (9th, 13th, and 17th level), the number of times per session he may re-roll a failed skill check is increased by 2.

TABLE 3.1: THE ADVOCATE

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+0	+1	+0	+2	+0	+1	2	0	By any means 2/session, *Persistent*, starting feats
2	+1	+2	+0	+3	+1	+2	4	1	Behind the scenes (DC 10 or less)
3	+2	+2	+1	+3	+1	+3	6	2	By any means (3 skills)
4	+3	+2	+1	+4	+2	+3	8	3	Bonus feat
5	+3	+3	+1	+4	+2	+4	10	3	By any means 4/session
6	+4	+3	+2	+5	+2	+5	12	4	Small steps
7	+5	+4	+2	+5	+3	+6	14	5	By any means (4 skills)
8	+6	+4	+2	+6	+3	+6	16	6	Bonus feat
9	+6	+4	+3	+6	+4	+7	18	6	By any means 6/session, small steps
10	+7	+5	+3	+7	+4	+8	20	7	Crusade 1/session
11	+8	+5	+3	+7	+4	+9	22	8	Behind the scenes (DC 15 or less), by any means (5 skills)
12	+9	+6	+4	+8	+5	+10	24	9	Bonus feat, small steps
13	+9	+6	+4	+8	+5	+10	26	9	By any means 8/session
14	+10	+6	+4	+9	+6	+11	28	10	True believer 1/session
15	+11	+7	+5	+9	+6	+12	30	11	By any means (6 skills), small steps
16	+12	+7	+5	+10	+6	+13	32	12	Bonus feat
17	+12	+8	+5	+10	+7	+14	34	12	By any means 10/session
18	+13	+8	+6	+11	+7	+14	36	13	Small steps
19	+14	+8	+6	+11	+8	+15	38	14	Behind the scenes (DC 20 or less) by any means (7 skills)
20	+15	+9	+6	+12	+8	+16	40	15	Bonus feat, crusade 2/session

Behind the Scenes: The advocate is highly connected, able to deal with minor details that trip others up. Whether its arranging a social event to promote his favorite charity, tipping off the media about an opponent's indiscretions, or arranging a flight to an important work site, the advocate and his supporters make everything run smoothly - and look easy.

At 2nd level, the advocate may devote one hour to informing his supporters of his needs, and then make one favor check with a DC of 10 or less without spending an action die. This check is automatically successful. This ability may be used a number of times per session equal to the advocate's Charisma modifier (minimum 1).

At 11th level, this ability may be used to make favor checks with a DC of 15 or less.

At 19th level, this ability may be used to make favor checks with a DC of 20 or less.

In all cases, the advocate must be located within a city or have access to a phone to use this ability.

Bonus Feat: At 4th level and every 4 levels thereafter, the advocate gains an additional gear or style feat. All prerequisites for th1s feat must be met before choosing it.

Small Steps: At 6th level, the advocate makes a small but important advance in his cause. The advocate may choose one of the following abilities. The advocate may choose another ability at 9th level and every 3 levels thereafter (a third a 12th, a fourth at 15th, and finally a fifth at 18th level). Each ability may be chosen multiple times unless otherwise indicated.

Backers: The advocate gains an additional 4d4 BP, or 4d4 *x* 200$ mission expenses at the start of each serial.

Cover-Up: The advocate may suppress information that might reveal the activities of himself, his allies or his faction. Once per session, the advocate may select one event that has occurred this session (such as a kidnapping, murder, political maneuver) that he, his allies or his organization has been involved in to cover up. The advocate must spend four hours getting in touch with his various contacts, either in person or by phone, to use this ability. When he has spent the requisite time, the DCs of any Surveillance, Computers, Gather Information and Search checks, as well as any favor checks, to collect information about the covered-up event are increased by an amount equal to the advocate's class level. Each time this ability is selected, it may be used an additional time per session.

Favor for a Favor: Twice per session, the advocate may use his Bureaucracy skill to gain the assistance of someone within an organization who cannot be bribed with money.

The advocate makes the Bureaucracy check normally, except he gains a bonus to his check equal to one half his class level (round down). The results and costs are the same as normal, except that the money that would be spent for the bribe is used to assist the target in a way more favorable to his morals. Each time this ability is selected, it may be used two additional times per session.

Inner Drive: The advocate's will sustains him in times of stress. The advocate adds his Charisma modifier to his total maximum number of wounds and vitality points. This bonus stacks with itself if taken multiple times.

Media Personality: The advocate is a known media personality. The advocate adds a +2 bonus to Presence checks. Further, the advocate may re-roll one failed Presence check per session. This ability may be selected 3 times, each time adding a cumulative +2 bonus to the advocate's Presence checks and allowing one additional re-roll of a failed Presence check per session.

Networking: The advocate spends time building a network of supporters for his cause. The advocate gains 5 skill points, which must be spent on long term contacts.

Recognition: The advocate's tireless efforts have earned him the respect of others both in his area of expertise and beyond. Choose one Profession skill the advocate has 5 or more ranks in. After the effects of the advocate's normal check to influence the disposition of any NPC with 5 or more ranks in that Profession skill, the NPC's disposition toward the advocate is improved by 1 grade. This ability may be chosen multiple times, choosing a different Profession skill focus each time.

Crusade: The advocate's tireless commitment to his goal makes him eager to test himself against others in any arena. At 10th level, once per session, the advocate may forgo rolling one of his advocate class skills as part of an opposed skill check. Instead his result is considered to be exactly 1 higher than his opponent's total. (minimum 1). This cannot result in a threat or critical success.

At 20th level, this ability may be used twice per session.

True Believer: The advocate is able to speak passionately about his cause, inspiring all around him. At 14th level, once per session the advocate may speak as a free action, urging others to action. This ability affects the advocate's teammates, any willing special characters, and up to 10 standard characters with a disposition of neutral or better towards the advocate. The advocate may, as a free action, continue speaking each round thereafter, influencing an additional 10 characters per round (to a maximum of the advocate's class level × 10). All characters to be affected must be able to hear and understand the advocate speak (or more often, shout) while the ability is being activated. For a number of minutes equal to the advocate's Charisma score, all affected characters have their disposition towards the advocate increased by 2 grades (to a maximum of ally). Further, they become immune to morale penalties, and gain a morale bonus to all checks with the skills the advocate has selected with his *By Any Means* ability equal to one half the advocate's ranks in each skill (round down). If they remain within hearing distance of the advocate, they may also use such skills untrained. The advocate also becomes immune to morale penalties for this period. Characters under the effects of this ability may not have their disposition towards the advocate further modified.

THE EXPLORER

Whether in the steaming rainforests of Borneo or the concrete jungle of downtown New York, some agents cannot resist the call of discovery. Many organizations field these two-fisted archeologists who circle the globe in search of places and phenomena beneath the notice of their technological colleagues. Explorers bring a wealth of experience with exotic locations to any team, as well as a steady hand in the face of bizarre circumstances.

Abilities: Most explorers fancy a bit of rough and tumble, and decent Strength and Dexterity can be very-helpful. The most pressing ability for any explorer, however, is unquestionably Intelligence, the source of wits he stakes his life upon during every mission.

Vitality: 1d10 plus Con modifier per level.

CLASS SKILLS

The explorer's class skills and the key abilities are listed below:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Cryptography	Int
Cultures	Wis
Driver	Dex
First Aid	Int
Gather Information	Cha
Jump	Str
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Open Locks	Dex
Search	Int
Sport	Str or Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the explorer.

Starting Feats: At 1st level, the explorer gains the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Exotic-Archaic)

Connected: An explorer comes to know a wide variety of people through his travels. Once per session, he may spend an action die to seek out an individual with whom he has dealt positively in the past. Seeking this acquaintance out requires 1d6 hours. The acquaintance has one skill of the agent's choice with a number of ranks equal to one-half the sum of the agent's level + his Charisma modifier. This is the explorer's core ability.

Unlike allies gained through the face-man's backup ability, the explorer's acquaintance is only considered friendly (rather than helpful) and must be compensated for any services rendered.

The explorer may use this ability even in remote locations, so long as there are at least 40 people within a 25-mile radius around the explorer when he declares the ability use (e.g. an Antarctic research base near the South Pole or a nomad camp in the midst of a desert).

All Over the World: The explorer never ceases to wander the globe, honing his skills and nosing around in new places. At 1st level, he gains the World Traveler feat.

At 6th level, the explorer gains the Advanced Skill Mastery feat for the World Traveler feat.

At 12th level, the explorer gains the Grand Skill Mastery feat for the World Traveler feat.

At 18th level, the explorer gains the Perfect Skill Mastery feat for the World Traveler feat.

All prerequisites for these feats - including minimum skill ranks and character level - are waived. If the explorer already has the World Traveler feat, he instead gains a bonus feat as described below.



Direction Sense: At 1st level, the explorer gains a +2 competence bonus with all skill checks made to navigate from place to place, regardless of the skill being used. Further, he does not need to spend an action die to convert a threat to a critical success when making navigation checks. These bonuses also apply when navigating through space. This bonus increases by an additional +1 at 4th level and for every 4 class levels gained thereafter.

Bookworm: The explorer has unparalleled research skills and can frequently just 'walk up to the right part of any library' or 'flip open a book to the right page' with spooky accuracy. Starting at 2nd level, the explorer may reduce the amount of time required to conduct any research - whether using books, a computer, or other means. This ability affects researches that would otherwise take 5 minutes or longer.

At 2nd level, this ability reduces the research time required to 1/2 normal to a minimum of 5 minutes (rounded up).

At 11th level, this ability reduces the research time required to 1/4 normal to a minimum of 5 minutes (rounded up).

Finally, at 19th level, this ability reduces the research time required to 1/10 normal to a minimum of 5 minutes (rounded up).

Bonus Feat: At 3rd level and for every other class level gained thereafter, the explorer receives one bonus basic combat or chance feat. He must meet all prerequisites for this feat before choosing it.

Uncanny Dodge: Starting at 4th level, the explorer gains the ability to react to danger before his senses would normally permit him to become aware of it. He retains his Dexterity bonus to Defense (if any) when flat-footed or being attacked by an invisible adversary (though he still loses his Dexterity bonus to Defense when immobilized).

At 8th level, the explorer may react to opponents on all sides as easily as he can to a single attacker, and may therefore no longer be flanked. This ability denies scouts and others with the sneak attack ability the opportunity to use flank condition to sneak attack the explorer unless the attacker is at least four character levels higher than the explorer.

TABLE 3.2: THE EXPLORER

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+0	+1	+2	+1	+1	+1	1	0	Starting feats, all over the world, *connected*, direction sense +2
2	+1	+2	+3	+2	+1	+2	2	1	Bookworm (1/2)
3	+2	+2	+3	+2	+2	+3	3	1	Bonus feat
4	+3	+2	+4	+2	+2	+3	4	2	Direction sense +3, uncanny dodge (Dex bonus)
5	+3	+3	+4	+3	+3	+4	5	2	Bonus feat
6	+4	+3	+5	+3	+4	+5	6	3	All over the world (Advanced)
7	+5	+4	+5	+4	+4	+6	7	3	Bonus feat
8	+6	+4	+6	+4	+5	+6	8	4	Direction sense +4, uncanny dodge (can't be flanked)
9	+6	+4	+6	+4	+5	+7	9	4	Bonus feat, danger sense (melee)
10	+7	+5	+7	+5	+6	+8	10	5	Rugged +2
11	+8	+5	+7	+5	+7	+9	11	5	Bonus feat, bookworm (1/4)
12	+9	+6	+8	+6	+7	+10	12	6	All over the world (Grand), direction sense +5, uncanny dodge (traps +1)
13	+9	+6	+8	+6	+8	+10	13	6	Bonus feat
14	+10	+6	+9	+6	+8	+11	14	7	Lifeline
15	+11	+7	+9	+7	+9	+12	15	7	Bonus feat, danger sense(ranged)
16	+12	+7	+10	+7	+10	+13	16	8	Direction sense +6, uncanny dodge (traps +2)
17	+12	+8	+10	+8	+10	+14	17	8	Bonus feat
18	+13	+8	+11	+8	+11	+14	18	9	All over the world (Perfect)
19	+14	+8	+11	+8	+11	+15	19	9	Bonus feat, bookworm (1/10)
20	+15	+9	+12	+9	+12	+16	20	10	Direction sense +7, rugged +4, uncanny dodge (traps +3)

At 12th level, the explorer gains an intuitive sense that alerts him to traps, granting him a +1 competence bonus with Reflex saves made to avoid traps and a +1 competence bonus to Defense against attacks from traps. These two bonuses increase to +2 at 16th level and to +3 at 20th level.

A character who gains the uncanny dodge ability from two or more classes may combine his class levels from all such classes in a limited fashion to determine this ability's effectiveness. The character's class levels in each class are rounded down to the nearest multiple of 4 and then added together to determine the character's uncanny dodge abilities.

Example: A 9th-level explorer/7th-level fixer possesses the uncanny dodge benefits of a 12th-level character (8 class levels from the 9 levels of explorer and 4 class levels from the 7 levels of fixer).

Danger Sense: At 9th level, the explorer may use his keen wits to avoid harm. So long as he is no more than lightly encumbered and either wearing no armor or light armor, the explorer may add his Intelligence modifier to his Dexterity modifier when determining his Defense against melee and unarmed attacks.

At 15th level, this bonus extends to attacks with hurled weapons, firearms, and all other ranged attacks.

This bonus is lost any time the explorer is denied his Dexterity modifier to Defense.

Rugged: At 10th level, the explorer's Constitution score rises by 2.

At 20th level, the explorer's Constitution score rises by an additional 2 (for a total rise of 4).

Lifeline: At 14th level, the explorer's fortune reaches a zenith and he may escape the most shocking situations unscathed. Whenever the explorer has at least 1 vitality point remaining and suffers enough damage to lower his vitality below 0, he suffers only enough damage to lower his vitality to 0. Likewise, whenever he has at least 1 wound point remaining and suffers enough damage to lower his wounds below 0, he suffers only enough damage to lower his wounds to 0. All excess damage is ignored.

This ability is applied every time the explorer suffers at least 1 point of regular damage (after armor, damage reduction, and other damage-reducing abilities are applied), regardless of the source of damage. The explorer's lifeline ability affects damage from attacks, falls, poison, and all other sources of injury.

MARTIAL ARTIST

While there are many who practice one of the many martial arts that permeate the traditions of the orient, there are those special few who devote themselves to "the Art", rising above the casual student to demonstrate a remarkable fusion of body, mind, and spirit. Several of the factions have long realized that such individuals can contribute greatly to their goals, and seek to recruit them whenever and wherever possible. In addition to their formidable fighting abilities, martial artists bring a sense of discipline and composure to the team, displaying the utmost ability of the human form.

Abilities: As physical combatants, Strength is the essential ability for the martial artist. Agents will also benefit from Constitution (for staying power) and Intelligence (for skills).

Vitality: 1d10 plus Constitution modifier per level.

CLASS SKILLS

The martial artist's class skills and the key abilities are listed below:

Class Skill	Key Ability
Balance	Dex
Climb	Str
Concentration	Wis
Craft	Int
Driver	Dex
Escape Artist	Dex
First Aid	Int
Hide	Dex
Intimidate	Str or Cha
Jump	Str
Knowledge	Int
Move Silently	Dex
Perform	Wis
Profession	Wis
Sense Motive	Wis
Sport	Str or Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Str or Dex

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the martial artist.

Starting Feats: The martial artist begins play with the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Exotic, Archaic)
Weapon Group Proficiency (Exotic, Martial Arts)

Unyielding: The martial artist is able to both deal and withstand remarkable amounts of punishment due to his extensive conditioning. Once per session, the martial artist may take a full action to spend and roll 1 or more action dice. The martial artist then immediately recovers wounds and/or vitality equal to the sum of the action dice rolled, plus one half his class level (round down). This action will not increase the martial artist's wounds or vitality above their normal maximums, and may be taken by the martial artist even if he is unconscious, helpless, or dying. This is the martial artist's core ability.

Martial Arts: At 1st level, the martial artist gains the Martial Arts feat. If the agent already has this feat, he instead gains an additional feat from either the melee combat or unarmed combat feat trees. He must meet all prerequisites for the feat before choosing it.

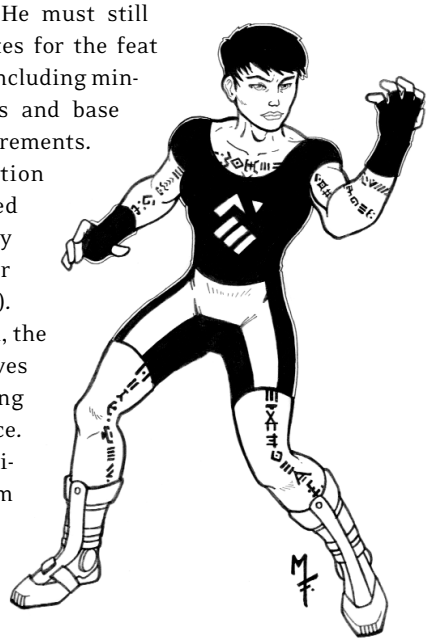
Life of Discipline: The martial artist is devoted to a deeper, more spiritual understanding of combat. At 2nd level the martial artist receives the Discipline of the Body feat.

At 11th level, the martial artist receives the Discipline of the Mind feat.

Finally, at 19th level, the marital artist receives the Discipline of the Spirit feat.

All prerequisites for these feats - including ability scores and other feats - are waived for this agent.

Bonus Feat: At 3rd level, the martial artist gains an additional feat from either the melee combat or unarmed combat feat trees. He must still meet all prerequisites for the feat before selecting it, including minimum ability scores and base attack bonus requirements. He gains an addition melee or unarmed combat feat every two levels thereafter (at 5th, 7th, 9th, etc.).



Ploy: At 4th level, the martial artist receives one of the following abilities of his choice. He receives one additional ability from this list at 12th, and 20th levels.

TABLE 3.3: THE MARTIAL ARTIST

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+1	+1	+1	+1	+1	+1	1	0	Martial Arts, starting feats, *unyielding*
2	+2	+2	+2	+2	+2	+1	2	1	Life of discipline (body)
3	+3	+2	+2	+2	+3	+2	3	1	Bonus feat
4	+4	+2	+2	+2	+3	+2	4	2	Ploy
5	+5	+3	+3	+3	+4	+3	5	2	Bonus feat
6	+6	+3	+3	+3	+5	+4	6	3	Wuxia +5
7	+7	+4	+4	+4	+6	+4	7	3	Bonus feat
8	+8	+4	+4	+4	+6	+5	8	4	Master's touch (basics)
9	+9	+4	+4	+4	+7	+5	9	4	Bonus feat, improved reach (10ft)
10	+10	+5	+5	+5	+8	+6	10	5	Potent +2
11	+11	+5	+5	+5	+9	+7	11	5	Bonus feat, life of discipline (mind)
12	+12	+6	+6	+6	+10	+7	12	6	Ploy, wuxia +10
13	+13	+6	+6	+6	+10	+8	13	6	Bonus feat
14	+14	+6	+6	+6	+11	+8	14	7	Finishing move 1/session
15	+15	+7	+7	+7	+12	+9	15	7	Bonus feat, improved reach (15ft)
16	+16	+7	+7	+7	+13	+10	16	8	Master's touch (mastery)
17	+17	+8	+8	+8	+14	+10	17	8	Bonus feat
18	+18	+8	+8	+8	+14	+11	18	9	Wuxia +15
19	+19	+8	+8	+8	+15	+11	19	9	Bonus feat, life of discipline (spirit)
20	+20	+9	+9	+9	+16	+12	20	10	Ploy, potent +4

Backhand: The martial artist may inflict subdual damage with an unarmed strike to gain a morale bonus to all Intimidate checks against that opponent equal to one half the damage inflicted (round down) for 1 minute. This is a "named" and "basics" unarmed combat ability.

Great Sweep: The martial artist gains a +4 competence bonus to attack rolls and Strength checks when performing a trip action. This is a "named" and "mastery" unarmed combat ability.

Improved Disarm: The martial artist gains the Improved Disarm feat.

Provoke: The martial artist gains a +4 competence bonus to Bluff checks when using the taunt action.

Quake Strike: As a full action the agent may make a single trip attempt against all adjacent opponents, which may only be opposed by the opponents' Balance skill check. If any of these attempts fail, the martial artist does not face a trip attempt in return. This is a 'named' and 'supremacy' unarmed combat ability.

Side Step: The martial artist gains the Side Step feat.

Still Standing: The martial artist gains a +6 circumstance bonus to Fortitude saves to remain standing after being hit by an attack with the takedown quality.

Strut: After scoring a threat or critical hit with a successful melee or unarmed attack, the martial artist may spend his next half action posturing. He gains one action die of the standard type for his level (but not the accompanying xp reward). This bonus action die is lost if not spent before the end of the current combat.

Take it: The martial artist gains DR 2/- against all subdual damage from melee or unarmed attacks. This is applied after any regular DR.

Wuxia: At 6th level, the martial artist's jumping ability (horizontal or vertical) is not limited by his height and he receives a +5 competence bonus to the total of all Jump and Tumble checks. At 12th level this bonus increases to +10. At 18th level this bonus increases to +15.

Master's Touch: Beginning at 8th level, the martial artist is able to combine the effects of two different martial arts actions from any unarmed combat 'basics' feat that he knows (those 'named' actions granted by certain unarmed combat feats). Only those actions used as part of the same normal action (attack, trip, full defense, etc.) can be combined in this fashion, but the agent may combine actions from different feats within the above restriction (such as combining named punching and kicking effects into a single attack). Alternately, the agent may apply the benefits of one unarmed combat 'basics' feat to an attack with a melee weapon he is proficient with.

At 16th level, the agent may combine two named actions from any unarmed combat 'basics' or 'mastery' feats that he knows into a single action. This ability does not increase the number of actions the martial artist may take in any way. Alternately, the agent may apply the

benefits of one unarmed combat 'mastery' feat to an attack with a melee weapon he is proficient with.

Example: Ice Tiger, an 8th level martial artist, has both the Punching Basics and Kicking Basics feats. He may use his Master's Touch ability to make an unarmed attack that combines both the extra 5 ft. move of a jump kick with the additional damage of a knuckle punch.

Improved Reach: Starting at 9th level, the martial artist may use a combination of rapid lunges and items propelled by his punches or kicks to extend the reach of his unarmed attacks. The martial artist's reach is now considered to be 10 ft. while making unarmed attacks, bull rushing, disarming, and tripping attempts. At 15th level his reach becomes 15 ft. for these actions.

Potent: The martial artist's constant training tunes his body into a formidable weapon. At 10th level, the martial artist's Strength score rises by 2.

At 20th level, the martial artist's Strength score rises by an additional 2 (for a total rise of 4).

Finishing Move: At 14th level, once per session, when the martial artist would inflict damage to wounds with an unarmed attack (either due to previous depletion of the target's vitality or a critical hit), he may forgo his damage roll to reduce one of his target's abilities of his choice to 1. This temporary ability damage heals at one half the normal rate (i.e. 1 point every 2 days).

THE SCIENTIST



The scientist brings all the advantages of modern technology to the field. Several factions are founded upon scientists, using technology and learning as the basis of their influence. A team without a scientist may not be able to take full advantage of the tools at their disposal.

Abilities: The scientist contributes to his team's exploits with the strength of his mind, and a high Intelligence is therefore key. Also, Wisdom supports the analytical skills that let the scientist bring his mind to bear against a problem.

Vitality: 1d8 plus Constitution modifier per level.

CLASS SKILLS

The scientist's class skills and the key abilities are listed below:

Class Skill	Key Ability
Appraise	Int
Balance	Dex
Computers	Int
Concentration	Wis
Craft	Int
Cryptography	Int
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Electronics	Int
First Aid	Int
Forgery	Int
Hobby	Wis
Innuendo	Wis
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis

Skill Points at 1st Level: (8 + Int modifier) × 4.
Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the scientist.

Starting Feats: At 1st level, the scientist gains the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Handgun)

TABLE 3.4: THE SCIENTIST

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+0	+0	+0	+2	+1	+0	3	1	Learned, *professor*, starting feats
2	+1	+0	+0	+3	+2	+1	6	2	PhD (1 skill)
3	+1	+1	+1	+3	+3	+1	9	3	Improvise +2
4	+2	+1	+1	+4	+3	+2	12	4	Research
5	+2	+1	+1	+4	+4	+2	15	5	Improvise +3
6	+3	+2	+2	+5	+5	+2	18	6	Brilliant +1
7	+3	+2	+2	+5	+6	+3	21	7	Improvise +4
8	+4	+2	+2	+6	+6	+3	24	8	Research
9	+4	+3	+3	+6	+7	+4	27	9	Brilliant +2, improvise +5
10	+5	+3	+3	+7	+8	+4	30	10	Know it all 1/mission
11	+5	+3	+3	+7	+9	+4	33	11	Improvise +6, PhD (2 skills)
12	+6	+4	+4	+8	+10	+5	36	12	Brilliant +3, research
13	+6	+4	+4	+8	+10	+5	39	13	Improvise +7
14	+7	+4	+4	+9	+11	+6	42	14	10-second solution 1/session
15	+7	+5	+5	+9	+12	+6	45	15	Brilliant +4, improvise +8
16	+8	+5	+5	+10	+13	+6	48	16	Research
17	+8	+5	+5	+10	+14	+7	51	17	Improvise +9
18	+9	+6	+6	+11	+14	+7	54	18	Brilliant +5
19	+9	+6	+6	+11	+15	+8	57	19	Improvise +10, PhD (3 skills)
20	+10	+6	+6	+12	+16	+8	60	20	Know it all 2/mission, research

Professor: The scientist may spend one action die to grant the benefits of any basic skill feat he possesses to each other member of his team. The scientist may grant the benefits of any number of basic skill feats to his teammates, up to the number of basic skill feats he possesses, at a cost of one action die per feat granted. This effect lasts for the duration of the current scene. This is the scientist's core ability.

Learned: Beginning at 1st level, and for each class level gained thereafter, the scientist receives 1 additional skill point, which must be spent on a Knowledge skill he currently has no more than 4 ranks in (bringing it to a maximum of 5 ranks).

The scientist also gains the Scholarly feat. All prerequisites for this feat - including minimum skill ranks - are waived. If the Scientist already has this feat, he gains a bonus basic or advanced skill feat. He must meet all prerequisites of the feat before choosing it.

PhD: At 2nd level, the scientist may choose one Intelligence-based skill. His maximum ranks with this skill increase to his agent level + 8. This skill rank maximum cannot be further increased by feats or other abilities (though it rises naturally as the scientist's character level increases).

At 11th level, the scientist may choose a second Intelligence-based skill to receive this benefit.

At 19th level, the scientist may choose a third Intelligence-based skill to receive this benefit.

Improvise: The scientist is a master of last minute inspiration and quick technical fixes. At 3rd level, he gains a +2 competence bonus with all skill checks made to attempt temporary or jury-rigged repairs. The scientist further gains this bonus with all inspiration checks made to learn the technological solution to a problem (if such a solution exists).

This bonus increases by an additional +1 at 5th level, and for every 2 agent levels gained thereafter.

Research: The scientist's work branches out into a variety of fields, allowing him to develop unique specialties. At 4th level, and for every 4 levels gained thereafter, the scientist may choose one of the following special abilities. Each of these abilities may be chosen multiple times.

Bonus Feat: The scientist gains a bonus basic or advanced skill feat. He must meet all prerequisites of the feat before choosing it.

Leap of Logic: Once per session after failing an Intelligence- or Wisdom-based skill check, the scientist may make an inspiration check with the same DC as the failed check to gain the same information intuitively. This inspiration check does not require the agent to spend an action die.

Light bulb: Once per session, the scientist may roll twice when making an Intelligence or Wisdom-based skill check, keeping the result he prefers.

Brilliant: At 6th level, the scientist's Intelligence score rises by 1. The scientist's Intelligence score rises by an additional 1 at 9th level, and for every 3 character levels gained thereafter (to a total rise of 2 at 9th level, 3 at 12th level, 4 at 15th level, and 5 at 18th level).

Know It All: The scientist sometimes displays unusual knowledge of a topic, far beyond what his comrades

thought he knew. At 10th level, once per serial as a free action, the scientist may select one basic skill feat he already possesses. He immediately gains the Advanced Skill Mastery and Grand Skill Mastery feats or the Applied Knowledge and Mark of a Professional feats linked to that basic skill feat. All prerequisites for these feats - including character level - are waived. The scientist retains these feats until the end of the current serial. These feats are temporary, and may not be used to meet the prerequisites of other feats or the requirements of a prestige class.

At 20th level, the scientist may use this ability up to twice per serial.

10-Second Solution: The team can usually count on the scientist for last minute solutions*... that work.* At 14th level, once per session, the scientist may designate one Intelligence-based skill check with which he is considered to automatically roll a natural 20. This roll is considered a threat and may be activated as a critical success. The scientist must declare that he's using this ability *before* he makes the roll for the chosen activity. This ability may not be applied to a complex skill check of any sort.

Further, the designated skill check is accomplished in 1/2 the usual amount of time (rounded down), to a minimum of one full action. If the check normal takes less than one full action, its time is *increased* to one full action.

THE SLEUTH

In changing times, those who want to stay ahead must constantly seek out information. All of the factions recruit heavily from fields of expertise that can provide them with the clearest picture of what is going on in the world, from the broad scope provided by orbital satellites to the most questionable dirt from street-side snitches. It is this latter, hands-on approach to information-gathering that interests the sleuth. A sleuth provides his team with solid investigative skills and an intimate understanding of the human mind, and can be the most valuable part of any operation involving HUMINT (human intelligence).

Abilities: With his focus on basic detective work, the sleuth requires a high Wisdom to identify clues, followed by Intelligence to determine their significance. Charisma is also helpful when dealing with witnesses and the potential intervention of local authorities. Because sleuths rarely shy away from the confrontations their discoveries often provoke, they must also maintain reasonable physical abilities.

Vitality: 1d8 plus Constitution modifier per level.

CLASS SKILLS

The sleuth's class skills and the key abilities are listed below:

Class Skill	Key Ability
Appraise	Int
Bureaucracy	Cha
Concentration	Wis
Craft	Int
Cultures	Wis
Demolitions	Int
Disguise	Cha
Driver	Dex
Escape Artist	Dex
Forgery	Int
Gather information	Cha
Hide	Dex
Hobby	Wis
Innuendo	Cha
Intimidate	Str or Cha
Knowledge	Int
Languages	Int
Listen	Wis
Open Lock	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis

Skill Points at 1st level: (8 + Int modifier) *x* 4.
Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the sleuth.

Starting Feats: At 1st level, the sleuth gains the following feats.

Armor Proficiency (Light)
Armor Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Adaptable: Whenever the sleuth spends an action die to add to a Charisma- or Wisdom-based skill check, two dice are added instead of one (e.g. a 1st-level sleuth's bonus of 1d4 becomes 2d4). This is the sleuth's core ability.

Interview: A huge amount of the sleuth's work involves speaking to people. As witnesses are usually fickle, unresponsive, or simply unobservant, it takes a deft touch to both coax them into conversation and to

TABLE 3.5: THE SLEUTH

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+0	+0	+2	+2	+1	+1	2	0	*adaptable*, interview +2, starting feats
2	+1	+0	+3	+3	+1	+1	4	1	Sources (information)
3	+2	+1	+3	+3	+2	+2	6	1	Human nature 1/session
4	+3	+1	+4	+4	+2	+2	8	2	Bonus feat, interview +3
5	+3	+1	+4	+4	+3	+3	10	2	Alertness +2
6	+4	+2	+5	+5	+4	+4	12	3	Little details 1/session (+1)
7	+5	+2	+5	+5	+4	+4	14	3	Human nature 2/session
8	+6	+2	+6	+6	+5	+5	16	4	Bonus feat, interview +4
9	+6	+3	+6	+6	+5	+5	18	4	Alertness +4, little details 2/session (+2)
10	+7	+3	+7	+7	+6	+6	20	5	Perceptive +2
11	+8	+3	+7	+7	+7	+7	22	5	Human nature 3/session, sources (specialist)
12	+9	+4	+8	+8	+7	+7	24	6	Bonus feat, interview +5, little details 3/session (+3)
13	+9	+4	+8	+8	+8	+8	26	6	Alertness +6
14	+10	+4	+9	+9	+8	+8	28	7	Final deduction 1/session
15	+11	+5	+9	+9	+9	+9	30	7	Human nature 4/session, little details 4/session (+4)
16	+12	+5	+10	+10	+10	+10	32	8	Bonus feat, interview +6
17	+12	+5	+10	+10	+10	+10	34	8	Alertness +8
18	+13	+6	+11	+11	+11	+11	36	9	Little details 5/session (+5)
19	+14	+6	+11	+11	+11	+11	38	9	Human nature 5/session, sources (assistance)
20	+15	+6	+12	+12	+12	+12	40	10	Bonus feat, interview +7 perceptive +4

sort out valuable comments from confused recollections and unimportant hearsay. Through a combination of instinct, psychology, and experience, the sleuth can often elicit information that would escape others. The sleuth receives a +2 to all Gather Information checks so long as there are living witnesses to question. This bonus increases by +1 at 4th level and every four levels thereafter.

Sources: The sleuth has access to an entire network of street informants, criminal snitches, journalists, industry professionals, and other sources of information. By spending 1 hour consulting his sources (either in person or by phone) he may make an information favor check without spending an action die, adding his class level to the result (in addition to his agent level). This check takes place outside faction channels and does not require approval from the sleuth's superiors. This ability may be used a number of times per session equal to the sleuth's wisdom modifier (minimum 1).

At 11th level, the sleuth may use this ability to make specialist favor checks.

At 19th level, the sleuth may use this ability to make assistance favor checks.

Human Nature: The sleuth has an intimate understanding of the human mind and the telltale signs of deception. Starting at 3rd level, once per session, the sleuth may re-roll one failed Gather Information or Sense Motive check that targets or opposes a skill check made by any human target. He may not use this ability if he rolled an error with his first attempt. Further, he must abide by the results of the second roll, even if it is another failure. The sleuth may use this ability once more per session at 7th level and every four levels thereafter. This ability may be used more than once per round, but never more than once for any single check.

Bonus Feat: At 4th level the sleuth gains an additional feat from either the basic skill or style feat trees. He must still meet all prerequisites for the feat before selecting it. The sleuth gains an additional style or basic skill feat at 8th level and every four levels thereafter with the same restrictions (at 12th, 16th and 20th levels).

Alertness: The sleuth is extraordinarily aware of the actions and behavior of others. As such he is rarely taken by surprise. At 5th level he gains a +2 competence bonus with all checks to determine awareness during surprise rounds. This bonus increases by +2 for every four levels after 5th (to +4 at 9th, +6 at 13th, and +8 at 17th).

Little Details: The sleuth's uncanny awareness of his surroundings allows him to use his environment to maximum advantage in combat. Beginning at 6th level, once per session, the sleuth may make an anticipate, disarm, feint, strike object, threaten, trick, or trip attack as a free action, receiving a +1 to his skill check or attack roll. The sleuth may use this ability once more per session at 9th level and every three levels thereafter (twice at 9th level, three times at 12th level, etc.). Further, this bonus increases by an additional +1 at 9th level and every three levels thereafter (+2 at 9th level, +3 at 12th level, etc.). This ability may not be used more than once in any single round.

Perceptive: At 10th level, the sleuth's Wisdom score rises by 2.

At 20th level, the sleuth's Wisdom score rises by an additional 2 (for a total rise of 4).

Final Deduction: At 14th level the sleuth instinctively studies the behavior and appearance of everyone around him. Once per session he may make a special study of one character he has observed for at least 1 round in person or by audio/visual recording. He immediately learns the target's ability scores. On the second round he learns the character's highest-level class and levels in that class and on subsequent rounds he learns each next highest level class, until all of the character's classes are known. Each round the sleuth observes the individual thereafter he learns one of the character's skills and ranks in that skill (in order from highest to lowest total bonus). If this observation is interrupted (possibly due to working with a short recording or a brief encounter), the sleuth may resume the examination at any time during that session, gaining the information listed above when he has studied the target for the proper length of time

The Pointman in Dark Inheritance

The pointman gains a number of options in the *Dark Inheritance* setting due to the increased number of base classes available. The pointman may choose from the following when selecting Cross Class Abilities from the base classes presented in this book.

Advocate: Behind the Scenes (DC 10); By any means 2/sesson, 3 skills, 4/session; Bonus Feat (gear or style).

Explorer: All over the World; Bonus Feat (basic combat or chance); Bookworm (1/2); Direction Sense +2; Uncanny Dodge (Dex bonus).

Martial Artist: Bonus Feat (melee or unarmed combat); Life of Discipline (Body); Martial Arts; Ploy.

Scientist: Improvise +2; Learned; PhD (1 skill); Research.

Sleuth: Bonus Feat (basic skill or style); Human Nature 1/session; Interview +2; Sources (information).

PRESTIGE CLASSES

Prestige classes represent the experience of characters with specialized skills and abilities, or those with special expertise coming from the various *Dark Inheritance* factions. Some prestige classes are setting-specific, while others are advanced professions, specialties, or archtypes. Two new prestige classes are present here, exploring the inner secrets of some of the factions, with more to follow in future *Dark Inheritance* supplements.

GAME CONTROL ALERT!

Prestige classes are always optional. Some may not meet the tone or power level the GC has set for his game, and so he may always choose not to include a prestige class in his game. Classes banned for agents should also be banned for NPCs.

CHOOSING A PRESTIGE CLASS

A newly created (1st-level) agent may not choose a prestige class, as agents must meet certain requirements before multiclassing into them - often including a specified agent level and certain "in-game" conditions, such as actions that must have been performed or membership in exclusive organizations. Once an agent meets these requirements, however, he is free to multiclass into and out of these classes as if they were base clases.

All rules for multiclassing apply when choosing a prestige class. *(See the **Spycraft Espionage Handbook** page 34 for more information about multiclassing.)*

LOSING PREREQUISITES

Should an agent gain levels in a prestige class, then somehow no longer meet the prerequisites, he loses all special abilities granted by that class. The agent still retains the base attack bonus, saves, initiative bonus, defense bonus, gadget points, and budget points granted by the class, as well as any skills and level-based feats he may have acquired while a member of the class.

PRESTIGE CLASSES AND NPCS

These classes are not available solely to agents; anything the agents can do unto others, can also be done unto them. The GC should feel free to create henchmen, foils, masterminds, and other NPCs - friend or foe - with levels in a prestige class. Keep in mind, though, that prestige classes are a relative rarity. If the agents run into snipers every mission, the novelty will quickly wear thin. But when used sparingly, prestige classes can easily contribute to creating a memorable villain or NPC.

Prestige classes are also highly effective for defining the setting, personalizing it through its characters.

THE EDGEMASTER

The edgemaster turns to weapons as a way to focus his mastery of the martial arts. While this may seem like an outdated practice, the edgemaster's skills at quick, silent combat guarantee him a place in many covert operations. The edgemaster can also be found at www.spycraftrpg.com.

Abilities: As a dedicated close-combat warrior, the edgemaster thrives on physical ability. Strength is key for him, with Dexterity and Wisdom providing bonuses to many of his most important skills.

Vitality: 1d10 + Con modifier.

REQUIREMENTS

To become an edgemaster, an agent must meet all of the following requirements:

Agent Level: 5+.
Intelligence: 13+.
Balance: 4+ ranks.
Concentration: 2+ ranks.
Tumble: 4+ ranks.
Feats: Acrobatic.
Special: 2+ melee combat 'basics' feats.

CLASS SKILLS

The edgemaster's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Concentration	Wis
Craft	Int
First Aid	Int
Intimidate	Str or Cha
Jump	Str
Knowledge	Int
Languages	Int
Listen	Wis
Move Silently	Dex
Perform	Cha
Profession	Wis
Sense Motive	Wis
Sleight of Hand	Dex
Sport	Str or Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Str or Dex

Skill Points Per Level: 6 + Int Modifier.

CLASS FEATURES

All of the following are class features of the edgemaster.

Class Feats: The edgemaster gains the following feats at 1st level.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Exotic, Archaic)
Weapon Group Proficiency (Exotic, Martial Arts)

Swordplay: Once per round as a free action, the edgemaster may spend 1 action die to make a single attack with a melee weapon he currently holds. This attack occurs during the edgemaster's initiative count, but may come before or after his regular action(s) for the round. This is the edgemaster's core ability.

Blade Dance: At 1st level, the edgemaster gains the Weapon Focus feat(s) for all melee weapons, as well as all archaic and exotic martial arts weapons covered by melee combat 'basics' feats he possesses.

At 5th level, the edgemaster gains the Improved Weapon Focus feat(s) for all melee weapons, as well as all archaic and exotic martial arts weapons covered by melee combat 'basics' feats he possesses.

At 9th level, the edgemaster gains the Weapon Master feat(s) for all melee weapons, as well as all archaic and exotic martial arts weapons covered by melee combat 'basics' feats he possesses.

All prerequisites for these feats are waived.

Parrying Basics: At 2nd level, the edgemaster becomes unusually good at parrying attacks. So long as he holds a melee weapon and is not flat footed, he gains an additional +2 dodge bonus to his Defense against all hurled, melee, and unarmed attacks. Further, he gains a +4 bonus with all skill checks and saves made to resist being disarmed when holding a melee weapon.

Bonus Feat: At 3rd level, and for every 2 class levels the edgemaster gains thereafter, he gains 1 bonus basic or melee combat feat. He must meet all prerequisites for these feats before choosing them.

1,000 Blades: At 4th level, once per session as a free action, the edgemaster may choose any 1 melee 'mastery' feat for which he meets all prerequisites. He immediately gains the chosen feat until the end of the current session.

At 8th level, the edgemaster may use this ability twice per session.

Nobody's Fool: At 4th level, the edgemaster gains a +4 competence bonus with all skill checks and saves made to resist a feint or taunt attempt.

At 8th level, the edgemaster gains a +2 competence bonus with all skill checks and saves made to resist a grapple or trip attempt. Further, each of the edgemaster's teammates in visual or verbal contact with him gains a +2 cooperation bonus with all skill checks and saves made to resist a grapple or trip attempt.

TABLE 1: THE EDGEMASTER

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts.	Special
1	+1	+1	+2	+1	+1	+1	1	0	Blade dance (Weapon Focus), swordplay
2	+2	+2	+3	+2	+1	+1	2	1	Parry basics
3	+3	+2	+3	+2	+2	+2	3	1	Bonus feat
4	+4	+2	+4	+2	+2	+2	4	2	1,000 Blades, nobody's fool (feint and taunt)
5	+5	+3	+4	+3	+3	+3	5	2	Blade dance (Improved Weapon Focus), bonus feat
6	+6	+3	+5	+3	+4	+4	6	3	Deadly blow
7	+7	+4	+5	+4	+4	+4	7	3	Bonus feat, Parry Mastery
8	+8	+4	+6	+4	+5	+5	8	4	1,000 Blades, nobody's fool (grapple and trip)
9	+9	+4	+6	+4	+5	+5	9	4	Blade dance (Weapon Master), bonus feat
10	+10	+5	+7	+5	+6	+6	10	5	Effortless Cut

Deadly Blow: At 6th level, as a full round action the edgmaster can prepare to make a deadly blow. On the agent's first action the following round he may make a standard attack with a melee weapon, gaining several benefits. Opponents are denied their Dexterity bonus to defense against this attack, the weapon's threat range is increased by 2, and the weapon automatically inflicts its maximum damage (sneak attack, action dice, and other variable damage bonuses must still be rolled). The edgemaster may take 5 ft. bonus steps between preparing the deadly blow and striking, but may not take other move actions after preparing the deadly blow without loosing this bonus.

Parrying Mastery: At 7th level, the Defense bonus gained from the edgemaster's Parrying Basics feat is increases by +2 (to a total of +4). Further, each time an opponent misses the edgemaster with a melee or unarmed attack, that opponent's initiative total is reduced by 1.

Effortless Cut: At 10th level, once per round as a half action, the edgemaster may take 10 with a standard attack using a melee weapon. This is considered a 'natural 10' and is considered a threat if the edgemaster's threat range is 10-20 or better. This attack may not result in a critical hit under any circumstances, however.

GENESOLDIER

These genetically altered individuals have greater abilities than normal due to genetic transplants and DNA manipulation. They are the result of experimental gene therapies undertaken by Project: TITAN in their quest for technical and espionage supremacy. Since the discovery of the Godgenes and the potential of titans, the genesoldier program has fallen into disfavor, with some controls seeing genesoldiers as expendable resources in their wars and machinations. Normal operatives have several nicknames for these genetic super soldiers - gene cheats, mods, alter boys, etc. - and tend to keep their distance from them out of jealousy, disgust, and even fear. Those who volunteered for the Genesoldier program tend to be outcasts who have nothing to lose and do not mind risking their lives for the chance to enhance their natural abilities.

Abilities: All abilities are useful to the gene soldier, but Constitution stands out above the rest - the genesoldier is first and foremost a survivor.

Vitality: 1d12 + Constitution modifier per level.

REQUIREMENTS

To become a genesoldier, an agent most meet all of the following requirements:

Allegiance: Project: TITAN.

Agent Level: 9+.

Base Attack Bonus: +7 or higher.

Dexterity: 13+

Balance: 4+ ranks.

Climb: 4+ ranks.

Jump: 4+ ranks.

Knowledge (Military History): 4+ ranks.

Feats: Athletic, Combat Instincts, Improved Equilibrium, Martial Arts.

TABLE 3.6: THE GENESOLDIER

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+1	+2	+1	+1	+1	+0	1	+0	Continuity, hybridization
2	+2	+3	+2	+2	+2	+1	2	+1	Gene tweaking
3	+3	+3	+2	+2	+3	+1	3	+2	Cross class ability
4	+4	+4	+2	+2	+3	+2	4	+3	Gene tweaking
5	+5	+4	+3	+3	+4	+2	5	+3	Genesoldier's gambit

CLASS SKILLS

The genesoldier's class skills and key abilities are:

Skill	Key Ability
Balance	Dex
Hide	Dex
Move Silently	Dex
Profession	Wis
Sport	Str or Dex

Skill points per level: 4 + Intelligence modifier.

CLASS FEATURES

All of the following are class features for the genesoldier.

Senior Agent: The genesoldier is a senior agent class, and has no core ability. If the agent does not yet have a core ability from a prestige class, he gains the core ability of the first non-senior agent prestige class with which he gains a level.

Class Feats: The genesoldier gains the following feats at 1st level:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)
Weapon Group Proficiency (Tactical)

Continuity: The genesoldier gains acceptance to the program based on prior accomplishments, but he still expected to hone the skills earned him the promotion. At 1st level, the genesoldier may choose 10 class skills from any other class in which he has at least one level. These skills are considered to be class skills for him when he gains levels as a genesoldier.

Hybridizaton: The genesoldier undergoes radical genetic treatments, producing a wide array of potential benefits (and drawbacks...). At 1st level, the genesoldier gains the 1st-level special talents of one specialty of the Hybrid macro-species *(see page 97)*. This modifies the genesoldier's ability scores, but does not include the hybrid's bonus feat. The genesoldier continues to gain bonuses from his hybrid department in addition to his main department, but counts only his genesoldier class levels for this purpose.

Gene Tweaking: The genesoldier's handlers continue to tinker with their creation throughout his career. At 2nd level, choose two abilities. Increase the first ability's score by 2. Lower the second ability by 1.



At 4th level, choose another two abilities (these may not be either of the abilities chosen at 2nd level). Again, the first ability rises by 2. The second ability drops by 1.

Cross Class Ability: At 3rd level, the genesoldier gains one ability from one of the base classes available in *Dark Inheritance*. This ability is identical to the Cross Class Ability of the pointman class, and stacks with it. For a list of cross class choices available in *Dark Inheritance*, *see page 111.*

Genesoldier's Gambit: At 5th level, once per session, the genesoldier may spend 1 or more action dice to gain a number of additional half actions in a single round equal to the number of dice spent. All dice must be spent before the genesoldier's first action for the round.

TABLE 3.7: THE WITNESS

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Special
1	+0	+0	+0	+2	+1	+1	3	1	Continuity, keeper of the lines
2	+1	+0	+0	+3	+1	+1	6	2	Guide of the lines +2
3	+1	+1	+1	+4	+2	+2	9	3	Guardian of the lines
4	+2	+1	+1	+4	+2	+2	12	4	Guide of the lines +4, master of the lines
5	+2	+1	+1	+5	+3	+3	15	5	Witness's privilege 1/session

WITNESS

A place of honor since the founding of the organization, Witnesses oversee the development of the bloodlines for the *Fugo a Watu.* Often they are called upon to determine if a titan should be invited into the fold and allowed to learn of his birthright or left in ignorance. Witnesses also serve as keepers of ancient secrets, guiding the policy of the *Fugo a Watu.*

Abilities: Witnesses are primarily valued for the experience and knowledge that they share. As a result, Intelligence and Wisdom are prized highly by witnesses.

Vitality: 1d8 + Constitution modifier per level.

REQUIREMENTS

To become a witness, an agent most meet all of the following requirements:

Allegiance: Fugo a Watu.
Agent Level: 9+.
Wisdom: 13+.
Knowledge (Ancient Lore): 12+ ranks.
Knowledge (Occult): 12+ ranks.
Feats: Mark, Mingling Basics, Scholarly.

CLASS SKILLS

The witness's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Concentration	Wis
Cultures	Wis
Hide	Dex
Knowledge	Int
Languages	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis

Skill points per level: 8 + Intelligence modifier.

CLASS FEATURES

All of the following are class features for the witness.

Senior Agent: The witness is a senior agent class, and has no core ability. If the agent does not yet have a core ability from a prestige class, he gains the core ability of the first non-senior agent prestige class with which he gains a level.

Class Feats: The witness gains the following feats at 1st level:

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)

Continuity: The witness gains his positions because of his knowledge, but he is still expected to hone the skills that earned him the promotion. At 1st level, the witness may choose 10 class skills from any other class in which he has at least one level. These skills are considered class skills for him when he gains levels in witness.

Keeper of the Lines: The witness's knowledge of Lineages makes him more capable of dealing with birthrights. Beginning at 1st level, the witness adds his Intelligence modifier to all saves to resist the effects of birthrights. Furthermore, the witness may use his Mark feat to determine three birthrights the titan possesses.

Guide of the Lines: The witness's understanding of the titan Lineages help him communicate better with titans. Beginning at 2nd level, the witness's threat range when establishing the disposition of a titan, is increased by +2. Further, the witness gains a +2 competence bonus to all charisma-based skills targeting such agents. At 4th level, these bonuses are doubled.

Guardian of the Lines: The witness's knowledge can be used to suppress the primal urges caused by the use of birthrights. Beginning at 3rd level, the witness may grant a cooperation bonus to a titan's check to resist legendary transformations, equal to the witness's Wisdom modifier.

Master of the Lines: The witness understands what drives each bloodline. Beginning at 4th level, the witness gains a synergy bonus equal to one half his ranks in Knowledge (Ancient Lore) (round down) to all harassment checks targeting a titan.

Witness's Privilege: The witness's ability to manipulate birthrights is unmatched. Beginning at 5th level, once per session, the witness may inhibit a titan's ability to manifest birthrights. The targeted titan is unable to use any Legacy birthright for a number of rounds equal to the witness's wisdom modifier. This ability may also be used to temporarily reverse a legendary transformation. The witness may not target himself with this ability.

NEW SKILL USES

This section covers two new focuses for the Knowledge skill.

KNOWLEDGE (ANCIENT LORE)

You are aware of the Lost Age and of anomalous details of history, including the titans.

Comprehension Check (Half Action): Per the standard Knowledge check *(see the **Spycraft Espionage Handbook** page 57)*, but your area of expertise is controversial theories about the prehistoric world.

Question Type	DC	Relay Time
Simple	10*	Free action
("Where is the strange green glass found?")		
Basic	15*	Free action
("What are the major Lost Age archaeological sites?")		
Involved	20	1 full action
("What are the five lineages of inheritors?")		
Complex	25	1d4 full actions
("Is this artifact from the time of the Ascendancy?")		
Exotic	30+	1d6 minutes
("Identify various Lost Age cultural idiosyncrasies and cross reference with where cultural artifacts have been found to create a map of each cultures area of influence.")		

* These types of questions are free actions to remember and needn't be rolled for again after success.

Special: If you possess 5 or more ranks in Appraise, you gain a +2 synergy bonus when working with Lost Age objects.

KNOWLEDGE (OCCULT)

You're a student of the arcane and mysteries of the occult. You understand and can sift through notes, books, and other sources and identify what is real occult knowledge and what is not.

Comprehension Check (Half Action): Per the standard Knowledge check *(see the **Spycraft Espionage Handbook** page 57)*, but your area of expertise is mystical and occult lore. Books rarely differentiate between Craft information and mystic information.

Question Type	DC	Relay Time
Simple	10*	Free action
("What is the life story of Alistair Crowley?")		
Basic	15*	Free action
("Does this information pertain to mystic knowledge or the Craft?")		
Involved	20	1 full action
("What is the true occult knowledge within this book?")		
Complex	25	1d4 full actions
("Based upon the style of ritual remains at a site, what group enacted the invocation")		
Exotic	30+	1d6 minutes
("Detail the operations of a specific occult or Craft society, including passcodes, history, and membership")		

* These types of questions are free actions to remember and needn't be rolled for again after success.

Special: If you possess 5 or more ranks in Cryptography, you gain a +2 synergy bonus when deciphering occult and Craft texts.

Learning Rites and Rituals (Complex - 1 Month): *See page 238* for how to research invocations.

NEW BASIC COMBAT FEATS

The following feats are considered part of the basic combat feat tree. The feat Wolf Pack Basics was originally introduced in AEG's ***Pan-Asian Collective*** Chamber sourcebook for *Shadowforce Archer*.

ARRAY OF STUNTS

You're agile, unpredictable, and you've brought friends!

Allegiance: Eight Heavenly Dragons.

Prerequisites: Tumble 5+ ranks.

Benefit: Once per session on your initiative count, you and all of your teammates within visual contact may make a half action Tumble check as a free action.

"JOIN OR DIE"

Project: TITAN have pursued a policy of recruitment of titans with fatal consequences for those who decline. As such, they've gotten very good a disposing of them.

Allegiance: Project: TITAN.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You gain a +1 bonus to Intimidation checks and damage rolls targeting characters you know to be titans. Further, once per session, after all characters have rolled initiative, you may set your initiative total to 1 higher than the highest initiative total of any non-ally titan within your line of sight.

"JUST DIE"

With nearly 'round-the-clock operations in Jerusalem following the Rip, Project: TITAN operatives possess the single largest collection of combat experience against the creatures of the Otherworld of any militant force. You're privy to some of that knowledge.

Allegiance: Project: TITAN.

Prerequisites: Base attack bonus +6 or higher, Knowledge (Otherworld) 4+ ranks, Combat Instincts.

Benefit: You need not spend an action die to activate critical hits against creatures with the Aberration, Elemental, Magical Beast, or Ooze types.

Special: This does not allow you to inflict critical hits to creatures that are normally immune to them (such as most oozes).

TO THE HILT

You're willing to take it in order to dish it out...

Allegiance: First Team.

Prerequisites: Base attack bonus +5 or higher.

Benefit: At the end of each round, you may target one opponent within line of sight you attacked that round who also attacked you that round (whether either of the attacks were successful or not). Both you and that opponent then gain a single attack against each other as a free action. These attacks are resolved simultaneously.

WOLF PACK BASICS

You are highly skilled at taking advantage of the openings provided by a well-placed teammate.

Prerequisites: Agent level 3+.

Benefit: You gain a +4 circumstance bonus to attacks made against opponents you're flanking.

Normal: Agents normally receive a +2 circumstance bonus when making flank attacks.

NEW MELEE COMBAT FEATS

The following feats are considered part of the melee combat feat tree.

BASH

When you start swinging, foes are thrown around like rag-dolls.

Prerequisites: Str 15+, Power Attack.

Benefit: When you make a successful armed melee attack against an adjacent opponent, you may choose to inflict subdual damage to force your opponent to make a Fortitude save (DC 5 + the damage inflicted). With a failure, your opponent is pushed 5-ft. (one square) directly away from you. If the target square is occupied, your opponent remains where he is and suffers an additional 1d4 subdual damage.

KALI'S KISS

You are trained in the secret arts of the thugee.

Allegiance: Daemonic.

Prerequisites: Garrote Basics, base attack bonus +6 or higher.

Benefit: Move Silently is always a class skill for this agent. Further, each time the agent inflicts damage in a grappling attempt while armed with a garrote, he also inflicts 1 point of temporary ability damage to his choice of either Strength or Constitution. This damage is recovered at the rate of one point per minute (from each ability) once the opponent escapes from the grapple.

LUNGE

You can - and often do - risk it all to connect with your opponent.

Prerequisites: Dex 15+, Darting Weapon.

Benefit: As a free action, you may accept a -2 penalty to your Defense to increase the reach of each melee weapon attack you make during this round by 5 ft. This penalty to Defense lasts until the start of your initiative count during the following round. Further, if none of your attacks hit their target(s) during the current round, you become flat-footed following your last attack during the current round.

"ON GUARD!"

You've worked to combine unarmed fighting skill with extensive weapons practice, gaining a powerful combat synergy you can unleash upon unsuspecting opponents.

Prerequisites: Base attack bonus +6 or higher, Improved Weapon Focus.

Benefit: You may apply the benefits of any unarmed combat 'stance' feat that you possess to attack made with any weapon covered by an Improved Weapon Focus feat you possess.

Normal: Without this feat, stance bonuses only apply to unarmed attacks.

SWORD BASICS

You're highly skilled with all manner of medium swords.

Prerequisites: Base attack bonus +2 or higher, Weapon Group Proficiency (Exotic - Archaic) or Weapon Group Proficiency (Exotic - Martial Arts).

Benefit: The agent gains the Power Attack feat while attacking with a bastard sword, broadsword, eastern broadsword, ghost head broadsword, katana, medium sword, nine-ring broadsword, unicorn horn sword, or wooden sword, and is considered proficient with all of those weapons even if he does not have the appropriate Weapon Group Proficiency. Further, if the agent rolls a threat with these weapons but does not convert the threat to a critical hit, the weapon automatically inflicts maximum damage (additional variable damage such as from sneak attacks or action dice is still rolled randomly), and the agent may immediately move to the opposite side of his opponent as a free action if that square is unoccupied.

SWORD MASTERY

Yourpowerful sword attacks are all but unmatched.

Prerequisites: Base attack bonus +9 or higher, Sword Basics.

Benefit: When you make a successful attack with any weapon listed in the Sword Basics feat, you may gain a circumstance bonus with your next attack roll with a sword equal to 1/2 the amount by which the attack result beat the target's Defense (rounded down). This bonus is lost unless used by the end of the following round.

Further, when making a melee attack with a sword, if you use the Power Attack feat benefits granted by your Sword Basics feat and your attack misses by an amount equal to or less than the Power Attack penalty, your attack still succeeds but you lose the Power Attack damage bonus and the damage you inflict is reduced to 1/2 standard (rounded up).

NEW RANGED COMBAT FEATS

The following feats are considered part of the ranged combat feat tree.

CARNIVAL OF CARNAGE

When you open up on your foes, it's a thing of beauty.

Allegiance: Eight Heavenly Dragons.

Prerequisite: Base attack bonus +9 or greater, Shooting Gallery.

Benefit: As Shooting Gallery, except that it can be used any number of times per round.

SHOOTING GALLERY

You're not outnumbered - it's a target rich environment!

Prerequisite: Base attack bonus +5 or greater, Point Blank Shot, Rapid Shot.

Benefit: If one of your ranged attacks on a target within 1 range increment reduces an opponent's wound points to 0 or below, dropping the opponent, after resolving that action you may immediately make a ranged single attack against another opponent within 1 range increment. The extra attack is made using the same weapon as the attack that dropped the previous opponent. This feat may only be used once per round.

NEW CHANCE FEATS

The following feats are part of the chance feat tree.

FAITH

Your belief sustains you in the face of horrors.

Allegiance: Any except Selfish.

Benefit: You gain a +2 bonus on all saves vs. fear effects. Further, you double your Constitution score when checking to see if you stabilize when at -1 or fewer wound points *(see the **Spycraft Espionage Handbook** page 178).* Finally, as a free action, you may spend and roll an action die to gain DR 4/- against all undead or abyssal attackers for a number of rounds equal to the action die roll.

GUARDIAN PRESENCE

Sometimes it seems as if... something... is watching out for you.

Allegiance: Brotherhood of the Iron Rose.

Prerequisites: Faith.

Benefit: At the start of each session, you may give one action die to the Game Control to hold for you. At any time during the session, the GC may decide that your agent is in great peril and secretly add the maximum value of the held action die to one of your rolls. The maximum value of the action die must have an impact on the result of your roll or the GC may not use it for you. If the die is not used by the end of the session you gain two additional action dice at the beginning of the next session.

PURITY OF IRON

Metal must be purified by fire and you have undergone your own baptism of flame.

Allegiance: Brotherhood of the Iron Rose.

Prerequisites: Knowledge (Theology) 4+ ranks, Faith, Iron Will.

Benefit: Once per session when you would roll an action die, you may forgo rolling and substitute one half your total bonus in Knowledge (Theology) (round down).

SCROUNGE

You are often able to find useful items others have cast away.

Prerequisites: Wisdom 13+, Trouble Magnet.

Benefit: You may spend an hour in any urban area to find a weapon (and its ammo if necessary) or piece of gear. The BP cost of this equipment cannot exceed your Wisdom modifier plus the number of Chance feats you possess (including this one). The error range of this item is increased by 2 and the GC may spend one action die to cause the item to break on any error result. The item automatically breaks at the end of the session. You may use this ability a number of times per session equal to the number of chance feats you have.

STRANGE BEDFELLOWS

You'll work with just about anyone to get the job done.

Allegiance: International Geographical Society.

Prerequisites: Trouble Magnet.

Benefit: You may add a competence bonus to one of your action die rolls equal to the number of different allegiances held by your teammates (excluding the IGS). Selfish counts only once, no matter how many teammates may have it. You may use this ability a number of times per session equal to the number of chance feats you have.

NEW GEAR FEATS

The following feats are considered part of the gear feat tree.

BIG SCIENCE!

Your friends sometimes ask you to test out their newest creations.

Allegiance: International Geographical Society.

Prerequisites: Extra R&D Support.

Benefit: During the gearing up phase, you may requisition one gadget with a resource point cost of 6 or less at no cost. The error range for that item is increased by its (resource point cost + 1).

DANGEROUS EXPERIMENTS

The Order has never shied away from discovery, but since the Rip they've been downright reckless!

Allegiance: Promethean Order.

Benefit: You may purchase gadgets as part of your personal budget at the cost of 6 BP per resource point the gadget normally costs. The error range on these gadgets is increased by 1, and on any error it inflicts 1d20 damage to its user. This damage is reduced by DR normally.

WAGES OF SIN

Your experiences as a mercenary have left you with a tidy sum.

Prerequisites: Base Attack bonus +3 of higher.

Benefit: you gain an additional 50$ in field expenses at the beginning of each serial for each BP in your personal budget dedicated to weapons, armor or ammunition.

WAGES OF WAR

Business is good when you're 'Number 1'.

Allegiance: First Team.

Prerequisites: Base Attack bonus +3 of higher, Wages of Sin.

Benefit: You gain an additional 25$ in field expenses for every BP of mission budget you and your team spend on weapons, armor, or ammunition.

NEW STYLE FEATS

The following feats are considered part of the style feat tree.

FAMILY ARCHIVES

Your family is noted for producing experts in your chosen field.

Prerequisites: Family Business, PhD class ability, 12+ ranks in chosen skill.

Benefit: Select one skill that your PhD class ability affects. Your maximum ranks in this skill increase to agent level +10; this effect specifically overrides the normal limits on PhD. In addition, once per session, you may spend one hour consulting your family archives before you make a skill check with any skill that falls under the same basic skill feat as the skill chosen for this feat. For the purposes of this check, you are considered to have the same number of ranks in this skill that you have in the skill chosen for this feat.

FAMILY BUSINESS

Your family has a tradition of service in your faction.

Allegiance: Any except Neutral or Selfish.

Prerequisites: Agent level 1 only.

Benefit: You gain a +2 circumstance bonus with all favor checks made through faction channels, as well as all education and skill checks made to uncover or information directly related to your faction. Finally, the cost to acquire a nemesis, obligation, vendetta, or vow background is reduced by 1, to a minimum of 1 (e.g. a 2-pt version of one of these backgrounds costs 1 skill point, etc.).

FAMILY NETWORK

Your family's friends tend to call you with interesting information.

Prerequisites: Family Business, Sources class ability, Gather Information 6+ ranks.

Benefit: You gain one additional per-session use of your Sources class ability. In addition, you may expend one per-session use of this class ability when making an inspiration check to gain a bonus equal to your ranks in Gather Information on that check. If the check is successful, one of your sources spontaneously contacts you with a piece of informationrelevant to your current situation.

GIFT OF FIRE

Your order has been hording arcane knowledge since the time of the Greeks. Sometimes you need to put it into pratice.

Allegiance: Promethean Order

Prerequisites: Knowledge (Ancient Lore) 9+ ranks.

Benefit: You may make a special favor check through your faction to request that a spell be cast on your behalf. This favor check costs one action die, plus and additional number of action dice equal to the spell's level (these additional dice must be paid even if you are able to request favor checks without spending an action die). If the check is successful, a member of the order will meet you at the nearest Promethean Order site to perfom the spell. The caster level for this spell is equal to your agent level. The DC for this favor check is equal to 10 + (the spell's level x 5). You may attempt this favor check a number of times per serial equal to one quarter your agent level (round up).

Special: If you have the Safe House feat, you may request that the caster meet you at your safe house before performing the spell.

"MINE. MINE. MINE!"

It's all about you.

Allegiance: Selfish.

Benefit: At the beginning of each session, each of your teammates may give you exactly 1 of their action dice to gain xp equal to its highest value × 5 (20 xp for a d4, 40 xp for a d8, etc.). Further, you gain an additional 5 xp for every 100$ of your *initial* field expenses remaining unspent at the end of each serial. This does not apply to money gained by other means during the course of the serial, and any money that was wagered, but not lost cannot be counted for this purpose.

OFFICIAL HARASSMENT

Screwing with your enemies can be a full time job.

Allegiance: Fugo a Watu.

Prerequisites: Agent level 9+, Political Favors.

Benefit: Once per session, select one agent of equal or lower agent level. Starting 24 hours later, that agent may not make favor checks through his faction until you make a favor check, target a new character, or die.

TRADITION OF SERVICE

You're the latest in a long line to serve your chosen causeand you can call upon a wide-reaching network of allies who share your goals.

Prerequisites: Family Business, Behind the Scenes class ability, Diplomacy 6+ ranks.

Benefit: Choose three types of favor checks. The maximum DC of the free favor checks provided by your Behind the Scenes class ability is increased by 5 when making these types of checks. In addition, you may expend one per-session use of this class ability to gain a bonus to a single education, Gather Information, or Knowledge skill check equal to one half the DC of the free favor check you would otherwise have received (round down). In order to use Behind the Scenes in this manner, you must still be located within a city or have access to a phone, and the skill check must be made to find information directly related to your cause.

ULTERIOR MOTIVES

No one is more capable at inflitrating other agencies than the meticulous planers of the *Fugo a Watu.*

Allegiance: Fugo a Watu.

Prerequisite: Agent level 5+, Bluff 8+ ranks.

Benefit: You gain one additional allegiance. If someone finds out your allegiance without your willing consent, you may choose which of your two allegiances they discover.

WARRIOR LINE

Trained in the combat arts from an early age, you have a leg up on your colleagues when thrust into dangerous situations.

Prerequisites: Family Business, base attack bonus +4 or higher, at least 3 feats from a single combat feat tree (e.g. basic, melee, ranged, or unarmed).

Benefit: Once per round, if you miss an attack roll by 2 or less, you may re-roll that attack. You must accept this second result, even if it is lower than the result of the first roll. You may not use this ability if your original roll resulted in an error.

Special: This feat may be selected as a bonus Basic Combat feat.



"Six people in the past 25 years have witnessed this phenomenon. My organization has interviewed them all, but in every case, they have seen something... significantly different"

-- Alva Keel
Miracles

ARCANE CRAFTS

4

INTRODUCTION

This chapter introduces one of the prehistoric supernatural influences spreading through the world of *Dark Inheritance* following the Rip - the Arcane Crafts. These arts draw upon the *Ethereal*, a sub-atomic dimension, whose energies act like magic when directed into the macrocosm world. While it is becoming clear that the Earth once had a stronger connection to the Ethereal, the Otherworld retains this link, and materials and beings crossing over from the Otherworld have reinvigorated a modern fascination with the potential of magic.

Below you will find the necessary rules to create agents who are able to tap into the power of the Ethereal. We introduce two new base classes, the arcane feat tree, several arcane skills, two prestige classes, and several new spells and spell conversions, allowing you to utilize the Ethereal in your campaign. We also provide guidelines for adapting spells from other d20 System sources, allowing you to bring the enormous variety of d20 magic to your gaming table while using the *Spycraft* engine.

A FIFTH FORCE

The Rip altered more than the world's shaky geopolitical arena and numbing fear was not the only global phenomena to spread across the globe. The ruins that stab through the heart of Jerusalem like an assassin's knife hold secrets and relics from an age long lost to even the most ardent historians. But now these once forgotten mysteries are being examined under the cold, bright florescent light of science.

On the periphery of the human experience is an entire universe of dreadful wonder. The power ancient cultures called “magic” or “sorcery” is in fact a manipulation of a fifth universal force. As string theorists peel apart the fabric of creation they have theorized hidden dimensions to our universe, tiny dimensions existing within the realm of the subatomic. Unlike the four dimensions we are familiar with - height, width, depth, and time - others are undetectable by normal human senses. The force of magic is really the result of careful manipulations of an extra-dimensional energy. This dimension, called the Ethereal by traditional hermetic practitioners, is a place hidden between every atom and accessible to all intelligent creatures. The energy of this dimension resonates with the will of the practitioner. The focus of a will-worker's intent is accomplished by incantation or ceremony. Concentration and determination are required to successfully manipulate this subatomic dimension.

Factions in the Know

The Arcane Crafts are not new arts. Instead, it is one that is incredibly ancient which has faded with disuse. Several of the factions are old enough to have been founded by those who remembered when the Craft was much more common and powerful than it is today. These groups have had an important advantage in recognizing the return of magic as a result of the Rip. But even with this greater recognition of the reality of Ethereal power, each of these factions' knowledge of the Arcane Crafts is shaped and limited by their own outlook.

Brotherhood of the Iron Rose: The Brotherhood has done its part to suppress and destroy the practice of the Craft by arcanists. On the other hand, the Brotherhood has counted quite a few gnostics amongst their ranks, having the utmost respect for those who are able to shape the ethereal through the purity of their conviction.

Eight Heavenly Dragons: Co-founded by mystic monks, it comes as no surprise that the Dragons know more than a little about the powers of ancient magic. While Craft-users are infrequent at best, the Dragons have always kept an eye out for the few remaining foci from the Lost Age, and have amassed a sizable collection of genuine Lost Age artifacts.

Fugo a Watu: This ancient cult has struggled to retain and recover every possible scrap of knowledge from the Lost Age, and counts the Arcane Crafts as just another tool in their arsenal for bringing about a bright future for the world - their future.

Promethean Order: Armed with ancient knowledge and driven by prophecy, the Order has always used the Craft to augment their chances of victory against the Daemonhost. Now that the Rip has broadened the battlefront from a few key sites to a global crisis, the Order is stepping up their research into the Ethereal to an even higher level.

On Earth this “Ethereal plane” effectively lies at “a further distance” from the common dimensions (width, height, breadth, and time) than it does on the Otherworld - relationships between dimensions are difficult to describe when outside the normal human frame of reference. This is why materials attuned to the Ethereal are more common on the Otherworld, and also the reason so many magical creatures have evolved there. Mystically active materials may be metals (such as adamant and orichalcum), plants, minerals (gems and crystals), and even specialized glands within magically adapted or evolved creatures.

THE ARCANE CRAFTS

Folklore is filled with tales of people who can control the world around them though the power of magic. The stories hint at powers beyond the conception of mankind, supernatural abilities collectively called *the Craft* or the *Arcane Crafts.* The Craft is composed of stray shards of mystic knowledge strewn throughout history, passed down in lore from the Ancients.

Incantation is a specific form of Arcane Craft, and by far the most common following the Rip. Incantation relies upon symbols - tools used by the mind to understand the cosmos. Arcane symbols are powerful because they define the accepted limits of people's environment and the extent of what is thought to be possible. To the Ancients, words were power, for words are themselves symbols and spoken by the will of a person. Incantation uses this combination of spoken symbols and ethereal energies to create spells.

The abyssal powers of the Daemonhost and ritual invocations used by their servants are not true uses of the Craft as they draw upon the foul energies of the Abyss rather than the Ethereal, and can be found in Chapter 7: Abyssal Terrors (*see page 235*).

CASTING A SPELL

A spell is a one-time magical effect. You must choose which spell to cast - this spell must either be one your Craft-using agent knows (if he a living focus) or one that is imbued within his focus (if he is not a living focus). In order to actually incant spells, you must spend ethereal points (EP) or make a casting check (*see the Incantation skill, page 144*).

CASTING TIME

You must spend the spell's casting time drawing energies from the Ethereal, before releasing it as a spell effect. Most spells have a casting time of 1 full action. Others take 1 round or more, while a few require only a free action. You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

A spell that takes longer than 1 round to cast comes into effect on the initiative count just prior to yours after the casting time is complete. These actions must be consecutive and uninterrupted, or the spell automatically fails (no roll required).

You may only cast one spell per round, even if the casting time is a free action or a half action.

Creating a Craft-user Agent

There are several additional steps agents wishing to use Arcane Crafts must complete.

Starting out in the Craft: You may begin learning Arcane Crafts by taking levels in an arcane base class, such as the arcanist or gnostic, or else by selecting the Novice or Postulant feats (*see page 148*).

Determine caster level: Your caster level represents your connection to the Ethereal, where most magic originates. Agents normally begin with a caster level of 0. Raising your caster level increases the strength of your magic. You can raise your caster level in three ways: take levels in an arcane class (such as the arcanist, gnostic, or watcher), take a feat that raises your caster level, or obtain gear that raises your caster level.

Determine Ethereal Points: Craft-user classes and feats provide you with *ethereal points* (EP). This represents the amount of ethereal energy the Craft-user can manipulate safely. For the Arcane Craft of Incantation, these points are used to cast spells without making a casting check with the Incantation skill (*see page 144*).

Buying ranks in Arcane Skills: Craft-using classes grant you access to arcane skills. Raising these skills is vital to increasing your expertise in your chosen Arcane Craft. You can spend skill points to buy ranks in any arcane skill you have just as if it were a normal skill. Arcane skills are subject to the normal skill rank costs and maximum ranks.

Learn to Cast Spells Safely: With the initial Novice and Postulant feats, Craft-users are able to cast only 0-level spells safely, though a Craft-using agent may attempt to cast spells of all levels by making an Incantation casting check. The Initiation class ability of both the arcanist and gnostic allows agents to cast higher level spells safely. This is the Craft-users *safe spell level.* Spells that are of a safe spell level can be cast with EP. Spells that are not of a safe level may not be cast with EP - you may only cast spells of "unsafe" levels by making a casting check.

Acquire a focus: All Craft-users require a *focus* (plural foci, pronounced foke-eye) to help them link to the Ethereal. Arcanists use physical devices - ancient magical tools, to form this link. Gnostics are innately linked to the Ethereal and are in essence living foci.

SPELL FORMULA

All spells have a formula, which are usually in written form or exist as a complex mental structure. A Craft-user who uses object foci may learn any number of spell formulas by using the Spellcraft skill *(see page 145).* Craft-users who are living foci (*see Living Foci, page 129*) gain an intimate understanding of spells through the domains they gain by their Sagacious class ability and may not learn spell formulas with the Spellcraft skill. Craft-users may know the spell formulas for spells of any level.

SAFE SPELL LEVEL

You can only spend EP on spells that are of your safe spell level. The Novice and Postulant feats only allow you to cast 0-level spells safely. Most Arcane Craft classes have the Initiation class ability, which may be used to increase the level of spells that are safe to cast.

SPENDING ETHEREAL POINTS

The easiest and safest method of casting a spell only requires you to spend EP and then the allotted casting time. 0-level spells do not require the expenditure of EP, however, and never require an Incantation skill check. A spell costs an amount of EP equal to its level. If you lose a spell through a failed Concentration skill check or for some other reason you lose the EP you spent to incant the spell.

You regain EP through meditation, by making a Concentration check (*see page 142*). Spending EP may also be required to activate certain class abilities, ethereal abilities, or supernatural and spell-like abilities. How these abilities are activated and how much EP they cost is explained in the abilities description.

MAKING AN INCANTATION SKILL CHECK

If you want to cast a spell without spending EP or have no EP left to spend, you may make a casting check to incant a spell. This check requires you to have ranks in the Incantation skill. The casting check is described in the Incantation skill (*see page 144*).

Backlash: There are significant dangers and drawbacks to keep an agent from casting spells with abandon. Any use of the Craft risks 'backlash' - improperly channeled ethereal energy turning on the Craft-user's body. Any attempt at casting a spell without spending EP *nearly always* results in the Craft-user taking damage. This ranges from subdual damage (for a success or simple failure), to standard damage (on an error) to wound damage (from critical failures). If a threat is rolled no damage is taken. Backlash is described as part of the Incantation skill.

RANGE

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch an opponent or object to affect it. A touch spell that deals damage can score a threat just as a weapon can and can be activated as a critical success with the expenditure of an action die. A touch spell has a threat range of 20 and an error range of 1. Feats from the Ranged Combat feat tree may be used with '*ray*' spells only. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two caster levels the agent has.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level the agent has.

Long: The spell reaches as far as 400 feet + 40 feet per caster level the agent has.

Unlimited: The spell reaches anywhere on the same planet as the agent.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

You must make some choice about the target of the spell or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on characters, creatures, or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious targets are automatically

considered willing, but a target who is conscious but immobile or helpless (such as one who is bound, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a half action.

Effect: Some spells create or summon things rather than affecting things that are already present.

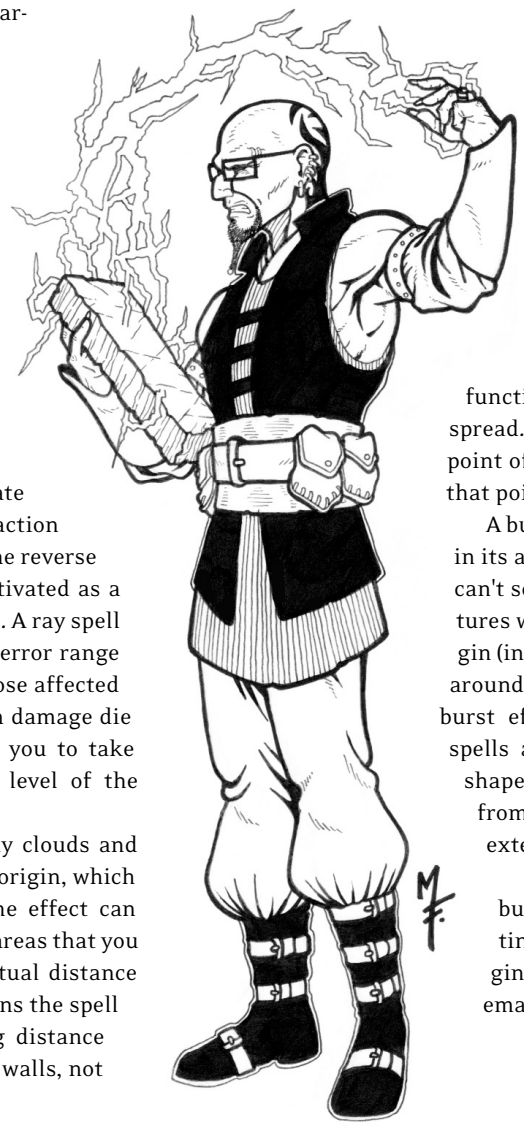
You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible target and hope you hit something. You don't have to see the target you're trying to hit, as you do with a targeted spell. Intervening characters and obstacles can block your line of sight or provide cover for the target you're aiming at. Feats from the Ranged Combat feat tree may be used only with ray spells.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a threat and activate it as a critical success with an action die just as if it were a weapon. The reverse is also true. An error may be activated as a critical failure with an action die. A ray spell has a threat range of 20 and an error range of 1. A critical success causes those affected to take double damage (roll each damage die twice). A critical failure causes you to take standard damage equal to the level of the spell.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them.



As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which characters, creatures, or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given target is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including targets that you can't see. It can't affect characters or creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst , a cone-shaped burst, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed. No saving throw will appear in the spell's description if a saving throw is not allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a target resisting the spell, in which case the object uses the target's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on characters or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted character can attempt a saving throw if he desires.

Difficulty Class: A saving throw against your spell has a DC of 10 + the level of the spell + your modifier for the relevant ability of your Incantation skill (Wisdom for living foci or Charisma for Craft-users who use an object focus).

Succeeding on a Saving Throw: Magic is not something most targets would expect, even in *Dark Inheritance.* A target that successfully saves against a spell that has no obvious physical effects feels a malevolent presence or a tingle, but cannot deduce the cause. Other Craft-users (those with the Novice or Postulant feats) have an intimate understanding of the Ethereal and make a spellcraft check (DC 20 - spell level) as an

immediate free action to determine that the sensation is caused by a magical attack. Likewise, if a target's saving throw succeeds against a targeted spell the Craft-user who cast the spell senses that the spell has failed. The Craft-user does not sense when targets succeed on saves against effect and area spells.

Errors and Threats: A natural 1 (the d20 comes up 1) on a saving throw is an error and always a failure and an action die may be spend to activate it as a critical failure (*see below*). If an error is scored the spell may cause damage to exposed items (*see Gear Surviving after a Saving Throw, below*). A natural 20 (the d20 comes up 20) is a threat and always a success. You may activate threats as a critical success by spending an action die.

Critical Failures and Critical Successes: The magic caused by the Ethereal can have tremendously variable results due to the influence of the character being affected by the magic. Saving throws for spells can be activated as either critical failures or critical successes with action dice. If an action die is spent to turn a threat into a critical the character suffers no effects from the spell even if a successful saving throw normally just reduces the effect.

If an error is turned into a critical failure the character becomes more susceptible to Arcane Craft effects from all sources, suffering a -2 penalty to saving throws for 1 minute against further Arcane Craft effects.

Voluntarily Giving up a Saving Throw: A target can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality.

Gear Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all gear carried or worn by a character are assumed to survive a magical attack. If a character rolls an error on his saving throw against a damaging effect, however, an exposed item may be harmed (if the attack can harm objects). Determine which piece of gear worn or held by the target is most likely to be affected. That object must make a saving throw against the attack and failure indicates that the gear takes whatever damage the attack dealt. If an action die is spent to turn an error into a critical failure, the damage ignores any of the gear's hardness.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a character, creature, or object with spell resistance, you must make an Arcane Craft power check (*see Arcane Craft Power Checks page 129*) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like Defense against magical attacks.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects targets from the spell. In many cases, spell resistance applies only when a resistant character is targeted by the spell, not when a resistant target encounters a spell that is already in place.

The terms “object” and “harmless” mean the same thing for spell resistance as they do for saving throws. A target with spell resistance must voluntarily lower the resistance (as a half action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the Arcane Craft power check.

THE SPELL'S RESULT

Once you know which characters (or creatures, object, or areas) are affected, and whether those characters have made successful saving throws (if any), you can apply the results a spell describes. Many spells affect particular sorts of creatures, like humanoids (humans, titans, near humans, and hybrids only), outsiders (creatures or beings not from Earth or the Otherworld), and so forth. These terms, and terms like them, refer to specific animal qualities. For more information on creature types, *see Chapter 6: The Rip.*

DURATION

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the Craft-user doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic* and other similar effects.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a half action. Anything that could break your concentration when casting a spell can also break your concentration during a round that you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating (described in the spell's description).

Spells and Concentration

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration skill check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is to continue the incantation. If you fail the check, you lose the spell just as if you had cast it to no effect. The ethereal energies dissipate before you completely channel them into the macrocosm and you do not suffer backlash, though any EP spent is lost.

Injury: If while trying to cast a spell you take damage, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you're casting). This DC is increased by +10 if the damage caused you to suffer at least one wound point of damage. If you fail the check, you lose the spell without effect and lose any EP spent. The interrupting event strikes during casting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 round or more) or if it comes in response to your casting the spell (such as a contingent attack declared as a readied action).

If you are taking continuous damage, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell you're casting). This DC is increased by +10 if the damage caused you to suffer at least one wound point of damage. If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

Supernatural Effect: If you are affected by a birthright, spell, abyssal power, mystic incantation, or other supernatural effect while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is 10 + points of damage + the level of the spell you're casting.

If the spell interferes with you or distracts you in some other way, the DC is the spell's saving throw DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: You may still cast spells if grappling or pinned. If you require an object focus, you must have it in hand and your opponent may attempt a disarm attack action in an attempt to separate you from your focus. You oppose his disarm attempt with a standard attack using your choice of either your Strength or Dexterity modifier. Even so, you must make a Concentration check (DC 20 + the level of the spell you're casting) or lose the spell.

Vigorous Motion: If you are taking a bouncy ride in or on a vehicle, riding a mount, on a boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a vehicle, on a small boat in rapids or in a storm, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind, blinding rain, or sleet, the DC is 5 + the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the *Supernatural Effect* subsection above.

Entangled: If you want to cast a spell while entangled in a net or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

Critical Failures: Threats may not be activated with action dice and turned into critical successes; however, errors may be activated with action dice and converted into critical failures. A critical failure causes you to lose the spell (with all the normal consequences) and in addition you take a point of standard damage for every level of the spell you were attempting to cast.

Subjects, Effects, and Areas: If the spell affects targets directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration.

Targets may be affected by the spell when they enter the area and are no longer affected by it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must merely incant the words of dismissal, which are usually a modified form of the incantation. Dismissing a spell is a full action.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your initiative.

ARCANE CRAFT POWER CHECKS

Some spells require you to overcome some external force - usually another spell or Craft-user. This is represented by an Arcane Craft power check. An Arcane Craft power check is a d20 roll + the Craft-user's caster level. You may increase the result of an Arcane Craft power check by spending one or more action dice after the check to increase the Arcane Craft power check by the result of the action die roll. The arcanist core ability, Studious, may not be used to boost a Craft-user's caster level for this check.



COMPONENTS

Spells in *Dark Inheritance* have up to three components.

Wilful Thought: All spells require the Craft-user to be in the proper frame of mind. This component is not listed for spells as it is omni-present and the reason a Craft-user is forced to make a Concentration check if his spell is potentially interrupted.

Verbal (V): To cast a spell, you must be able to speak. All spells, regardless of what components are listed or whether you are an object focus or living focus Craft-user, require the caster to speak. To meet this casting requirement, you must be able to speak in a strong voice.

A *silence* spell or a gag spoils the incantation. A Craft-user who has been deafened has a 20% chance to spoil any spell that he tries to cast.

Focus: All Craft-users require a focus to incant spells, although the focus may be the Craft-user himself (a living focus). Craft-users who use an object focus must know the focus is imbued with the desired spell before they may cast it. Craft-users who are living foci may only cast spells that are in a domain he has chosen with the Sagacious class ability or 0-level spells he has learned.

LIVING FOCI

Certain Craft-users are foci in and of themselves. They have the special quality "*living focus.*" These agents do not require an object focus to cast spells. In fact, they may not use an object focus at all. These Craft-using agents learn spells through class abilities or by choosing feats, such as the Postulant feat. While there are benefits to not requiring an object focus, such as never having to worry about being disarmed, there are definite downsides as well. Craft-users who have the living foci special quality have a very limited number of spells they are able to cast and classes that bestow this gift gain fewer EP. An agent with the living focus quality may never choose feats or gain levels in classes that use or require an object focus.

OBJECT FOCI

Many Craft-users who cast spells tap into the Ethereal through the use of creations of the Lost Age called foci (singular: focus). Foci are strange and marvelous magical apparatuses. They come in many forms, from 1-inch adamant squares with no visible moving parts to ornate orichalcum and crystal mechanisms the size of a full-grown man. Modern Craft-users often find ways to disguise their foci as mundane pieces of technology or as fashionable accessories. Regardless of its appearance, the agent must make physical contact with his focus in order to cast the spells imbued within it.

Foci are created using materials that are sensitive to the energy of the Ethereal, the dimension from which magic arises. Some researchers in the Promethean Order speculate that the materials used in creating a focus are attuned to the energy of the Ethereal dimension at the subatomic level, but hard data is scarce. These objects are also imbued with spell formulas, which can be tapped by Craft-users with the ability to use the focus (have the Novice feat) and an awareness of the spells imbued in it. While Craft-users who have the ability to use a focus may use any that they hold, the agent must bind himself to the focus in order to gain all the benefits of it (*see Bond Foci class ability, page 135 and Handle Focus, page 143*). Only one person may be bound to a single focus at a time.

Every focus has three ratings: power, size, and quality. A focus will normally be perceived as magical by the *detect magic* spell or similar effects.

Power: Each focus has a power rating from 1 to 5. This number determines the maximum level of any spell that can be contained within it and the base number of spell levels it can contain.

Size: The size of the focus establishes not only how large it is, but also determines the total number of spell levels that can be imbued within it. Multiply the base number of spell levels (from its power rating) by its size multiplier (round up) to determine the maximum number of spell levels that may be imbued into the focus (*see table 5.1: Foci Ratings and Costs, below*).

Note: 0-level spells do not count towards this maximum. Any focus can contain any number of 0-level spells without affecting the number of higher-level spells it can hold.

Quality: Quality not only rates how well made a focus is but also how advanced it is in terms of "ethereal science". Most foci have a quality of 0. A few, reputedly cursed foci, have negative quality ratings. Those foci crafted by ancient otherworldly artificers have quality ratings from 1 to 5. The higher the quality of the focus, the easier and safer it is to use. A focus' quality decreases the casting check by the quality rating for spells imbued within it that are also of a safe spell level for the Craft-user.

TABLE 5.1: FOCI RATINGS AND COST

Focus Power	Maximum Spell Level	Base number of Spell Levels	Budget Points
0	0	0	10*
1	1	9	15*
2	2	16	20
3	3	25	30
4	4	36	40
5	5	49	60

* Minimum of 10 BP after applying size modifier.

Object Size	Spell Levels Multiplier	Budget Points
Fine (bracelet, a coin)	x 1/5	-10
Diminutive (large necklace, tiny weapon)	x 1/4	-5
Tiny (crystal ball, small weapon)	x 1/3	-5
Small (cane, medium weapon)	x 1/2	+0
Medium (walking staff, large weapon)	x 1	+5
Large (a big statue)	x 1 1/2	+15
Huge (an enormous statue)	x 2	+25
Gigantic (Stonehenge)	x 3	+50
Colossal (The Great Pyramid of Giza)	x 4	+100

Imbued spell	BP Cost
0-level	+1
1st level	+2
2nd level	+3
3rd level	+5
4th level	+8
5th level	+13

Foci In Dark Inheritance

The vast majority of foci available on Earth have power ratings of 1or 2 and quality ratings of 0 or 1; "low-tech" examples of magical tools. Foci with power or quality ratings above 3 are extremely rare, nearly unique. Foci of far greater power, devices that rival the technological tools of our world are lost within the ruins of Jerusalem and the Otherworld, hidden in cryptic vaults, and in the control of magical societies such as the Promethean Order.

Although experts knowledgeable in the magical arts speculate that even more powerful foci might exist as artifacts from the Lost Age or somewhere in the Otherworld, they would be examples of eldritch engineering unseen among human sorcerers in even their secret oral traditions. Foci can be found in museums, temples, ancient tombs, and among the belongings of mystical orders and mystics. Craft-users are deadly serious when it comes to their foci. Without them, they are unable to perform even the most minor spell. Along with rules for creating foci and arcane gear, various Otherworld civilizations have crafted even stranger mystical creations that will be explored in future products.

PURCHASING A FOCUS

Foci can be purchased with an agent's personal budget points. The base cost in budget points is calculated from the power rating of the focus and modified by its size. The cost of spells already imbued within is then added to this base budget point cost. If the object is also a useful item, you must pay for the cost of the item as well as the focus.

When a focus is purchased the agent can pay extra to have spells already imbued within - either permanently or as a part of a single mission. If the spells are purchased with personal budget points the spells are imbued into the focus until the agent decides to remove them. An arcane agent may choose to spend mission budget points to have a needed spell imbued into his focus until the end of the mission.

USING AN UNBOUND FOCUS

When using an unbound focus, a Craft-user may only cast spells that are of a safe spell level, regardless of whether he casts the spells by spending EP or by making an Incantation casting check. Additionally, a Craft-user must have a sufficient caster level to safely use the unbound focus. An agent's caster level must equal or exceed (focus' power rating x 4) - focus' quality rating. If this value is higher than his caster level then all spells cast with that focus are considered unsafe, regardless of level. (*See page 124 for more on Safe Spell Level*).

Example: Salome has a caster level of 5 and wishes to use a Large focus with a power rank of 3 and quality of 2 that she is not bound to. The minimum caster level to use this focus safely is (3 x 4) - 2 = 10. Casting with this focus makes all spells unsafe for Salome. Once her caster level reaches 10, she may use this focus safely.

SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper targets are attacks. Summoning spells are not attacks because the spells themselves don't harm anyone (though the summoned creature might!). Only spells that have attack rolls have threat and error ranges for these attacks (typically an error range of 1 and a threat range of 20).

Bonus Types: Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't stack (with the exception of dodge bonuses).

Bringing Back the Dead: Several d20 System™ spells have the power to restore slain characters to life. None of these spells function in *Dark Inheritance*. Spells created from the Ethereal simply cannot bring the deceased back to life.

COMBINING SPELL EFFECTS

Spells usually work as described, no matter how many other spells happen to be operating in the same area or on the same recipient. A spell does not affect the way another spell operates except in special cases. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place.

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells, such as birthrights). See the ***Spycraft Espionage Handbook*** page 38 for more details on stacking bonuses.

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Adapting existing d20 spells to Dark Inheritance

Most d20 System™ spells convert to the *Spycraft* engine with little effort. Spells are not restricted to specific arcane classes, nor is there a separation between divine and arcane magic. All spells draw their power from the Ethereal. The following section provides guidelines for the few that do not carry across directly.

Spell Level: The level of the spell is always the level listed for the non-hybrid class (Wizard, Sorcerer, or Cleric) or the hybrid class most closely associated with the spell if no non-hybrid class can use the spell. For instance, a spell with the following: Clr 3, Drd 3, Rgr 4, has a spell's level of 3. If unsure use the higher level.

Casting time conversion: The time required to cast d20 system spells is slightly increased. Use the following conversions.

d20 System Actions	Spycraft Actions
Free Action	Free Action
Move Equivalent Action	Half Action
Standard Action	Full Action
1 Round or greater	As written

Somatic(S), Material(M), and Divine Focus (DF): You do not need to be able to move, use a divine focus, or use material components as all three are subsumed into the necessity to have physical contact with a focus - or be a living focus. Spells that have expensive material components require the caster to expend action dice instead.

Gold Cost For Spell	Action Dice
under 51	0
51 - 100	1
100 - 500	2
500+	3

Energy Types: Any instance of divine or profane damage is instead considered "Ethereal". Any damage from [Force] effects (such as magic missile) are considered regular, non-magical damage and affected by physical damage reduction normally.

Special Cases: The following spells require special attention.

"Animate" Spells: any undead or objects animated by a spell return to their previous inert state at the end of the spell's duration, and never become uncontrolled.

"Cure Wounds" Spells: The casting time of these spells is increased to "1 minute" and the damage cured is applied to vitality points only. These may be cast to cure wound points, but they only cure 1 point per die of damage normally cured. *Cure minor wounds* may not be used to cure wound points.

"Summon" Spells: All spells which summon a creature have their casting time and duration increased by ×10 (typically with rounds becoming minutes).

Damage types: Some spells affect damage or weapons of one or more particular types, including bludgeoning, piercing, or slashing. For these purposes, *Spycraft* melee weapons produce the same type of damage as their d20 System™ counterparts (GC discretion if a direct counterpart in unavailable and conversion is not clear). In general, firearms are considered piercing (particularly those which are armor piercing). Shotgun rounds with the Takedown quality or any firearm round which does subdual damage is considered bludgeoning.

Weapon Bonuses: Weapon bonuses are not used in Spycraft but magic does enhance weapons in a similar way. Whenever a spell or effect provides a weapon bonus, it instead provides an equipment bonus to attack and damage equal to the listed weapon bonus.

Improved Critical Range: Any spell that multiplies an attack's threat range instead increases the threat range by a bonus equal to the multiplier (×2 becomes +2 threat range, ×3 becomes +3 threat range, etc.). Multiple threat range bonuses from spell effects never stack.

Improved Critical Multiplier: Any spell that increases the critical multiplier instead reduces the number of dice required to activate a critical hit with that attack. For each factor that the multiplier is increased, the number of action dice required to activate a critical is reduced by 1 (to a minimum of 0).

Natural Armor Bonuses: Any spell that gives a natural armor bonus instead provides a bonus to Defense at half the listed amount, while the other half becomes damage reduction. While under the effects of the spell you loose your class bonus to Defense. The damage reduction provided by the spell does not stack with any other form of damage reduction, such as from equipment, class abilities, or feats. Such a spell may not be used to overcome an opponent's damage reduction, if higher.

Damage Reduction: Spells that provide damage reduction instead give damage reduction at one half the listed amount (round down). This damage reduction does not stack with any other form of damage reduction but the recipient retains his class bonus to Defense. Also, ignore the weapon bonus amount listed with the damage reduction. Spycraft weapons do not have such weapon bonuses. Any other condition that nullifies the damage reduction, such as slashing, nullifies the damage reduction.

3.0 vs. 3.5: In general, if two versions of a spell exist due to conversion to the 3.5 edition, use the 3.5 version (if available).

Converted Spells: Official conversions sharing the same name as their d20 System™ counterparts supercede these rules. Official conversions for selected spells can be found later in this chapter and at the *Dark Inheritance* website on **http://www.darkinheritance.net**. Additional spells may be converted in future *Dark Inheritance* products.

Detect Magic: It is not as easy to detect the presence of magic. The *detect magic* spell is a 2nd level spell in *Dark Inheritance*. and *arcane sight* is level 5 Otherwise treat this spell as written. Foci are determined to be magical with this spell but discerning the object's status as a focus requires a spellcraft check (*see page 145*).

Banned Spells: The following spells are inappropriate for *Dark Inheritance*.

Any spell that affects only characters with a specific alignment.

Any spell that involves another plane or that allows travel to another plane. This includes the astral or ethereal planes.

Any spell that relies upon, modifies, or provides attacks of opportunity.

Any spell which brings a character back from the dead.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a character or creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled character receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one it obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

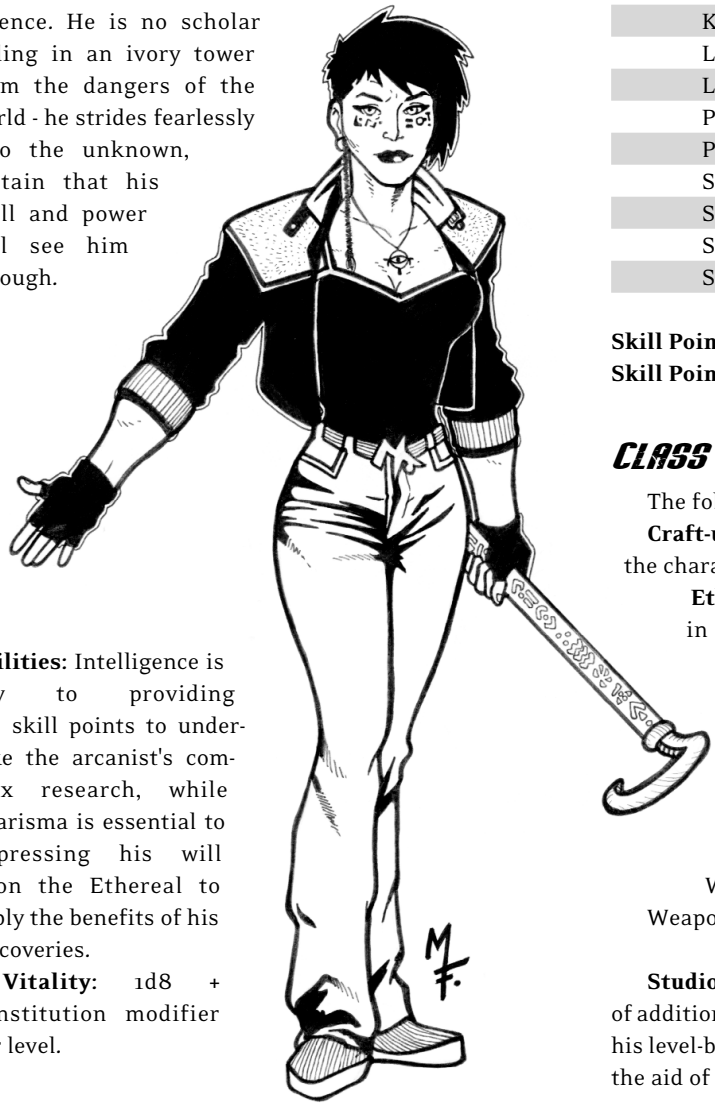


ARCANE BASE CLASSES

There are many paths for Craft-users. Here we provide two classes that personify the Incantation Craft - the ability to incant spells. Future products will explore other arcane Crafts and provide base classes for these new paths. The following classes follow the normal rules for base classes and multi-classing.

ARCANIST

The arcanist walks the treacherous path of eldritch power and arcane knowledge. By pouring over fragments of ancient manuscripts and scavenging through the scattered remains of the Lost Age, the arcanist seeks the hidden mysteries of true power. He uses twisted secrets, forbidden learning, and arcane foci to break the boundaries of science. He is no scholar hiding in an ivory tower from the dangers of the world - he strides fearlessly into the unknown, certain that his skill and power will see him through.



Abilities: Intelligence is key to providing the skill points to undertake the arcanist's complex research, while Charisma is essential to impressing his will upon the Ethereal to apply the benefits of his discoveries.

Vitality: 1d8 + Constitution modifier per level.

CLASS SKILLS

The arcanist's class skills and the key abilities are listed below:

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Computers	Int
Concentration	Wis
Craft	Int
Cryptography	Int
Cultures	Wis
Disguise	Cha
Driver	Dex
First Aid	Int
Gather Information	Cha
Handle Foci	Int
Hobby	Wis
Incantation	Int
Innuendo	Wis
Intimidate	Str or Cha
Knowledge	Int
Languages	Int
Listen	Wis
Perform	Cha
Profession	Wis
Search	Int
Sleight of Hand	Dex
Spellcraft	Int
Spot	Wis

Skill Points at 1st Level: (8 + Int modifier) × 4.
Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the arcanist.

Craft-user: Levels in the arcanist class are added to the character's caster level.

Ethereal Points: The arcanist gains EP as shown in Table 5.2: The Arcanist before adding his Charisma modifier to the total. Temporary Charisma modifiers (positive or negative) do not affect this total.

Starting Feats: At 1st level, the arcanist gains the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)

Studious: The arcanist knows and may cast a number of additional 0-level spells equal to the maximum value of his level-based action dice (4 for d4, 8 for d8, etc.) without the aid of a focus.

TABLE 5.2: THE ARCANIST

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Ethereal Pts	Special
1	+0	+0	+1	+2	+0	+1	3	0	2	Bond foci (1st), novice, *studious*
2	+1	+0	+2	+3	+1	+1	6	1	4	Condensed formula (+1 size)
3	+1	+1	+2	+3	+1	+2	9	1	6	Initiation
4	+2	+1	+2	+4	+2	+2	12	2	8	Sacrifice
5	+2	+1	+3	+4	+2	+3	15	2	10	Initiation
6	+3	+2	+3	+5	+2	+4	18	3	12	Willworker
7	+3	+2	+4	+5	+3	+4	21	3	14	Initiation
8	+4	+2	+4	+6	+3	+5	24	4	16	Sacrifice
9	+4	+3	+4	+6	+4	+5	27	4	18	Eldritch defense, initiation
10	+5	+3	+5	+7	+4	+6	30	5	20	Bond foci (2nd)
11	+5	+3	+5	+7	+4	+7	33	5	22	Condensed formula (+2 sizes), initiation
12	+6	+4	+6	+8	+5	+7	36	6	24	Sacrifice, willworker
13	+6	+4	+6	+8	+5	+8	39	6	26	Initiation
14	+7	+4	+6	+9	+6	+8	42	7	28	Ethereal flood 1/session
15	+7	+5	+7	+9	+6	+9	45	7	30	Eldritch defense, initiation
16	+8	+5	+7	+10	+6	+10	48	8	32	Sacrifice
17	+8	+5	+8	+10	+7	+10	51	8	34	Initiation
18	+9	+6	+8	+11	+7	+11	54	9	36	Willworker
19	+9	+6	+8	+11	+8	+11	57	9	38	Condensed formula (+3 sizes), initiation
20	+10	+6	+9	+12	+8	+12	60	10	40	Bond foci (3rd), sacrifice

Further, the arcanist may spend an action die to increase his caster level by one half the die's maximum value for one spell (round down). This is the arcanist's core ability.

Bond Foci: At 1st level, the arcanist may use the Handle Foci skill to bond to a single focus (*see page 142*), gaining superior control over the focus' link to the Ethereal. At 10th level the arcanist may have up to 2 foci bound to him at the same time. At 20th level, the arcanist may bind up to 3 foci at once.

Novice: At 1st level, the arcanist gains the Novice feat and 0-level spells are a safe spell level. All requirements for this feat are waived. In addition, the Handle Focus and Incantation (Int) skills are considered class skills for the arcanist rather than cross-class skills. If the arcanist already has this feat, he gains one feat from the arcane feat tree. He must meet all prerequisites before choosing this feat.

Condensed Formula: At 2nd level, the arcanist has learned to 'write small' when imbuing a focus with spells. Any focus the arcanist is bound to is considered 1 size category larger for the purpose of determining the maximum number of spell levels which may be imbued within it. If the arcanist breaks his bond with the foci, its maximum number of spell levels returns to normal and any excess spells are erased (working from most recently imbued to earliest imbued).

At 11th level, the arcanist's bound foci are considered 2 size categories larger for determining how many spell levels may be imbued within them. At 19th level, the arcanist's bound foci are considered 3 size categories larger for determining how many spell levels may be imbued within them.

Initiation: The arcanist's continued study pays off. At 3rd level and every other level thereafter, the arcanist may either increase his safe spell level maximum by 1 level (to a maximum of 5) or gain an additional feat from the arcane feat tree. He must meet all prerequisites for this feat as normal.

Sacrifice: Starting at 4th level and for every 4 levels gained thereafter, the arcanist may choose one of the following special abilities. Abilities may be chosen only once. Any temporary Constitution damage suffered from using these abilities cannot be reduced, except as noted below. This damage is recovered at the rate of 1 point/day.

Rune: By drawing a rune of power upon an item, the arcanist can change the duration of a spell that he may cast safely to "until triggered." Triggering is based on an event determined by the arcanist. This event may be simple in nature (i.e. "the first person to touch this door."), or may be quite complex (i.e. "when Constantine Masters walks beneath this arch."). The trigger cannot exceed the parameters of the spell. The conditions for triggering the rune can be based upon a character's name, ethnicity, observable action, or qualities. Intangibles such as level, class, and current wound points do not qualify. A rune may be noticed with a Spot check (DC 25 - spell level) and deciphered with a spellcraft check (DC 15 + spell level). EP equal to the spell level must be spent in addition to the arcanist suffering temporary Constitution damage equal to the level of the spell +1. Runes are subject to *dispel magic*, but must be targeted by the spell for it to have any effect on the rune.

Desperate Casting: The arcanist may attempt to cast a spell imbued into any focus he has purchased with his personal budget, even if he is not in physical contact with that focus. The Arcanist need not spend EP or make an Incantation check - the casting is automatically successful. The arcanist then suffers temporary Constitution damage equal to the spell's level + 1.

Draw from Within: The arcanist may take 1 or more points of temporary Constitution damage to produce double the number of EP to enhance a spell during casting (*see arcane feats, page 146*). This EP allows the arcanist to exceed the normal maximum amount of EP that may be spent on spell enhancement feats.

Elemental Attunement: When casting a spell the arcanist may choose to attune the spell to a specific element. He suffers 2 points of temporary Constitution damage to add one of the following effects to his spell. A spell may only have a single elemental attunement placed upon it.

- Air - You double the range of any spell with a Range other than "Touch" or "Personal." The spell gains the air descriptor. Spells that normally have the air descriptor triple their range.
- Earth - You double the duration of any spell with a duration other than "Instantaneous" or "Permanent". The spell gains the earth descriptor. Spells that normally have the earth descriptor triple their duration.
- Fire - You cause a spell that inflicts damage to deal +1d6 points of standard damage in addition to the damage the spell normally deals. The spell gains the fire descriptor. Spells that normally have the fire descriptor deal +2d6 points of standard damage.
- Water - Spells with a Target of "Area" gain the Shapeable quality. The spell gains the water descriptor. Spells that normally have the water descriptor have any saving throw DC increased by +2.

Sacrificial Reach: The arcanist can extend the range of a spell that has a Range of "Touch" to 15 feet. No other features of the spell are changed. If the spell normally requires a touch attack, the arcanist must make a ranged touch attack against the target. The arcanist suffers temporary Constitution damage equal to the spell's level.

Spell Guard: As a free action, the arcanist can turn any failed saving throw against a spell made by himself or any teammate within line of sight into a success. The arcanist then losses his next full action, and suffers temporary Constitution damage equal to the spell's level + 1.

Tethered Focus: As a full action, the arcanist may summon one of his bound foci that is medium sized or smaller. The focus appears in his hand, properly fitted if worn or immediately adjacent to him if the focus is not suitable for being worn or held. The arcanist then takes temporary Constitution damage equal to 2 × the power rating of the focus.

Willworker: At 6th level, the arcanist's Charisma score rises by 1.

At 12th level, the arcanist's Charisma score rises by an additional 1 (for a total increase of 2).

At 18th level, the arcanist's Charisma score rises by an additional 1 (for a total increase of 3).

Eldritch Defense: At 9th level, the arcanist can use his link to the Ethereal to protect himself instinctively. As a free action, the arcanist may spend 1 or more EP to reduce the damage from any attack on him by 2 per EP spent. The maximum number of EP the arcanist may spend this way per attack is equal to one half the arcanist's caster level (round down).

At 15th level, the arcanist may attempt to deflect a successful attack. As a free action, the arcanist may spend 1 or more EP after being successfully attacked. The arcanist is informed of the result of attacker's attack roll before deciding how many points to spend. The arcanist's Defense is increased by +2 per EP spent. If the new defense is higher than the original attack roll, the attack fails. The maximum number of EP the arcanist may spend this way per attack is equal to one half the arcanist's caster level (round down).

Ethereal Flood: The arcanist may link the Ethereal to the visible world, creating a conduit for the free flow of magical energies. At 14th level, once per session as a full action, the arcanist reduces the number of EP required for him to cast any spell using a bound focus to 1 for a number of rounds equal to his class level. At the end of this effect, the arcanist is immediately staggered for 2d6 rounds and any spell cast during this period with an ongoing duration immediately ends.

GNOSTIC

Few in the modern world, with its slavish devotion to technology and its sneering attitude toward anything that cannot be explained by science, seek spiritual answers to life's many problems. Those who do often turn to religion, but occasionally one will turn inwards and seek answers through introspection and self understanding. Most humans can only dabble in such things, using half-understood practices as a springboard for bettering their own lives. But some people desire something greater, and they delve into any mystery they find that can reveal to them a new truth. A few actually discover great power harboring within them.

Abilities: Strength of personality drives the gnostic's arcane abilities. Both Wisdom and Charisma are essential to his quest for self-knowledge and a deeper, more intuitive understanding of the world.

Vitality: 1d10 + Constitution modifier per level

CLASS SKILLS

The gnostic's class skills and the key abilities are listed below:

Class Skill	Key Ability
Bluff	Cha
Concentration	Wis
Craft	Int
Cultures	Wis
Diplomacy	Cha
Driver	Dex
Gather Information	Cha
Hobby	Wis
Incantation	Wis
Intimidate	Str or Cha
Knowledge	Int
Languages	Int
Listen	Wis
Medicine	Int
Profession	Wis
Search	Int
Sense Motive	Wis
Spellcraft	Int
Spot	Wis
Survival	Wis

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the gnostic.

Craft-user: Levels in the gnostic class are added to the character's caster level.

Ethereal Points: The gnostic gains EP as shown in Table 5.3: The Gnostic before adding his Charisma modifier to the total. Temporary Charisma modifiers (positive or negative) do not affect this total.

Starting Feats: At 1st level, the gnostic gains the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)

Serene: The DC of all Concentration checks to cast or maintain a spell is reduced by the maximum value of his level-based action dice (4 for d4, 8 for d8, etc.).



Further, once per session as a full action, the gnostic may spend an action die to gain a number of EP equal to one half the die's maximum value (round down). This may not exceed the gnostic's normal maximum number of EP. This is the gnostic's core ability.

Postulant: At 1st level, the gnostic gains the Postulant feat and any 0-level spell he knows are of a safe spell level. All requirements for this feat are waived. In addition, the Incantation (Wis) skill is considered class skill for the gnostic rather than a cross-class skill. If the gnostic already has this feat, he gains one feat from the arcane feat tree. He must meet all prerequisites before choosing this feat.

Sagacious: The gnostic is a living focus and may not use object focuses. At first level, the gnostic may choose one domain (*see page 148)*, immediately gaining that domain's granted power and becoming imbued with all spells from that domain (up to 5th level). The gnostic gains an additional domain at 4th level and every 4 levels thereafter.

Force of Will: Starting at 2nd level, once per game session as a free action, the gnostic may add half his caster level (rounded down) to his Wisdom for 1 minute (ten rounds). This power is so exhausting that when it wears off, the gnostic must rest for a full minute, taking no actions (except for his 5 ft. bonus step). This ability's duration may be cut short at the player's discretion, but the agent suffers the full exhaustion penalty, regardless.

At 11th and 19th level, the gnostic may use this ability one additional time per game session.

Initiation: The gnostic's introspection is rewarded with progressively more consistent results. At 3rd level and every other level thereafter, the gnostic may either increase his safe spell level maximum by 1 level (to a maximum of 5) or gain an additional feat from the arcane feat tree. He must meet all prerequisites for this feat before choosing it.

No Coincidences: The gnostic knows that his good fortune is more than chance - it's part of a greater plan. At 6th level, once per session at the beginning of the serial,

TABLE 5.3: THE GNOSTIC

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Ethereal Pts	Special
1	+0	+2	+0	+2	+1	+0	2	0	2	Postulant, sagacious, *serene*
2	+1	+3	+0	+3	+1	+1	4	1	3	Force of will 1/session
3	+2	+3	+1	+3	+2	+1	6	1	5	Initiation
4	+3	+4	+1	+4	+2	+2	8	2	6	Sagacious
5	+3	+4	+1	+4	+3	+2	10	2	8	Initiation
6	+4	+5	+2	+5	+4	+2	12	3	9	No coincidences 1/serial
7	+5	+5	+2	+5	+4	+3	14	3	11	Initiation
8	+6	+6	+2	+6	+5	+3	16	4	12	Sagacious
9	+6	+6	+3	+6	+5	+4	18	4	14	Initiation, walk with me
10	+7	+7	+3	+7	+6	+4	20	5	15	Little miracles 1/session
11	+8	+7	+3	+7	+7	+4	22	5	17	Force of will 2/session, initiation
12	+9	+8	+4	+8	+7	+5	24	6	18	No coincidences 2/serial, sagacious
13	+9	+8	+4	+8	+8	+5	26	6	20	Initiation
14	+10	+8	+4	+9	+8	+6	28	7	21	Inevitable outcome 1/session
15	+11	+9	+5	+9	+9	+6	30	7	23	Initiation, walk with me
16	+12	+10	+5	+10	+10	+6	32	8	24	Sagacious
17	+12	+10	+5	+10	+10	+7	34	8	26	Initiation
18	+13	+11	+6	+11	+11	+7	36	9	27	No coincidences 3/serial
19	+14	+11	+6	+11	+11	+8	38	9	29	Force of will
20	+15	+12	+6	+12	+12	+8	40	10	30	little miracles 2/session, Sagacious

the gnostic gains a temporary feat from the Chance feat tree until the end of the session. The gnostic must meet all prerequisites for this feat before choosing it. This temporary feat may not be used to meet prerequisites for any other feat or the requirements to enter a prestige class. At 12th level the Gnostic may use this ability twice per serial, and three times at 18th level (each time gaining another chance feat).

Walk with Me: The gnostic attracts unusual followers of unquestionable loyalty. At 9th level, the gnostic gains either a human or animal companion. If human, the character in a standard NPC with ability scores generated as for an agent in the campaign, and total levels in NPC classes equal to the gnostic's class level - 3.(with GC approval) If an animal, treat it as a standard animal, but increase its intelligence by +4 (adjusting skill points accordingly). If the animal's HD are less than the gnostic's class level - 3, add NPC class levels to the animal equal to the difference. In either case, the companion's disposition towards the gnostic is always considered ally. If the companion is killed, the gnostic loses 20% of the experience points he gains for the current serial and gains a new (but not necessarily identical) companion at the beginning of the next serial.

At 15th level, the gnostic gains a second companion, as described above. This companion may be identical to the first or entirely different.

Little Miracles: At 10th level, once per session, the gnostic may cast a spell with a casting time of 1 minute or less as a free action. This does not count against the once per round limit on spell casting, and may be done at any time during the round.

At 20th level the gnostic may use this ability twice per session.

Inevitable Outcome: The gnostic's will is supreme, and none may stand against it. At 14th level, once per session, while casting a spell, the gnostic may change the spell's description to read "Saving Throw: None" and "Spell Resistance: No". This may only be done for spells that the gnostic is paying EP to cast, and may not be used in conjunction with an Incantation check.

ARCANE PRESTIGE CLASSES

As with other specialized callings, there are a variety of prestige classes allowing agents to focus or customize their pursuit of the Craft. These classes follow the standard rules of prestige classes and multi-classing, and are only a tiny sampling of the many variations of the Craft. More arcane prestige classes will be explored in future *Dark Inheritance* products!

TWO-FISTED GOD OF GUNS

The two-fisted god of guns is the direct descendent of the mystic warriors of ancient China, updated to the modern day. Though flashing sword has been replaced with sleek pistol, and fine silks with Italian suits, these warrior-monks remain responsible for defending the mission and spirit of the Eight Heavenly Dragons triad. Two-fisted gods of guns enjoy a position of special prestige in the group, with a ranking equal to a Red Pole and acting as the triad's fell hand in times of dire spiritual or organizational crisis. In times like these, the two-fisted god of guns is given absolute authority to resolve the problem - with blessings or with bullets.

Ability: Two-fisted gods of guns rely on a quick trigger finger and a keen arcane attunement, so Dexterity and Charisma are critical ability scores.

Vitality: 1d10 + Constitution modifier per level.

REQUIREMENTS

Allegiance: Eight Heavenly Dragons.
Agent level: 9+.
Base Attack Bonus: +6 or higher.
Charisma: 13+
Concentrations: 4+ ranks.
Incantation: 4+ ranks.
Tumble: 10+ ranks.
Feats: Diving Shot, Two-Weapon Fighting.
Special: Ability to safely cast 0-level spells.

CLASS SKILLS

The two-fisted god of gun's class skills and the key abilities are listed below:

Class Skill	Key Ability
Bluff	Cha
Cultures	Wis
First Aid	Int
Incantation	Int or Wis
Knowledge	Int
Move Silently	Dex
Sense Motive	Wis
Spot	Wis
Sleight of Hand	Dex
Tumble	Dex

Skill Points at Each Additional Level: 6 + Int modifier.

TABLE 5.4: THE TWO-FISTED GOD OF GUNS

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Ethereal Pts	Special
1	+1	+0	+2	+1	+1	+1	1	0	1	Bottomless clip, continuity
2	+2	+0	+3	+2	+1	+1	2	1	2	Bullet ballet (Cha)
3	+3	+1	+3	+2	+2	+2	3	1	3	Way of the gun
4	+4	+1	+4	+2	+2	+2	4	2	4	Dead aim
5	+5	+1	+4	+3	+3	+3	5	2	5	Bullet ballet (Cha + Wis), firestorm

CLASS FEATURES

The following are class features of the two-fisted god of guns.

Craft-user: Levels in the two-fisted god of guns class are added to the character's caster level.

Ethereal Points: The two-fisted god of guns gains EP as shown in Table 5.4: The Two-Fisted God of Guns before adding his Charisma modifier to the total. Temporary Charisma modifiers (positive or negative) do not affect this total.

Senior Agent: The two-fisted god of guns is a senior agent class, and has no core ability. If the agent does not yet have a core ability from a prestige class, he gains the core ability of the first non-senior agent prestige class with which he gains a level.

Starting Feats: At 1st level, the two-fisted god of guns gains the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Continuity: The new two-fisted god of guns enters his position based on previous merit, but it's essential that he continue to hone the skills that earned him the promotion in the first place. At 1st level, the two-fisted god of guns chooses 10 skills that are class skills for any other class and with which he has at least 1 rank each. These skills are considered class skills for the two-fisted god of guns when he gains levels in this class.

Bottomless Clip: The two-fisted god of guns never seems to run out of bullets - unless it's dramatically appropriate. Beginning at 1st level, as a free action, the two-fisted god of guns may spend 1 or more EP to reload his firearms. For each EP spent in this way, the two-fisted god of guns gains 10 bullets in any firearm(s) he currently has ready (thus, if the two-fisted god of guns spends 2 EP using this ability, he gains 20 bullets in each weapon he currently has ready).

Bullet Ballet: At 2nd level, when holding a firearm that he has acquired with his personal budget, the two-fisted god of guns may add his Charisma bonus (if positive) to his Defense and all Reflex saves.



At 5th level, when holding a firearm that he has acquired with his personal budget, the two-fisted god of guns may add both his Charisma and Wisdom bonuses (if positive) to his Defense and all Reflex saves.

Way of the Gun: The two-fisted god of guns is a respected leader who trains his brothers in the deadly art of gunplay. At 3rd level, each of the two-fisted god of guns' teammates within line of sight or verbal communication add one half the two-fisted god of guns' class level (rounded up) to all ranged attack and damage rolls they make.

Dead Aim: At 4th level, as a half action, the two-fisted god of guns may spend 1 or more EP to make an attack with an increased threat range. The threat range of his next attack roll is increased by 1 for each EP spent this way (thus, if the two-fisted god of guns spent 3 EP when using the Dead Aim ability, the threat range of the attack roll would be increased by 3). The number of EP that may be spent on a single attack cannot exceed one third his caster level (round up), and use of this ability must be declared before making the attack roll.

Firestorm: At 5th level, the two-fisted god of guns can explode into an impossible whirlwind of leaden death. Once per session as a full round action, the two-fisted god of guns may make a single ranged attack roll and compare the result to the Defense of every opponent (applying any bonuses for cover, concealment and so on) within the first range increment of that firearm. Any targets hit by this attack suffer a single hit from the two-fisted god of guns' firearm as normal. If the two-fisted god of guns scores a threat on this attack roll, he may not activate the critical. This attack will use all the ammunition in the two-fisted god of guns' weapon, regardless of how much ammunition it had when he used this ability or how many targets were struck.

WATCHER

When the founders of the Promethean Order left *Fugo a Watu*, they left behind many of the resources that F*ugo a Watu* possessed. As a result, the Promethean Order was force to resort to other methods to achieve their goals. Rather than trying to predict the birth of new titans, they focus on early detection and recruitment. Watchers are very good at ingratiating themselves to titans who know little of their past or powers.

Abilities: The watchers are drawn from the Promethean Order's most experienced researchers and teachers. Therefore intelligence and wisdom are highly valued.

Vitality: 1d8 + Constitution modifier per level.

REQUIREMENTS

To become a watcher, an agent most meet all of the following requirements:

Allegiance: Promethean Order.

Agent level: 9+.

Wisdom: 13+.

Knowledge (Ancient Lore): 12+ ranks.

Surveillance: 12+ ranks.

Feats: Novice, Private Library, Safe House, Scholarly.

Special: Ability to cast 3rd level spells safely with a focus.

CLASS SKILLS

The watcher's class skills and the key abilities are listed below:

Class SkillKey	Ability
Concentration	Wis
Cultures	Wis
Cryptography	Int
Gather Information	Cha
Handle Foci	Int
Hide	Dex
Incantation	Int
Languages	Int
Knowledge	Int
Surveillance	Wis

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the watcher.

Craft-user: Levels in the watcher class are added to the character's caster level.

Ethereal Points: The watcher gains EP as shown in Table 5.5: The Watcher before adding his Charisma modifier to the total. Temporary Charisma modifiers (positive or negative) do not affect this total.

Senior Agent: The watcher is a senior agent class, and has no core ability. If the agent does not yet have a core ability from a prestige class, he gains the core ability of the first non-senior agent prestige class with which he gains a level.

Starting Feats: At 1st level, the watcher gains the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)

TABLE 5.5: THE WATCHER

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Res Pts	Ethereal Pts	Special
1	+0	+0	+1	+1	+0	+1	2	0	2	Continuity, guiding hand
2	+1	+0	+2	+2	+1	+2	4	1	3	Intrinsic legend lore 1/session
3	+2	+1	+2	+2	+1	+3	6	2	5	Initiation
4	+3	+1	+2	+2	+2	+3	8	3	6	Contingencies
5	+3	+1	+3	+3	+2	+4	10	3	8	Intrinsic legend lore 2/session, sanctum sanctorum

Continuity: The new watcher enters his position based on previous merit, but it's essential that he continue to hone the skills that earned him the promotion in the first place. At 1st level, the watcher chooses 10 skills that are class skills for any other class and with which he has at least 1 rank each. These skills are considered class skills for the watcher when he gains levels in this class.

Guiding Hand: The watcher's experience with titans put them at ease. Beginning a 1st level, titans whose base potency is equal to or less than the watcher's class level have their initial disposition towards the watcher improved by one grade.

Intrinsic Legend Lore: The watcher's learning provides him with great insight, allowing him to bring to mind legends about an important person, place, or thing. If the person or object is at hand, or if he is in the place in question, he only requires 1d4x10 minutes to draw the history and legends of the person, object, or location. If, however, he is working only from a detailed description or photograph then he must take 1d10 days to draw together the requested information and the resulting information is less complete (though it will provide enough information to help him find the person, object, or location, thus allowing a better Legend Lore result next time). If he knows only rumors, the process takes 2d6 weeks, and the resulting lore is vague and incomplete, although it often directs him to more detailed information, allowing a better legend lore result next time).

During the time taken to gather this lore, he cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, object, or location to his mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the target of the Legend Lore is not of legendary importance, he gains no information. As a rule of thumb, characters that are 11th level and higher are "legendary," as are the sorts of creatures they contend with, relics, Arcane Craft items, and the places where they perform their key deeds.

Initiation: The watcher's continued study pays off. At 3rd level the watcher may either increase his safe spell level maximum by 1 level (to a maximum of 5) or gain an additional feat from the arcane feat tree. He must meet all prerequisites for this feat before choosing it.

Contingencies: The watcher may draw upon his experience to meet any circumstance. Beginning at 4th level, if the watcher spends 1 EP when he readies an action, the watcher need not declare what the action is, only the trigger for that action.

Sanctum Sanctorum: The watcher's library is vast and he knows it very well. Beginning at 5th level, while within his residence or one of his safe houses, the watcher may cast spells with the divination descriptor that he knows the formula for without using a focus. The casting time for these spells increase to 5 minutes per spell level.

ARCANE CRAFT SKILLS

Three new skills and a new skill use for Concentration are presented to determine an agent's ability to control ethereal energies. These skills and skill uses are only available to agents with the Novice or Postulant feats, and cannot be gained through the Versatility class ability, or other abilities and feats that allow an agent to gain class skills.

CONCENTRATION (WIS)

Meditation (Varies, Complex - 30 minutes, Must have Novice or Postulant feat): You may use your Concentration skill to center your mind and attune yourself to the ethereal dimension (regain EP). Meditation for the purposes of regaining EP is a complex skill check with an interval of 30 minutes. The cumulative result is compared to the table below and a number of EP determined by the complex skill check is regained.

EP to be recovered	DC
1	40
2	75
3	105
4	130
5	150

Retry: Yes, though you must begin again.
Threat: None.
Critical Success: *See Complex Skill Checks sidebar.*
Error: *See Complex Skill Checks sidebar.*
Critical Failure: *See Complex Skill Checks sidebar.*

HANDLE FOCI (INT; TRAINED ONLY)

Requires the Novice feat.

In your hands foci become powerful tools. The Handle Foci skill determines how proficient you are at using these magical tools.

Bind Focus Check (Varies, Complex - 1 day, Secret DC, Unbound Focus): If you have the bond foci class ability you can bind yourself to a focus, allowing you to use it without the normal drawbacks (*see page 131*). Binding is an arduous ritual during which the agent can't eat, drink, or sleep, suffering all the possible consequences of such denial. (*See the* ***Spycraft Espionage Handbook*** *page 230-231 for more on starvation and thirst.*)

The bind focus check is a complex check (*see Complex Skill Checks sidebar*), with an interval of 1 day and a DC determined by the power rating of the focus.

Power Rating	DC
0	10
1	20
2	40
3	80
4	160
5	320

Retry: Yes, after one week per focus power rating has passed.

Threat: None.

Critical Success: You may immediately make a delve into focus check as a free action to determine what spells are imbued within the now bound focus.

Error: None.

Critical Failure: You not only were not successful at binding yourself to the focus but you take temporary Constitution damage equal to the focus's power rating. Additionally, there is the possibility that your failure damaged the sensitive device. For each action die spent to activate the critical failure, the focus loses 1 quality. If the focus does not have a quality rating higher than 0 then the power rating of the focus drops by 1, losing all spells that it may no longer contain.

Complex Skill Checks

Certain tasks are reliable in nature but require a long and variable period to complete. These occasions call for a complex skill check. This type of check comes in two parts - a *DC* and an *interval*. The DC serves the same purpose as it does for a normal skill check - it represents the number you must reach with your skill check in order to succeed. The interval indicates when you make each skill check (each check coming at the end of one interval).

What makes complex checks different is that the skill check results are *cumulative*. If your first skill check result doesn't equal or exceed the DC (and it usually won't due to the very high DCs of most complex skill checks), you continue to work toward that goal, making another check after a new interval elapses and adding it to your previous total to produce a *progress result*. You may continue to work toward the DC until the task is accomplished, you give up, or you're interrupted for a period equal to 1/2 of one interval (after which you must begin again, with a progress result of 0).

Threats and criticals affect complex skill checks in the following ways.

- If you score a critical success during a complex skill check, your skill check result is added to the progress result (as normal) and *the interval before your next skill check is reduced by 1/2 (rounding up).*
- If you score a critical success during an opposed complex skill check, your skill bonus is doubled for the purposes of calculating your current check result.
- If you suffer an error during a complex skill check, your skill check result is subtracted from the progress result (to a minimum of 0).
- If you suffer a critical failure during a complex skill check, the entire attempt is canceled and all involved materials and resources are consumed.

Complex skill checks require dedicated attention unless otherwise noted in the skill check description (some with intervals of a day or more only require a specified number of hours each day be spent performing the check). This has several effects.

- When (actively) making a complex skill check, you're considered to be flat-footed.
- If you're injured while making a complex skill check, the effort is interrupted (though you may return to it normally as your next action if the interval is longer than 1 round). If the interval is 1 round or less, any interruption ends the check and requires that you begin again with a progress result of 0 unless you succeed with a Concentration check (DC 10 + damage suffered).
- You may not take 10 or 20 when making a complex skill check.

Special: Foci may be used unbound with restrictions (*see page 131*).

Delve Into Focus Check (Varies, Complex - 1 hour, Foci Only): You can study a focus to discover what spells have been imbued within it. You must attune yourself to the energies "written" therein, and then study the focus. A delve into focus check is a complex skill check with an interval of 1 hour. You may make a check for every hour that you study the focus. You may take breaks from studying the focus without penalty; however, you may not use the focus during the interim. If you do use the focus during the interim, your accumulated successes drop to 0. The accumulated result is compared to the DCs listed below. You learn of all spells imbued within the focus of the levels that correspond to the DC you reached and lower.

Spell Level	DC
0	25
1	50
2	100
3	200
4	400
5	800

Example: Salome, a 4th-level arcanist, has just found an 8-inch-diameter clear crystal ball with a set of spinning orichalcum wheels in the center, which happens to be a Small level 3 focus (although she does not know this unless she makes a determine power rating check, see below). She wants to learn what spells are imbued in it. Salome has time to study the focus for five hours. Five hours later she has a total of 90. Salome learns all spells of 1st-level and lower that are imbued within the focus. She may continue studying the focus at a later time, adding to her successes but she may not use the focus during this interim.

Retry: Yes, though you must begin again.

Threat: None.

Critical Success: *See Complex Skill Checks, page 143.*

Error: *See Complex Skill Checks, page 143.*

Critical Failure: *See Complex Skill Checks, page 143.*

Determine Focus Rating Check (1 minute, Secret DC, Foci Only): You may determine the power and quality ratings of a focus. You must be able to touch and examine the focus to make this check. The DC for the check is 15 + focus's power rating + focus's quality rating. With success, the GC informs you what power rating and quality it is. Failure with the skill check indicates you estimated the ratings from 50% to 150% of the actual value. (The GC rolls 2d6+3 and multiplies the result by 10%, then multiplies the second result by the actual ratings, providing this final rating value as the estimate).

Retry: Not allowed for the same focus, regardless of the previous result.

Threat: None.

Critical Success: The estimate is perfect and you gain a +5 bonus to each roll if you ever attempt to bind yourself to the focus.

Error: None.

Critical Failure: The estimate is wildly inaccurate. A power rating 0 focus may be mistaken for a potent artifact, or vice versa.

Special: You gain a +2 synergy bonus to determine a focus's power and quality if you have 5 or more ranks in the Appraise skill.

Erase/Imbue Spell Formula (Varies, Complex - 2 hours, Foci Only): You make a check to erase from or imbue a spell into a focus. To erase a spell, you have to know that the spell is present in the focus. When imbuing a spell, it may be one that you know or is imbued within another focus you have available.

The DC of an erase spell formula or imbue spell formula check is determined by the level of the spell and modified by several factors.

Spell Level	DC
0	50
1	125
2	250
3	500
4	1,000
5	2,000

Condition	DC Mod
Erase spell formula from bound foci	x 1
Erase spell formula from unbound foci	x 2
Imbuing the spell formula from memory	x 1
Copying from one focus to another and...	
You know the spell	x 1/2
You do not know the spell	x 2

Retry: Yes, but you must begin again.

Threat: None.

Critical Success: Add double the imbue spell check to the complex check total.

Error: None.

Critical Failure: The attempt fails and the number of spell levels the focus may hold is permanently reduced by the number of action dice spent to activate this failure.

INCANTATION (INT OR WIS; TRAINED ONLY)

Requires the Novice or Postulant feat.

This skill allows a Craft-user to cast spells without the expenditure of ethereal points (EP).

Casting Check (Varies): You may cast spells that are imbued into a focus or for which you know as a living focus. Declare the spell you wish to cast. You make your

casting check once the amount of time listed in the spell's Casting Time has passed. The DC for this check is determined by the spell's level and the following modifiers.

Spell Level	Base DC
0	20
1	23
2	26
3	29
4	32
5	35

Condition*	DC	Error Range
Spell is of 'safe' level	+0	1-(spell level)
Spell is of unsafe level	+3 above your safe spell level	1-(spell level x 3)

* The Initiation class ability of the arcanist, gnostic, and watcher allows agents to increase their safe spell level maximum.

If the check is successful, the spell is cast, and you take subdual damage equal to the (spell level)d3. This damage is not subject to any form of damage reduction.

With failure, the spell is not cast, and you take subdual damage equal to (spell level)d6. This damage is not subject to any form of damage reduction.

Example: Salome, a 4th-level arcanist, has run out of EP but needs to cast another expeditious retreat. As she choose to be able to cast 1st-level spells safely with her initiation class ability, the DC for the casting check is 21 and has an error range of 1. Her player rolls a 12 and adds her skill ranks in the Incantation skill total, +9 (+7 for her Incantation skill ranks and +2 for her Charisma modifier). This gives her a total of 21, exactly what she needed. Salome takes 1d3 points of subdual damage. If she had failed her casting check, the spell would have failed and she would have taken 1d6 points of subdual damage.

Retry: Yes, but you must spend the required casting time before making another check.

Take 10: It is not possible to take 10 with this skill under any circumstances.

Threat: you do not take damage from casting the spell.

Critical Success: As a threat, plus the DC to resist the spell is increased by +4.

Error: The spell is not cast and you fail to control the ethereal energy and suffer (spell level)d4 standard damage. This damage is not subject to any form of damage reduction. When casting a spell of unsafe level, an error result takes precedence, even if the check beat the target DC.

Critical Failure: The spell is not cast and you suffer damage as for an Error, plus one point of damage per action die used to activate this critical, applied directly to your wounds. This damage is not subject to any form of damage reduction.

Special: You may spend available ethereal points (EP) instead of making a casting check to cast a spell that is of your safe spell level (*see page 131*).

SPELLCRAFT (INT; TRAINED ONLY)

You are knowledgeable about the Arcane Crafts and the many forms of incantations.

Comprehension Check (Half Action): Per the standard Knowledge check (*see the **Spycraft Espionage Handbook** page 57*), but your area of expertise is the Craft and magic based on the Ethereal.

Question Type	DC	Relay Time
Simple	10*	Free action
("Common names for various spells.")		
Basic	15*	Free action
("What orders teach a specific spell?")		
Involved	20	1 full action
("Compare the core differences between the various schools.")		
Complex	25	1d4 full actions
("Detailed history about the historical use and development of a specific spell.")		
Exotic	30+	1d6 minutes
("Describe the theoretical basis for a new school of magic.")		

* These types of questions are free actions to remember and needn't be rolled for again after success.

Spellcraft Check (Varies, Secret DC): You can identify spells and magic effects. The DCs for these checks relating to various tasks are summarized on the table below.

Retry: The conditions to retry are detailed in the table below.

Threat: None.

Critical Success: As a threat, plus the DC to resist the spell is increased by +4.

Error: The spell is not cast and you fail to control the ethereal energy and suffer (spell level)d4 standard damage. This damage is not subject to any form of damage reduction. When casting a spell of unsafe level, an error result takes precedence, even if the check beat the target DC.

Critical Failure: The spell is not cast and you suffer damage as for an Error, plus one point of damage per action die used to activate this critical, applied directly to your wounds. This damage is not subject to any form of damage reduction.

Special: Certain spells allow you to gain information about magic, provided that you make a successful spellcraft check as detailed in the spell description.

Spellcraft DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell being cast.) No action required. No retry.
19	When attempting to identify a magical symbol*.
20 - spell level	Sense that magic has been cast on you after a failed saving throw. No action required. No retry.
20 - focus's power rating	Recognize an object as an arcane focus.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of stone* spell. No action required. No retry.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
30+	Understand a strange or unique magical effect, such as the effects of an orichalcum sarcophagus. Time required varies. No retry.

*Having 5 or more ranks in Cryptography provides a +2 synergy bonus to the check.

Learn Spell Formula Check (Varies, Complex - 1 week): You may learn spells that have already been created. While anyone may conduct this research, only those who can imbue and use a focus may put these researched spells to their proper use. The GC determines if you have access to appropriate materials to conduct this research, otherwise the check automatically fails.

You may only research one spell at a time. The DC for this check is (spell level + 1) x 50.

Special: If you possess 5 or more ranks in Knowledge (Occult), you gain a +2 synergy bonus with your learn spell formula check.

NEW COMBAT ACTION

Craft-users gain a new combat action.

COUNTERSPELL (FULL ACTION)

This action allows a Craft-user to magically neutralize another Craft-user's spell as it is being cast. A counterspell action may not be used after a spell has been successfully cast nor may the Craft-user attempt to counter a spell that is of an unsafe spell level for him to cast.

When a character takes a counterspell action, he may attempt to prevent an opponent's spell from being successfully cast. If during the round an opponent within 10 + 5ft./one half caster level (round up) attempts to cast a spell he spends EP equal to the spell's level and makes an opposed Incantation skill check. If the character wins this opposed skill check, the target fails the spell. Only one spell per round may be counterspelled.

ARCANE FEATS

Some feats allow the agent to "enhance" a spell by spending EP (either in addition to paying EP to cast the spell, or in conjunction with a casting check to cast the spell). You may spend a total of one quarter your caster level (round up) on enhancement feats per round. Each of the possible effects can be applied to a single spell (as long as all EP costs are paid), but no effect can be applied more than once per spell.

BLOOD OF THE ANCIENTS

You express the power of the Ancients arcane might

Prerequisites: Wis or Cha 15+.

Benefit: Your caster level increases by 1. This allows you access to various arcane feats, or increases your arcane power of your spells and feats.

Special: This feat may be chosen twice, each time increasing your caster level by 1. This feat stacks with the caster level from the Novice feat if the character has no Craft-user class levels.

CONCEALED CASTING

You can attempt to hide your Craft use from creatures and characters that can sense such use.

Prerequisites: Caster level 5+.

Benefit: You may make an Arcane Craft power check (d20 roll + caster level) in an attempt to conceal the ethereal energies you manipulate in casting a spell or using an ethereal based ability. Success lowers the power of the

spell or effect's aura by 1 step. Auras that drop below faint become undetectable.

Original Aura Power	DC
Faint	10
Moderate	15
Strong	20
Overwhelming	25

Normal: Your aura flows with ethereal energy when incanting spells. This can be sensed by certain spells, arcane feats, and arcane gadgets during - or even days after - the spell is cast.

Special: On a successful Arcane Craft Power check you may spend an action die to drop the aura's power by an additional step.

ENHANCE INCANTATION: IMPACT

You may increase the certainty that a spell will take effect by using additional Ethereal energy.

Prerequisites: Caster level 3+.

Benefits: You may enhance spells you are casting in the following ways. The maximum number of EP you may spend to enhance a single spell is equal to one quarter your caster level (round up).

Amplify Spell: By spending 1 or more EP when casting a spell, you may increase the DC of any saving throws provoked by the spell by +2 per EP spent.

Spell Penetration: By spending 1 or more EP when casting a spell, you may add +2 per EP spent to any Arcane Craft Power checks required to overcome the target's spell resistance.

ENHANCE INCANTATION: POWER

You may increase the effectiveness of a spell by using additional Ethereal energy.

Prerequisites: Caster level 5+.

Benefits: You may enhance spells you are casting in the following ways. The maximum number of EP you may spend to enhance a single spell is equal to one quarter your caster level (round up).

Empower spell: You may spend 2 EP to increase all variable, numeric effects of a spell by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables.

Maximize spell: You may spend 3 EP to maximize all variable, numeric effects of a spell. For instance, inflict light wounds does 1d8 +1 per caster level points of standard damage. If maximized, the spell would do 8 +1 per caster level of standard damage. As with an empowered spell, saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each: the maximum result plus one-half the normally rolled result.

ENHANCE INCANTATION: SHAPE

You may alter the placement and size of a spell by using additional Ethereal energy.

Prerequisites: Caster level 3+.

Benefits: You may enhance spells you are casting in the following ways. The maximum number of EP you may spend to enhance a single spell is equal to one quarter your caster level (round up).

Enlarge Spell: You may spend 1 EP to alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

You cannot enlarge a spell whose ranges are not defined by distance or those whose ranges are not close, medium, or long.

Widen Spell: You may spend 3 EP to alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

You may not widen a spell if it does not have an area of one of these four sorts.

Arcane Feats

Blood of the Ancients
Wis or Cha 13+

Concealed Casting
Caster Level 5+

Enhance Incantation: Impact
Caster Level 3+

Enhance Incantation: Power
Caster Level 5+

Enhance Incantation: Shape
Caster Level 3+

Enhance Incantation: Speed
Caster Level 6+

Novice
Cha 15+, Int 15+

Postulant
Cha 15+, Wis 15+

ENHANCE INCANTATION: SPEED

You may cast a spell more quickly or make it last longer by using additional Ethereal energy.

Prerequisites: Caster level 6+.

Benefits: You may enhance spells you are casting in the following ways. The maximum number of EP you may spend to enhance a single spell is equal to one quarter your caster level (round up).

Extend Spell: You may spend 1 EP to extend the duration of a spell to two times the spell's normal duration. You cannot extend a spell with a duration of concentration, instantaneous, or permanent.

Quicken Spell: You may spend 3 EP to reduce the casting time of a spell to one-half of normal (minimum 1 half action).

NOVICE

You are able to wield the most basic energies of the Ethereal to create minor effects.

Prerequisites: Charisma 15+, Intelligence 15+.

Benefit: You are a Craft-user. 0-level spells are of a safe spell level for you to cast. You must use an object focus to cast spells. Your caster level is considered to be at least one (if not greater from other sources). Further, you know and are able to cast a number of 0-level spells equal to 1 + one-half your caster level (round up) without the assistance of a focus. As you gain caster levels, you need not make any special check to learn these 0-level spells. You may gain ranks in the Handle Foci, Incantation (Int), and Spellcraft skills as if they were cross-class skills (if not allowed as class skills by some other source), and may use the Concentration skill to recover EP (*see page 142*).

Special: You may not choose to take the Postulant feat or any class that provides or requires the feat.

POSTULANT

You have begun the road to self understanding and can draw upon the most basic energies of the Ethereal to create minor effects.

Prerequisites: Charisma 15+, Wisdom 15+.

Benefit: You are a Craft-user. You may cast 0-level spells safely. You have the living focus special quality (*see page 128*) and can cast spells *without* using a focus. Your caster level is considered to be at least one (if not greater from other sources). You know and are able to cast a number of 0-level spells equal to 1 + your caster level. As you gain caster levels, you need not make any special check to learn these 0-level spells. Finally, you may gain ranks in the Incantation (Wis) and Spellcraft skills as if they were cross-class skills (if not allowed as class skills by some other source), and may use the Concentration skill to recover EP (*as described on page 142*).

Special: You may not choose to take the Novice feat or any class that provides or requires the feat.

ARCANE CRAFT DOMAINS

Gnostics and other Craft-users who have the living focus quality cast spells from domains rather than object foci. Domains are groups of themed spells of levels 1 through 5. Every domain includes a power that you gain when you choose it. Each domain is a group of spells with an accompanying supernatural power that may be learned by any class with the Sagacious class ability. The following domains are converted from the ***Player's Handbook***.

AIR DOMAIN

Granted Powers: For determining range only, your caster level is considered to be its actual value +5.

Air Domain Spells

1 Obscuring Mist: Fog surrounds you.

2 Wind Wall: Deflects arrows, smaller creatures, and gases.

3 Gaseous Form: Subject becomes insubstantial and can fly slowly.

4 Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

5 Control Winds: Change wind direction and speed.

ANIMAL DOMAIN

Granted Powers: You can use *speak with animals* as a free action for a cost of 1 EP regardless of whether you know the spell or it is of a safe spell level for you. Knowledge (biology) is always considered a class skill for you.

Animal Domain Spells

1 Calm Animals: Calms (2d4 + level) HD of animals.

2 Hold Animal: Paralyzes one animal for 1 round/caster level.

3 Dominate Animal: Subject animal obeys silent mental commands.

4 Summon Nature's Ally IV*: Calls creature to fight.

5 Commune with Nature: Learn about terrain for 1 mile/caster level.

*Can only summon animals.

DEATH DOMAIN

Granted Power: You may use a death touch once per session at a cost of 3 EP. After paying the EP you must succeed on a melee touch attack against a living creature (using the rules for touch spells). If your touch is successful, roll 1d6 per caster level. If the total at least equals the target's vitality + wounds, it dies (no save).

Death Domain Spells

1 Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

2 Death Knell: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.

3 Animate Dead: Creates undead skeletons and zombies.

4 Death Ward: Grants immunity to death spells and negative energy effects.

5 Slay Living: Touch attack kills subject.

DESTRUCTION DOMAIN

Granted Power: You gain the ability to smite a foe for a cost of 3 EP. After paying the cost, make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your caster level (if you hit). You must declare the smite before making the attack. This ability costs of 3 EP.

Destruction Domain Spells

1 Inflict Light Wounds: Touch attack, 1d8 damage +1/caster level (max +5).

2 Shatter: Sonic vibration damages objects or crystalline creatures.

3 Contagion: Infects subject with chosen disease.

4 Inflict Critical Wounds: Touch attack, 4d8 damage +1/caster level (max +20).

5 Inflict Light Wounds, Mass: Deals 1d8 damage +1/caster level to any creatures.

EARTH DOMAIN

Granted Power: You gain 1 point of damage reduction, which stacks with damage reduction gained from feats, class abilities, armor, or other effects.

Earth Domain Spells

1 Magic Stone: Three stones become +1 projectiles, 1d6 +1 damage.

2 Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

3 Stone Shape: Sculpts stone into any shape.

4 Spike Stones: Creatures in area take 1d8 damage, may be *slowed.*

5 Wall of Stone: Creates a stone wall that can be shaped.

FIRE DOMAIN

Granted Power: Any spell you cast which inflicts standard or subdual damage deals additional points of damage to each target equal to the spell's level.

Fire Domain Spells

1 Burning Hands: 1d4/caster level fire damage (max 5d4).

2 Produce Flame: 1d6 damage +1/caster level, touch or thrown.

3 Resist Energy*: Ignores 10 (or more) points of damage/attack from specified energy type.

4 Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/caster level.

5 Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

*Resist cold or fire only

HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds: Cures 1d8 vitality damage +1/caseter level (max +5) or 1 wound.

2 Cure Moderate Wounds: Cures 2d8 vitality damage +1/caster level (max +10) or 2 wounds.

3 Cure Serious Wounds: Cures 3d8 vitality damage +1/caster level (max +15) or 3 wounds.

4 Cure Critical Wounds: Cures 4d8 vitality damage +1/caster level (max +20) or 4 wounds.

5 Cure Light Wounds, Mass: Cures 1d8 vitality damage +1/caster level (max +25) for many creatures or 1 wound for many creatures

KNOWLEDGE DOMAIN

Granted Power: Whenever you spend an action die to increase a Knowledge skill check, 2 dice are added instead of one.

Knowledge Domain Spells

1 Detect Secret Doors: Reveals hidden doors within 60 ft.

2 Detect Thoughts: Allows "listening" to surface thoughts.

3 Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./caster level.

4 Divination: Provides useful advice for specific proposed actions.

5 True Seeing: Lets you see all things as they really are.

LUCK DOMAIN

Granted Power: You gain the power of good fortune. After paying 3 EP you re-roll one roll that you have just made before the GC declares whether the roll results in success or failure. You must take the result of the re-roll, even if it's worse than the original roll.

Luck Domain Spells

1 Entropic Shield: Ranged attacks against you have 20% miss chance.

2 Aid: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/caster level (max +10).

3 Protection from Energy: Absorb 12 points/caster level of damage from one kind of energy.

4 Freedom of Movement: Subject moves normally despite impediments.

5 Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

PROTECTION DOMAIN

Granted Power: As a free action, you may spend 1 EP to gain a +2 arcane bonus to any saving throw you make. This ability may only be used once per round.

Protection Domain Spells

1 Sanctuary: Opponents can't attack you, and you can't attack.

2 Shield Other: You take half of subject's damage.

3 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

4 Spell Immunity: Subject is immune to one spell per four levels.

5 Spell Resistance: Subject gains SR 12 + level.

WATER DOMAIN

Granted Powers: For determining area of effect only, your caster level is considered to be its actual value +3.

Water Domain Spells

1 Obscuring Mist: Fog surrounds you.

2 Fog Cloud: Fog obscures vision.

3 Water Breathing: Subjects can breathe underwater.

4 Control Water: Raises or lowers bodies of water.

5 Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

ARCANE CRAFT SPELLS

The following section includes several key spells converted to *Sycraft* for ease of play, and several new spells unique to Craft-users in *Dark Inheritance*.

BURGLAR'S BUDDY

Illusion

Level: 2; **Casting Time**: Full action; **Range**: Long (400 ft. + 40 ft./ level); **Area**: 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration**: 1 minute/ level; **Saving Throw**: None and Will negates (object); **Spell Resistance**: Yes and no (object).

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

CLEAN

Transmutation

Level: 1; **Casting Time**: Full action; **Range**: Close (25 ft. + 5 ft./2 levels); **Target**: One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level; **Duration**: Instantaneous; **Saving Throw**: Fortitude negates (harmless); **Spell Resistance**: Yes (harmless).

The clean spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the clean spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away-rendering most evidence collection impossible, for example.

If cast on a creature, the clean spell disinfects wounds (doubling the normal healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent (SNT) special quality won't be able to detect the subject by scent alone.

DATAREAD

Divination

Level: 2; **Casting Time**: Full action; **Range**: Touch; **Effect**: Read machine-readable data; **Duration**: 1 minute/level.

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

DEGAUSS

Transmutation

Level: 1; **Casting Time**: Full action; **Range**: Touch; **Effect**: Stored data is erased; **Duration**: Instantaneous.

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

DETECT SCRYING

Divination

Level: 4; **Casting Time**: Full action; **Range**: 120 ft.; **Area**: 120-ft.-radius emanation centered on you; **Duration**: 24 hours.

You immediately become aware of any attempt to observe you by means of scrying (including the scrying spell). The spell's effect radiates from you moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed Arcane Craft power checks. If you match or beat the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

FREEDOM OF INFORMATION

Divination

Level: 3; **Casting Time**: Full action; **Range**: Touch; **Target**: One living creature; **Duration**: See text; **Saving Throw**: Will negates; **Spell Resistance**: Yes

You gain common information about a single living creature. This information is the current legal information about the subject and thus can reveal those who are pretending to be someone they are not. If the person has legally changed his name, this spell provides you with information about the new name, but not the previous

legal name. You gain the following information about the next living creature you touch.

Legal name, birth date, current address, driver's license number (if applicable), social security number (or other common identification code), and credit history score.

JUMP START

Transmutation

Level: 0; **Casting Time**: Full action; **Range**: Touch; **Effect**: Starts one motorized vehicle; **Duration**: Instantaneous

You start a motorized vehicle. The vehicle must be in a state that would allow it to start normally. For example, a car must have gas and the engine must be functional. The vehicle functions exactly as it normally would if it had been started conventionally.

This spell can affect any vehicle such as, a car, truck, plane, boat, or any other vehicle that has an engine. This engine does not need to be gas-powered. The spell works just as well on electrically powered vehicles or those powered in other ways.

MASK METAL

Illusion

Level: 1; **Casting Time**: Full action; **Range**: Touch; **Target**: A single metal object weighing no more than 10 lb./level; **Duration**: 10 minutes/ level (D); **Saving Throw**: None or Will negates (harmless, object); **Spell Resistance**: No or yes (harmless, object).

This glamour makes a metal object undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.



NONDETECTION

Abjuration

Level: 3; **Casting Time**: Full action; **Range**: Touch; **Target**: Creature or object touched; **Duration**: 1 hour/level; **Saving Throw**: Will negates (harmless, object); **Spell Resistance**: Yes (harmless, object).

The warded creature or object becomes difficult to detect by divination and detection spells, such as scrying. Nondetection also prevents location by similar supernatural effects, such as birthrights or abyssal powers. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at an Arcane Craft power check (1d20 + caster level) against a DC of 11 + the caster level of the Craft-user who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

PHANTOM PROJECTILES

Transmutation

Level: 5; **Casting Time**: Full action; **Range**: Touch; **Target**: 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration**: 1 hour/level; **Saving Throw**: Will negates (harmless, object); **Spell Resistance**: Yes (harmless, object).

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Defense. Barriers of magical force, such as mage armor, stops them completely. Additionally, the phantom bullets disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

RUNE OF SCRYING

Divination

Level: 3; **Casting Time**: Full action; **Range**: See text; **Target**: 1 rune; **Duration**: 1 hour/level

When you cast this spell you must etch or trace the outline of a strange and complex rune in charcoal or sulfur paste on the desired surface. When the spell is complete, the rune fades into the surface and becomes nearly invisible.

As a half action until the end of the spell, you may switch your sensory input between your current surroundings and the area surrounding the rune. When you do this you view the area where the rune was traced as if you were standing on the rune. You can turn 360 degrees in place, and you have full use of all your senses. Any magical enhancements to your senses remain in effect. You cannot use any detection magic through the rune, even if it is cast on you prior to using the rune.

TABLE 5.6 SCRYING

Knowledge of Subject	Will Save Modifier
None*	+10
Secondhand (you've heard of the subject)	+5
Firsthand (you've met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, nail clippings, etc.	-10

You also may not use Arcane Craft abilities (including spells), mystic abilities, birthrights, or abyssal powers to affect anything you see or hear through the circle. However, you may be affected by certain sensory-damaging or influencing spells while you are scrying through the rune. For instance, you might be affected by a creature's stench if such a creature were within smelling distance of the rune.

The rune is hard to detect when innactive (DC 30 to spot). When the rune is active, that is when you are scrying through it, the rune becomes a magical sensor. Any creature nearby with ranks in Knowledge (Occult) or Spellcraft may make a skill check (DC 20) to notice the active rune. Runes that are located can be identified with a successful Spellcraft skill check (DC 13). A rune of seeing that has been located may be dispelled. If the rune is dispelled, the spell ends.



If this happens, you know that your rune was cancelled in this manner.

SCRYING

Divination

Level: 4; **Casting Time**: 1 hour; **Range**: See text; **Effect**: Magical sensor; **Duration**: 1 minute/level; **Saving Throw**: Will negates; **Spell Resistance**: Yes.

You can see and hear a specified target, who may be at any distance. If the target succeeds at a Will save, the scrying attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to him. Furthermore, if the subject is on another world, he gains a +5 circumstance bonus to the Will save.

If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: darkvision, tongues, and true seeing. Detect magic has a 5% chance per caster level of operating correctly through the sensor.

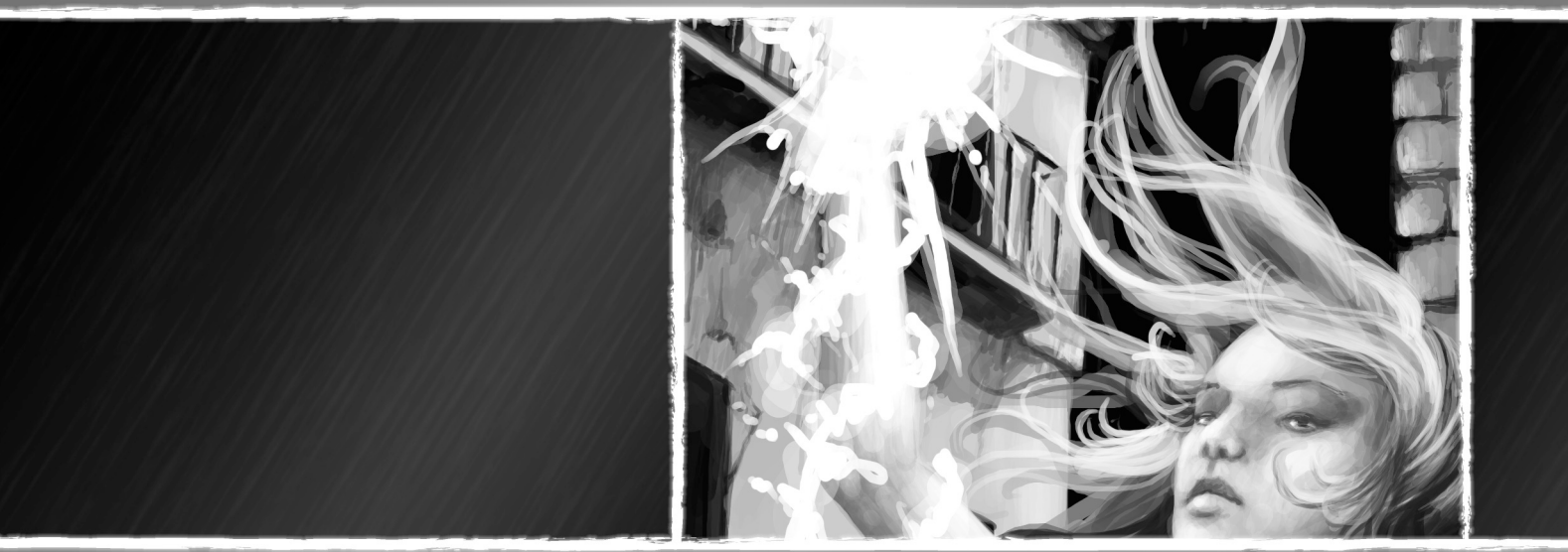
SHADOWBLAST

Evocation [Darkness]

Level: 4; **Casting Time**: Full action; **Range**: Close (25 ft. +2 ft./level); **Target**: One creature or object; **Duration**: Instantaneous; **Saving Throw**: Fortitude half; **Spell Resistance**: Yes

A shadowblast is an explosion of damaging darkness that detonates with a sound like a vacuum being filled with air - a loud whoosh and boom. The explosion does 1d8 points of damage per caster level (maximum 12d8) to the creature or object targeted. As with a fireball, the blast creates no concussive force.

After you incant this spell, your shadow races towards the target where it detonates, although you are not required to have a shadow for the spell to function properly. You can send the shadow through a narrow openings, such as under doors, and strike a target on the other side.



"What a piece of work is a man!
How noble in reason! How infinite in faculties!
in form and moving how express and admirable!
in action how like an angel!
in apprehension how like a god!"

-- Hamlet

LEGACY 5

INTRODUCTION

This chapter explores one of the most potent forces at work in the world of *Dark Inheritance*: the Godgenes, and the titans they empower. With the reemergence of the Godgenes, inheritors are becoming more common among the general populace. Various groups and societies that have become aware of this phenomenon seek to recruit titans to put their supernatural powers to work. These agents have access to powerful paranormal abilities, but also suffer from a variety of disadvantages brought on by the manifestation of their Godgenes.

The chapter that follows describes the origins, heritage, and mystical abilities of the titans, how they function, and how their powers change their lives.

THE TITANS

Across the world, hidden among the throngs of humanity, there exist a special few born with a unique ancestral legacy - descendants of primeval gods and monsters with an ancient power buried in their genetic codes. Long ago, these special individuals - known as *titans* - - were able to harness the power of their ancestors and rose above their fellow men as mythic heroes, legendary leaders, or sage mystics. But as time wore on and the blood of their forefathers thinned, titans and their fantastical heritage nearly faded from memory...until recent decades. By some quirk of fate or transcendent design, more and more people now display the traits of these ancient beings, passed down through lineages older than the pyramids of Egypt.

You can be one of these nascent demigods. Within your genes lies the seed of greatness, a gift that transcends human limitations. You are called god-born, child of might, inheritor, titan, a descendent of ancient gods or terrifying monsters. By the virtue of your blood, you carry the powers of the gods, monsters, and heroes of antiquity, and with them, you may claim dominion over all the world.



THE GODGENES

Every inheritor carries within him the seed of inheritance - a recently discovered genetic code called the Godgene. This powerful genetic combination, passed from parent to child over aeons, grants titans the power and characteristics of their ancient forbears. But such puissant heritage is not without its drawbacks. Many titans express a predisposition towards certain behaviors, callings, or attitudes, as well some of their shortcomings or weaknesses, associated with their forefathers. Thus, Crimson Lords may aspire to positions of prestige or leadership, Storm Crows are drawn (or prone) to conflict, and so on. Though some may argue that titans are slaves to their genes, it is a small price to pay when one can wield the power of the gods themselves.

LINEAGES

Titans are divided into *Lineages*. The progenitors, deific and alien entities of vast power, are the originators of these ancient bloodlines, and every titan is related, albeit quite distantly, to every other member of that lineage.

History has not been kind to many of these lines. In the past, there were many more bloodlines, such as the Sky Deceivers (the origin of tales of wily tricksters and thieving travelers) and various others now known collectively as Lost Ones. Over the millennia, these lines of inheritance faded from the gene pool and their Legacies disappeared from existence.

There are only five lineages known to have survived into the modern era - the regal Crimson Lords, the darkly secretive Hidden Suns, the wise warrior Storm Crows, the nihilistic Void Phoenixes, and the atavistic Wild Bloods.

LEGACIES AND BIRTHRIGHTS

Every titan is born with the talent to harness the power hidden within his genes. Each lineage has three *Legacies.* Legacies bestow specific supernatural powers, called *birthrights*, upon the titan. Birthrights are supernatural abilities that allow a titan to briefly surpass his human potential - some of the more powerful birthrights allow a titan to perform feats and wield powers rivaling those spoken of in legend. Each of the five great lineages wields its own distinct set of Legacy birthrights; often, these birthrights are a key to identifying a titan's heritage. Lost Ones, however, cross these lines and may exhibit birthrights normally associated with one or more of the greater lineages - or new, unknown powers altogether.

RELATIONSHIPS

By time or design, the seed of the progenitors has been scattered across the world, and today, titans of a single lineage can manifest anywhere on the globe. But few titans think of (or treat) others of their bloodline as kin - in fact, many titans have lived their entire lives without encountering another of their own lineage. They have faced their genetic siblings in war, fought for disparate beliefs and nations, or become arch nemeses of their distant relatives. Until recent history, a gathering of titans was a rare and wondrous event indeed, and their deeds formed the stuff of legend - some even argue that heroic myths, like the Trojan War and Norse skalds, are actually retellings of alliances and conflicts between these superhuman beings.

The following details the traits, history and current agendas of the five great titan lineages of *Dark Inheritance.*



CRIMSON LORDS

Yes, that is disturbing, but there's nothing we can do about it at the moment. We should enjoy ourselves, and deal with it tomorrow.

If titans are the inheritors of the gods and monsters, Crimson Lords are the descendants of the god-kings - or so they would have others believe. They are gifted speakers, consummate diplomats, and hedonistic revelers. When others argue, Crimson Lords bring compromise and direction. The Children of Bacchus see themselves as the guardians of mankind, and know that with the divine right of rule comes the responsibility to protect those they guide; civilization is a flower that must be fostered and defended, lest if fall into barbarism and ruin.

All Crimson Lords handle themselves with an air of genuine royalty, possessing a natural grace, a fluidity of movement, and regal presence that forces others to listen when they speak and obey when they command. A member of this lineage rarely slouches or shuffles, but strides boldly and gracefully about the room. Crimson Lords are not by nature subtle or austere - many accuse them of being frivolous, arrogant, and self-centered. They are often the epitome of elegance and fashion, cutting a striking or attractive figure no matter how dressed-down they may be. Their flawless perfection actually manifests supernaturally - even when wading through mud or staggering through a sandstorm, these titans are always clean, as if the dirt, recognizing its rightful ruler, refuses to sully them with its touch.

Most Crimson Lords are *bon viviants*, and live life to the fullest. They are creative and love to compose works of lasting value - from architecture to art, organizations to social movements. They are quite passionate and delight in conversation and entertainment, music and dance, fashion and recreation. They adore civilization, and are most at home in the midst of a large crowd, humanity teeming about them. These values manifest in their birthrights, through which the Lords can manipulate the emotions of others, bless them with otherworldly poise, and promote growth and creation in its purest forms.

But the Hedonists (as they are known by their detractors) also love pleasure, often to excess. They gamble and drink and smoke and dance and sing, indulging in every activity designed to amuse, stimulate, and divert. This tendency toward gluttony is not usually considered an issue amongst the Crimson Lords; a lack of self-control and of self-awareness is, surprisingly, antithetical to most of them. As many would argue, one should recognize one's own limits and accept them, rather than risking your life and the lives of others.

But despite their faults, Crimson Lords can be eternally loyal and steadfast companions. The best of them recognize their duty to the world and its people, and rarely shirk their responsibilities. A Crimson Lord is as much a knight in shining armor as a reveler, always willing to protect those in need without a thought for personal safety. In battle, Crimson Lords may order others about, but they also lead from the front, boldly striding toward the enemy and rallying the troops by forceful example.



THE PAST

For the Crimson Lords, history is as much feeling as fact. They believe, absolutely, that the progenitors had a hierarchy, that these deific beings had rulers, and it is from these rulers that the Crimson Lords descend. Mythology seems to support the Crimson Lords' claims. In most pantheons around the world, one god or a pair of deities ruled the others. They say their original sire was great and terrible but wise and eloquent. He was a powerful warrior but greatly loved as well. From him sprang the legends of gods who exemplify love and beauty - such Aphrodite, Apollo, Balder, and others. Yet other children carried on their father's mastery of the earth, like Ceres and Demeter and Geb and Silvanus, who brought forth the harvest and protected the land and its people. Though the names change from land to land, the All-Father and his children remain the same. Some scholars, both within the Crimson Lords themselves and in the Hidden Suns, believe that the All-Father bore only two children, one male and one female, and these two beloved offspring contained all of these traits. According to this belief, it is the children of these twins who became the first Crimson Lords, inheriting their grandsire's majesty and his right to rule.

The lineage's strongest presence was always in those lands where civilization flourished, and where both beauty and martial skill were revered. It may be that the presence of the Crimson Lords encouraged this atmosphere and caused the culture there to prosper, for their presence has always marked many a great empire. Crimson Lords were said to have been strong in ancient Greece and the Roman Empire. In Japan, the Crimson Lords prospered among the samurai and their predecessors, men trained in swordsmanship and literature, in archery and in poetry. This branch exudes vitality and the perfection of motion. The Lords thrived in many great cities, mostly in ports where the people of many nations intersected.

TODAY

The modern world is a delight to the Crimson Lords, and they take pleasure in the sheer variety of entertainment available in particular. There are so many ways to be satisfied, both permissible and illicit. Predictably, many Hedonists are patrons of the arts, encouraging, if not practicing, theater, music, the visual arts, and any other form of creative expression. They also take a hand in corporate business, as much for the joy of controlling such a large “kingdom” as for any real need for money or prestige.

One area in which the Crimson Lords tend to surprise most people, however, is in matters that deal with the environment. As white knights and passionate crusaders for justice, many of these titans feel a duty to protect the planet from devastation. Most watch with horror as forests are razed, rivers dammed, and whole ecosystems lost forever, and so become involved, directly or indirectly, in reclamation and preservation projects. Through this work, these titans hop to save various animal species from extinction and the globe itself from spiraling into oblivion.

Many Crimson Lords who knew of the prophecy concerning the Host did not pay it much heed, for they believed simply that the Host would never be able to escape. But then the day arrived - and today the Daemonhost spread their invisible tendrils across the globe. This failure was a mighty blow to this proud lineage, and many of the Lords hold themselves responsible for failing to restrain the Host. They had been charged with overseeing this world's defenses, but proved too weak, and too easily distracted for the task. The remains of Jerusalem are a constant reminder of their disgrace. But the Crimson Lords do not deny their duty, for while they have little modesty, they do not lack honor. This disaster, this horrible transformation of the once-great city, calls out for retribution, and each Lord feels compelled to step forth and smite the growing threat before it's too late. Though the first battle was lost because of their overconfidence and lack of discipline, the Crimson Lords are ready and focused on the war at hand.

Alternate Names for Crimson Lords

All-Fathers, Captains of the Feast, Children of Bacchus, Guardians, Hedonists, Imperialists, Lords of Creation, Masters of the Word, Sensualists, Shepherds, Shining Knights, The Revelers, World's Hosts

Character Concepts

Club owner, cult leader, captivating entertainer, seductive playboy, porn star, military commander, media mogul, diplomat, respected priest.

Legacies

Crimson Lords may choose birthrights from the following Legacies: **Emotion**, **Graces**, and **Vitality** (*see pages 176 - 181*).

HIDDEN SUNS

You may not see me, but I am there, in the shadows and in the light. Nothing can hide from me.

Although the Storm Crows may be the most deadly titans in battle, and the Void Phoenixes the most destructive, it is the Hidden Suns who are the most feared of all lineages. They are masters of secrets, exposing the most closely guarded information to the searing light of their knowledge while obfuscating their own in impenetrable shadow. The Sun-Touched command the powers of both light and darkness, and control life and death. Their curiosity and great intellect make them natural academics and explorers, and they are the unofficial historians of the inheritors. But despite all their value in preserving culture and history, Hidden Suns are the targets of mistrust and resentment by other titans for they know the evil that lurks in the hearts of men - and are willing to share that with the rest of the world.

Most Hidden Suns are seen as bookish intellectuals, prodding and poking in other people's business. But there is more to this lineage than just knowledge. The Keepers are intrepid explorers, ambitious inventors and talented healers whose desire for a fundamental understanding of the world rests at the heart of their being. They are sly and witty, curious and cunning, and provide valuable counsel to their allies - as an old saying goes, 'If a Sun-Touched doesn't know it, it isn't worth knowing.'

Unlike most other inheritors, Hidden Suns are titans of duality and contradiction, uniting and balancing diametrically opposed forces within their being. They claim dominion over the sun, and nearly every member of this bloodline feels a close and abiding tie to the star our Earth orbits. Like the sun, the Hidden Suns can be a source of life and clarity of vision, and those who choose the sun's birthrights have an aptitude for healing and dispelling evil from the world. On the other hand, the Hidden Suns command the shadows, the very substance of the underworld, and have a connection to death unrivaled by any other lineage. The moniker “Keepers of the Dead” has haunted the bloodline for millennia, and the necromantic arts come as easily to them as easily as summoning the energies of the sun.

Notoriety follows the Hidden Suns like the smell of the grave on a tomb robber. Their command of secrets is a fearsome one, and a trait that has made them many enemies over the millennia. They are rarely trusted by other titans, for they hoard knowledge and pluck secrets from peoples' minds out of sheer curiosity. When a relic or piece of valuable information is stolen, or scandal rocks the world of man, it is the Sun-Touched who are the first to be blamed and the last to be acquitted, for nothing is safe from the Hidden Suns' prying eyes and inquisitive minds.

Ravenous is the best way to describe the Hidden Suns' lust for knowledge. Their curiosity is as legendary as their propensity for dark secrets, and also their greatest shortcoming. Each Sun-Touched harbors within him an insatiable desire for all knowledge related to a specific subject, be it from books, lost secrets, rumors, or relics of the Lost Age. While this trait seems to be a mere quirk or fetish, it is also to blame for much of these titans' bad reputations. Still, few understand that Hidden Suns are not mere eccentrics with intense interests - they crave to use their knowledge, for knowledge is power only when properly applied.

Anonymity is often a Hidden Sun's most prized possession, because of their solitary natures and because their reputations tend to precede them. In the modern world, knowledge is a dangerous commodity, and the Keepers will go to great lengths to acquire it and protect it for themselves. Thus, many of these titans operate alone and off the grid, learning quickly how to bypass security, evade guards, and, of late, hack into sensitive computers and networks. Big Brother is out there, and as most Hidden Suns know, is usually looking for them.

THE PAST

Not surprisingly, the Keepers have one of the most complete histories of any lineage. Their penchant for gathering information and hoarding even the smallest scrap of knowledge means that there are literally hundreds of scrolls, books, and journals written by the Hidden Suns about their many observations. In ancient times, Sun-Touched scholars and sages gathered their accumulated knowledge from the world over. The Library of Alexandria was foremost of all these repositories and much of the lineage's written lore was lost during the burning of the grand library - a loss still felt sharply today. It is mainly from the records that survived this holocaust that titan scholars and historians among the Promethean Order know anything about the lineage's progenitors and their children.

Fragments of scrolls and tablets claim the lineage descends from a god of great glory and darkness, a being so vast his form could blot out the sun. His touch could bring instant death or restore life. This mighty being had a great and terrible intellect, and nothing could be hidden from his knowledge. He was as cold as the space between the stars, but once his passion was ignited, it flared like the raging fires of the sun.

After the progenitors disappeared, the Godgenes for the lineage spread throughout the world. The genes of the Hidden Suns were most common among the people of Northern Africa, Mesoamerica, Japan, and India. Though most Hidden Suns originated in North Africa and India, the frequent invasions of and migrations to Mesoamerica and Japan also brought with them the blood of this line-

age. In fact, early *Fugo a Watu* cultists would probably not have been as quick to deduce the gestalt nature of the Godgenes if they had not been able to observe the multi-ethnic Egyptian culture.

The Egyptian philosophy and spirituality of death, combined with that culture's veneration of the sun and mystical knowledge, certainly fit the stereotypes associated with the Hidden Sun Lineage. Both have a respect for knowledge, a love for secret lore, and a fascination with the passage of the sun. It is impossible to determine whether the Underworld Suns were the cause of this Egyptian fixation, or if the Egyptian culture molded the common beliefs of the lineage. Most likely, each affected the other, spawning the Hidden Sun culture of today.

India, on the other hand, bred an entirely different sort of Hidden Sun, one more attuned to fire and the healing arts. But this temperament did not make them pacifists - the warrior Storm Crows, called Thunder Children by the people of India, were also present in considerable numbers there, and the two lineages cooperated very effectively in making war. Both Storm Crow seers and Hidden Sun sages, took upon themselves the mantle of gods and required burnt sacrifices and offerings as tribute.

TODAY

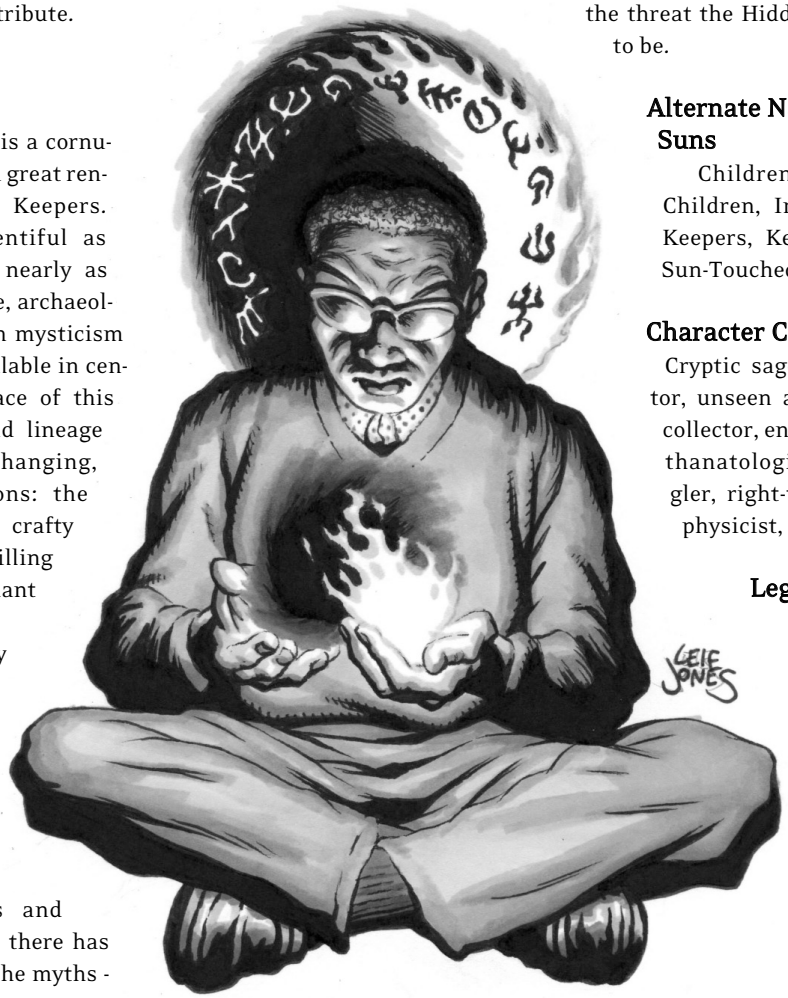
The modern world is a cornucopia of information, a great renaissance for the Keepers. Knowledge is as plentiful as droplets of rain and nearly as easy to gather. Science, archaeology, and even a rise in mysticism provide outlets unavailable in centuries past. In the face of this nascent world, the old lineage stereotypes are changing, replaced by new icons: the focused scientist, the crafty archaeologist, the chilling mystic, and the brilliant hacker.

The 21st century has become a time for the Hidden Suns to rediscover the mysteries of the past. Though history and legend suggested Egypt was guided by pharaohs and priests of the lineage, there has been no way to prove the myths - until now.

Hidden Sun archaeologists and geneticists have managed to isolate DNA from mummies and hope one day to find a mummy with the Godgene of their heritage. Until then, these explorers and scholars continue to use cutting-edge scientific tools and methods to uncover lost relics and reveal forgotten wisdom.

The Rip changed everything. The age of legend has come full circle: creatures from the depths of the past have returned; a world only hinted at in even the most prehistoric tales is now laid bare; and the myths long kept safe by the Hidden Suns now have very practical applications. Hidden Suns are pouring out of libraries and research facilities and into the field. The ruins of the Otherworld and the increased potency of magic there have many Suns clamoring to delve into the newly discovered world on the other side.

Underworld Suns also claim that the ancient enemies of the progenitors have returned. The Host, they say, are again prowling the world, but they are not like they once were. Shadows, specters, or malign spirits are all that remain of these adversaries. Hidden Sun investigators and mystics search for the key to uncovering the creatures' presence and proving them to be the threat the Hidden Suns know them to be.



Alternate Names for Hidden Suns

Children of Aten, Dog Children, Inheritors of Apollo, Keepers, Keepers of the Dead, Sun-Touched, Underworld Suns.

Character Concepts

Cryptic sage, morbid investigator, unseen assassin, antiquities collector, enigmatic hacker, wise thanatologist, fearless smuggler, right-to-die activist, solar physicist, and miracle healer.

Legacies

Hidden Suns may choose birthrights from the following Legacies: **Secrets**, **Shadow**, and **Sun** (*see pages 182 - 188*).

STORM CROWS

Once we knew with certainty what was to be. With conviction, we raised our swords. We had Fate's blessing. Now, we are blind men, hearing only the enemy before us, feeling only an infinite emptiness beyond.

The cries of war and conflict reverberate within the heart of every Storm Crow. This lineage of fatalistic titans is defined by adversity, drawing strength and resolve from desperate odds, impossible risk and overwhelming enemies. They thrive on conflict, seeking worthy enemies in battle and canny debaters in peace.



Though the Storm Crows were once the masters of fate, their gift of foresight has become clouded, and the bloodline has begun to drift in a murky present while staring into a dark future. Still, the Doom Children face the future bravely, determined to reclaim their greatness both on the battlefield and amongst the heroes of legend.

Storm Crows constantly push their own limits, and habitually refuse to yield until they win or snap under the strain - as many Doomsayers say, "Only through great sacrifice and great risk can the impossible be achieved." This is not to say that they are foolish. Nearly all of these titans know that conflict is partly a sport for the body, but primarily a struggle of the mind. Their gift of foresight imparts many Storm Crows with great cunning and tact, and they are decisive and competitive leaders. Though many Storm Crows are known to spoil for a fight, peace often proves the greater challenge, and some feel that if weapons are drawn, the real battle has already been lost.

Storm Crow philosophy is harsh and unforgiving. Sacrifice is simply necessary, and those who are unwilling to forfeit that which they prize do not deserve a grand destiny. Like Odin, the Doombringers believe that suffering and pain are vital paths to understanding. The scars of these trials are worn with pride; they distinguish the god-born as one worthy of his power. Because of this view, a Storm Crow rarely apologizes for his actions. Mistakes and failures happen; they are not something one should be afraid of or ashamed of, merely learned from.

Storm Crows love causes, and constantly seek *raisons d'être*. Causes provide the titan a chance to challenge himself, as well as to test the resolve and determination of others. Their approach would seem odd to most - before joining a cause or mission, the titan may tests others participating in it, baiting them to see how they react and gauge the depth of their commitment. He will pose a great many questions, leading and probing (and often aggravating) its leaders in order to determine their worthiness as allies and brothers-in-arms. But once a Storm Crow has chosen a calling, he remains resolute to see it through to the bitter end.

Notions of doom and sacrifice haunt the bloodline. For thousands of years, Doom Prophet seers looked resolutely into the future and stared unflinching at destiny. Most calmly accepted the lot dealt to them, sometimes imparting their visions to those who deserved or were required to hear them. Fate is rarely pleasant, and every Champion of Fate must deal with foreknowledge in his own way. Some seem pessimistic and stoic, others optimistic and carefree. Regardless of their individual reactions, all Storm Crows nevertheless feel the rightness or wrongness of important events, and those who do not act in harmony with fate's precepts were removed by their inheritor brethren... or by fate itself.

The Rip has affected the Storm Crows more profoundly than any other lineage, clouding the sight of even the

lineage's most gifted seers. It is a great blow to their pride that they did not foresee the immense disaster in the Holy City. Now they sense only a darkness, a nebulous area where fate cannot be seen, and only dimly felt. As the gathering clouds draw ever closer, the Gift of Sight grows even more diffuse. This crisis has caused the Storm Crows to founder, and without the clarity of their guiding visions, their formerly disciplined ranks have fallen to bickering.

THE PAST

Throughout history, where there has been war, there have been Storm Crows. Their affinity with conflict and prophecy placed Storm Crows at all the important crossroads of history - standing against Xerxes' march on Greece, battling alongside the French at Waterloo, fighting in the trenches of Ypres and the Somme. Following the dictates of destiny, the members of this lineage ensured the success or failure of entire kingdoms and empires: when fate smiled upon an endeavor, they rallied to the banner; when she frowned, they destroyed it.

Very little is known of the twins who, legend asserts, founded the lineage. Most traditions claim the twins were two tempestuous boys, while others insist they were a pair of fraternal twins - male and female. Hidden Sun academics shake their heads knowingly, for they say that gender was a matter of preference for these two mercurial progenitors. These divine twins were likened unto Venus, the morning and evening star; the two faces of fortune, good luck and bad luck; and two-faced Janus, looking back and forth across the threshold. The two progenitors shared a fondness for conflict and happenstance, constantly challenging each other as siblings vying for fortune's affection. This eternal conflict between their progenitors remains in the children of the lineage today.

In ancient times Storm Crows were the most likely of titans to be regarded as gods. They had the power to bring rain for crops or horrible storms to their enemies - obviously divine traits to agrarian peoples of the young Earth. The physical changes caused by Storm Crows' legendary transformations also instilled awe and respect in many people. Even if such devotion was not desired, preventing worship was nigh unto impossible.

The abundance of storm gods, lightning wielding deities, and weavers of fate is testament to the lineage's appearance among many cultures. People of every ethnicity have been born Storm Crows, but many cultures seem to favor specific aspects of the bloodline: the dominion over the forces of nature is particularly strong among titans from Scandinavia, Central America, East Africa, India, and South East Asia; the prophetic gifts are strongest among those from Southern Europe, North America, Central Africa, and Central Asia; and war, it seems, is a talent passed down through all lines.

TODAY

War across the centuries has changed dramatically, yet, at its core, has remained the same - and the same can be said of the Storm Crows. No other lineage has undergone as many changes and trials as the Storm Crows, and they would have it no other way. The current conflicts across the world continue to draw the interest of the Battle Heralds, even if the wars of the last several decades have been short local skirmishes, nothing like the continent-spanning campaigns of the World Wars. Following the Rip, the Storm Crows feel the heavy weight of a great battle approaching. They hear the thunder of destructive change and are preparing for the war they believe will ignite the world, and possibly the Otherworld.

Common sense, coupled with their now limited ability to discern the course of history, has convinced many Doombringers that the next war will be over the resources of the Otherworld. The revelation of the existence of a whole new world beyond the torn wreckage of Jerusalem came as a great shock to the leaders of many nations along with the rest of the world, and many were not happy to learn of it through the pages of the Journal of the International Geographical Society. Even preliminary exploration of the Otherworld has convinced the U.S. and Israel of the wealth that can be gained by exploiting the new planet, a secret they keep close to their vest. Anger and resentment towards Israel and the U.S. is growing, as those two countries seem very hesitant to share the only stable doorway to the new world.

Storm Crows are on all sides of this conflict. Some work with Project: TITAN, while others work independently for various nations or organizations that want access to the Otherworld but are currently unable to get it. Many nations are maneuvering for advantageous positions in preparation for possible aggression, and all are clamoring for their piece of the proverbial pie. But regardless of where they stand, nearly all Storm Crows agree that is an exciting time to be a titan.

Alternate Names for Storm Crows

Battle Heralds, The Blinded Eye, Champions of Fate, Children of Storms, Doombringers, Doom Prophets, Spears of Baal, Thunder Children, Valkyries.

Character Concepts

Mercenary unit leader, prosecuting attorney, extreme sportsman, fighter pilot, rebel guerrilla, manipulative fortune teller, storm chaser, conspiracy prophet, gruff shaman.

Legacies

Storm Crows may choose birthrights from the following Legacies: **Second Sight**, **Thunder**, and **War** (*see pages 188* - 194).

VOID PHOENIXES

We will not fail again.

The Void Phoenixes are the most dangerous of all titans, masters of creation and destruction begotten by the darkest creatures of legend. They are the tenders of the karmic wheel, agents of entropy who ensure that what must end is ended so a new order can arise in its place. The Children of Tiamat are the Daemonhost's greatest enemies, and members of this bloodline have served as the frontline in the war against their forces for eons. They tend to be loners and avoid society, for each of these titans is marked by his monstrous heritage, both in body and soul, and grows more alien as he grows in power. In this sense, the Void Phoenix is a tragic hero - outcast, misunderstood, alone, but determined to protect a world that hates and shuns him.

The power of the Void Phoenixes lies in their origins. Spawned in primal chaos, they rule over the fundamental forces of creation, destruction, and rebirth. Their control over chaos itself allows them to reshape the world around them in strange and frightening ways, either to create entirely new items or to warp or destroy them. In the hands of a Void Phoenix, even the simplest tool can suddenly become a deadly weapon, and the most powerful of them can conjure material from the chaos beyond reality itself.

Being around a Void Phoenix can be a disquieting experience. Most Void Phoenixes are guarded souls, isolated from humanity both by their inhuman appearance and their inherent cynicism. To others, they seem stolid and emotionally cool, but inside their spirits swirl with desperate anger and seething hatred for the world around them. Many titans of this lineage are world-weary and nihilistic, wracked with *ennui* and deeply affected by the corruption and failures they see around them. They generally speak little, and what few words they use are bitter and filled with a hateful longing. Empathy is a rare quality among their number, and personal bonds are difficult for most to form and maintain.

Every Void Phoenix can trace his heritage back to some of the greatest monsters of legend - indeed, many believe that stories of creatures like Medusa and Frankenstein's monster may point back to their ancestors. Each member of this lineage wears the mark of his heritage on his body like a badge, manifesting small inhuman traits that grow more and more prominent as the titan grows in age and power. These traits can take a variety of forms - small horns, scales, burn scarring, oddly glowing eyes, exotic skin pigmentation - but all are distinctly inhuman in nature. Their appearance, combined with their sullen demeanors, tend to be quite disturbing to most humans, and so Void Phoenixes live away from the bulk of society, preferring a life of solitude to one of rejection and fear.

Though they the feel pain of rejection by humanity sharply, Void Phoenixes have not fallen into an abyss of despair - rather, they have become incredibly focused on the duties tasked to them at birth. Many Fiends are notorious perfectionists, and find it difficult to look beyond their lofty ideals to see the people their actions affect. They will go to any length to achieve their goals, including martyrdom, if it can make the world a more perfect place. Most Void Phoenixes are constantly disappointed by the actions of man, and many wonder if it wouldn't be best to unmake the world and purify its remains in the fires of their fury.

Where other titans battle to save the world they know and love, the Void Phoenixes simply want to stop the Daemonhost. The two groups are ancestral enemies, tracing their rivalry back to the dawn of time, and these inheritors are committed to ending that struggle once and for all. Their hatred runs deep, and one must always watch your actions around him; should he ever decide you are in league with the thoroughly corrupted Host, he will waste no time attempting to end your life. Titans of other lineages can't help but view the Fiends' motivations with suspicion, for they do not love the world they fight for - they simply hate those they fight against. Many Children of Tiamat believe this war will be the Last War, an apocalyptic conflict that will render the world to ash, and secretly hope that from the fires of destruction a new and more perfect order will arise.

THE PAST

Hidden Sun manuscripts claim that the Void Phoenix progenitor birthed the first monsters - a dark mother, a primal chaos. This creature was the least human of all the progenitors, reveling endlessly in destruction and creation, the ebb and flow of life and death. Hers was a foul and devastating majesty, and she raged across the earth, slaying all but the most skilled and valorous. The reasons for her involvement in the war against the Host cannot even be guessed at - some conjecture that she felt challenged by this new destructive force, while others say she fought to preserve the balance of life and death. When she left, she took her monstrous children with her, leaving only the bastard offspring called the Void Phoenixes to carry on her vicious lineage.

The early history of the Void Phoenixes is fraught with tragedy and horror. Even in these first days, the Children of Tiamat were a controversial and misunderstood race - embraced as angelic guardians by some, reviled as demonic murderers by others. The lineage itself was torn between those who sought to protect the fragile creatures of the Earth, and those who wanted to reduce it to dust and build again. The sagas of the battles between the two sides became the stuff of myth and legend, and the first Void Phoenixes thus became the demons and divine agents of the ancient world.

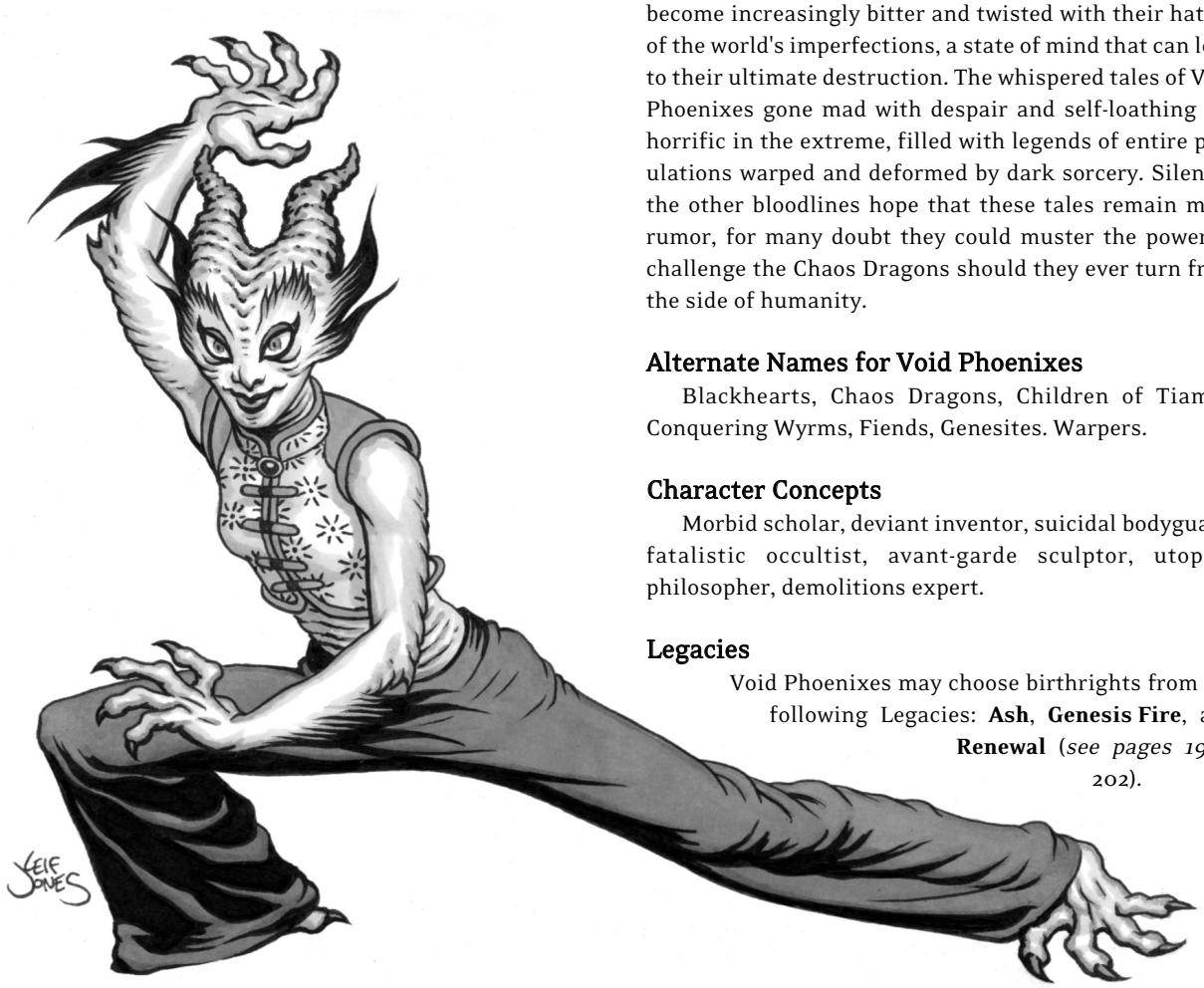
As men grew more sophisticated, the Void Phoenixes adopted new strategies and eventually accepted the permanence of the world. They remained ever vigilant for the return of the Host, as well as their own renegade brethren, intent on using their powers to bring the age of men to a close. But when other titans appeared within their domains, the Void Phoenixes quietly withdrew from society, retiring to hidden lairs and forming into small cabals to plot their course for the future. There are those who claim it was during this time that the Void Phoenixes compiled the first *Purgation Codex*, a series of prophecies and manifestos detailing methods for bringing the world to a peaceful end so that it could be reborn in a more suitable form. Though the Codex was never put to use, the copies that crop up from time to time deeply distress the other lineages.

TODAY

Now, these nihilistic titans seem to be everywhere, rising from among the disaffected children of the affluent, stumbling out of methadone clinics, raging in straightjackets and padded rooms, and stalking the halls of government with proclamations of war clenched in their fists. Where the Blackhearts go, horror inevitably follows and destruction flows in their wake like a river of blood.

Today, the Void Phoenixes spend the majority of their time seeking out ways to reintroduce change into a static and dysfunctional world. This change may take many forms, from overt use of their powerful birthrights, to turning allies against one another, fostering internecine political conflicts, and encouraging war and conflict. Their control over chaos gives them ability to infect the minds of those around them with fear and uncertainty, bringing even powerful bureaucracies and other agents of stability to their knees.

Most Fiends do their best to hide their true nature from others, knowing what effect their lineage can have on those not born to the primal forces of creation. Those who use their powers frequently find themselves transformed, becoming creatures of nightmare - some attribute these changes to contact with a tainted world, a sign of corruption running riot. The most powerful of these titans hide their true nature from those around them, retreating from the world entirely and working through intermediaries and other titans. With their bodies twisted into sculptures of fiendish horror, the Void Phoenixes become increasingly bitter and twisted with their hatred of the world's imperfections, a state of mind that can lead to their ultimate destruction. The whispered tales of Void Phoenixes gone mad with despair and self-loathing are horrific in the extreme, filled with legends of entire populations warped and deformed by dark sorcery. Silently, the other bloodlines hope that these tales remain mere rumor, for many doubt they could muster the power to challenge the Chaos Dragons should they ever turn from the side of humanity.



Alternate Names for Void Phoenixes

Blackhearts, Chaos Dragons, Children of Tiamat, Conquering Wyrms, Fiends, Genesites. Warpers.

Character Concepts

Morbid scholar, deviant inventor, suicidal bodyguard, fatalistic occultist, avant-garde sculptor, utopian philosopher, demolitions expert.

Legacies

Void Phoenixes may choose birthrights from the following Legacies: **Ash**, **Genesis Fire**, and **Renewal** (*see pages 194 - 202*).

WILD BLOODS

The entire world is our wilderness.

The Wild Bloods are the most savage of the titans, their history drenched in the blood of fallen enemies and lost allies. These untamed inheritors claim many famous figures from myth as kin - Enkidu, Grendel, Wendigo, and Muhnochwa. They claim dominion over the wild, and are shapchangers who can release the primal urges in themselves and others. Though rarely understood by humanity, Wild Bloods are natural allies of man and have walked alongside them as guides, counselors and great hunters and warriors. As the natural world is conquered more and more each day, the Chimerae turn to a new habitat to make their home - the jungles of asphalt, steel, and glass of the modern city.

Wild Bloods are nomadic by nature, driven to wander by instincts and genetic edicts older than humankind. No corner of the world has eluded their presence, as attested to by tales of beast gods and animals advising wise men from all over the world. Wherever they have traveled, the Beast Lords have left behind their seed, historically making these titans one of the most common bloodlines on the planet. Their travels have made them wise, and they have a long history recorded and passed on through the generations via oral traditions, song and poetry Although it would come as a great surprise to many other titans, the use of the written word does not make one a pariah among these canny hunters, and Skinwalkers' natural curiosity instills in them a love for wisdom and knowledge.

All Wild Bloods revel in the primal urges resisted by "civilized folk." In ancient times, they were often seen as mystics or lunatics, either to be venerated or reviled, depending on the culture. Though they tend to be impulsive and emotional, these inheritors also have an innate appreciation for the simpler things in life - the serenity of nature, the satisfaction of a hearty meal, the warm body of a lover, and the bloody thrill of the hunt. But the connection with their more base impulses can work against them, and Wild Bloods can fly into terrible rages or bloodthirsty frenzies when hurt or threatened. Many times, this leads them to rush into trouble headlong as often as it does to resolve it.

Like their ancestors before them, Wild Bloods of today follow their ancient charge to hunt down those who prey upon humanity. Unlike the bitter Void Phoenixes, they harbor no ill will towards man, and throughout history have fought to preserve the civilization they barely understood. The Rip has only driven them to greater ferocity, and many of these titans are called by the blood of their ancestors to stalk and eliminate the Daemonhost whenever they can. But older Wild Bloods bring with them another message to civilization - its time may be drawing to a close. The self-destructiveness of humankind and its predation upon the planet will end, and end now. Those who refuse to stop such heinous acts will soon learn that the untamed wilderness can be found everywhere, even in the shadowed alleys of the city.



THE PAST

Unlike many of the other lineages, the Wild Bloods have been too scattered to keep a strong record of their forefathers; rather, the history of the lineage is most clearly seen in the legends of tribal peoples. Tales of animals who speak with men, of raging creatures who are both man and beast, and of clever ravens who bring blessings to their people and death to the wicked all point to the unique gifts of this bloodline. When men were still wandering the plains in search of their next meal, Wild Bloods ran beside them and offered advice and help where they could. When men settled into small villages, the Wild Bloods remained with them and protected their lands from beasts and monsters.

But as tribal villages grew into towns, and towns into cities, the Wild Bloods retreated from their human companions, withdrawing to places where they could still stalk the wilderness in peace, hunting the enemies of a people who no longer understood or appreciated their ways. When the cities grew, the territories of the Wild Bloods shrank, and the titans found themselves wandering further a field in their quest for enemies to vanquish or mysteries to explore. They distanced themselves from the tribes they had once loved and known so well, becoming isolated and feral. Though they instinctively sought out and destroyed abyssal spirits, the Wild Bloods began to love the hunt for its own sake, and protected humans only as an afterthought. Their bloody rampages became things of legend, and dark tales of the wendigo and the werewolf sprang up where the Wild Bloods stalked.

Yet, despite their bloodlust and their wanderings, Wild Bloods found companions in their travels. Their savage nature and wild hearts called out to a few humans, and the Godgenes were scattered like seedpods into the wind. Over time, the number of Wild Bloods dwindled, but the rise of a global culture and the mingling of their scattered descendents have allowed these titans to make a comeback, of sorts.

TODAY

The modern world is probably not ready for the Wild Bloods, or for the changes they bring. In the past, men saw the Skinwalkers as incomprehensible creatures that battled even stranger and more inimical demons, but today, Wild Bloods are seen as barbaric and crude, their bloodlust is mistaken for homicidal mania. Men have learned to fear the beast within, and, by extension, the Wild Bloods and all they represent.

For all their ties to the past and their primitive nature, many Wild Bloods have embraced the modern world as their own. While the pull of their ancient bloodline and the memories of their blood stir in them the lust for wide-open spaces and far wanderings, modern Wild Bloods can also see the wilderness in the gleaming steel canyons of New York City and smell the blood on the wind in tattered Jerusalem. Where once the city cast out its wild cousins and left them to wander the neglected places, today they have claimed the urban wilderness as their own.

The enemies of man have returned as well, slinking through the Rip in search of souls to torment, minds to break, and bodies to rend. Older Wild Bloods rejoice at the presence of such a worthy foe once again in their midst, and have rediscovered the joys of the hunt. Amongst the titans, only the Skinwalkers see the return of the Daemonhost as a chance to recapture their ancient glories and rekindle the spirit of their ancient bloodline once again.

Wild Bloods can be found in almost all levels of urban society. Though there are certainly a fair number of urban "tribals," with their lurid tattoos and posts of metal pierced through their flesh, there are as many or more individuals from less "uncivilized" backgrounds. Police officers of this lineage seek criminals on the job, but at night they stalk daemons and creatures from the Otherworld. Business people hunt boardrooms, drawing upon the primal urges within to dominate those around them and bring a "survival of the fittest" ethos to their business dealings. The beast within does not discriminate against the nature of one's hunt when it comes time to rouse itself from its slumber.

Those who become Wild Bloods do not conform to stereotypes. Computer programmers who never see the light of day are as likely to be Wild Bloods as rugged hunters who spend months in the outback. When the beast calls, it brings with it all the urges, drives, and instincts men have struggled so long to forget, and it claims all its hosts with equal ferocity. Once the fewest in number, the Wild Bloods may now be the most populous of modern inheritors - it seems that the long centuries of wandering and "cross-pollination" practiced by the ancient Wild Bloods is now bearing fruit.

If the Wild Bloods can once again organize themselves, as in the packs of old, they might become a truly mighty force to be reckoned with. As it is, with their scattered membership, its numbers largely uneducated in the ways of their powers and their lineage, they are simply lone, deadly hunters and canny travelers. As the inevitable legendary transformations ensue among those who do not know how to use their powers safely and wisely, many titans believe the Wild Bloods will go underground and, eventually, find one another using their inhuman traits. If this is true, then the time is nearing when the old myths will be heard again, and the sounds of predators howling in the urban jungles will chill the blood of their prey.

Alternate Names for Wild Bloods

Beast Gods, Beastmen, Berserkers, Chimerae, Lunatics, Noble Ferals, Satyrs, Skinwalkers.

Character Concepts

Savage hunter, wily traveler, grifter, charismatic con artist, crazed mystic, urban squatter, vigilante, obsessed investigator.

Legacies

Wild BLoods may choose birthrights from the following Legacies: **Chimera**, **Urges**, and **Wild Flesh** (*see pages 202* - 208).

CREATING TITAN AGENTS

The process for creating an inheritor follows the same guidelines presented for normal agents; however, there are a few alterations that must be made, as titans are a bit more than human. Playing as a titan takes the place of your early experience and training, replacing you normal department choices with one of the Lineages of the progenitors. This titan macro-species covers the five major bloodlines, the few lineages that have survived to the modern day. When an agent chooses "titan" as his species, he gains all of the special talents listed immediately hereafter, as well as a number of benefits and drawbacks from his specific lineage. The choice of lineage determines which Legacies his birthrights derive from, revealing the link to his deific ancestors. Once chosen, the character's lineage can never change.

TITAN MACRO-SPECIES

The abilities of the titans share a common link to the Godgenes handed down from the progenitors. Today, only a handful of these primordial bloodlines remain, and only when crossed in the perfect proportions do their genes express themselves in the form of ancient birthrights.

Shared Species Talents

- The titan gains a base potency of +1. Potency controls the effectiveness of the titan's birthrights (*see page 173*). The titan's base potency increases by +1 at 5th level and every five levels thereafter.
- Beginning at 2nd level, each time the titan gains a level, he also gains one birthright with a level that is less than or equal to one half the titan's agent level (round down). These birthrights must be chosen from any of the Legacies associated with his Lineage and he must meet any prerequisites the power requires (*see below*).
- *Bound by Destiny*: Titan's do not benefit from the wild swings of fortune that allow mortals to accomplish the unexpected. Any time a titan rolls an action die, the result of the roll is halved (round up). Further, the titan's action dice do not explode on their highest value (though class abilities or feats may cause them to explode on other results).
- *Go it Alone*: A titan's powers can lead to hubris, and a dangerous level of self-reliance. When spending action dice to make a favor check, the titan must spend an additional action die to make the check.
- The titan may never gain levels in any psion class, and is forbidden from selecting any psion feats.
- The titan may select from the Legacy feat tree (*see below*) when choosing his level-based feats.

Further the agent chooses one Lineage at creation, gaining all benefits listed with his choice.

Titans are Balanced!?

In the shadowy world hidden from the public eye, titans are found working side-by-side with their fully human comrades, who are consummate professionals and certified bad-asses in their own right. While the powerful birthrights granted by their heritage can allow them to change the world in ways unseen since the time of myth, they also face the constant risk of being consumed by their gifts and succumbing to madness and transformation. They may be inheritors of the gods, but they are also the children of humanity.

Titans face three serious drawbacks, keeping their powers in check. Every lineage has a weakness that can be exploited or that might come into play at the most inopportune time. These weaknesses grow more severe as the titan's power grows, and those that know of them will have little difficulty using them to entrap the titan. A titan's action dice are less effective than those of humans. They wield the power of gods, but they are less likely to be smiled upon by fortune or fate than mortal men. Finally, calling upon the powers that are their birthright is a dangerous undertaking, stretching the titan's reserves to the utmost. This strain can leave the titan weakened at a key moment, and opens the doorway for his ancient genes to reshape him body, mind, and soul.

Because a titan's drawbacks keep him on par with other agents there is no additional cost to use a titan in the mastermind system (though titans outside of a *Dark Inheritance* campaign should be considered exotic). The GC may grant titan special NPCs legacy points by either giving the inheritor legendary transformations, granting legacy points equal to double the number of points required to purge the transformation (*see below*), or by spending MP, at the rate of 2 legacy points per MP.

CRIMSON LORD

Though mythology alone, not fact, indicates that the progenitors had a hierarchy amongst themselves, the Crimson Lords claim this was always the case - and that they are descended from its leaders. They claim command over all titans as their heritage, dominion over all the Earth as their due.

This may not be idle boasting, for the Crimson Lords are the closest thing to the essence of true royalty: they are masters of emotion and wisdom, cultured and refined, manipulative and demanding, yet playful and passionate. Their realms include not only emotion but culture and the fertility of life itself. Those who disapprove call the Crimson Lords spoiled children who treat others as mere playthings, but their supporters cherish their vitality, nobility, and grace.

Special Talents

- The Crimson Lord agent may select birthrights from the Emotion, Graces, and Vitality Legacies (*see pages 176-181*). Further, at 1st level, the agent gains a single birthright with a level of 1 from one of these Legacies.
- +1 species bonus to Diplomacy and Perform checks. Crimson Lord agents receive an additional +1 species bonus to these checks at 4th level, and every four levels thereafter.
- +1 species bonus to all saves to resist the effects of all mind-influencing spells or birthrights. Crimson Lord agents receive an additional +1 species bonus to these checks at 3rd level, and every three levels thereafter.
- All dirt and grime "avoids" the Crimson Lord's body and clothing. Bruises and minor tears also vanish - the Lord always appears as if recently washed, shaven, and styled, and his or her clothes always appear fresh and clean. If a Crimson Lord's clothing or possessions suffer major damage, it will still show, although it will look as if the clothing has been cleaned and pressed since the damage occurred.
- *Bonus Feat*: The Look. All prerequisites for this feat - including minimum ability scores - are waived.
- *Weakness*: Crimson Lords have a tragic tendency to put off until tomorrow anything that does not need to be accomplished this instant. This makes it difficult for them to stick to challenging tasks or hold the course in the face of adversity. Crimson Lords suffer a species penalty equal to double their base potency on all complex skill checks.

Hidden Sun

These resplendent scholars and healers delve into libraries, tombs, laboratories, and the underworld for the secrets and forbidden lore held within. Just as the Sun cannot be seen at night or looked upon directly during the day, those born of this lineage can remain unseen. The Hidden Suns are masters of secrets, keepers of lore, and practitioners of illicit magics. They are the underworld sun as well as noon's solar disc. Theirs is the province of death, fire, light, shadow, healing and the occult.

Special Talents

- The Hidden Sun agent may select birthrights from the Secrets, Shadows, and Sun Legacies (*see pages 182-188*). Further, at 1st level, the agent gains a single birthright with a level of 1 from one of these Legacies.
- +1 species bonus to Appraisal and Cryptography checks. Hidden Sun agents receive an additional +1 species bonus to these checks at 4th level, and every four levels thereafter.
- The Hidden Sun agent gains DR 1/- against all heat and fire damage. This bonus increases to DR 2/- at 5th level, and by an additional 1/- very 5 levels thereafter. This is a species bonus.
- Objects held or worn by a Hidden Sun may catch fire normally, but are in no way harmed by the flames, and continue to work normally after the flames are extinguished. If a burning object is released from the Hidden Sun's grip, it begins to burn normally.
- *Bonus Feat*: Unlocked Potential. This feat must be linked to the same skill as the agent's weakness (*see below*). All other prerequisites for this feat - including minimum skill ranks - are waived.
- *Weakness*: Choose an Intelligence-based skill. Any time you have a chance to learn something even remotely relevant to this skill, you must make a Will save (DC 15 + double your base potency) or be compelled to pursue the opportunity, regardless of the potential consequences. If you fail this save and begin the study, you may make another Will save (DC 10 + your base potency) each hour to break away. Further, each time you gain a level, you must spend at least one skill point on the chosen skill.

Storm Crow

War and conflict call to the children of this lineage, for these things sing in their blood. Like the dark birds that flew before the armies of old, the Storm Crows herald the coming of doom. As soldiers they possess unsurpassed skill. As the champion of fate, they are blessed by fortune and opportunity. Known for their prophetic gifts as much as for their supreme aptitude at battle, their seers once saw the patterns of fate with the certainty of the future like sharp-eyed birds of prey soaring far above the earth. Now, however, their second sight is nearly blind and the future is murky, like distant thunder at night.

Special Talents

- The Storm Crow agent may select birthrights from the Second Sight, Thunder, and War Legacies (*see pages 188-194*). Further, at 1st level, the agent gains a single birthright with a level of 1 from one of these Legacies

- +1 species bonus to Concentration and Spot checks. Storm Crow agents receive an additional +1 species bonus to these checks at 4th level, and every four levels thereafter.
- +2 species bonus to initiative checks. Storm Crow agents receive an additional +1 species bonus to Initiative checks at 4th level, and every four levels thereafter.
- As the harbingers of doom, life is never less than interesting when they are around. The rank of all backgrounds are considered 1 higher for the Storm Crow and all of his teammates. If a background is resolved, the character does not gain an additional skill point from this effect.
- *Bonus Feat*: Combat Instincts.
- *Weakness*: : A number of times per session equal to the Storm Crow's base potency, the GC (or an opposing player) may activate one of the Storm Crow's errors without spending an action die. No additional action dice may be spent to increase the severity of the critical failure when this effect is activated.

Void Phoenix

They claim to be the first titans, creatures who climbed forth from the primordial chaos to help the fallen gods shape the earth. Sadly, they believe their efforts failed and, rather than the perfect world they envisioned, they created a misshapen and deformed atrocity. They point to the horrors people inflict upon one another, the wars that wrack the world, and, most recently, the return of the Daemonhost as proof of their failure. They also see the rift into the Otherworld as their chance to right these “wrongs,” to rebuild the world to their original specifications.

Special Talents

- The Void Phoenix agent may select birthrights from the Ashes, Genesis Fire, and Renewal Legacies (*see pages 194-202*). Further, at 1st level, the agent gains a single birthright with a level of 1 from one of these Legacies.
- +1 species bonus to all saves against abyssal effects, birthrights, arcane craft effects, fear effects, fringe effects, mystic effects, psionic effects, and spells. Void Phoenix agents receive an additional +1 species bonus to these saveing throws at 5th level, and every five levels thereafter.
- +1 species bonus to the DCs to resist any of the agent's birthrights. Void Phoenix agents receive an additional +1 species bonus to these save DCs at 5th level, and every five levels thereafter. This bonus is lost any time the number of ashes, genesis fire, and renewal birthrights the agent possesses differs by more than 2.
- Void Phoenixes immediately become aware that their name has been spoken aloud when it is uttered by another titan within a number of feet equal to their agent level x 100. This effect is not triggered when the name is spoken in reference to someone else with the same name (someone is talking about a different "Bob" for example) or when a nickname or pronoun is used (when spoken of as "he" or "she"). The Void Phoenix does not gain any knowledge in regards to the direction or distance of the speaker.
- *Bonus Feat*: Iron Fist. All prerequisites for this feat are waived.
- *Weakness*: You suffer a species penalty to all initiative checks and Charisma-based skill checks that target humans (except Intimidate) equal to your base potency. This species penalty does not apply to interactions with other titans or hybrids. This penalty is the mechanical effect of the disfiguring changes all Void Phoenixes undergo. Some Void Phoenixes physical alterations appear quite comely, but when viewed in person the effect is sufficiently alien to produce the same negative results. You choose what these monstrous characteristics are (which might include small horns/spurs/bony growth, random tufts of feathers, patches of burn-like scaring, or other, more exotic alterations), though they provide no actual benefits to the character.

Wild Blood

Scattered around the globe, the members of the Wild Blood Lineage hearken back to an earlier time, when the beasts and men were not so very different. They are brothers to beasts and the creatures of myth. Wild Bloods are masters of the hunt and manipulation of the spirit, shapeshifting titans who bring the wilderness with them wherever they might go.

Special Talents

- The Wild Blood agent may select birthrights from the Chimera, Urges, and Wild Flesh Legacies (*see pages 202-208*). Further, at 1st level, the agent gains a single birthright with a level of 1 from one of these Legacies.
- +1 species bonus to Intimidate and Survival checks. Wild Blood agents receive an additional +1 species bonus to these checks at 4th level, and every four levels thereafter.
- +1 wound at 1st level. The Wild Blood gains an additional wound at 3rd level and every three levels thereafter. This is a species bonus.
- The initial disposition of all animals towards the Wild Blood is automatically improved one grade.
- *Bonus Feat*: Track.
- *Weakness*: Each time you suffer damage in combat that inflicts at least 1 point of damage to your wounds,

you must make a Will save (DC 15 + double your base potency) or fall victim to the fight/flight instinct. If the total is an even number you flee for 1d6 rounds. If odd, you enter a berserk frenzy. While frenzied, you are unable to stop fighting until all opponents have fled, lie motionless, or you are rendered unconscious (or dead). While under this effect of frenzy you cannot use ranged weapons, or skills and abilities that require patience and concentration.

LOST ONE

On occasion a titan is revealed who does not appear to be a member of any of the five surviving great lineages. These unfortunates represent the extraordinary re-appearance of one of the broken heritages. Without the grounding and support of the shared mythology of stronger bloodlines, these 'lost ones' often collapse under the burden of their powers, transforming into unexpected forms as their ancestry is revealed. While they often share some of the abilities of the greater Lineages, they are not direct kin to those titans whose gifts they share. They are instead nearly unique beings, the last vestiges of progenitors forgotten by time.

Special Talents

- A titan coming from a broken heritage may select birthrights from two Legacies, each of which must be chosen from the Legacies available to two different Lineages (i.e, Graces (Crimson Lord) and Second Sight (Storm Crow), or Ashes (Void Phoenix) and Urges (Wild Blood)). These Legacies must be chosen at the time of character creation. At 1st level, the agent gains a single birthright with a level of 1 from one of these two Legacies.
- The Lost One agent's maximum rank in 3 different class skills of his choice is increased by +1. At 4th level, and for every 4 levels gained thereafter, the agent may increase his maximum rank in 1 of his class skills by +1. This additional bonus stacks with itself if the agent chooses the same class skill more than once at 4th level or beyond.
- +1 species bonus to one ability score. The agent gains an additional +1 species bonus to a different ability score at 5th level, and every five levels thereafter. No ability score may be chosen to receive this benefit more than once.
- *Bonus Feat*: Any legacy feat. Any lineage prerequisite for this feat is waived, but the agent must meet all other prerequisites (e.g. feat and minimum base potency requirements).
- *Weakness*: Once you begin the slide into transformation, it is terribly difficult to come back. The duration of any temporary transformation and the number of legacy points required for you to purge a transformation is tripled.

LEGACY FEATS

This new feat tree focuses on the special abilities of titans, allowing them to develop their skills with their birthrights or evince special abilities unique to their lineage. Virtually all feats in this tree require the agent be a titan before choosing them, and some are specific to a single lineage. Also introduced is a new bonus type, the legacy bonus.

APPLES OF YOUTH

Those gods and heroes that ate of the sacred apples might last for ages, or until battle took them.

Prerequisite: Titan, Agent level 3+.

Benefit: You will live to be roughly three times older than is usual among people of your nationality and gender (your exact maximum lifespan is decided by the GC). Your age categories are tripled (*see* ***Spycraft Espionage Handbook*** *page 102*). For instance, a typical human becomes “old” upon reaching 60 years of age - with this feat, you become old when you turn 180.

BESTIAL EXERTION

You may call upon the primal power of the beast within.

Prerequisites: Wild Blood Only, Endurance.

Benefit: Once per session as a free action you may unleash the beast within. This grants a +2 legacy bonus to your Strength, Dexterity, or Constitution for a number of rounds equal to your base potency + your current Constitution modifier (minimum 1 round). While under this effect of bestial exertion, you cannot use ranged weapons, skills, or abilities that require patience and concentration.

BLOOD CALLS TO BLOOD

You can sense the presence of other titans, even if they are not aware of their lineage...

Prerequisites: Titan, Wisdom 15+, Alertness.

Benefit: By concentrating for a full round, you may detect the presence of any other titans within 10 ft times you Wisdom modifier. With a second round of concentration, you determine the number of titan's present. With a full minute, you may point out any titans specifically amongst any individuals present. At the GC's discretion, you may automatically become aware of the presence of a titan with a base potency of +4 or higher simply because they have entered the radius of your sense, even without taking an action to concentrate on this ability.

BORN TO WAR

Your reflexes are supernaturally attuned to danger.

Prerequisites: Storm Crow Only, Run.

Benefit: You gain a legacy bonus to your Defense equal to one half of your base potency (round up). You gain this bonus even when you are surprised, flat-footed, or would otherwise your dodge bonus to Defense.

BURDEN OF THE POWER

You are particularly gifted with one type of birthright, able to use those powers with greater ease and effect.

Prerequisites: Titan.

Benefit: Choose one of your Legacies. You gain +1 to your potency with all birthrights in that Legacy. Further, you recover from fatigue caused by birthrights in that Legacy in 4 hours instead of 8.

Special: You may take this feat multiple times, choosing a new Legacy each time.

CONSTANCY OF THE FLESH

Despite the awesome powers you wield, your mind and body are firmly grounded in the present, not the mythology of the past.

Prerequisites: Agent level 3+, Potent Heritage.

Benefit: You a gain a +3 bonus on all transformation checks. Further, you recover from all accumulated strain after only 4 hours of complete, uninterrupted rest.

Normal: Complete recovery from accumulated strain penalties may normally take as long as 8 hours.

MANTLE OF DIGNITY

Like the sire of your line, you were born to both lead and serve your titan allies.

Prerequisites: Crimson Lord Only, Charmer.

Benefit: Any morale bonus you provide to your titan allies is increased by one half your base potency. Further, once per session, when a titan teammate would have to make a transformation check, you may make the check instead, suffering any transformation in his place. You may use this later ability at any range, even if you are not in contact with that teammate.

MASTER OF THE POWER

Your mastery of one type of birthright continues to grow, allowing you to use that aspect of your heritage more readily.

Prerequisites: Agent level 6+, Burden of the Power.

Benefit: You gain +2 to your potency with all birthrights in the Legacy associated with one of your Burden of the Power feats. This bonus replaces the bonus from that Burden of the Power feat. Further, if you succeed in a strain check while using a birthright from this Legacy, any strain points you would receive from using that birthright is reduced by -2 (minimum of 1).

Special: You may take this feat multiple times, choosing a different Burden of the Power feat to augment each time.

PEACHES OF HEAVEN

You have gained the much sought-after eternal life of the progenitors.

Prerequisites: Agent level 9+, Apples of Youth.

Benefit: Your body stops aging, and you are thus virtually immortal. You no longer suffer penalties to your physical abilities for aging, although you still gain the bonuses to mental abilities. You do not gain ability points back if you have already lost them to advanced age. You also become immune to natural poisons and diseases (but not magical ones), but may still be injured or killed normally.

PERSONAL POWER

There is one birthright you may call upon with exceptional ease.

Prerequisites: Titan

Benefit: Choose one birthright you possess. You gain a +2 legacy bonus to all strain and transformation checks called for when manifesting this birthright. Further, the duration of that ability is doubled if it is not "instantaneous" or if it is, the time to manifest the birthright is halved (minimum 1 half action). Finally, if you roll a threat on your strain check when using your chosen power, you gain a legacy point.

POTENT HERITAGE

Your potent heritage allows you to ignore the effects of birthright strain for a short time.

Prerequisite: Titan (excluding Lost Ones).

Benefit: Once per session, you may manifest one of your birthrights without rolling a strain check and gain no strain points from the manifestation.

RESILIENT ABILITY

You are able to shrug off the effects of strain more easily.

Prerequisite: Base potency +2 or higher, Personal Power.

Benefit: Choose one of your six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The Strain DC when manifesting any birthright associated with the chosen ability is reduced by 2.

Legacy Feats

- **Apples of Youth** — Titan, Agent level 3+
  - **Peaches of Heaven** — Agent level 9+
- **Bestial Exertion** — Wild Blood Only, Endurance
- **Blood Calls to Blood** — Titan, Wisdom 15+, Alertness
- **Born to War** — Storm Crow Only, Run
- **Burden of the Power** — Titan
  - **Master of the Power** — Agent level 6+
    - **Scion of the Power** — Agent Level 9+, Constancy of the Flesh
- **Mantle of Dignity** — Crimson Lord Only, Charmer
- **Personal Power** — Titan
  - **Resilient Ability** — Base potency +2 or higher
- **Potent Heritage** — Titan (excluding Lost One)
  - **Constancy of the Flesh** — Agent level 3+
- **Revelation of Blood** — Non-Titan (when chosen)
- **Revelation of Power** — Titan, base potency +2 or higher
- **Shadow Vision** — Hidden Sun Only, Blind Fight
- **Share the Burden** — Titan
- **Titanic Resistance** — Titan
- **Touching the Wheel** — Void Phoenix Only, Acrobatic

Revelation of Blood

Unexpectedly, the Godgenes within you have awoken!

Prerequisites: Non-Titan (when chosen).

Benefit: Choose one lineage (except Lost One), and one Legacy of that lineage. You immediately gain the weakness of that lineage, and are considered a titan of that lineage for the purposes of prerequisites and requirements. You do not gain any of the species' other special talents. Your base potency is considered equal to the number of Revelation of Blood feats you possess. Each time you gain a level (including this level), you gain a single birthrights from the chosen Legacy with a level less than or equal to one third of your agent level (round down).

Special: You may take this feat up to three times, each additional time adding a new Legacy of the chosen lineage to the Legacies from which you may choose birthrights. This does not increase the number of or the maximum combined levels of the chosen birthrights in any way.

Revelation of Power

You can awe your enemies by showing them a glimpse of your hereditary power.

Prerequisites: Titan, base potency +2 or higher.

Benefit: As a full-round action, make a strain check as if for a level 2 charisma-based birthright. You receive a legacy bonus equal to one half your agent level (round down) on any Bluff or Intimidate checks you make in the following round targeting any non-titan character.

Scion of the Power

You aren't a Progenitor, but you are the closest thing seen in the modern age.

Prerequisites: Agent Level 9+, Constancy of the Flesh, Master of the Power.

Benefit: You gain +3 to your potency with all birthrights in the Legacy associated with one of your Master of the Power feats. This bonus replaces the bonus from that Master of the Power feat. Further, once per session you may convert a successfully manifested birthright for the associated Legacy to a primal scream without spending a legacy point.

Special: You may take this feat multiple times, choosing a different Master of the Power feat to augment each time.

Shadow Vision

Darkness is no impediment to your sight.

Prerequisites: Hidden Sun Only, Blind FIght.

Benefit: You may see normally even in complete or magical darkness, ignoring all concealment modifiers for darkness. The maximum range of this ability is 10 ft./base potency.

SHARE THE BURDEN

You are able to use you titan powers to lessen the strain on others with the godgenes.

Prerequisites: Titan

Benefit: By aiding another titan while they manifest a birthright, you may provide a cooperation bonus to their strain check. You must be in physical contact with the target, and this action requires the same amount of time as manifesting the birthright. The cooperation bonus is +1 if the target titan is of the same lineage as you, and +3 if they are of a different lineage. This bonus is doubled (+2 or +6) if the target also has this feat. If the target rolls an critical failure on their strain check, both of you must make a transformation check, adding the same cooperation bonus to these transformation checks.

Normal: Agents cannot normally provide cooperation bonuses to a titan manifesting a birthright.

TITANIC RESISTANCE

You are highly resistant to birthrights and daemonic magic.

Prerequisite: Titan.

Benefit: You receive a +1 bonus on any saving throw made to resist the effects titan birthrights and the abyssal powers of Daemonhost. Additionally you may increase this bonus to +2 for 1 hour by making a strain check as full action as if for a level 2 wisdom-based birthright.

TOUCHING THE WHEEL

The endless dance of creation, destruction, and rebirth feed your powers in wondrous and terrible ways...

Prerequisite: Void Phoenix Only, Acrobatic.

Benefit: You may use the residual energies of one Void Phoenix birthright to feed another. For a number of rounds after any Void Phoenix manifests a birthright equal to that birthright's level, you gain a +1 synergy bonus to your potency for your the next birthright you manifest if it is from a different Legacy (i.e. after using a level 3 Ashes birthright, you could gain this bonus to the next Genesis Fire or Renewal birthright you manifest within the next 3 rounds). Only the first agent with this feat to manifest may gain this benefit from a previous manifestation (the residual energies are then consumed and unavailable to others), and they must have line of sight to the previous manifestation to gain this bonus.

BIRTHRIGHTS

The wondrous abilities exhibited by titans are the most obvious sign of their potent lineage. While some people believe they are witnessing some sort of trickery that is not the case. Through some unknown method, titans are able to manifest powerful supernatural abilities. Each titan's birthrights are an intimate part of him, a manifestation of his genetics the same as his hair color and eye color. A titan's birthrights mark him as a descendant of ancient gods or primordial monsters. As his base potency increases these marks often become more and more obvious to all who observe him.

Descendants of each lineage manifest very different Legacy birthrights. The birthrights associated with a Legacy reflect and inspired the classic legends passed down as myth. In the Lost Age, titans were even more powerful. Beings nearly alien in their perspective, they lived apart from the masses of humanity. These ancient titans wielded powers unseen today and abilities that may never be seen again. Titans born into the modern age have the same potential, a greatness bestowed upon them by birth. As they age and wield their birthrights, they slowly change, both physically and psychologically. Over time, they become more like their ancient ancestors, bodies and minds altered by the tremendous energies they channel. Titans who use their hereditary birthrights frequently unlock more of the mysteries coded into the Godgenes. This is both a boon and bane; while the powers they manifest allow them to surpass their human companions, the transformations bestow upon them the legendary weaknesses of their ancestors.

ACQUIRING BIRTHRIGHTS

Every lineage has three Legacies from which the titan's player can choose birthrights. Characters from one lineage cannot purchase or acquire birthrights from another lineage's Legacies. At 1st level, the titan may choose one birthright with a level of 1 from his bloodline's Legacies. This is one of the benefits of being a titan. He must meet all the prerequisites for the birthright before choosing it.

Every level after 1st, the titan gains another birthright chosen from any Legacy available to him. This birthright must have a level no greater than one half the titan's agent level (round down). Again, he must meet all the prerequisites for the birthright before choosing it.

BIRTHRIGHT BASICS

Birthrights are grouped together into legacies based upon a common theme. A birthright is a one-time magical effect manifested by a titan agent. As birthrights are

innate to titans, no arcane gestures or eldritch words are needed to manifest them and no visible display heralds their use. Birthrights are not subject to spell resistance and may not normally be interrupted (never requiring Concentration checks). Like feats, most birthrights require the titan to have purchased other birthrights as prerequisites. The effectiveness of birthrights is governed by the following factors.

Base Potency: Every titan has a base potency bonus (*see page 167*). Titans begin play with a base potency of +1. This base potency increases as the titan gains levels, and can be modified by feats or class abilities.

Potency: When a titan makes a strain check to manifest a birthright he adds the birthright's key ability modifier to his base potency. This combined value almost always influences the effects, range, and duration of the birthright. As some bonuses affect only one legacy, a titan's potency can vary from birthright to birthright.

Key Ability: Each birthright is associated with one ability score (Str, Dex, Con, Int, Wis, or Cha). The modifier for this ability is added to the titan's base potency when manifesting that birthright, and increases the DC of any save required for others to resist the effects of the birthright.

Level: Each birthright has a level, measuring its overall power and difficulty to acquire. Most birthrights have a level of 1 to 5, but some very powerful birthrights may have levels of up to 10. The birthright's level also determines how difficult it is to resist the manifested effect.

Strain: Strain is the titan's unconscious struggle to maintain his human qualities. When a titan uses a birthright, he typically gains temporary strain points, which represent the effort of manifesting his godly powers. Keep track of all strain points the titan gains, in the same way as subdual damage. The DC of all the titan's strain checks is increased by his current number of strain points.

Legacy Points: Each time a titan scores a threat or a critical success on a strain check, he gains a legacy point. Unlike action dice, legacy points remain in a pool until used. A legacy point may be used to turn a normal manifestation of a birthright into a primal scream (*see page 174*) or to recover from legendary transformations.

Legendary Transformations: A titan suffers a legendary transformation when he scores a critical failure on a strain check. The titan must immediately make a transformation check (*see page 175*).

MANIFESTING BIRTHRIGHTS

When a titan manifests a birthright, he risks mind and body as he draws upon his ancestral power. Birthrights are a profoundly personal ability. Titans cannot cooperate in order to manifest birthrights unless at least one of them has the Share the Burden feat (*see page 172*). There are two ways to manifest a birthright - by making a strain check or by spending an action die.

STRAIN CHECKS

Strain checks determine how many strain points a titan gains when manifesting a birthright as well as what other consequences he suffers for channeling such dangerous energy. The birthright will manifest successfully unless the titan suffers a critical failure. Strain checks have an error range of 1 - 3 and a threat range of 20.

To make a strain check, roll: **1d20 + base potency + birthright key ability modifier + any miscellaneous modifiers**

The DC of all strain checks (unless otherwise noted) is: **12 + birthright's level + current number of strain points**.

TABLE 4.1: STRAIN CHECK RESULTS

Check...	Result
Success	You gain a number of strain points equal to one-half the level of the birthright manifested (round up).
Success +5*	You gain 1 strain point.
Critical Success	You gain no strain points, and receive 1 legacy point.
Failure	You gain a number of strain points equal to the level of the birthright manifested.
Error	You gain a number of strain points equal to twice the level of the birthright manifested.
Critical Failure	You gain a number of strain points equal to twice the level of the birthright and the birthright fails to manifest. Additionally, you must make a transforma tion check to determine if you gain a legendary transformation (see page 175).

* Your total exceeds the strain DC by 5 or more.

Example: Emily attempts to manifest maze of the minotaur, a 2nd level birthright. Emily has no strain points currently, so the DC of her strain check is equal to 12 + 2 (birthright's level), or 14. She makes her strain check and gets total of 10 - a failure. The birthright manifests, and Emily gains 2 strain points (equal to maze of the minotaur's *level).*

If Emily had rolled an error on this check, she would have gained 4 strain points (2 x maze of the minotaur's level). If the GC decided to convert the error into a critical failure, not only would the birthright have failed to manifest but she would also have to make an immediate transformation check.

Don't Be That Guy!

As a titan character's stock of legacy points primarily increases through the use of birthrights, some munchkin will probably want to manifest a bunch of birthrights during down time or between gaming sessions to store up points for more important occasions. To put it simply: Don't be that guy! And don't let your players be that guy, either.

The legacy point and legendary transformations systems are a way to separate the surges, both good and bad, of birthrights from the constraints of level advancement. As with most rules, there are ways to abuse the system. Abusing these rules can unbalance your character in comparison to his non-titan companions and ruin the fun for everyone.

SPENDING AN ACTION DIE

A titan may also spend an action die to manifest a birthright without making a strain check, as long as he or she is not currently exhausted. Each time a titan manifests a birthright in this manner, he gains 1 strain point.

EFFECTS OF STRAIN

Strain hampers a titan's ability to function as his body is stressed beyond human limits. When a titan's total strain points exceed 2 x his agent level + Constitution modifier, he is *fatigued* until he has rested for 8 hours (see below). Once the titan's strain points exceeds 3 x his agent level + Constitution modifier, he is *exhausted* until he rests for 1 hour. In addition, he must make a transformation check.

A titan who is exhausted *cannot* manifest birthrights.

RECOVERING FROM STRAIN

Titans recover from strain in a number of different ways. Each hour, a titan's strain points are reduced by an amount equal to his base potency. Additionally, a titan may spend and roll an action die to reduce his strain points by the amount rolled. Finally, 8 hours of complete, uninterrupted rest automatically reduces the titan's strain points to 0.

Condition Summary for Effects of Strain

Fatigued: Characters who are fatigued can't run or charge and suffer a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued. A character who suffers an effect that would cause him to become Fatigued while already fatigued instead becomes exhausted.

Exhausted: Characters who are exhausted move at half speed and cannot run or charge. Furthermore, they suffer a -6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued. A titan who is exhausted cannot manifest birthrights.

MANIFESTATION TIME

Manifesting a birthright takes a certain amount of time, which is listed after the birthright's name in the birthright's description. Some birthrights can be manifested as free actions. Birthrights can only be manifested once per round, even if they have a half action or free action manifestation time.

RESISTING BIRTHRIGHTS

Most harmful birthrights allow an affected target a saving throw to avoid some or all of the effect. Each birthright lists which saving throw type applies, if any. The DC for a saving throw to resist a birthright is 10 + the birthright's level + the titan's key ability modifier for the birthright.

PRIMAL SCREAMS

The birthrights of the progenitors and their children were far stronger than the ones titans manifest today. But even far distant inheritors can call upon a portion of the great powers of old. Every successfully manifested birthright can be enhanced by the expenditure of a legacy point, becoming a "Primal Scream". The added effects from manifesting a primal scream are unique for each birthright, and described in the Primal Scream section of the birthright description.

LEGENDARY TRANSFORMATIONS

While being able to wield ancient god-like power seems like a sweet deal, there are some definite downsides to recklessly using birthrights. The human body was never designed to handle the potent energies summoned by birthrights. Failure to control the energies cascading through a titan's body can make him less human while at the same time bringing him closer to his ancient ancestors. Legendary transformations are unique to each Legacy and reflect the themes of that Legacy.

All legendary transformations change or penalize the titan in some undesirable way. Some transformations alter the physical appearance of the character - changing eye color or sprouting elaborate horns are minor examples of this type of transformation - and some of these changes only appear while the titan is actually manifesting birthrights. These legendary transformations are obvious and reveal the inheritor for what he truly is, a descendant of inhuman beings.

Other changes cannot be seen with the eye, but produce changes every bit as extreme within the titan, modifying his personality or demeanor. The psyche of the titan takes on qualities of the birthright he was using when the transformation occurred. A Storm Crow may become more violent or argue more often. A Wild Blood may become obsessed with survival, or be compelled to stalk people. These personality changes can be thwarted, but it generally takes an act of will to overcome the potent drives born of such powerful blood.

TRANSFORM CHECKS

Each time a titan exhausts her self when manifesting a birthright or rolls a 1 on a strain check, she must make a transform check. Failure causes an immediate and possibly permanent change to the inheritor as the effects of a legendary transformation are applied.

To make a transform check, roll:

1d20 + miscellaneous modifiers

Check ...	- Result -
1-4	Severe transformation
5-10	Major transformation
11-16	Minor transformation
17+	No transformation

Legendary transformations are separated into three categories: minor, major, and severe. Minor transformations usually last for only a short time, although their short-term effects may be hard to handle or conceal. Major transformations last for some time or are permanent and have a pervasive effect on the character. Severe transformations, on the other hand, are always permanent until purged (*see below*). These transformations defiantly proclaim the titan's true heritage and can, at times, be quite debilitating.

Legendary transformations provided at the end of each Legacy are examples that can be used by the GC to create individual results for each titan. Creating individualized legendary transformations for each titan PC is highly recommended, as it enhances the unique individuality of the character, causing him to more closely resemble a particular mythic figure. Be tough, though. Legendary transformations are meant to be scary.

PURGING LEGENDARY TRANSFORMATIONS

Whenever a titan suffers a legendary transformation as a result of a birthright manifestation gone awry, he receives a penalty or some potentially harmful, dangerous, or debilitating effect. However, it is possible to remove, or "purge" these penalties or negative effects by paying either legacy points or experience points.

Transformation Severity	Purge Cost (Legacy Points/XP)
Severe Flaw	2/1,000
Major Flaw	1/500
Minor Flaw	*/250

* Note that up to two minor flaws can be purged with the expenditure of 1 legacy point.

HOW TO READ A BIRTHRIGHT DESCRIPTION

In many ways, a birthright description resembles a feat. Where birthright descriptions and feat descriptions differ, the differences are summarized below.

Birthright Name: This identifies the birthright. Many birthright names suggest the association of ancient mythical figures with that birthright's benefits.

Key Ability: Like skills, each birthright is linked to one of the titan's ability score modifiers. The agent's ability modifier is added to his base potency to determine his birthright potency.

(Manifestation time): The action type determines how long it takes to manifest the birthright (either a full, half, or free action in most cases).

[Descriptors]: A power's descriptors (if any) appear in brackets on the line containing the birthright's key ability. Descriptors are a way of classifying powers that have a common characteristic; they are also useful for knowing which characters are or are not affected by a power. For instance, *Apollo's Imbuement* and *Vulcan's Craft* both have the fire descriptor, meaning that targets with resistance to fire may be able to ignore some or all of the effect.

Descriptors used for the powers in this book include the following: acid, air, chaos, cold, compulsion, darkness, death, earth, electricity, fear, fire, illusion, language-dependent, light, mind-affecting, sonic, void, water, and weather.

Level: A birthright's level ranges from 1 to 10, and indicates how powerful the birthright is.

Prerequisites: Requirements that the titan must meet before gaining the birthright.

Range, Target, Duration, Saving Throw: These aspects use the same terms as spells (*see chapter 4: Arcane Crafts, pages 124-128*). The DC of all birthright saves are based on the birthright's level and the titan's key ability modifier for the birthright.

Benefit: What the birthright does when manifested. The power of a birthright's effect nearly always depends upon the titan's birthright potency.

Primal Scream: Every birthright can be enhanced with the expenditure of 1 legacy point. This section explains what happens when that legacy point is spent, and may include an alternate DC for the strain check if it is different than the normally manifested birthright.

Crimson Lord Legacies

Crimson Lords rule over the realm of culture and society. They are gifted speakers, consummate diplomats, and hedonistic revelers. They are the inheritors of social manipulation and natural leaders. While the other lineages argue, the Crimson Lords bring compromise and direction. But while they may enjoy the festivities of victory and the pleasure of peace and prosperity, the Children of Bacchus see themselves as the guardians of mankind. While they believe they have the divine right of rule, the lineage also believes it has a responsibility to those they guide. Civilization is a flower that must be fostered and protected else it fall into barbarism and ruin.

Emotion Birthrights

Crimson Lords control not only the senses but the emotions. They are passionate as a rule, feeling their own emotions strongly. But they can also be surprisingly empathic, tapping into the feelings of those around them. These titans can manipulate those sentiments, creating different moods and feelings or reinforcing existing ones to further their own goals.

BABEL'S CURE

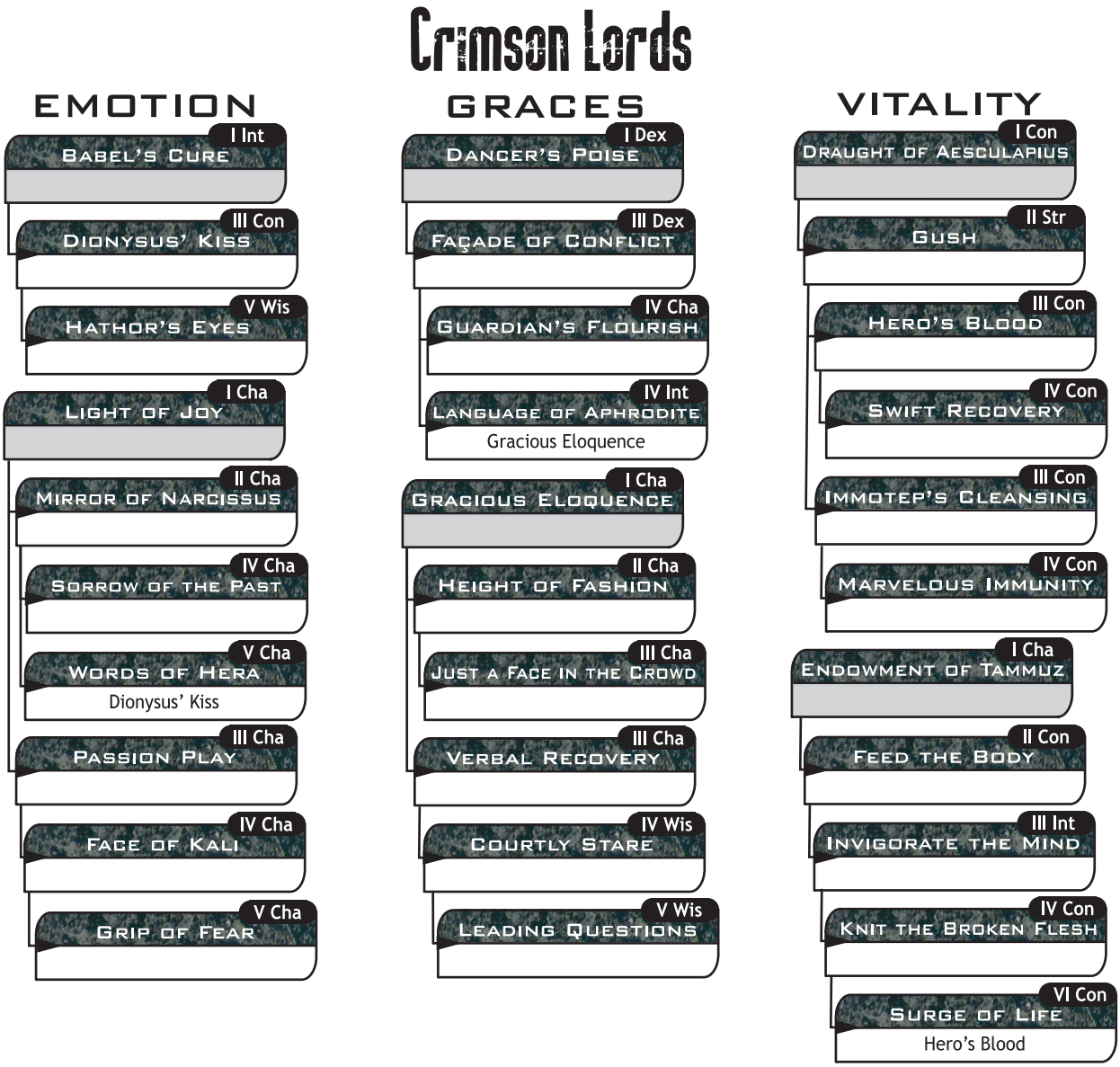
Intelligence (half action)

You are able to verbally communicate with any intelligent creature.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency.

You effortlessly speak and understand any spoken language for the duration of the birthright. You still may only speak in one language at a time and so may be forced to repeat yourself if



you are conversing with multiple people who do not share a common language.

Primal Scream: Everyone within a 25-foot radius of you is able to verbally communicate with you and each other regardless of language.

DIONYSUS' KISS

Constitution (half action)

Crimson Lords have a special affinity with alcohol, and with its effects.

Level: 3; **Prerequisites:** Babel's Cure.

Range: Touch; **Target:** One character; **Duration:** 1 minute/potency; **Saving Throw:** Fortitude Partial (see text).

You cause an individual to feel the full effects of an evening of heavy drinking, even if that person has not touched a drop. How the character reacts depends on the individual (some people become rowdy, others melancholy, others giddy, etc.). For the duration of the birthright, the target is flat-footed and suffers a -6 legacy penalty to Wisdom. This damage is recovered immediately at the end this birthright's duration. A successful Fortitude save reduces the duration to 1 round/potency.

Primal Scream: You can expand the effect to include five targets of your choice, provided they are all within a 20-foot radius of you.

FACE OF KALI

Charisma (half action) [Fear]

For bit a brief moment your face expresses the rage of a divine being.

Level: 4; **Prerequisites:** Passion Play.

Range: Close (25 ft. + 5 ft./potency); **Target:** One living creature; **Duration:** 1 round/potency; **Saving Throw:** Will partial (see text).

You cause the living creature to panic unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and suffers a -2 penalty to its Defense. If the Will save succeeds, the creature is flat-footed for 1 round.

Primal Scream: Target: one living creature is replaced with Area: sphere.

GRIP OF FEAR

Charisma (full action) [Compulsion, Fear]

You can inflict a phobia or unreasoning fear on your target.

Level: 5; **Prerequisites:** Face of Kali.

Range: Close (25 ft. + 5 ft./potency); **Target:** One living creature; **Duration:** 1 day/potency; **Saving Throw:** Will Partial (see text).

This phobia can be directed to a type of animal (spiders, snakes), an activity (climbing, driving), a substance (milk, wine, wood) or a type of place (heights, closed spaces). Treat this as a real phobia-the target will avoid the element in question at all cost, will run away screaming if forced into contact with it, and will generally be useless around the object of his fear. Overcoming this fear requires a Will save (DC 15 + potency), and requires a new save every minute. A successful Will save reduces the duration of this birthright to 1 minute/potency.

Primal Scream: After the birthright's duration has elapsed, the phobia becomes permanent, though not quite as extreme (Will save DC 5 + potency). Immediately make an emotion transformation check. If you suffer a transformation, purging that transformation also removes this phobia from the target.

HATHOR'S EYES

Wisdom (full action) [Mind-Affecting]

You effortlessly read the surface emotions of all nearby creatures.

Level: 5; **Prerequisites:** Dionysus' Kiss.

Range: Close (25 ft. + 5 ft./potency); **Target:** All living creatures; **Duration:** 1 round/potency; **Saving Throw:** Will negates.

You sense not only the basic needs, emotions, and drives of the creatures but mood and motives as well, gaining a legacy bonus equal to double your potency to all Sense Motive Checks.

Example: You know that the senator is feeling fatigued and that his friendliness is not truly felt, rather he is motivated by a sense of patriotism. You also sense that he is angry at his driver and really desires to undress the woman who just shook his hand.

Primal Scream: By speaking with someone for a period of time no less than 10 minutes you manifest this birthright to determine the person's price. You receive a +20 bonus to one attempt to bribe that character if you are able to believably meet their price. The GC determines what this price is. This ability is language-dependent.

LIGHT OF JOY

Charisma (half action) [Compulsion]

You can make another person feel spontaneous joy.

Level: 1; **Prerequisites:** None.

Range: Touch; **Target:** One character; **Duration:** 1 minute/potency; **Saving Throw:** Will partial (see text).

That target receives a -2 legacy penalty to all attack rolls, saving throws, and skill checks - he or she is too happy to function properly. A successful save reduces the duration to 1 round/potency.

Primal Scream: You now affect up to four people, all of whom must be within 20-feet of each other.

MIRROR OF NARCISSUS

Charisma (half action) [Compulsion]

With a touch you plant a deep, attractive compulsion in the mind of your target.

Level: 2; **Prerequisites:** Light of Joy.

Range: Touch; **Target:** One living creature;

Duration: 1 hour/potency; **Saving Throw:** Will half.

The target's disposition towards you rises two grades. This is a legacy bonus.

Primal Scream: As above, except the range becomes 'close (25 ft. + 5 ft./potency)', and you now affect up to four people, all of whom must be within 20-feet of each other.

PASSION PLAY

Charisma (full action) [Compulsion]

You can intensify a person's existing emotions.



Level: 3; **Prerequisites:** Light of Joy.

Range: Close (25 ft. + 5 ft./potency); **Target:** One living creature; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

If the creature was content, they become deliriously happy. If they were melancholy, they become depressed. Irritable becomes furious, and so on. Further, any dispositions the target had that were lower than neutral are worsened one grade, while any disposition they held that was better than neutral is improved 1 grade. This is a legacy modifier. For the duration of the birthright, the target immediately acts on his or her heightened emotion. The GC determines what the action may be.

Primal Scream: Everyone within a twenty-foot radius of you has his or her emotions intensified. You can dispel this effect at a touch (each individual must be touched separately) at any time.

SORROW OF THE PAST

Charisma (half action) [Compulsion]

You can force a person to recall one of their saddest memories.

Level: 4; **Prerequisites:** Mirror of Narcissus.

Range: Close (25 ft. + 5 ft./potency); **Target:** One character; **Duration:** 1 round/potency; **Saving Throw:** Will negates.

The individual is reduced to tears, and is stunned for the duration. If attacked, the character gets another Will save to attempt to recover.

Primal Scream: You can select up to four people, all of whom must be within 20-feet of each other.

WORDS OF HERA

Charisma (full action) [Compulsion, Language-dependent]

Level: 5; **Prerequisites:** Dionysus' Kiss, Mirror of Narcissus.

Range: Close (25 ft. + 5 ft./potency); **Target:** One character; **Duration:** 1 hour/potency or until completed; **Saving Throw:** Will negates.

You manipulate the character's actions by offering them a course of action (limited to a sentence or two). You must word this in such a way that the course of action seems reasonable. Asking a character to jump off a bridge, or other ridiculous suggestions end the birthright. However, you may suggest that a dangerous stairway is in fact safe to traverse or that a glass of hydrochloric acid is really water. The character takes the suggested courses of action and the birthright ends either when the task is complete or the duration expires.

Primal Scream: You may make ridiculous or suicidal suggestions, but the target receives a +6 bonus to his Will save.

EMOTION LEGENDARY TRANSFORMATIONS

Legendary transformations for the emotion Legacy are, naturally, emotional in nature. They can relate to the Crimson Lord's own emotions or effect the emotions of people around them. Crimson Lords are more inclined to drama than to subtlety, and so their emotions tend to be expressed publicly and passionately. Emotion transformations reflect this.

Severe: You have a hard time sorting through your heightened emotions. Whenever under stress (such as the beginning of combat or tense negotiation) you must make a Will saving throw (DC 15 + base potency) or be stunned for a round. You only make a save once per stressful situation.

Major: You find yourself lacking in courage. For a span of 4 months you receive a -4 penalty to saving throws against fear effects.

Minor: You become susceptible to the effects alcohol. Any time you suffer from drunkenness, the degree to which you are affected is increased by one category.

GRACES BIRTHRIGHTS

The Crimson Lords are, above everything else, graceful. Their movements are fluid, their actions sure, their language eloquent. But it is more than that, for these titans are masters of observation, of language, and of fashion. They perceive hidden and half-spoken truths, and react to them quickly and appropriately-what many consider wisdom is merely the ability to know what the other character really wants or is willing to give up, and what appears to be reflexes are really the foreknowledge of another character's actions, betrayed by his own body.

COURTLY STARE

Wisdom (full action)

It would be impolite to stare. Fortunately you can keep an eye on people anyway.

Level: 4; **Prerequisites:** Verbal Recovery.

Range: Visual; **Target:** One character; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

You fix your full attention on a single character. That character cannot escape your observation as long as you are in the same general area and you have line of sight (Hide checks automatically fail). You can see and hear the target as if you were standing right next to them, regardless of the actual distance.

Primal Scream: You can maintain the above effect even if the target moves beyond your line of sight, seeing and hearing the target clearly even if you are not in the same area-walls, floors, and other impediments are no obstacle. The range of this ability becomes 50 ft. + 5 ft./potency.

DANCER'S POISE

Dexterity (free action)

Your physical grace reflects your social elegance.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You add a legacy bonus to your Dexterity score equal to your Charisma modifier (possibly increasing your Dexterity modifier).

Primal Scream: As above, plus you simultaneously add a legacy bonus to your Charisma score equal to your unmodified Dexterity modifier. This bonus does not further increase the bonus to your Dexterity.

FACADE OF CONFLICT

Dexterity (half action)

Your mastery of body language allows you to send out contradictory physical clues, misleading those who fight against you.

Level: 3; **Prerequisites:** Dancer's Poise.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

All those within (25 ft. + 5 ft./potency) who are attacking you suffer a -4 to their attack rolls. Opponents who are blind or able to ignore blindness due to another ability suffer no penalty from this effect.

Primal Scream: As above, plus once per round if an opponent misses you with a melee or unarmed attack, you may force him to direct that attack (using the same attack roll result) against any other opponent adjacent to you.

GUARDIAN'S FLOURISH

Charisma (half action)

You avoid harm with exceptional grace.

Level: 4; **Prerequisites:** Façade of Conflict.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

You manifest an invisible aura about you, shielding you against any small projectiles. You receive a +2 luck bonus to your Defense against arrows and larger hurled objects. You gain a +8 luck bonus to your Defense against anything smaller (including bullets, darts, pebbles, raindrops, coins, acid).

Primal Scream: As above, plus the aura provides complete protection from harmful gas, filtering it out of the air around you.

GRACIOUS ELOQUENCE

Charisma (full action) [Language dependent, Mind-affecting]

Crimson Lords are gifted leaders, in part because their speech can sway almost any listener.

Level: 1; **Prerequisites:** None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One character; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

You unconsciously select the best words from the minds of one listener, crafting conversation or speech specifically to that character's desires. You gain a +4 legacy bonus to all Bluff, Cultures, and Diplomacy checks against that character.

Primal Scream: You draw words and concepts from the minds of everyone around you, changing the target to "Area: 25-ft. radius emanation".

HEIGHT OF FASHION

Charisma (full action) [Illusion]

You always appear impeccably attired and coifed.

Level: 2; **Prerequisites:** Gracious Eloquence.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency.

Your attire is covered in a glamour, conforming to the latest fashion trends according to the majority of the people present-the image is compiled from their minds. You are treated as if wearing any type of designer outfit you choose. Any damage to your actual clothing or missing articles (no shoes for example) is still apparent to observers.

Primal Scream: As above, except your attire, whatever it is or its condition becomes the height of fashion, doubling all benefits from the outfit.

JUST A FACE IN THE CROWD

Charisma (free action) [Illusion]

You seamlessly blend into all social situations, both at cultural soirées and seedy bars. It is not that others see you attired differently, rather you just seem to fit in and will not be bothered unless you bother others or do something to draw attention to yourself.

Level: 3; **Prerequisites:** Height of Fashion.

Range: Medium (100 ft. + 10 ft./potency); **Target:** All characters; **Duration:** 1 hour/potency; **Saving Throw:** Will negates (harmless).

You gain a +8 legacy bonus to Cultures checks to blend into crowds. Further, you need only one half the normal number of people to blend in. This does not allow you to walk by guards or enter sensitive areas without being confronted; it merely allows you to remain unmolested in public environments.

Primal Scream: Even if you draw attention to yourself, others find you non-threatening and treat you with general respect given to others that frequent the establishment. If you do something to threaten, insult, or denigrate someone, this birthright ends.

LANGUAGE OF APHRODITE

Intelligence (half action)

You can read people's body language like the proverbial book, allowing you to understand their motives and intentions.

Level: 4; **Prerequisites:** Façade of Conflict, Gracious Eloquence.

Range: Close (25 ft. + 5 ft./potency); **Target:** Any number of characters; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

In social situations you gain a +7 legacy bonus to all Gather Information, Innuendo, and Sense Motive skill checks.

Primal Scream: In addition to the benefits you normally gain, you receive a +2 insight bonus to your initiative total and Defense.

LEADING QUESTIONS

Wisdom (free action) [Language-dependent, Mind-affecting]

You are a master of conversation, and often amaze people with your ability to ferret out the truth.

Level: 5; **Prerequisites:** Courtly Stare.

Range: Close (25 ft. + 5 ft./potency); **Target:** One character; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

The target's total bonus to all Bluff checks is secretly halved (round down). This is a legacy penalty.

Primal Scream: Instead of reducing the total bonus, your target's Bluff skill is secretly reduced to exactly 1 rank. This is a legacy penalty and may cause certain feats or class abilities to temporarily fail the target because he lacks the prerequisites.

VERBAL RECOVERY

Charisma (free action) [Language-dependent]

You can recover from even a horrible social *faux pas*.

Level: 3; **Prerequisites:** Gracious Elegance.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

When you fail a Charisma-based skill check you can manifest this birthright as a free action. You immediately re-roll the check with all the same modifiers as the first check. This birthright may be manifested only once per round.

Primal Scream: You also gain a +4 legacy bonus to the skill check re-roll.

GRACES LEGENDARY TRANSFORMATIONS

Most of the legendary transformations for the graces Legacy are perceptual in nature, dealing with either the Crimson Lord's own perceptions or the way people perceive him or her.

Severe: Your perceptions have become skewed. You take a -2 penalty to your Defense and Charisma skill checks until you purge yourself of this legendary transformation.

Major: Like the Mona Lisa's eyes, for a span of four months all those around you feel as though you are watching them. You gain a -5 penalty to all disposition checks.

Minor: For a month when you manifest any birthright, you weep tears of blood, causing you to loose one vitality point every time you manifest a birthright.

VITALITY BIRTHRIGHTS

Crimson Lords claim that they are tied to the Earth itself, as befits its rightful rulers. Birthrights of this Legacy support their claim, granting the Crimson Lords the power to effect fertility, growth, health, immunity, and recovery. It also grants them powers over blood and crops.

DRAUGHT OF AESCULAPIUS

Constitution (half action)

Your touch transforms a drink into a healing concoction.

Level: 1; **Prerequisites:** None.

Range: Touch; **Target:** One container; **Duration:** Instantaneous.

You can transform any liquid you touch, infusing it with some of your own potency. The transformed liquid becomes highly alcoholic (equivalent of strong whiskey), regardless of taste. It can also clean wounds, providing a +2 legacy bonus to Fortitude saving throws to prevent infection, stabilize the dying (restore a disabled or dying character to 1hp), and restore the senses (Will saving throw DC 15 - potency to recover from Staggered or Stunned).

Primal Scream: You can produce wine, or any other alcoholic beverage, from thin air, filling a cup, flagon, or other container. Up to one container may be filled per point of potency. This beverage provides as much sustenance as a full meal, and restores disabled or dying characters to 4 wound points along with the other properties listed above.

ENDOWMENT OF TAMMUZ

Charisma (full action)

You glow with an irresistible inner beauty, like the beauty that drew the goddess Innanna to the lowly shepherd Tammuz.

Level: 1; **Prerequisites:** None.

Range: Touch; **Target:** One character; **Duration:** 10 minutes/potency; **Saving Throw:** Fortitude negates.

You increase the target's allure. This provides a number of cues to those who would find the character sexually attractive, granting a +3 legacy bonus for all activities involving these characters.

Primal Scream: The +3 legacy bonus applies to all characters.

FEED THE BODY

Constitution (full action)

The great fortitude of the elder gods sustains you.

Level: 2; **Prerequisites:** Endowment of Tammuz.

Range: Personal; **Target:** You; **Duration:** 1 day.

You can go without food or drink for one full day without ill effect. You must eat at least one full meal before using this birthright again.

Primal Scream: As above, except the duration becomes "1 week".

GUSH

Strength (half action)

Your touch causes wounds to open on your enemy's body.

Level: 2; **Prerequisites:** Draught of Aesculapius.

Range: Touch; **Target:** One living creature; **Duration:** (2d6+potency) rounds; **Saving Throw:** Fortitude negates.

A successful touch attack reopens an old or existing wound that instantly begins to seep blood. This causes 1 point of damage per round. The wounds cannot be staunched for the duration of the birthright, although any magical healing will end the effects of *gush*.

Primal Scream: The target spontaneously bleeds from whatever spots you designate (up to three locations). Together, the bleeding cause 1d4 of damage per round and the bleeding cannot be staunched for the duration of the birthright.

HERO'S BLOOD

Constitution (1 round)

The puissance of your ancestors protects you from spiritual harm.

Level: 3; **Prerequisites:** Gush.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency.

You gain immunity from a single instance of level drain.

Primal Scream: You are immune to all instances of level drain.

IMMOTEP'S CLEANSING

Constitution (1 minute)

The vigor of the gods flows through you.

Level: 3; **Prerequisites:** Gush.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

You can flush any illness, disease, or poison from your system. Manifesting this birthright will not remove any previous effects (such as reduced wounds, vitality points, or permanent loss of stats) but it will prevent any additional damage and will allow the body to begin natural healing.

Primal Scream: You gain permanent immunity to that poison, disease, or illness (though, if it is something like a cold, you are only immune to that particular strain). Immediately make a vitality transformation check. If you suffer a transformation, purging that transformation also removes this immunity.

INVIGORATE THE MIND

Intelligence (full action)

You can revitalize yourself on a moments notice.

Level: 3; **Prerequisites:** Feed the Body.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

You can remove the affects of not having slept. Treat as if you had gotten a full night's sleep (8 hours), including restored wounds (but not vitality points) and recovery of temporary ability damage. However, this does not allow you to prepare or regain spells, nor does it count towards reducing your strain points.

Primal Scream: You do not need sleep for a week. To regain spells or remove your strain points by resting, you still need to sit basically still for four hours each day, but you can think or do monotonous physical activity (knitting, polishing, cleaning a gun) during this time. If you are exhausted at any point during this week, you must rest normally to rid yourself of the condition, though it does not end the birthright.

KNIT THE BROKEN FLESH

Constitution (full action)

Healing power flows through your hands allowing you to heal the wounds of yourself or others.

Level: 4; **Prerequisites:** Invigorate the Mind.

Range: Touch; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** None (harmless).

The target regains 1d6 wound or vitality points/potency. This effect will also heal undead.

Primal Scream: You not only heal an existing wound, you knit the body together so tightly it resists additional damage. For the next two minutes, the target gains damage reduction of 1/-.

MARVELOUS IMMUNITY

Constitution (full action)

Your life force can overcome the harmful affects of disease and may also be imparted to others.

Level: 5; **Prerequisites:** Immotep's Cleansing.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless).

You can flush illnesses or diseases from yourself or another creature's system. This birthright functions as the spell *remove disease*.

Primal Scream: The creature affected is cured of even diseases that have no cure.

SURGE OF LIFE

Constitution (half action)

You quicken your body and burst with the vitality inherent to those of your blood.

Level: 6; **Prerequisites:** Hero's Blood, Knit the Broken Flesh.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You recover 3 points of damage per round at the end of each round. Repeated uses of this birthright do not stack.

Primal Scream: As above but you recover 5 points of damage per round.

SWIFT RECOVERY

Constitution (full action)

You impart your god-like vitality upon someone who has taken ability damage.

Level: 4; **Prerequisites:** Hero's blood.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless).

You lay your hands upon a living creature and immediately heal 1d4 points of temporary ability damage. If the target has more than one type of ability damage, you choose how the points are distributed. This birthright cannot restore permanent ability damage.

Primal Scream: The creature touched can be healed of 1d4 points of permanent ability damage. Immediately make a vitality transformation check. If you suffer a transformation, purging that transformation causes the cured permanent ability damage to afflict the target once again.

VITALITY LEGENDARY TRANSFORMATIONS

Vitality-based legendary transformations are always physical, and have to do with health, energy, and growth. Some transformations show the Crimson Lord's own vitality, while others cause that potent energy to spill out upon the titan's surroundings. Here are a few examples:

Severe: Your vitality leaks from you making it more difficult for you to be healed either by spell, birthright, or natural rest. You regain 2 fewer vitality points any time you recover vitality points in any way.

Major: For a month your effective Constitution score is 2 lower than it's true value. As a consequence, for this month you loose 1 vitality point per level, 2 wounds, and your Fortitude save drops by 1.

Minor: You epitomize the laziness of the Crimson Lords. Instead of requiring 8 hours of uninterrupted rest to recuperate, regain spells, etc, you require 10 hours.

HIDDEN SUN LEGACIES

Secrecy and the discovery of that which is concealed are abilities Hidden Suns excel at. No darkness or lock can keep these demigods away from revealing or acquiring what they seek. This lineage also wields the very substance of solar fire and the shadow it casts. By channeling these forces the titan can heal, cloak himself in darkness, and steal the most vile secrets from a person's mind.

SECRETS BIRTHRIGHTS

The occult and forbidden draw the curious Hidden Suns like moths to flame. Many grow obsessed with uncovering carefully hidden secrets or hiding even the obvious from sight. By using the gifts of the blood, they have an uncanny ability to reveal and acquire the secrets that so intrigue them.

A PRIVATE EYE

Wisdom (full action)

You are able to open your inner eye to the many secrets that surround you.

Level: 1; **Prerequisites:** None.

Range: 20 ft.; **Area**: Cone; **Duration:** Instantaneous; **Saving Throw:** None (harmless).

You are able to make an individual full action Search check against every square and every character within the area of effect. Line of sight is not required to make these checks.

Primal Scream: The area affected by this birthright becomes a (25 ft. + 5 ft./potency) radius spread centered on you.

DARKNESS OF THE SOUL

Wisdom (half action)

Through touch you gain knowledge of a person's hidden past.

Level: 3; **Prerequisites:** A Private Eye.

Range: Touch; **Target:** One character; **Duration:** Instantaneous; **Saving Throw:** Will negates.

You learn the name, aspects, and point value of any backgrounds the target posses. The information appears in your mind silently and the target has the feeling that you know about the background.

Primal Scream: You can choose to either extend the range of the birthright to Close (25 ft. + 5 ft./potency) or keep the knowledge of the revelation from the target.

EATER OF KNOWLEDGE

Intelligence (full action) [Mind-affecting]

You can temporarily increase your knowledge by stealing it from others.

Level: 4;

Prerequisites: Finder's Keepers, Rosetta Tongue.

Range: Touch; **Target:** One character; **Duration:** 1 hour/potency; **Saving Throw:** Will negates.

Choose a Knowledge skill. If the target has ranks in the chosen skill, you gain a legacy bonus equal to one half the target's skill ranks (round down), and the target receives an equal legacy penalty to all checks with that skill.

If you do not have ranks in chosen skill and the target does, you may make checks with that skill as if you are trained in the skill but have no skill ranks.

Primal Scream: As above, except the bonus equals the target's total ranks with the skill. This does not increase the penalty to the target.

FINDER'S KEEPERS

Dexterity (half action)

Your ability to acquire secrets has progressed to the point where you can also mystically acquire objects.

Level: 3; **Prerequisites:** A Private Eye.

Range: Close (25 ft. + 5 ft./potency); **Target:** One item size Small or smaller; **Duration:** Instantaneous.

You may make a Sleight of Hand check to steal an item or handful of items within range as if you were adjacent to the target. You may steal items that are concealed or held within an enclosed container as long as you know the item's location to within 1 foot (i.e. removing the ammo from a weapon, or a statuette from a sealed case). You may not steal objects in direct contact with another character's flesh. The item appears ready in your hand at the end of the action.

Primal Scream: You may target items which are being held, but must make an opposed Strength check against the character holding the item to wrest it away from them, and there is no chance that they are unaware of the item being taken.

PAPER WHISPERS

Intelligence (full action) [Language-Dependent]

Knowledge calls out to you and you've learned to listen. You may touch an object that contains information - be it a book or computer storage device matters not - and learn what it contains.

Level: 1; **Prerequisites**: None.

Range: Touch; **Target**: One item; **Duration**: 1 round/potency.

You gain a thorough understanding of the contents of any book, scroll, or storage device you touch, as if you had read through its contents for one hour. A hard drive counts as a single item, and can be accessed by touching the exterior of the machine housing it, but not over a remote connection. Each round the titan can touch and examine one additional item, or gain the benefits of an additional hour of studying a previously touched item. This does not allow the titan to understand contents that are in a language he does not know, in code, or are encrypted. For instance, if a Hidden Sun wishes to use this birthright on a hard drive he must have ranks in Computers, while if he wants to gain an understanding of a book written in Middle English, he must know the language.

Primal Scream: As above, but the titan retains such a clear and specific memory of the contents that he retains any gear bonuses from having the information for the remainder of the current serial, even if the information is not available to reference.

PATHWAYS IN THE SAND

Wisdom (full action)

Like following a physical trail, you can track evidence back to its source.

Level: 4; **Prerequisites:** Darkness of the Soul, Paper Whispers.

Range: Special; **Target:** One character; **Duration:** 1 hour/potency.

After making a successful Search check, you may manifest this birthright to trace any discoveries back to the item or person it came from. You feel a pull in the direction of the item or character that left the evidence. There is no maximum range for this birthright (i.e. a titan in Chicago will feel a pull from the east if the character is now in New York). This birthright can only be manifested once per successful Search check.

Primal Scream: As above, plus you gain a brief glimpse of the character or item that left the evidence as they appeared at the time they left the evidence. Magic or birthrights that protect the target from remote viewing must be level 5 or greater to successfully protect the target from this power.

RIDDLE OF DEFEAT

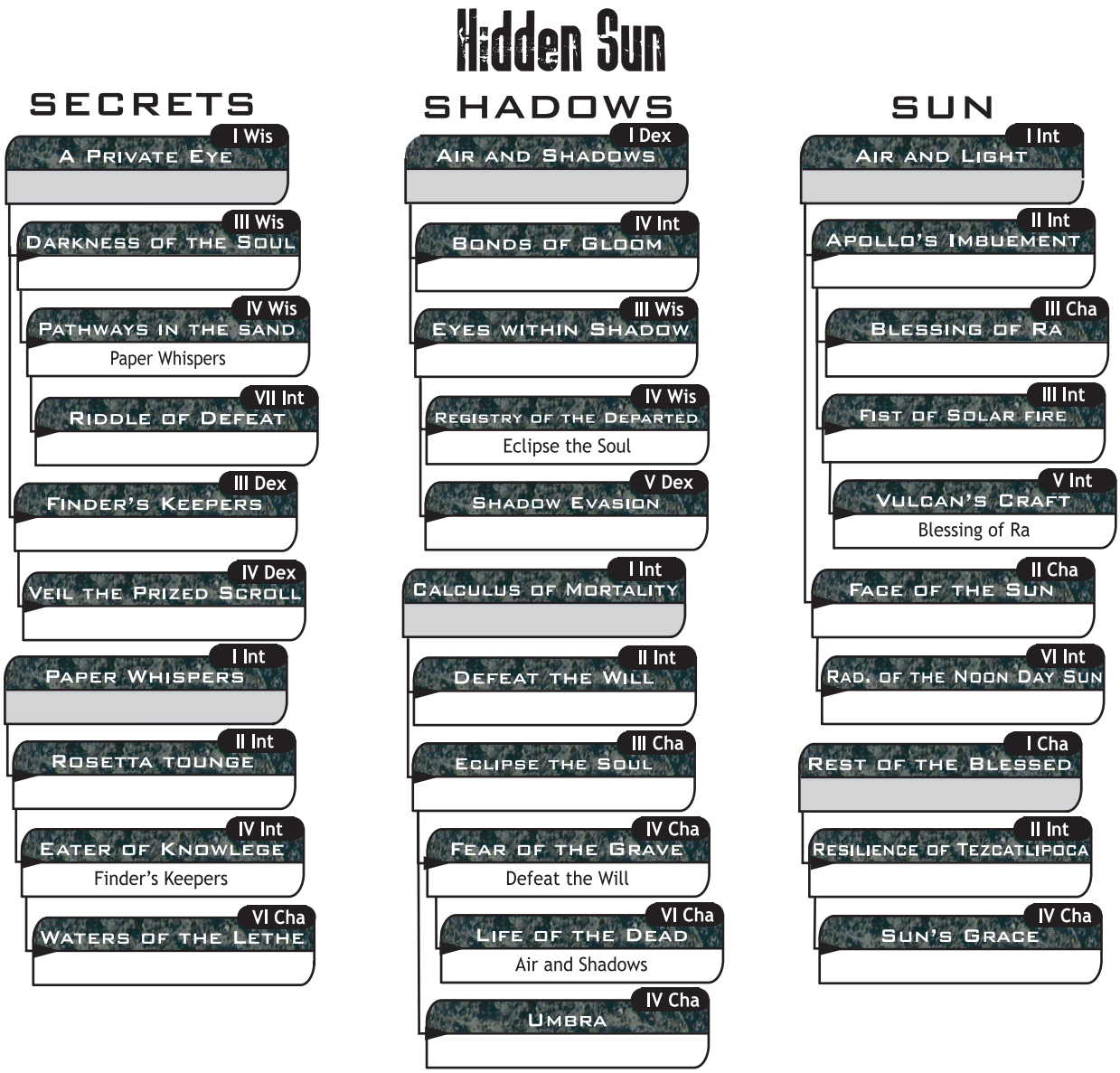
Intelligence (full action)

The most precious secret of all is the secret of your enemy's demise.

Level: 7; **Prerequisites:** Pathways in the Sand.

Range: Touch; **Target:** One character; **Duration:** 1 round/potency; **Saving Throw**: Will partial (see text).

The target's vitality is immediately reduced to 0 (though he is not automatically staggered), and prevented from making any inspiration or favor checks for the duration. Further, you and your teammates may ignore all damage reduction, resistances, and immunities possessed by the target. On a successful will save, the duration of this birthright is reduced to 1 round. After the duration of this birthright expires, the target regains his previous vitality point total, and may not be targeted with this birthright by that specific titan ever again.



Primal Scream: As above, but the range increases to 'Close (25 ft. + 5 ft./potency)', and the duration increases to '1 minute/potency'. A successful save reduces the duration to 1 round/potency.

ROSETTA TONGUE

Intelligence (full action)

Language is one of the greatest secrets of man and obstacle a barrier to discovering secrets. It is not a barrier for you.

Level: 2; **Prerequisites:** Paper Whispers.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency.

You may spontaneously learn how to fluently speak, read, and write any modern or ancient language - but not languages of the Lost Age or Otherworld. Your GC might determine that you cannot learn a specific language due to the circumstances of your campaign. Alternatively, you may gain a legacy bonus to all Cryptography skill checks when working with a single specific code or encryption scheme equal to double your potency.

Primal Scream: You permanently learn how to fluently read and write the language chosen. Immediately make a secrets transformation check. If you suffer a transformation, purging that transformation also removes this language for your languages known.

VEIL THE PRIZED SCROLL

Dexterity (half action)

In some situations hiding an object can be even more vital than hiding your self.

Level: 4; **Prerequisites:** Finder's Keepers.

Range: Touch; **Target:** One item size Small or smaller; **Duration:** 1 hour/potency.

You can conceal an item from all modern scans such as x-rays and metal detectors. Further, the DC for physical searches or to notice the concealed object are increased by +15.

Primal Scream: You can conceal Medium-sized *or* smaller items or increase the DC to locate a Small or smaller item by +25.

WATERS OF THE LETHE

Charisma (half action) [Mind-Affecting]

You can wash away memories, leaving behind featureless mental geography.

Level: 6; **Prerequisites:** Eater of Knowledge.

Range: Close (25 ft. + 5 ft./potency); **Target:** One character; **Duration:** Instantaneous; **Saving Throw:** Will partial (see text).

You can cause a character to forget a period of time or a piece of information. You can remove a memory of a number of rounds equal to your potency. Thus, a titan with a potency of 4 and a Charisma modifier of +2 could cause a character to forget up to 36 seconds (6 rounds). You choose what memory is removed, from those formed within the last week. You cannot read the target's memory with this birthright, so you either must have specific knowledge of his activities in the last week or remove a memory that you yourself witnessed (i.e. that he just saw you walk past). A successful Will save changes the duration to 1 hour/potency.

Primal Scream: Your ability to remove memory becomes enhanced and you are able to make a target forget how to use a skill, reducing the target's ranks in that skill to exactly 1. The length of time that the knowledge is forgotten is reduced to 1 hour/potency. A successful save reduces this to 1 minute/potency.

SECRETS LEGENDARY TRANSFORMATIONS

Most of the legendary transformations for the secrets Legacy are psychological in nature. Each must in some way influence the titan's ability to reveal or hide knowledge. It is thought that the Promethean Order may have been created due to a legendary transformation that made it difficult for the founders to keep secrets hidden.

Severe: You become even more obsessed with secrets and the Hidden Sun weakness has a stronger hold on you. The Will save DC to shrug off the Hidden Sun weakness increases by +8.

Major: For six months your Knowledge checks have a -4 legacy penalty as your mind tries to keep knowledge secret even from your self.

Minor: A halo of shadowy and fiery script surrounds your head when you manifest a Secrets birthright. You may spend an action die to suppress this display.

SHADOWS BIRTHRIGHTS

Those who delve the illicit Legacy of shadows follow in the footsteps of beings greatly feared. Death, decay, and the darkness in men's hearts are as much a part of this realm as the substance of shadow itself. For while titans new to their birthrights prize the manipulation of shadow, those who master these powers do so only after laying bear their own souls and sacrificing growth and life for the musty halls of the dead.

AIR AND SHADOWS

Dexterity (full action) [Darkness]

By wrapping yourself in shadow you can increase your ability to remain unseen.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You gain a +10 legacy bonus to your Hide and Move Silently checks.

Primal Scream: You may extend this bonus to those allies nearby. You can cloak a total number of creature's equal to your potency but they must stay within 15 feet of you or the shadows slip from their forms.

BONDS OF GLOOM

Intelligence (half action) [Darkness]

With a gesture you summon bands of nearly impenetrable blackness out of your target's own shadow.

Level: 4; **Prerequisites:** Air and Shadows.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 minute/potency (D); **Saving Throw:** Reflex negates.

Bands of shadow instantly wrap around the target, rendering him helpless (except for attempting to break free). The creature held in the bonds may break free with a successful Strength check (DC 15 + potency) as a half action.

Primal Scream: Not only do the shadows hold the target motionless, they also deal 2d4 points of subdual damage per round.

CALCULUS OF MORTALITY

Intelligence (half action) [Death]

You become capable of detecting the level of death and decay within a person or creature.

Level: 1; **Prerequisites:** None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** None (harmless).

You may determine how many wounds and vitality points a target currently has.

Primal Scream: The range of the birthright extends to Medium (100 ft. + 10 ft./potency) and you also can clearly tell if the target currently has ability damage, is diseased, or poisoned. Once this birthright is manifested you can also make a Treat Injury skill check with a +4 legacy bonus to treat the disease or poison.

DEFEAT THE WILL

Intelligence (full action) [Death, Mind-Affecting]

You can weaken the will of a person, making him more susceptible to further manipulation.

Level: 2; **Prerequisites:** Calculus of Mortality.

Range: Touch; **Target:** One creature; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

The target receives a legacy penalty to his base Will save equal to your potency (minimum of +0).

Primal Scream: As above, except the range becomes "Close (25 ft. + 5 ft./potency)".

ECLIPSE THE SOUL

Charisma (half action) [Darkness, Death]

Shadows erupt from your eyes, ears, nose, and mouth and attack your enemy, draining their precious life energy and giving it to you.

Level: 3; **Prerequisites:** Calculus of Mortality.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude half.

Life leeching shadows erupt from the target's orifices, dealing 1d4/potency damage. Half of the damage inflicted (round down) is added to your total vitality points. These absorbed points first heal you to your normal maximum, and then any additional points become temporary vitality points that last 1 round/ potency. You may gain temporary vitality points up to a maximum equal to your maximum normal vitality points in this manner. The target continues to take damage even if you can no longer gain temporary vitality points.

Primal Scream: As above, except the range becomes "Medium (100 ft. + 10 ft./potency)" and deals 1d6/potency damage.

EYES WITHIN SHADOW

Wisdom (full action) [Darkness]

Many secrets can be discovered when you spy from the very shadows.

Level: 3; **Prerequisites:** Air and Shadows.

Range: 5 ft + 5 ft/potency; **Target:** You; **Duration:** 1 minute/potency (D).

You may extend your senses into shadows that are within range. This can be around a corner or even behind a door or wall. You are subject to all the sensory impairments within the space being viewed. So if it is dark on the other side of the door, you may not be able to see much.

Primal Scream: Even when looking into a darkened area, you see normally. Areas that are under the effects of a spell or birthright that impairs the senses, however, still affect you.

FEAR OF THE GRAVE

Charisma (half action) [Death, Fear]

Living creatures have a natural fear of death and you can exploit this

Level: 4; **Prerequisites:** Defeat the Will, Eclipse the Soul.

Range: Close (25 ft. + 5 ft./potency); **Area**: 30 ft. emanation; **Duration:** 1 round/potency; **Saving Throw:** Will negates.

. Living creatures within the area of effect suffer a -2 morale penalty on saving throws and flee from you in panicked terror. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and suffers a -2 penalty to its Defense.

Primal Scream: Victims of your birthright are paralyzed rather than panicked.

LIFE OF THE DEAD

Charisma (full action) [Death]

Level: 6; **Prerequisites:** Air and Shadows, Fear of the Grave.

Range: Personal; **Target:** You; **Duration:** 10 minutes/potency.

You temporarily transform yourself into an undead creature with all the benefits and weaknesses such forms provide. You are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. You are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. You are healed by negative energy damage. Conversely, you cannot be healed with normal healing spells or birthrights, and if you are reduced to 0 wounds or less you immediately die.

Primal Scream: Your transformation provides you with all the benefits and none of the drawbacks (such as dying immediately when reaching 0 wounds or immunity to normal healing spells and birthrights).

REGISTRY OF THE DEPARTED

Wisdom (1 minute) [Death]

You may peek into the book of the dead to learn of the recently departed.

Level: 4; **Prerequisites:** Eclipse the Soul, Eyes Within Shadow.

Range: Touch; **Target:** One dead character; **Duration:** Instantaneous; **Saving Throw:** Will negates (see text).

You may examine the remains of a person who has died within the last month, to acquire a biographical profile of that individual (see **Faceman/Snoop**, page 75). If the target would have objected to the examination if they were still living (GC's discretion), the GC makes a Will save using the deceased's bonus at the time of death to prevent the birthright from providing any information.

Potency	Grade
1-3	Poor
4-5	Average
6-7	Good
8+	Exact

Primal Scream: You may examine targets deceased for up to 100 years.

SHADOW EVASION

Dexterity (free action) [Darkness]

You become as difficult to hit as the shadows under your control.

Level: 5; **Prerequisites:** Eyes Within Shadow.

Range: Personal; **Target:** You; **Duration:** See text.

When you are attacked, as a free action you may add a legacy bonus to your Defense equal to your potency before the attack is rolled. You may use this birthright even if you are flat-footed. This bonus last until the attack is resolved.

Primal Scream: In addition to the bonus to Defense, there is a 50% any successful attack automatically misses.

UMBRA

Charisma (half action) [Death]

Drawing upon the deathly energies of your inheritance you create a sphere of entropy that ravages all who draw near.

Level: 4; **Prerequisites:** Eclipse the Soul.

Range: Personal; **Area**: 25-ft. emanation; **Duration:** 1 round/potency (D); **Saving Throw:** Fortitude half.

Those who are within the area of effect take 1d4/potency negative energy damage per round. You suffer negative energy damage equal to your potency each round.

Primal Scream: You may selectively choose which characters within the area of effect are damaged by the aura.

SHADOWS LEGENDARY TRANSFORMATIONS

The blackness of the soul that most people keep hidden from the view of others is the focus of those who plumb the secrets of the shadows and the price they pay for the power is steep. All of the legendary transformations for the shadows Legacy somehow bring the titan closer to his dark nature or make it visible for all to see.

Severe: Your skin becomes permanently cold to the touch and darker in complexion. Anytime you regain vitality points due to healing spells, birthrights, or even natural healing from rest, you regain 4 fewer points (minimum 1).

Major: You become extremely sensitive to light and suffer a -1 penalty on attack rolls, skill checks, and saving throws in sunlight or in brightly lit areas.

Minor: It is said that the eyes are the mirror of the soul. If that is the case, those with this legendary transformation are indeed in trouble. Your eyes, including the whites, turn completely black. The unnerving quality of your eyes increases the DC of all social checks by 4 unless you are able to hide the transformation.

SUN BIRTHRIGHTS

The Hidden Suns may be feared due to their legendary proclivity with death and forbidden secrets but just as the underworld sun rises in the East, so too does the power of those who choose birthrights of this Legacy. They channel the bright, living energies of the Sun. While the inheritors who follow a path into darkness remain cloaked in black shadow, the titans who turn their attention to the light cannot be seen in the same way that the center of the noon day Sun cannot be seen.

AIR AND LIGHT

Intelligence (half action) [Light]

You wrap yourself in the light of the Sun.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You cause the air around you to glow with sunlight, shedding light in a 20-foot radius from you. This light is as natural sunlight but is not strong enough to harm creatures vulnerable to sunlight. Magical darkness or darkness caused by birthrights, extinguishes the light.

Primal Scream: Targets struck by your unarmed attacks must make a Fort save (DC 10 + your potency) of be blinded for 1 round.

APOLLO'S IMBUEMENT

Intelligence (half action) [Fire]

Your touch surrounds a weapon or hand in super heated plasma.

Level: 2; **Prerequisites:** Air and Light.

Range: Touch; **Target:** One weapon, unarmed attack, or projectile; **Duration:** A single use.

You can summon the radiant power of the sun into yours or someone else's hand, weapon, or ammunition (such as an arrow, bullet, or shuriken). A successful attack made with the target weapon deals an extra 2d4 points of fire damage. The attack can ignite flammable materials or structures, but will not ignite creatures struck. If not used within 1 hour, the effect fades away harmlessly.

Primal Scream: The duration increases to 1 round/potency or 1 projectile/potency. Projectiles affected by this power must all be in contact with each other at time of manifestation.

BLESSING OF RA

Charisma (full action) [Light]

Just like ancient priests, you can touch a person or weapon and bless with deadly ability.

Level: 3; **Prerequisites:** Apollo's Imbuement.

Range: Touch; **Target:** one creature or object; **Duration:** 10 minutes/potency; **Saving Throw:** Will negates (harmless).

By touching a weapon you bestow upon it a +2 legacy bonus to attack and damage rolls.

By touching a character you bestow upon them a +2 legacy bonus to unarmed attacks and damage rolls. Further, the target's unarmed attacks do standard damage (rather than subdual).

Primal Scream: Targets struck by the affected weapon or character must make a Fort save (DC 10 + your potency) of be blinded for 1d4 rounds.

FACE OF THE SUN

Charisma (full action) [Light]

The glory of the Sun shines through you and imbues your very words and actions.

Level: 2; **Prerequisites:** Air and Light.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

All your Charisma-based skill checks targeting character with a disposition of unfriendly or better receive a +2 legacy bonus.

Primal Scream: Your legacy bonus increases to +4, and may affect targets with a disposition of hostile or better.

FIST OF SOLAR FIRE

Intelligence (half action) [Light]

Streaks of focused light shoot from your outstretched hand.

Level: 3; **Prerequisites:** Apollo's Imbuement.

Range: Medium (100 ft. + 10 ft./potency); **Target:** Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous.

A number of brilliant rays of solar fire equal to your potency, erupt from your open palm. Each ray deals 1d4+1 laser damage. If you shoot multiple rays, you may choose to have them strike a single target or divide them amongst several targets. A single ray can strike only one creature. Each ray requires a separate ranged touch attack to strike its target, and suffers no penalties for range.

Primal Scream: You produce a number of rays equal to your double your potency.

RADIANCE OF THE NOON DAY SUN

Charisma (half action) [Light]

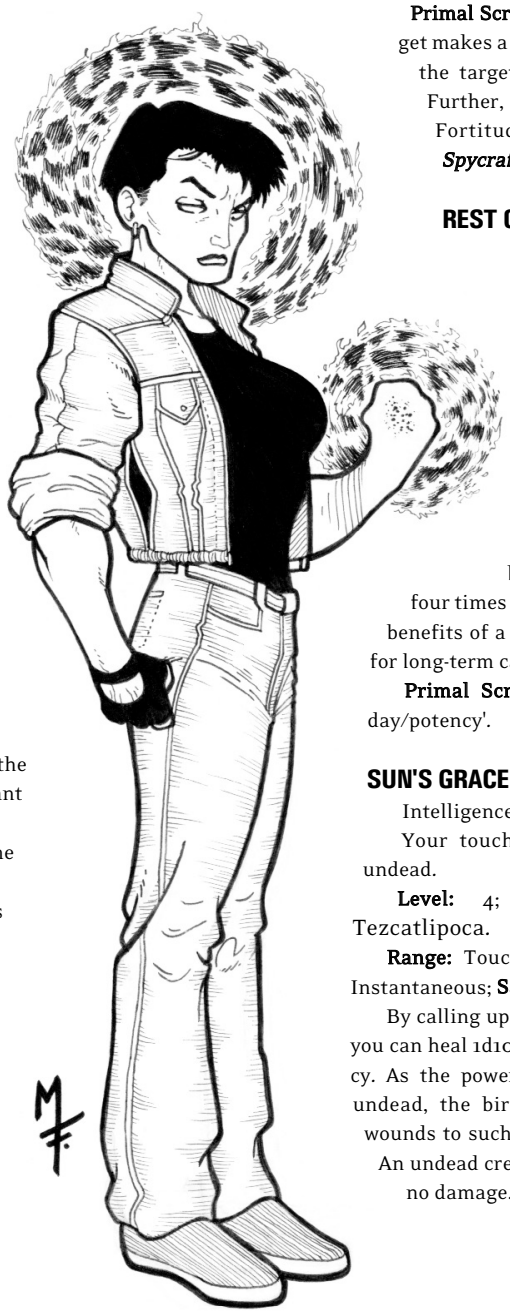
Calling upon the glorious power of the solar disc, you radiate blindingly brilliant sunlight like a raging solar corona.

Level: 6; **Prerequisites:** Face of the Sun.

Range: Personal; **Area**: 25-ft. radius emanation; **Duration:** 1 round/potency; **Saving Throw:** See text.

Undead creatures within the range of the light take 1d6 points of damage per potency rating each round (reflex save for half). Undead creatures that are vulnerable to sunlight take 1d10 points of damage per potency rating (no save). Anyone attempting to look upon you must make a Reflex saving or be blinded for 1d4 rounds. As a result, you effectively gain Nine-tenths concealment from any attack made against you.

Primal Scream: Even creatures that are not undead take 1d6 points of damage per potency and the solar flames surrounding you provide a +2 legacy bonus to your Defense as well as the concealment described above.



RESILIENCE OF TEZCATLIPOCA

Intelligence (half action)

Just as the warriors of the Mesoamerican sun god, you can shrug off lethal harm.

Level: 2; **Prerequisites:** Rest of the Blessed.

Range: Touch; **Target:** one creature; **Duration:** 10 minutes/potency; **Saving Throw:** Will negates (harmless).

You or the target gain a legacy bonus equal to your potency to all Fortitude saves.

Primal Scream: As above, plus any time the target makes a Fortitude save to suffer partial effect, the target instead avoids the affect entirely. Further, the target is not required to make a Fortitude save for massive damage (*see **Spycraft Espionage Handbook** page 178*).

REST OF THE BLESSED

Intelligence (1 minute)

You can beneficially augment a creatures natural healing by laying your hands upon him.

Level: 1; **Prerequisites:** None.

Range: Touch; **Target:** one creature; **Duration:** 1 day; **Saving Throw:** Will negates (harmless).

For the duration of the birthright the creature regains health four times as quickly. This effect stacks with the benefits of a successful treat First Aid skill check for long-term care.

Primal Scream: The duration increases to '1 day/potency'.

SUN'S GRACE

Intelligence (half action) [Light]

Your touch can heal the living or harm the undead.

Level: 4; **Prerequisites:** Resilience of Tezcatlipoca.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless).

By calling upon the solar power within your blood, you can heal 1d10 points of damage +1 point per potency. As the powers of the Sun are anathema to the undead, the birthright cause an equal number of wounds to such creatures rather than healing them. An undead creature can attempt a Will save to take no damage.

Primal Scream: You may choose to heal a creature or harm an undead creature ffor 2d10 + potency *or* increase the range to "Close (25 ft. + 5 ft./potency)".

VULCAN'S CRAFT

Intelligence (half action) [Fire]

Your connection to the fires of the Sun allows you to manipulate fire as you desire.

Level: 5; **Prerequisites:** Blessing of Ra, Fists of Solar Fire.

Range: Close (25 ft. + 5 ft./potency); **Target:** One fire; **Duration:** 1 round/potency.

You can command any flame or fire within range, shaping it or moving it in any way you desire. Such crafting can produce intricately shaped flame sculptures, weapons of brilliant flame, or can even be used to attack enemies that are standing within 5 ft. of the fire's source. Such attacks can be made with a half action, require you to make a successful attack against the target at your regular melee attack bonus, cause 1d6 points of damage, and may catch the target's hair and/or clothes on fire.

Once shaped, the fire will retain its crafted form for the duration of the birthright. Weapons made with this birthright do an additional 1d6 points of damage and the target may have to make a Reflex save (DC 15) or catch on fire. Reshaping a fire under your control is a half action. This birthright cannot be used to increase the size, ferocity, or intensity of a fire. It does, however, confer upon you complete protection from the fire under your control. This birthright allows you to even move fire across surfaces where there is no fuel to feed it, supernatural energies maintaining its intensity.

Primal Scream: You may also increase the size, ferocity, and intensity of a fire under your control. You may increase the size by up to 20 ft. and damage by 2d6 (for a total of 3d6 points of damage). Also, for the duration of the birthright you are immune to all fire damage.

SUN LEGENDARY TRANSFORMATIONS

The transformations caused by the use of sun birthrights reveal the glory of the solar disc in the titan. Most alter the titan only while he manifests the solar powers of his lineage but there are a few that change the behavior of the inheritor.

Severe: You cannot benefit from spells, abilities, or birthrights that provide concealment (such as invisibility) or increases to your Hide or Move Silently skills.

Major: You become attached to the diurnal passage of the Sun. At night you have a -2 penalty to all dice rolls.

Minor: For four months you must spend at least 4 hours a week in the sun otherwise you become unable to heal naturally (wounds, vitality points, and temporary ability damage), recover naturally from conditions, or even regain spells.

STORM CROW LEGACIES

The Storm Crows hold dominion over war, storms, and fate. In battle, Storm Crow soldiers are the first on the field and the last to retreat. The gods of war bless them with the skills, expertise, and ferocity to prevail against their enemies. At times it even appears that fate steps in and deflects a lethal blow or insures a clean strike cuts deep. The power of thunder and lightning is one that many Storm Crows have but few master. The raging tempest is fickle and exacts a price few other birthrights match. Not all Storm Crows are consummate warriors. Some see the threads of fate and have the talent to reweave the strands and see the entirety of the intricate tapestry the threads create. These potent seers and prophets were once far more powerful but over the millennia their power has waned, their second sight blinded by some rising darkness.

SECOND SIGHT BIRTHRIGHTS

The inner eye of Storm Crow seers is dimmed with a cataract of age and an unknown darkness. Once they had the sight and power of the Norns of myth, the virgin goddess Maya, the dark Celtic goddess Morrigan, and Camaxtli, the Mayan god of the hunt and destiny, but today the future is shrouded in an obscuring gloom. Where once the Blind Eyed could see storm clouds on the far horizon today the prophets can no longer clearly see the fate that awaits the world.

AUGURY

Wisdom (half action)

Once the seers of the Storm Crows knew precisely the direction fate was to flow but now their vision is blurred and such surety is no longer possible.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

You may attempt to get a feel for an immediate (one round) course of action you might take, to tell if it will have positive or negative effects. Indicate the action you are considering and spend one half action manifesting this birthright. The GC makes a secret second sight potency check for you (DC 10, 15 if another member of your team will be taking the action). The GC may adjust the DC if unusual circumstances require it (if, for example, unusual precautions against divinations have been taken). If the check succeeds, the GC informs you the action is "beneficial," "detrimental," "both," or "neither." If the check fails, the GC informs you the action is "neither." Either way, the GC doesn't tell you whether the check succeeded. Multiple divinations about the same topic by the same titan use the same dice result as the first divination and yield the same answer each time.

If the activity in question is normally resolved with a single roll or opposed check, the GC may roll the check in secret to determine the appropriate response. If the character goes forward with the action within one minute, the secret roll becomes the actual result.

Primal Scream: Instead of the above, you gain a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

DEFENSIVE FORESIGHT

Wisdom (half action)

You concentrate and extend your senses fractions of a second forward in time.

Level: 2; **Prerequisites:** Augury.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

You gain an insight bonus to your Defense and Reflex saving throws equal to one-half your potency (round down).

Primal Scream: As above, plus you cannot be surprised or flanked, retain your Dexterity bonus to Defense at all times, and are never flat-footed.

THE EYE THAT BURNS

Intelligence (full action)

Like the Great Eye of myth and legend your sight pierces through solid matter to see what is on the other side.

Level: 3; **Prerequisites:** Whispers of the Past.

Range: Personal; **Target:** You; **Duration:** 10 minutes (D).

You actually see through materials, like wood (up to a Hardness of 10 + potency).

Primal Scream: You can now see through denser materials, like concrete walls or a thin sheet of steel (up to a Hardness of 20 + potency).

FATE'S BLESSING

Charisma (free action)

You twist probability to allow you to do even the impossible.

Level: 3; **Prerequisites:** Defensive Foresight.

Range: Personal; **Target:** You; **Duration:** 1 round.

The GC secretly rolls a d20. On any result except a 1, the GC secretly applies a luck bonus equal to one half your potency (round up) to all of you actions the round fate's blessing is manifested. On a result of 1, all actions you take this round automatically fail regardless of your roll. These failures count as errors only if you actually rolled an error.

Primal Scream: Instead of twisting probability you banish it. No roll is needed to succeed at a single action requiring 1 round or less to accomplish - it is automatically successful. This does not count as a threat, and cannot be converted into a critical success by any means.

FORCING FATE'S HAND

Charisma (full action)

With a slight nudge to the strands that bind the fate of existence together, you change the luck for nearby allies or foes.

Level: 5; **Prerequisites:** Fate's Blessing.

Range: Medium (100 ft. + 10 ft./potency); **Target:** All allies or enemies; **Duration:** 1 round; **Saving Throw**: Will negates.

You must choose whether the effects of the birthright will help your allies or hinder your opponents. If the birthright benefits your allies, all allies within range gain a legacy bonus equal to one half your potency on all rolls for the round (round up). If you manifest the birthright to penalize your enemies, all within range receive a legacy penalty equal to one half your potency on all rolls for the round (round up).

Primal Scream: The legacy bonus or penalty is equal to your potency but is applied to only a single target.

ORACLE

Wisdom (full action)

You receive glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured: the future can be changed by the actions of those in the present.

Level: 7; **Prerequisites:** Forcing Fate's Hand, Seeing Beyond the Horizon.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

You may voluntarily attempt to see the future of a particular person, place, or object, with which you are in contact (including yourself). You must be able to see or touch the target.

Alternatively, your vision may spontaneously activate at the GC's discretion when you are in contact with a target with a particularly strong tie to fate or there is a momentous event approaching in the future.

In either case, the result of your vision is dependent upon a potency check (d20 + potency), which the GC makes secretly so you do not necessarily know if a particular vision was accurate or not.

Result	Vision
Below 10	No result
10	A vague vision of the future that may or may not be accurate.
13	An accurate glimpse at the future.
15	Awareness of how long remains before a particular event occurs.
20	Awareness of the people involved in a particular future event.
25	Awareness of the time, subjects, and location of a future event.
30	Near complete knowledge of a particular future event and every thing involving it.

Primal Scream: As above, but the potency check receives a +7 legacy bonus. However, you are immediately exhausted and must immediately make a transformation check.

PERFECT SIGHT

Wisdom (free action)

You are able to perceive the world normally even in complete darkness or when you are physically blinded.

Level: 2; **Prerequisites:** Whispers of the Past.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You ignore all penalties from fighting blind and may act normally. Magical darkness or blindness and supernatural abilities that create similar penalties, including birthrights, have no effect on you. For the duration of this birthright you are, however, vulnerable to gaze attacks as though you could see normally.

Primal Scream: As above, except the range becomes 'touch' and the target becomes 'one creature'.

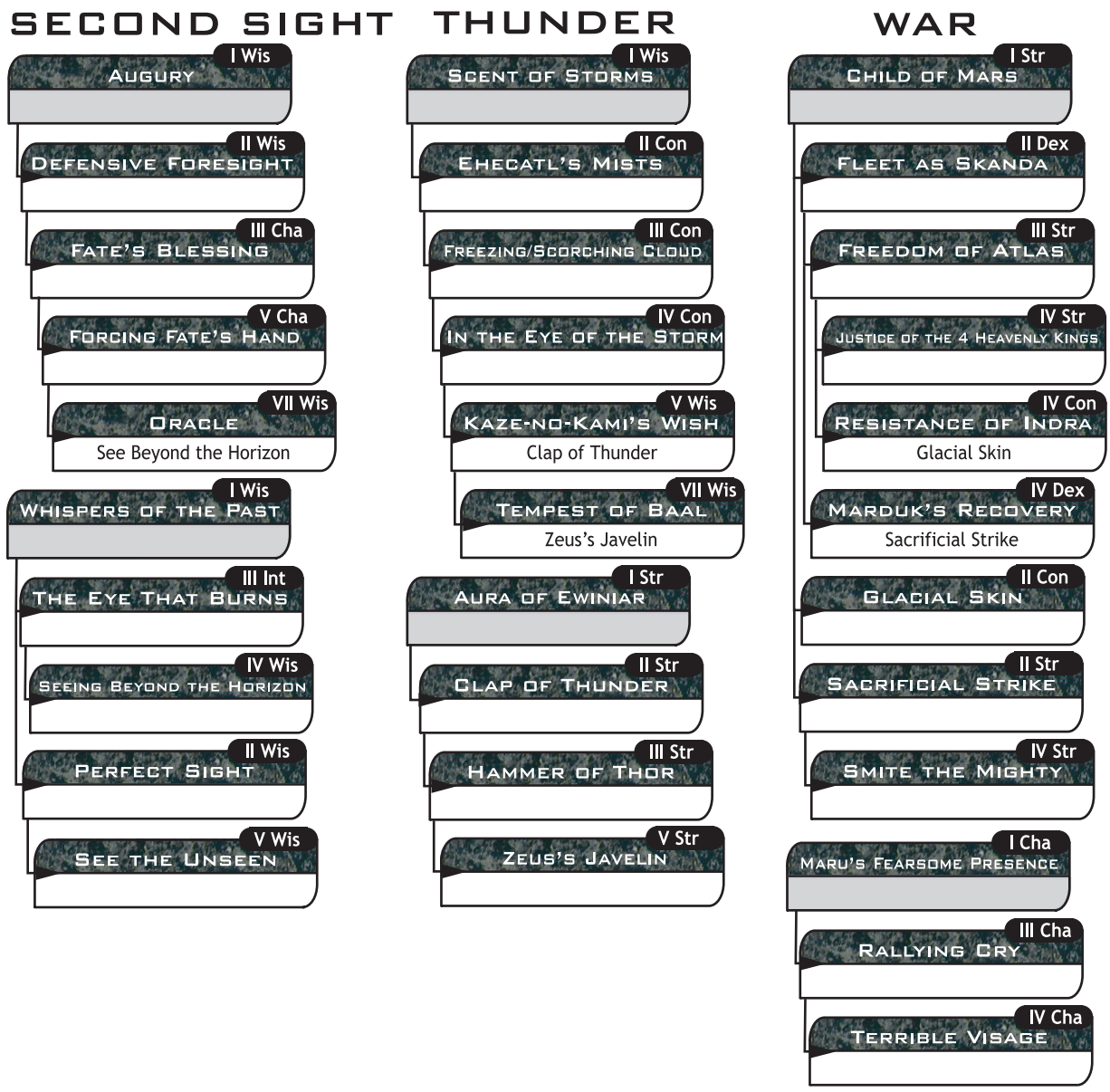
SEEING BEYOND THE HORIZON

Wisdom (full action)

You have the eyes of an eagle on the hunt.

Level: 4; **Prerequisites:** The Eye That Burns.

Storm Crow



Range: See text; **Duration:** 1 minute/potency (D).

You are able to move your senses to some other location. Distance is not a factor, but the location must be known - either a place familiar to you or an obvious place (such as behind a door or around a corner). Any birthright or magical enhancements to your senses remain in effect. You cannot, however, cast spells, manifest birthrights, or use line of sight abilities at the area you are viewing.

Primal Scream: You are able to share the vision you see with those who are touching you.

SEE THE UNSEEN

Wisdom (half action)

Level: 5; **Prerequisites:** Perfect Sight.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You gain the gift of second sight, allowing you to see magical auras (as the spell *detect magic*, replacing caster level with your potency), invisible creatures and objects, or creatures hidden by magic or birthrights. Your penetrating gaze also dispels all visual illusions for you alone. Your second sight extends up to a range of 60 feet.

However, your vision does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel non-magical concealment, including that caused by fog and the like, or help you see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. This ability cannot be combined with other spells, birthrights, and powers.

Primal Scream: You may impart this gift upon others. The range extends to touch and the target becomes one creature.

WHISPERS OF THE PAST

Wisdom (1 round)

You can see, hear and feel what has happened in the past around a particular object.

Level: 1; **Prerequisites:** None.

Range: Touch; **Target:** One object; **Duration:** Instantaneous; **Saving Throw:** None (object).

By handling an object for one full round, you may gain a brief visual "flash" of recent events surrounding it. Declare a one-hour time period you wish to witness, and a request for a particular event. How far you can see into the past depends upon your potency.

You receive a six-second visual replay of the most important event associated with your request that occurred within the item's "line of sight" during the specified time period. The GC determines the most important event during the specified time period, and any future uses of this birthright to see the same time period and associated event yield the same information. You may make Listen, Sense Motive, and Spot checks as if you were present for those 6 seconds, but not Search or Surveillance checks.

Potency	Distance into the Past
1	Events that occurred no longer than one day ago
2	Events that occurred no longer than one week ago
3	Events that occurred no longer than one month ago
4	Events that occurred no longer than one year ago
5	Events that occurred no longer than one decade ago
6	Events that occurred no longer than one hundred years ago
7	Events that occurred no longer than five hundred years ago
8	Events that occurred no longer than one thousand years ago
9	Events that occurred no longer than ten thousand years ago

Primal Scream: You are able to share the vision you see with those who are touching you. Those characters are also able to make Listen, Sense Motive, and Spot checks based on the vision.

SECOND SIGHT LEGENDARY TRANSFORMATIONS

The legendary transformations caused by second sight Legacy are strange and disturbing. Some titans loose the ability to differentiate the past, present and future. Other transformations may affect the titan's normal sight or create extra sensory organs.

Severe: You are now blind and suffer all the penalties associated with that condition.

Major: Fate seems to be unhappy with you. One per gaming session the GC chooses one attack roll, skill check, or saving throw. This roll fails no matter what you roll. The GC chooses the roll to be affected only after you make your roll. If you spent action dice, they are returned to you.

Minor: For two months Lady Luck frowns on you, imparting a -1 luck penalty to all your attack and damage rolls, skill checks, and saving throws.

THUNDER BIRTHRIGHTS

The raging power of storms and the angry winds are at the command of those who draw upon the Legacy of thunder. Icy winds, torrential monsoons, and lightning are the violent allies of the Storm Crows. By calling upon the anger suppressed deep within their blood, the Child of Storms can command and call into existence the raging anger of the skies.

AURA OF EWINIAR

Strength (free action) [Electricity]

A smell of ozone surrounds you just before you strike with the power of a thunderstorm.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 round/potency or until discharged; **Saving Throw**: Fortitude half (see text).

Add (potency)d4 electrical damage to your next successful unarmed attack.

Primal Scream: The duration extends to 1 minute/potency and you determine the attack or touch that discharges the effect, enabling you to touch a friend or even attack a lesser enemy without discharging the Aura of Ewiniar.

CLAP OF THUNDER

Strength (half action) [Sonic]

By clapping your hands together forcefully you create a loud clap of thunder that batters and deafens your foes.

Level: 2; **Prerequisites:** Aura of Ewiniar.

Range: Personal; Area: 30-ft. radius burst centered on you; **Duration:** Instantaneous; **Saving Throw**: Fortitude partial (see text).

Any creature within the area of effect is deafened for 1d8 rounds and takes 1d6 points of damage. A successful save negates the damage and reduces the deafness duration by half. Any exposed brittle or crystalline object, such as a window or a crystal vase, takes 1d6 points of damage per potency - bypassing the object's hardness completely. Creatures holding such objects take half that damage unless they make a successful Reflex save.

This birthright cannot penetrate zones of magical silence.

Primal Scream: On top of the effects described above, targets that fail a Fortitude save are also stunned for 1d4 rounds.

EHECATL'S MISTS

Constitution (full action) [Weather]

You create a dense fog that materializes out of the air around you.

Level: 2; **Prerequisites:** Scent of Storms.

Range: 40 ft.; **Area**: 40-ft. diameter spread centered on you; **Duration:** 1 minute/potency (D).

A fog spreads out to 40 ft., obscuring all sight beyond 5 feet. A creature 5 feet away has total concealment. High wind (40+ mph) can disperse the fog in 1 minute (10 rounds). Hurricane force winds (75+ mph) clear the mist in only half that time. You ignore all concealment caused by mists you create.

Primal Scream: The dense mist becomes a chocking fog, forcing all within to successfully make a Fortitude saving throw every round or take 1d4 points of damage the round the save was failed. Those who fail the save twice also become fatigued. You are immune to this damage.

FREEZING/SCORCHING CLOUD

Constitution (full action) [Cold or Fire]

A cloud of either freezing mist or scorching steam spews from your mouth.

Level: 3; **Prerequisites:** Ehecatl's Mists.

Range: 30 ft.; Area: 30-ft. diameter spread centered on you; **Duration:** 1 minute/potency (D); **Saving Throw:** Fortitude negates.

The cloud forces all within to immediately make a Fortitude save as though they have spent 10 minutes in searing heat or bitter cold. Every round they remain in the cloud they are forced to make another saving throw as though another 10 minutes had passed. You are immune to the effects of the cloud.

Primal Scream: As above, plus those caught within the cloud take (potency)d4 in damage each round.



HAMMER OF THOR

Strength (free action) [Electricity]

You charge a weapon with electricity, covering it in crackling energy.

Level: 3; **Prerequisites:** Clap of Thunder.

Range: Touch; **Target:** One object; **Duration:** 1 round/potency.

The weapon deals an additional +1d6 points of electrical damage each time you land a successful hit. A ranged weapon such as a gun, bow, or other projectile has its ammunition charged. If you drop the weapon or give it to another person, the effect ends immediately.

Primal Scream: In your hands the weapon creates a crash of thunder upon scoring a threat. The thunderclap does not harm you but deals an additional +1d8 points of sonic damage to the opponent in addition to the electrical damage. A ranged weapon such as a gun, bow, or sling has its ammunition enhanced with the thunderous energy.

IN THE EYE OF THE STORM

Constitution (full action) [Weather]

Bad weather bends around you, leaving you dry and comfortable.

Level: 4; **Prerequisites:** Freezing/Scorching Cloud.

Range: 10 ft.; Area: 10-ft. radius emanation centered on you; **Duration:** 1 hour (D); **Savving Throw**: None (harmless).

You negate the adverse effects of hot or cold temperatures. Natural rain, wind, and even the debris carried along with it veer around you, not coming within 10 feet of your body. Those within 10 feet of you are also under your protection. This 'eye' protects you from winds up to hurricane strength and everyone within it ignores the first 10 points of cold and electrical damage each round, regardless of whether the source of damage is natural or magical.

Primal Scream: No matter how strong the storm, the most you feel is a light breeze. Besides the normal benefits of the birthright, the eye completely protects you from ranged cold, electrical, and weather birthright and spells of up to 3rd level/level.

KAZE-NO-KAMI'S WISH

Wisdom (full action) [Weather]

Like the storm gods of old you can command the weather.

Level: 5; **Prerequisites:** Clap of Thunder, In the Eye of the Storm.

Range: personal; **Area**: (100-ft. + 50 ft./potency) diameter spread centered on you; **Duration:** 10 minute/potency; **Saving Throw:** Variable (see below).

The strain DC for each weather effect you can produce is listed separately. These changes to the local weather are abrupt and happen instantly once the full action is completed; fading away equally rapidly after the birthright's duration has expired. Once you have created a weather affect you must let it run its course; any changes you want to make to the limited weather conditions you have created must be accomplished through another manifestation of this birthright. You are not protected from this weather without the use of another birthright or effect.

This birthright overcomes any conflicting weather manipulation, creation, or control spell of level 4 or below. Conflicting uses of this birthright force the opponents to make opposed potency checks (d20 + potency). The titan with the higher result enforces his will upon the weather.

Artic/Desert Blast (DC 17): The area is filled with blasting wind. All creatures in the area must make a Reflex save per round or fall down. Due to the shear winds, all creatures in the area of effect have a -2 penalty to melee attacks and -4 to all ranged attacks (magical attacks are exempt from this penalty).

Clear Skies (DC 15): All inclement weather is temporarily banished.

Sleet Storm (DC 16): Driving sleet blocks all sight within it and causes the ground in the area to be icy, slowing safe movement to 5 ft steps. Any creature in sleet that attempts to move faster must succeed at a Reflex save or fall down instead and moves only half the normal distance even if the creature succeeds. The sleet extinguishes small fires and provides nine-tenths concealment (40% miss chance).

Thunderstorm (DC 17): You create a torrential downpour with crashes of thunder. Any creature caught within the area of effect is inflicted with a -2 penalty to all attack rolls, skill checks, and they loose their Dexterity bonus to Defense (becoming flat-footed). The rain also obscures vision (but not magically enhanced vision) providing those with one-half concealment (20% miss chance).

Primal Scream: As above, except the duration is doubled, and up to once per minute, as a full action, you may change the weather to another condition.

SCENT OF STORMS

Wisdom (1 minute) [Weather]

You can sense the changes of weather and can predict the coming of storms, rain, and clear weather.

Level: 1; **Prerequisites:** None.

Range: 20 miles; **Area**: circular area 20 miles in diameter, centered on you; **Duration:** 1 day (24 hours).

The weather knowledge you gain is only for the next 24 hours but is completely accurate as long as no magic or birthright changes it. If the weather is altered within this area, your are immediately aware that a change is taking place, but can no longer predict the results.

Primal Scream: The weather knowledge you gain extends to a week in the future.

TEMPEST OF BAAL

Wisdom (1 minute) [Weather]

Level: 7; **Prerequisites:** Kaze-no-Kami's Wish, Zeus's Javelin.

Range: personal; **Area**: (100-ft. + 50 ft./potency) diameter spread centered on you; **Duration:** 1 round/potency; **Saving Throw:** Variable (see below).

Baal's Tempest is similar to *kaze-no-kami's wish* but far more powerful. You are able to abruptly change the local weather to extremes rarely seen in nature. Such massive alterations to the local weather are very tiring. Any strain check that fails causes you to gain strain points as though you had rolled and error.

This birthright overcomes any conflicting weather manipulation, creation, or control spell of level 5 or below and any effect from *kaze-no-kami's wish.* Conflicting uses of this birthright force the opponents to make opposed potency checks (d20 + base potency). The titan with the higher result enforces his will upon the weather.

Hailstorm (DC 19): Massive stones of ice fall from the sky, dealing 3d6 standard and 2d6 cold damage to creatures caught within the storm.

Tornado (DC 19): A single whirling vortex materializes under your command. This extremely destructive whirlwind has a face of 20-ft. by 20-ft. Creatures caught within the tornado or come into contact with it take 2d6 points of damage and must make a Reflex save or fall down or if Small size or smaller be taken aloft. Unfortunate victims sucked up by the tornado take 1d6 points of damage per turn and may make a Reflex save to extract themselves, at which time they take 1d6 points of falling damage.

Typhoon (DC 22): A hurricane descends upon the area. The effects of a thunderstorm (described above in *kaze-no-kami's wish*) are coupled with the raging power of a tornado but affect all within the area of effect. You may also make one attack per round as though you had manifested *Zeus's Javelin* for the duration of the typhoon.

Primal Scream: The area of effect is shapeable, allowing you to affect only those characters you wish.

ZEUS'S JAVELIN

Strength (full action) [Electricity]

You wield the weapon of the gods of storm, the deadly bolt of lightning.

Level: 5; **Prerequisites:** Hammer of Thor.

Range: Medium (100 ft. + 10 ft./potency); **Target:** One creature; **Duration:** Instantaneous; **Saving Throw**: Fortitude half.

A bolt of lightning either drops from the sky, shoots from your hand, or forms so that you can hurl it like a javelin. Resolve the attack exactly as if you had thrown a javelin, but ignore all armor and natural armor bonuses to the target's Defense. Any bonuses you have which apply to attacks with a javelin may be applied to this attack. A successful attack inflicts (3d6 + 1d6/potency) points of electrical damage.

Primal Scream: As above, but your target no longer receives a Fortitude save to lessen the damage of your lightning attack.

THUNDER LEGENDARY TRANSFORMATIONS

The mercurial nature of weather, its rages as well as its serenity mark those who progress down the road of thunder. But those most touched by this Legacy exhibit physicals signs of inclement weather, abnormally cold, hot, or wet skin is only the beginning of the transformation process.

Severe: All armor you wear or natural armor you have takes on a cloud-like appearance. You gain only one half of the normal bonus from armor or natural armor bonuses to Defense (round up).

Major: For two months your attacks become like mist. Every time you make a successful unarmed or melee attack you must make a percentile roll. If you roll less than 20%, your attack misses.

Minor: Some people find rainy days depressing and storms frightening. Your moods are directly tied to the weather. When it rains you are sad, when it thunders you are angry, and when it is sunny you are happy. You can overcome this intimate connection to the weather for a time (a single day) by making a Will saving throw (DC 15 + base potency). You may only make this saving throw once per day.

WAR BIRTHRIGHTS

War sings in the veins of the Storm Crows. They fly before armies like the ravens of Morrigan, crying the clarion call of battle. Conflict comes naturally to those who are children of the tempest. In time, they become the perfected warrior, undaunted by fear or death.

CHILD OF MARS

Strength (half action)

Your blows crack like thunder!

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

Your Strength modifier is doubled when inflicting melee or unarmed damage. This is a legacy bonus.

Primal Scream: Your Strength modifier is tripled when inflicting melee or unarmed damage.

FLEET AS SKANDA

Dexterity (free action)

The spirit of war guides your actions allowing you to act more quickly.

Level: 2; **Prerequisites:** Child of Mars.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

At the beginning of each round, your initiative total is increased by one half your potency (round up). This bonus may exceed the +/- 10 per round limit for initiative changes.

Primal Scream: Your initiative is one higher than the combatant with the highest initiative. If two or more characters have this effect, the character with the highest Dexterity modifier goes first.

FREEDOM OF ATLAS

Strength (free action) [Earth]

You can move more freely in any armor you wear.

Level: 3; **Prerequisites:** Fleet as Skanda.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency.

The armor penalty for any armor you are wearing is reduced by one half your potency (round up), minimum 0.

Primal Scream: The duration decreases to 10 minutes/potency but you also add one half your class-based Defense bonus (round down) to you Defense even while wearing armor.

GLACIAL SKIN

Constitution (half action) [Cold]

As master warriors, Storm Crows are able to survive attacks that would have killed others.

Level: 2; **Prerequisites:** Child of Mars.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

A thin coat of frost appears on your skin. The threat range of all attacks targeting you is reduced by 1. Repeated manifestations do not stack.

Primal Scream: The range of the birthright extends to Touch, allowing you to bestow the effects of the birthright to others.

JUSTICE OF THE FOUR HEAVENLY KINGS

Strength (half action) [Acid]

Small cracks and imperfections appear momentarily on the armor or hide of your foe.

Level: 4; **Prerequisites:** Freedom of Atlas.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 round/potency; **Saving Throw:** Fortitude negates.

The target's natural armor or armor bonus to Defense is reduced by one half your potency (rounded up). These bonuses return to normal after the birthright's duration has elapsed.

Primal Scream: For your potency in rounds, the target gains no bonus to Defense from any natural or equipment armor bonuses.

MARDUK'S RECOVERY

Dexterity (free action)

Your connection to conflict allows you to recover from failed attacks, turning failure into success.

Level: 4; **Prerequisites:** Fleet as Skanda, Sacrificial Strike.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

When you fail to hit an opponent with an attack, you may re-roll your attack. All modifiers that affected the first attack roll affect the re-roll. You may only manifest this birthright once per round.

Primal Scream: You gain a +3 legacy bonus to your re-roll.

MARU'S FEARSOME PRESENCE

Charisma (half action) [Fear]

Intimidation is a warrior's weapon just as surely as a rifle or knife.

Level: 1; **Prerequisites:** None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 hour; **Saving Throw:** Will negates.

You gain a legacy bonus to all Strength-based Intimidate checks equal to your potency. You do not suffer any penalties to your Intimidate checks for being smaller than your target. Further, you gain a +4 size bonus to your intimidate check for each size category you are larger than the target.

Primal Scream: You may, at will, appear as an overpowering elemental entity, not fully human. In addition to the benefits described above, you are treated as one size category larger than you truly are for Intimidate skill checks. Finally, you may make intimidate checks against targets immune to fear as if they did not have that ability.

RALLYING CRY

Charisma (full action)

Good commanders not only drive fear into the hearts of their enemies, they also bolster the morale of their allies.

Level: 3; **Prerequisites:** Maru's Fearsome Presence.

Range: Close (25 ft. + 5 ft./potency); **Target:** All allies within range; **Duration:** 1 round/potency; **Saving Throw:** Will negates (harmless).

You unleash a tremendous war cry. All of your allies within range gain a morale bonus equal to one half your potency (rounded up) to all attack rolls, damage rolls, and saving throws.

Primal Scream: The duration increases to 1 minute and the morale bonus is equal to your potency.

RESISTANCE OF INDRA

Constitution (free action) [Earth]

Weapons fail to cause you mortal wounds.

Level: 4; **Prerequisites:** Freedom of Atlas, Glacial Skin.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

When an opponent rolls a threat on an attack against you, you may increase the number of action dice required to activate the critical by 2. You may not use this birthright while flat-footed.

Primal Scream: You completely prevent the critical from being converted to a critical hit. You must use this ability before the opponent decides to convert the threat to a critical hit.

SACRIFICIAL STRIKE

Strength (free action)

By opening yourself up to attack you greatly increase your martial aptitude.

Level: 2; **Prerequisites:** Child of Mars.

Range: Personal; **Target:** You; **Duration:** One round.

On your action, before making your attack roll(s) for the round, you may choose to reduce your Defense by up to your potency to gain a legacy bonus to all of your melee or unarmed attack rolls this round equal to the amount you reduced your Defense. This penalty to your Defense applies until your first action the following round.

Primal Scream: You gain a legacy bonus to all of your melee or unarmed attack rolls this round equal to twice the amount you reduced your Defense.

SMITE THE MIGHTY

Strength (full action)

Only the greatest foes are worthy of your fiercest violence!

Level: 4; **Prerequisites:** Sacrificial Strike.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

Your threat range for all attacks against special characters is increased by one third of your potency (round up).

Primal Scream: As above, but your threat range is increased against all characters.

TERRIBLE VISAGE

Charisma (half action) [Fear]

While on the battlefield, you resemble an avatar of devastation. Your terrible countenance makes you seem taller, fiercer, and more dangerous.

Level: 5; **Prerequisites:** Rallying Cry.

Range: Close (25 ft. + 5 ft./potency); **Area**: Cone; **Duration:** 1 minute (D); **Saving Throw**: Will negates.

Enemies within the area of effect must make a Will save or suffer a morale penalty on attack rolls, Defense, skill checks, and saving throws equal to your potency until this birthright ends. Once per round on your initiative count, you declare the direction of the cone as a free action.

Primal Scream: The area affected by this birthright becomes an emanation centered on you.

WAR LEGENDARY TRANSFORMATIONS

War is bloody, violent, and terrible and so are many of the transformations caused by this Legacy. While war birthrights may increase your ability to take or deal damage they also hinder your ability to deal peacefully with others. The fabled rages of storm gods and mighty heroes stem from such changes.

Severe: War is painful and bloody. You have one wound that can't be healed, even with magic. This permanent wound causes you to always be down 8 vitality points.

Major: Whenever you are threatened verbally or physically you must make a Will saving throw (DC 15 + potency) or immediately challenge the one who threatened you, even if you are at a disadvantage. You can't back down and if your challenge isn't met, you take out your anger on the surrounding environment. The fury passes once you have either beaten your foe (or were beaten) or destroyed everything near you that you could get your hands on.

Minor: You become overly enthusiastic in battle and for 4 months have a -2 penalty to Defense. This penalty does not apply while you are taking the charge action.

VOID PHOENIX LEGACIES

Their powers of creation and destruction make the Void Phoenixes both revered and reviled by their allies. While they are certainly very useful when it comes time to boost the skills or abilities of their friends, their destructive powers are often horrifying to behold. It is this dualistic nature that causes many titans to view the phoenixes as creatures only a short step away from the Daemonhost.

ASHES BIRTHRIGHTS

The birthrights of this Legacy unleash the power of entropy to destroy by disintegrating the bonds that hold matter together. Though they affect physical objects and creatures, they are also able to disrupt thoughts and minds. At its most powerful, this entropy can reduce a target to its constituent particles and waves, leaving nothing of its original form behind. All effects in this Legacy's birthrights are distinctly unnatural and horrific in appearance, the result of the direct application of chaos to the mind and body and the results are never pretty.

CORROSION

Intelligence (half action) [Acid]

This is the most basic of Ash birthrights, allowing you to destroy a small portion of a creature or object.

Level: 1; **Prerequisites:** None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates.

You use this power to bring the power of entropy to bear on a single creature or object of a size no greater than large (for creatures) or 500 pounds in weight (for objects). If the target fails its save, entropy immediately gnaws away at it, reducing matter to particles and energy to aimless waves. This causes (1d4 + your potency) acid damage to creatures or objects. This damage ignores the object's hardness. Note that objects held or worn get a saving throw equal to that of the creature holding or wearing the object.

Primal Scream: The damage inflicted by this power is increased to (1d10 + your potency) to objects and creatures.

DECAY OF THE WILL

Wisdom (half action) [Mind-affecting]

You apply the corrosive effects of primal chaos to a creature's will, reducing its ability to resist further assaults.

Level: 1; **Prerequisite**: None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 hour; **Saving Throw:** Will negates.

Targets who fail their Will save immediately suffer a -1d4 legacy penalty to all Will saves for a period of one hour.

Primal Scream: The DC for the Will save to resist this birthright is increased by 3.

ENTROPIC BURDEN

Intelligence (free action) [Chaos]

You cause a single machine or electrical device to fall prey to the powers of entropy.

Level: 2; **Prerequisites:** Corrosion.

Range: Close (25 ft. + 5 ft./potency); **Target:** One machine or electrical device; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates.



The target machine or device is rendered useless. This ability may only be used on machines weighing less than 2,000 pounds, allowing it to affect any machine up to the size of a small car.

When a machine stops functioning, it simply will not work. It cannot be selectively broken (such as making a phone receive only incoming calls), but stops functioning entirely at the moment this birthright is manifested. To repair a broken object requires a successful Electronics or Mechanics check (DC 10 + potency) and the device can't be jury-rigged.

Primal Scream: The DC to of repairing the object is increased by +5 and machines up to 5,000 pounds may be affected.

MENTAL SCHISM

Intelligence (half action) [Mind-affecting]

By injecting raw chaos into an enemy's mind, you confuse and disorient them, leaving them unable to act.

Level: 2; **Prerequisite**: Decay of the Will.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 round/potency; **Saving Throw:** Will negates (see below).

Targets are staggered for one round. At the beginning of each round thereafter, the target must make another Will save to avoid being staggered that round.

Primal Scream: You may affect a number of additional targets equal to your Charisma modifier.

MIND ROT

Wisdom (half action) [Mind-affecting]

You may erode your target's skills.

Level: 3; **Prerequisite**: Mental Schism.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

You may target any skill you have observed the target using. The target suffers a -(1d4 + potency) legacy penalty to all checks made with the chosen skill.

Primal Scream: In addition to the above, the target's error range with the skill is increased by your potency.

NULL SET

Intelligence (1 minute, see text) [Language-Dependant]

You may temporarily negate the benefits of an opponent's experience.

Level: 5; **Prerequisites:** Mind Rot.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Will negates.

You must engage the target in conversation for at least one minute before touching them (which may require a touch attack). Once you have spoken with the target, the touch may take place any time in the next hour. The target then suffers one level of level drain (to a minimum of 1).

Primal Scream: As above, except the target suffers two levels of level drain (to a minimum of 1).

PRIMAL REDACTION

Wisdom (half action) [Acid, Chaos]

By directing the corrosive power of chaos onto your opponent, it is possible to completely eradicate their existence.

Level: 7; **Prerequisite**: Null Set, Warp Release.

Range: Close (25 ft. + 5 ft./potency); **Target:** One creature; **Duration:** Special (see below); **Saving Throw:** Will negates.

When the birthright is activated, the target must immediately make a Fortitude save (DC 10 + potency) if he failed the Will save. If this Fortitude save is unsuccessful, the target immediately suffers 6d6 acid damage. You may then decide whether to continue the effect.

At the beginning of every round thereafter, you must make another strain check as an opposed check against the target's Fortitude saving throw. If you win the contest, the target suffers 4d6 acid damage. If the target wins the contest, however, you immediately suffer 1d4 points of temporary Wisdom damage. On either result, you may continue to manifest this ability. During this series of contested checks, neither you nor your target may take any other action.

If the target is ever reduced to 0 wounds as a result of the damage caused by primal redaction, they are immediately and irrevocably destroyed, their body reduced to a roiling cloud of particles that quickly dissipate and are lost forever (leaving no evidence of their existence). The target's soul is destroyed and they may not be restored to life by any means. If you are reduced to 0 Wisdom as a result of damage caused by this birthright, you fall unconscious.

If you destroy the target with this birthright you must immediately make a transformation check.

Primal Scream: When this version of the birthright is activated, you receive a +2 bonus to all of your strain checks made as a result of this birthright.

VOID INFECTION

Constitution (half action) [Chaos]

You send an uncontrolled thread of the void into a single opponent which quickly erodes their health as it randomly rearranges or destroys bits and pieces of their body. This deadly birthright is not without its dangers, and only the toughest or most highly skilled Phoenixes have the ability to use it for long.

Level: 4; **Prerequisites:** Entropic Burden.

Range: Close (25 ft. + 5 ft./potency); **Target:** One living creature; **Duration:** See below; **Saving Throw:** Fortitude negates.

If the target fails their Fortitude save, they are infected and immediately suffer 1 point of temporary Constitution damage. You may, if you so desire, immediately stop the birthright at that point and will suffer no damage. If you choose to continue inflicting damage on your target, however, you open yourself to injury.

For every round after the first that this birthright is maintained, it causes an additional 1 point of temporary Constitution damage to the target. However, it also causes 5 points of damage to you. This damage is not reduced by any form of damage reduction but can be reduced by making a Fortitude save (DC 18). If this saving throw is successful you take half damage (round up).

Maintaining this power requires a full action each round it is maintained.

Primal Scream: You cause half your potency in temporary Constitution damage to your target but suffer 7 points of damage each round after the first round (Fort Save, DC 18, for half damage).

WARP RELEASE

Constitution (full action) [Acid]

You unleash the primal forces of chaos when you manifest this birthright, sweeping through the area of effect with destructive results.

Level: 6; **Prerequisite**: Void Infection.

Range: Close (25 ft. + 5 ft./potency); **Area**: 30 ft. emanation; **Duration:** 1 round/potency; **Saving Throw:** Fortitude partial.

Any creature, mechanical object, or electrical device caught in the area of effect must immediately make a Fortitude saving throw. Those who make their save suffer only 2d6 acid damage every round in which they are in the area of effect (ignoring normal DR and hardness). Regardless of how long an individual stays in the area of effect, only one saving throw is required. Those who fail suffer 3d6 acid damage each round (ignoring normal DR and hardness) and are stunned. Stunned targets are allowed a Will saving throw at the beginning of each round thereafter in order to remove the stunned condition for that round. If the target fails the Will save, they are stunned for that round.

Unattended mechanical objects or electrical devices are treated as though they failed their saving throws.

Primal Scream: As above, except all d6s are replaced with d8s, and targets are staggered for 1d4 rounds (no save), even if they leave the affected area.

WAVE OF CHAOS

Intelligence (half action) [Acid, Chaos]

You release a burst of corroding chaos that explodes with destructive results.

Level: 7; **Prerequisite**: Warp Release.

Range: Personal; **Area**: 40-foot radius burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude half.

Destructive chaos energy bursts from you causing all within the area of effect except yourself to take 10d6 acid damage.

Primal Scream: The area of the burst increases to a 60-foot radius.

ASHES LEGENDARY TRANSFORMATIONS

Chaos easily turns on those who call upon its power. Legendary transformations caused by the use of ashes birthrights most often cause physical degradations in the titan. A few, more dangerous transformations corrode the mind of the unfortunate inheritor.

Severe: Chaos corrodes your mind and your Wisdom suffers 2 points of permanent ability damage. This damage is recovered at the rate of 1 point per day if this transformation is purged.

Major: For two months the chaotic forces you control turn on you and twist your hands into claws. You suffer a -2 penalty to all skill checks that require the use of your hands and you are unable to use firearms.

Minor: For two weeks all damage dice you roll are a die type lower than normal (d6s becoming d4s, etc.).

GENESIS FIRE BIRTHRIGHTS

Just as the power of chaos can be used to destroy, it also contains vibrant creative energies. Void Phoenixes deal in the fundamental substance of the universe, undifferentiated before the

time of creation. When properly controlled, this creative fuel can enhance existing objects and individuals or even create entirely new objects - or beings.

AUGMENTING PULSE

Strength (half action) [Void]

Your touch charges a creature or object with a tiny fragment of the originating essence, greatly improving its function.

Level: 1; **Prerequisite**: None.

Range: Touch; **Target:** One creature or object; **Duration:** 1 minute/potency; **Saving Throw:** Will negates (harmless).

You send a jolt of fundamental essence through the target, improving its physical properties or functioning. In living organisms, this results in either greater physical power or resistance to damage, while objects become more resilient, sharper, or otherwise more effective. If used on a living creature, the creature gains a +1 bonus to Strength, Dexterity, or Constitution for the duration of the birthright. If used on a weapon, the weapon gains a +1 enhancement bonus, and all other physical objects receive a +1 bonus to any gear bonus it provides. All targets gain an additional 5 wound points.

Primal Scream: Double the bonuses granted by this birthright.

CHANCE WISDOM

Wisdom (1 minute) [Void]

Chaos can reveal as well as conceal. By infusing thoughts with threads of void, it is possible to discover much seemingly by chance.

Level: 1; **Prerequisite**: None.

Range: Touch; **Target:** One person; **Duration:** 1 minute/potency; **Saving Throw:** Will negates (harmless).

The target receives a +4 legacy bonus to any inspiration, education, or Intelligence-based skill checks made.

Primal Scream: The bonus also increases to +5, and also applies to all Wisdom-based skill check.

ELEMENTAL FUEL

Wisdom (half action) [Void]

You summon exotic matter to provide needed energy for weapons, machines, or creatures.

Level: 2; **Prerequisite**: Augmenting Pulse.

Range: Touch; **Target:** One creature or Object; **Duration:** Variable (see below).

If used on a vehicle it provides enough fuel to operate the vehicle for 1 hour/potency. If used on a weapon, the weapon needs no ammunition or power for 1 minute/potency, no matter how many shots or discharges are fired from the weapon in question. When used on a creature, the target gains DR 1/- and heals one point of damage per round for 1 round/potency.

Primal Scream: This range extends to a 20-foot radius and affects all within, so long as they remain within this radius.

ECHO OF THE MIND

Intelligence (half action) [Mind-affecting, Void]

You use the currents of the void to create a second mind that reverberates with the thoughts and skills of the target.

Level: 2; **Prerequisite**: Chance Wisdom.

Range: Touch; **Area**: Target; **Duration:** 1 round/potency; **Saving Throw:** Will negates (harmless).

The target gains an additional full action each round. This action can only be used to use a specific skill, chosen by the target at the time this birthright is manifested. This action must be one that can be used in a single round and must not require the target to move.

On the first additional action taken, the target makes his additional skill check as normal. For each additional round, he suffers a cumulative -1 penalty to these skill checks. If this penalty is ever equal to the current ranks the target possesses in the skill, the birthright ends immediately.

Primal Scream: The target gains a +4 legacy bonus to the skill checks.

FLOWERING OF THE MIND

Wisdom (half action) [Mind-affecting, Void]

Level: 3; **Prerequisite**: Echo of the Mind.

Range: Touch; **Area**: One creature; **Duration:** 1 minute/potency; **Saving Throw:** Will negates (harmless).

The target gains an insight bonus equal to your potency to any use of a single skill selected by you, and is considered trained with that skill. You may change the skill to which the bonus is applied as a free action at the beginning of each round.

Primal Scream: The insight bonus is doubled.

FUNDAMENTAL INFUSION

Wisdom (half action) [Void]

You can pour the substance of the firmament into a living being to grant them power.

Level: 4; **Prerequisite**: Elemental Fuel.

Range: Touch; **Target:** One creature; **Duration:** 1 round/potency; **Saving Throw:** Fortitude negates (harmless).

While this birthright is in effect, the target's speed increases 15 ft./round and gains +3 legacy bonus to both Strength and Constitution.

Primal Scream: As above, except the duration is doubled.

GENESIS BURST

Wisdom (half action) [Void]

By tapping into the cosmic egg of creation you create a zone that enhances the capabilities of your allies.

Level: 6; **Prerequisite**: Flowering of the Mind, Fundamental Infusion.

Range: Personal; **Area**: 30 ft emanation; **Duration:** 1 round/potency; **Saving Throw:** None (harmless).

You create a field of positive chaos energy that provides bonuses to all living creatures. Any creature within the area of effect receives the following benefits at the beginning of each round:

- 1d6 points of damage are healed per round.
- +5 legacy bonus to all saving throws against Poisons, Diseases, or spells.
- +2 legacy bonus to all attack and damage rolls.

Primal Scream: The radius of the effect increases to 50 ft and becomes shapeable, allowing you to exclude creatures if you choose.

INCARNATION OF CHAOS

Intelligence (half action) [Void]

You create an intelligent construct from fundamental forces.

Level: 7; **Prerequisite**: Genesis Burst, Veil of Firmament.

Range: Close (25 ft. + 5 ft./potency); **Target:** One construct; **Duration:** 10 minute/potency.

You create an "Incarnation of Chaos". This construct is treated as a special NPC with 15 Strength, Dexterity, and Constitution, and 10 Wisdom, Intelligence, and Charisma. It possesses one half the skill ranks of its creator, and is treated as a soldier with agent level equal to your agent level for purposes of vitality dice, attack bonus, Defense bonus, and saving throws. The incarnation does not gain class abilities or bonus feats, however. The incarnation has the construct and chaos type.

The chaos construct can attack and defend itself, use tools provided to it, and operates as an intelligent creature for the duration of the spell. It is fanatically loyal to you and will do nothing to harm or hinder you or your allies in any way.

The creation's unarmed attacks inflict 2d6+4 points of standard damage and have a threat range of 19-20.

Primal Scream: The chaos construct gains any three feats of your choice which you posses for which it meets the prerequisites. It also gains damage reduction 5/-.

VEIL OF FIRMAMENT

Constitution (full action) [Darkness, Void]

The space around you is filled with constantly coalescing and evaporating dark matter.

Level: 4; **Prerequisite**: Elemental Fuel.

Range: Personal; **Area**: 5 ft. emanation; **Duration:** 1 minute/potency; **Saving Throw:** None (harmless).

You and everyone adjacent to you gain one-quarter cover from the pellets of dark matter that swirl around you. This cover stacks with any other cover, increasing the other cover by one

Void Phoenix

ASHES

- I Int — Corrosion
- II Int — Entropic Burden
- IV Con — Void Infection
- VI Con — Warp Release
- VII Int — Wave of Chaos
- I Wis — Decay of the Will
- II Int — Mental Schism
- III Wis — Mind Rot
- V Int — Null Set
- VII Wis — Primal Redaction (Warp Release)

GENESIS FIRE

- I Str — Augmenting Pulse
- II Wis — Elemental Fuel
- IV Wis — Fundamental Infusion
- VI Int — Well of Chaos
- IV Con — Veil of Firmament
- V Con — Wall of Firmament
- I Wis — Chance Wisdom
- II Int — Echo of the Mind
- III Wis — Flowering of the Mind
- VI Wis — Genesis Burst (Fundamental Infusion)
- VII Int — Incarnation of Chaos (Veil of Firmament)

RENEWAL

- I Con — Arise from Ashes
- II Str — Provenance of the Egg
- IV Str — Tiamat Ascendant
- I Str — Arise from Flame
- II Wis — Balance of the Senses
- III Cha — Harmony of the Spirit
- VI Wis — Osiris's Oath (Provenance of the Egg)
- VIII Con — The Promise Eternal (Dawn and Dusk)
- II Int — Dawn and Dusk (Arise from Ashes)
- IV Wis — Karmic Wheel
- V Wis — Yin/Yang

step. Further, you gain 2/- DR against all ranged attacks as droplets intercept attacks directed at you.

Primal Scream: The radius of the area of emanation is increased to 15 ft., rather than the standard 5 ft.

WALL OF FIRMAMENT

Constitution (half action) [Darkness, Void]

You gather chaotic energy in the area and create a plane of metal-like material the color of a starry sky.

Level: 5; **Prerequisite**: Veil of Firmament.

Range: Close (25 ft. + 5 ft./potency); **Effect:** Anchored plane of metal, up to one 5-ft. square + 1 ft./potency; **Duration:** 1 minute/potency (D); **Saving Throw:** None (harmless).

Anywhere within the area of effect you create a 1 inch thick/potency wall that is in contact with the ground. This wall cannot form in an area occupied by physical objects or creatures. Its surface is smooth and unbroken when created. The metal has a hardness of 12 and 8 wound points per inch of thickness. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 12 + potency. The wall disappears after the duration expires.

Primal Scream: Your wall has a hardness of 20 and 15 wound points per inch of thickness. The Strength check to break through increases to 20 + potency.

WELL OF CHAOS

Intelligence (half action) [Chaos]

Your can manipulate chaos to create a field of turbulence in the Ethereal that interferes with spells.

Level: 6; **Prerequisite**: Fundamental Infusion.

Range: Close (25 ft. + 5 ft./potency); **Area**: 10-ft.-radius spherical emanation; **Duration:** 1 minute/potency.

Within the area of effect all currently operating spells of level 4 or less are suppressed, and spells of level 4 or less cannot be cast for the duration of this birthright.

Primal Scream: The sphere grows to 15-foot radius.

GENESIS FIRE LEGENDARY TRANSFORMATIONS

Instead of corroding as the ashes legendary transformations do, genesis fire transformations cause unexpected growths and uncontrolled expressions of chaos.

Severe: The chaos causes growths within your brain and you suffer -3 penalty to all skill checks.

Major: You bloat with fluid for two months, loosing your Dexterity bonus to your Defense. You also do not add your Dexterity modifier to any skill checks.

Minor: The balance inherent within the powers of the void cause you to take 1 point of damage any time you cause physical harm to another.

RENEWAL BIRTHRIGHTS

These powers embody the Void Phoenix's mastery of opposites, matching each challenge with its nemesis, drawing upon the circle of creation and destruction, manipulating all cycles to repair and recreate life itself, or to change fate in startling ways. At the height of her powers, the Void Phoenix may even cheat death, reborn from her own destruction...

ARISE FROM ASHES

Constitution (free action) [Void]

You can rise even after taking a mortal wound.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

You may only manifest this birthright when you have negative wounds, and may do so even if unconscious. You are immediately restored to a number of wounds equal to the number of Ashes birthrights you possess, not to exceed your Constitution score (minimum of 0 and stable).

Primal Scream: As above, except the range becomes 'touch', and the target becomes 'one living creature'.

ARISE FROM FLAME

Strength (half action) [Chaos]

You are able to counter any energy with its opposite.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

Choose one type of energy. You gain DR equal to (2 + the number of Genesis Fire birthrights you possess) against that type of energy.

Primal Scream: As above, except the range becomes 'touch', and the target becomes 'one living creature'.

BALANCE OF THE SENSES

Wisdom (full action)

With but a touch you can bring a person's body back to into homeostasis.

Level: 2; **Prerequisites:** Arise from Flame.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Fort negates (harmless).

The target immediately recovers from any temporary blindness, temporary deafness, nausea, paralysis, or staggered conditions.

Primal Scream: As above, plus the target gains a +2 bonus to threat range on all Appraise, Listen, Search, and Spot checks for 1 minute/potency.

DAWN AND DUSK

Intelligence (full action) [Darkness or Light]

You may oppose the very cycle of day and night.

Level: 2; **Prerequisites:** Arise from Ashes, Arise from Flame.

Range: Personal; **Range:** 30 ft. emanation; **Duration:** 1 minute/potency.

If it is daytime, this birthright generates magical darkness (30 ft radius). If manifested at night, this birthright generates magic light (30 ft. radius).

Primal Scream: The range increases to “50 ft. emanation”.

HARMONY OF THE SPIRIT

Charisma (1 minute) [Void]

You connect an arcane Craft-user more closely to the Ethereal on a fundamental level.

Level: 3; **Prerequisites:** Balance of the Senses.

Range: Touch; **Target:** One creature; **Duration:** 1 round/potency; **Saving Throw:** Will negates (harmless).

The target's caster level (if any) is increased by 1.

Primal Scream: As above, plus The target recovers ethereal points equal to one half your potency (round down), not to exceed their normal maximum ethereal points. A single target may only benefit from this birthright once per session.

KARMIC WHEEL

Wisdom (full action) [Chaos]

Your understanding of the cycles of life, death, and rebirth allow you to alter the karma of a single person.

Level: 4; **Prerequisites:** Dawn and Dusk.

Range: Touch; **Target:** One creature; **Duration:** Instantaneous (see text); **Saving Throw:** Will negates.

You replace the target's current background(s) with a randomly selected background of equal value. If the background is unresolved at the end of the current serial, it returns to its original type.

Primal Scream: You choose the replacing background and the change in backgrounds is permanent. Immediately make a renewal transformation check. If you suffer a transformation, purging that transformation also restores the target's original backgrounds.

OSIRIS'S OATH

Wisdom (1 minute)

You are able to force destiny's drama to provide the appropriate players.

Level: 6; **Prerequisites:** Harmony of the Spirit, Provenance of the Egg.

Range: Touch; **Target:** One deceased titan; **Duration:** Instantaneous.

This birthright attracts a titan extremely similar to the targeted deceased titan. The new titan has class and agent levels identical to the fallen titan, the same macro-species Lineage, the same skill ranks, and the same ability scores as the target titan. The new titan may have a different set of birthrights and different backgrounds (chosen by the previous titan's player). The new titan desires to fulfill the same objectives as the deceased and arrives at the Void Phoenix's location within one day of the birthright being manifested. The previous titan's player takes control of the new titan, essentially replacing the old character.

If the original titan is restored to life by any means, any experience points gained by the new titan are also awarded to the previous and the player resumes control of his original character. The new titan comes under the GC's control, and may remain an ally of the PCs at the GC's discretion.

Primal Scream: As above, plus the new titan gains a +2 morale bonus to all attack rolls and saving throws for 1 day/potency upon arrival.

THE PROMISE ETERNAL

Constitution (free action)

"I will always come back."

Level: 8; **Prerequisites:** Dawn and Dusk, Osiris's Oath.

Range: Personal; **Target:** You; **Duration:** Instantaneous.

As long as you are not prevented from being resurrected by the destruction of your soul, you may use this birthright any time within 3 days of your death. You are restored to life with full wounds and vitality, suffering one level of permanent level drain. If your body has been interred, scattered, or completely destroyed, you appear at your home or any site of extreme personal importance to you. You must immediately make a renewal transformation check with a -10 penalty. You may only attempt to manifest this birthright once per death. You may not use action dice to augment your attempt.

Primal Scream: As above, except you suffer no level drain. You immediately lose one half of your remaining legacy points (round down).

PROVENANCE OF THE EGG

Strength (1 minute) [Void]

A creature from the cosmic egg arrives to aid you.

Level: 2; **Prerequisites:** Arise from Ashes.

Range: Personal; **Target:** one familiar; **Duration:** 1 hour/potency.

You create in your hands a small, egg-shaped object, which shatters to reveal a tiny or smaller animal of your choice. This animal function identically to a familiar of its type (see Core Rulebook I, chapter 2), gaining all benefits as if your spell caster class level was equal to twice your potency. You receive the usual benefits from possessing such a familiar for the duration of this birthright. The familiar dissipates harmlessly at the end of the birthright's duration. You may have only one *provenance of the egg* birthright manifested at any one time.

Primal Scream: The familiar gains DR 5/- and its speed is increased by +10 ft.

TIAMAT ASCENDANT

Strength (full action) [Chaos, Darkness]

Like the queen of monsters, you may surround yourself with ferocious offspring.

Level: 4; **Prerequisites:** Provenance of the Egg.

Range: Close (25 ft. + 5 ft./potency); **Target:** Summoned creatures; **Duration:** 1 minute/potency.

You summon any mixture of animals, beasts, or magical beasts native to Earth or the Otherworld (*see pages 216-222*). All summoned creatures have a distinctly dark coloration and glowing red eyes, and are impossible to mistake for natural creatures of their type. No single creature's HD may exceed your potency, and the total HD may not exceed three times your potency. The creatures will follow your mental commands and will not attack your allies without specific instructions to do so. All of these creatures vanish upon death or the expiration of the birthright's duration.

Primal Scream: As above, except the total HD of the summoned creatures may not exceed five times your potency.

YIN/YANG

Wisdom (full action)

You can force a most fundamental change in outlook...

Level: 5; **Prerequisites:** Kharmic Wheel.

Range: Touch; **Target:** One creature; **Duration:** 1 day/potency (D); **Saving Throw:** Will negates.

The target is transformed to the opposite gender. Targets becoming male gain +1 Strength, +1d4 inches in height, and lose -1 Charisma. Targets becoming female gain +1 Charisma, and lose 1d4 inches of height and -1 Strength. These changes may cause the target to no longer meet prerequisites for feats or requirement for prestige classes. In either case, the target resembles his or her previous self closely enough that he or she may likely persuade others who know them well of their identity (typically a Diplomacy check, DC 16).

This birthright has no effect on creatures without definite male/female genders.

Primal Scream: As above, except all modifiers from the transformation are doubled, and the duration becomes 'permanent'. Immediately make a renewal transformation check. If you suffer a transformation, purging that transformation also restores the target to their original gender.

RENEWAL LEGENDARY TRANSFORMATIONS

Those who become overwhelmed by the Legacy of renewal become lost within the cycles they control, becoming distant and unresponsive, or caught within a loop of endless repetitions.

Severe: Your sense of time is distorted to the point that you cannot ever recall what time it is, even if you have a watch or other time-keeping aid. You may not wait for any set amount of time or schedule future events without making a Concentration check (DC 10+ you potency).

Major: You needlessly repeat actions, making everything take much longer. All skill checks requiring more than one round to finish now take you twice as long to accomplish.

Minor: Your thinking becomes extremely linear, caught in an endless loop of the now. You may not take Hold or Refresh actions in combat.

WILD BLOOD LEGACIES

The Wild Bloods are known for their ability to take on the physical qualities of the beasts they feel so in tune with. Although the legends of the Wild Blood shapechaning skill are far in excess of their actual ability, they are still fearsome chimeras who can slip into the form of a few favored animals. But such physical manifestations of their lineage are merely the most obvious of their supernatural abilities. These cunning hunters can call upon the beast in all of us and coldly manipulate the urges we desperately attempt to suppress.

CHIMERA BIRTHRIGHTS

Wild Bloods have long had a link to the creatures of myth, able to take on their aspects and gain their powers. With the breaking of the Seal and the discovery of the Otherworld, these "mythical" creatures are being encountered in the flesh, raising questions of the true origin of these abilities and the possible links between the Wild Bloods and the Otherworld...

A DREAM MOST CURIOUS

Wisdom (free action)

You are subject to strange and revealing visions.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 day.

You automatically notice the presence of any magical auras or portals to the Otherworld within your line of sight. This awareness takes the form of recalling a dream about the item, creature, or portal, and is not dependent on any Search or Spot check.

Primal Scream: As above, except you also recognize the type and intensity of magic auras, and the difficulty DC of any portal.

BLOOD OF THE UNICORN

Constitution (full action) [Earth]

Filled with dreams of the beauty of unicorns, you are able to heal yourself.

Level: 2; **Prerequisites:** A Dream Most Curious.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

While this ability is active, your body heals 1d4 wounds or vitality points of damage each round.

Primal Scream: As above, except you heal 1d6 points per round.

BREATH OF THE WYRM

Wisdom (half action) [Fire]

You may call upon your visions of dragons to burn your foes.

Level: 2; **Prerequisites:** A Dream Most Curious.

Range: Close (20 ft. + 5 ft./potency); **Area**: Other; **Duration:** Instantaneous; **Saving Throw:** Reflex half.

You breathe forth a 10 ft. + 5 ft./potency long, 5-foot wide line of fire. Any creature in the line of fire takes 1d10 + potency in damage.

Primal Scream: Your breath weapon deals 2d10 + potency in damage

COILS OF LEVIATHAN

Strength (half action) [Water]

Strange creatures fill the seas of your sleep.

Level: 2; **Prerequisites:** A Dream Most Curious.

Range: Personal; **Target:** You; **Duration:** 1 round/potency.

Two tentacles of black, scaly flesh burst from your shoulders. These tentacles have the same Strength bonus as you do and a reach of 10 ft. You may use each tentacle to make grapple attacks any opponent within reach without entering their square. You also gain a +4 bonus to all Climb checks when using both tentacles to assist you. This birthright does not allow you to take additional actions each round.

Primal Scream: The Strength score of the tentacles is 4 higher than your Strength score, which you may use with all grapple and climb checks. In addition, you are considered one size category larger for purposes of resolving bull rush and grappling attacks.

FEATHERS OF THE ROC

Dexterity (full action) [Air]

The most ancient dream of all - flight - is within your grasp.

Level: 2; **Prerequisites:** A Dream Most Curious.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

Your arms lengthen and long feathers burst from their trailing edges, forming functional wings. You may fly with a speed of 20 ft. (poor), but may not take any action with your hands while doing so.

Primal Scream: As above, but your size also increases by one category for the duration of the birthright (increasing your carrying capacity).

THE GREEN MAN

Wisdom (1 minute) [Compulsion]

You can become an avatar of the wild, the Green Man. The exact appearance of the Green Man changes from titan to titan, but all are hybrid creatures combining various animal and legendary beast traits with a vaguely humanoid shape. The Green Man is inimical to civilization, and his very presence unleashes the spirits of the beasts in the area and ignites the passions of those around him.

Level: 7; **Prerequisites:** The Reflection of Man.

Range: Personal; **Area**: 20-foot radius emanation from you; **Duration:** 1 minute/potency; **Saving Throw:** Will partial (see text).

You gain a + 4 natural bonus to Strength, Dexterity, Constitution, and Charisma. As such, your vitality points temporarily increase by 2 per level. In addition, your unarmed damage increases to 4d6 damage (plus Strength modifier) and you gain the benefits of one manifestation of *likeness of forgotten memory*.

Any creature within 20-feet of the Green Man must immediately make a Will save or become obeisant to the Green Man, behaving as though their disposition towards the green man was fanatical. Those who succeed at their Will Save are still affected by the Green Man's presence and become lustful as their inner beast is released. They behave as though their disposition was allied towards other people in the area. Many immediately toss off their clothing and begin acting like animals, running wild. Though those who succeed at their Will Save do not become violent, but do not respond in a civilized fashion for the duration.

The touch of the Green Man is even more dangerous. Any human touched by the Green Man must succeed at a Will save or be transformed into an animal of 5 HD or less for the duration of the birthright. Any transformed creature becomes immediately obedient to the Green Man.

Primal Scream: The range of your effect on others increases to 50-feet and the duration increases to one hour.

LIKENESS OF FORGOTTEN MEMORY

Dexterity (half action)

You can call upon a monstrous gift from the lands of myth.

Level: 3; **Prerequisites:** A Dream Most Curious, at least one level 2 Chimera birthright.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency (D).

You may mimic the powers of a magical beast to whom you have developed a kinship. The ability you may choose from when manifesting this birthright depend upon the other Chimera birthrights you possess.

Blood of the Unicorn: You are immune to all poisons, and any poison in your system is negated.

Breath of the Wyrm: You gain DR 4/-.

Coils of Leviathan: You may breathe underwater as if it were air.

Feathers of the Roc: You gain a +8 bonus to all Spot checks.

You may not use any other Chimera birthright except for the birthright providing the ability you are manifesting with this birthright while gaining this benefit.

Primal Scream: As above, except you may manifest two benefits at the same time.

PRIMORDIAL FLESH

Strength (full action)

By calling upon the dreams of myth and legend, you transform into a creature of legend.

Level: 9; **Prerequisites:** Skin of the Myth.

Range: Personal; **Target:** You; **Duration:** 1 minute/ potency (D).

You may take the form of any magical beast with HD equal to or less than your agent level. You gain all abilities of this magical beast, and any skills it possesses for which you either have no bonus or have a lower bonus than the magical beast. You retain your current vitality points and your Intelligence of greater than that of the magical beast. Wound damage does not transfer between these forms (each being tracked separately). Wound damage heals at the normal resting rate for all of your forms while you are not in them.

Primal Scream: You adopt the form of an aberration instead of a magical beast, at your discretion.

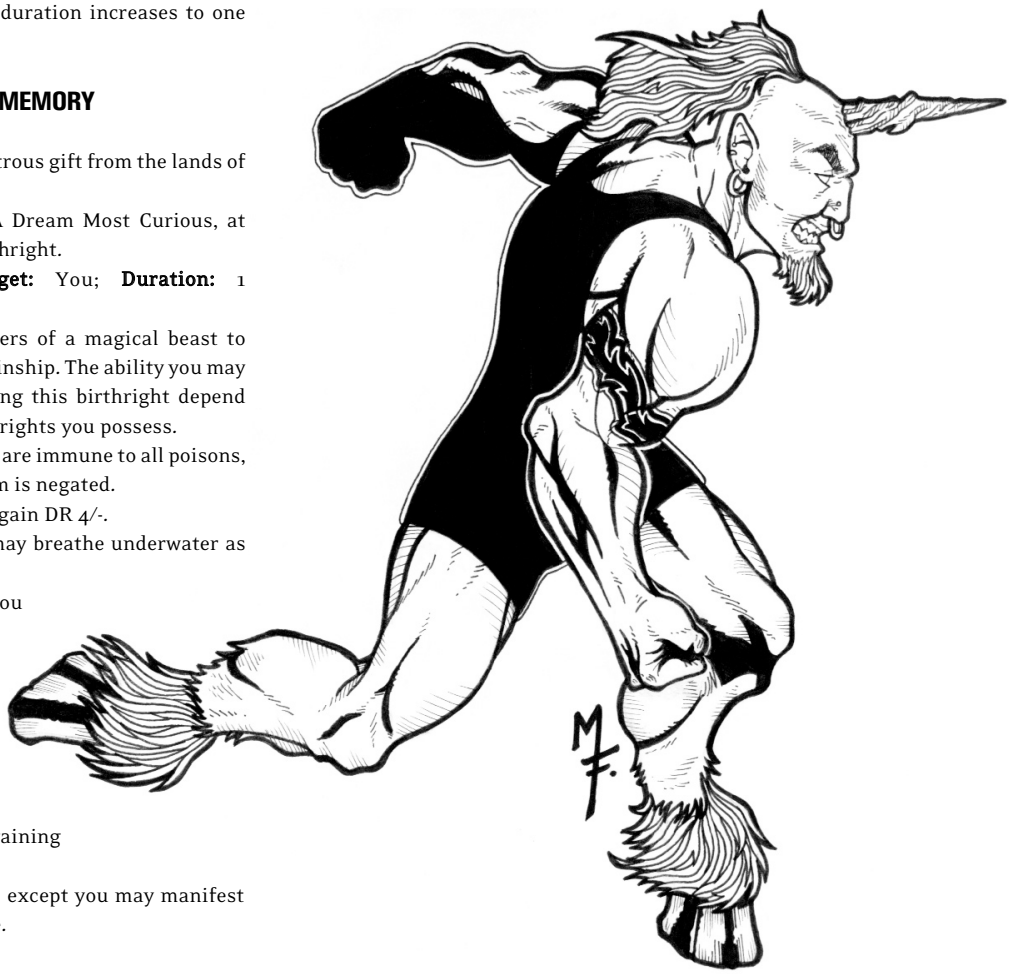
THE REFLECTION OF MAN

Dexterity (full action)

You are able to combine aspects of you human and mythic forms to become something new.

Level: 4; **Prerequisites:** Likeness of Forgotten Memory.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency (D).



You are able to take on the specific form of a half-human creature. The forms you may assume depend upon the other Chimera birthrights you possess. While in this form, you gain all abilities of the creature, as well as any skills it possesses which you do not, or for which your skill total, including bonuses, is less than the bonus of the creature. You retain your current vitality points and your Intelligence, Wisdom, and Charisma if greater than that of the creature. Wound damage does not transfer between these forms (each being tracked separately). Wound damage heals at the normal resting rate for all of your forms while you are not in them.

Blood of the Unicorn: You may assume the form of a pale centaur (*see page 223*).

Breath of the Wyrm: You may assume the form of a jade naga (*see page 224*).

Coils of Leviathan: You may assume the form of an azure merman (*see page 224*).

Feathers of the Roc: You may assume the form of an ebony harpy (*see page 223).*

You may not use any other Chimera birthrights while in these forms.

Primal Scream: As above, except the duration becomes 1 hour/potency.

SKIN OF MYTH

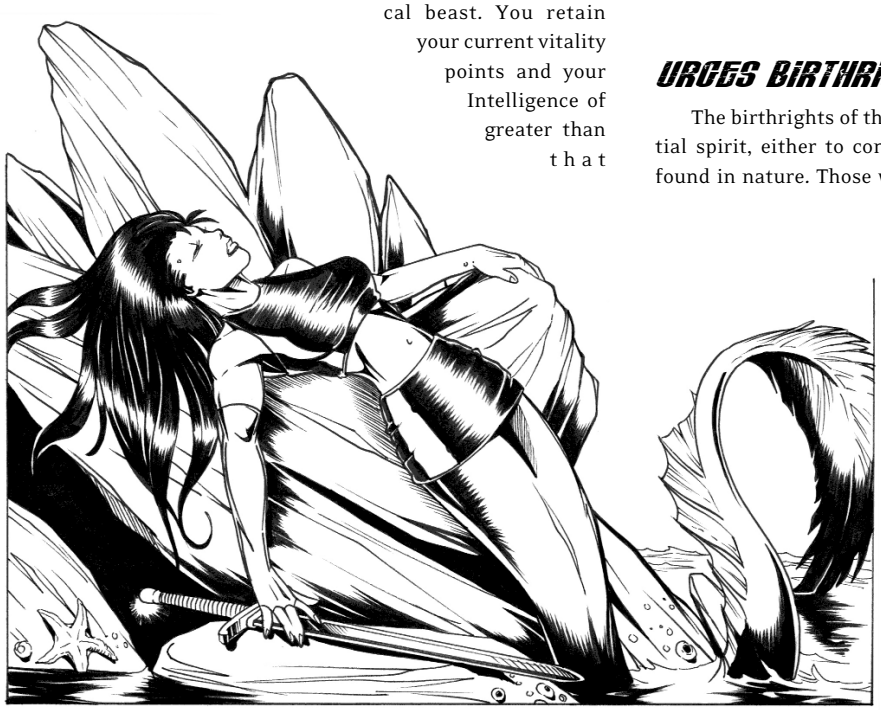
Dexterity (full action)

Your body transforms into a creature of dream and myth.

Level: 5; **Prerequisites:** Likeness of Forgotten Memory.

Range: Personal; **Target:** You; **Duration:** 10 minutes/potency (D).

You are able to take on the specific form of a magical beast. The forms you may assume depend upon the other Chimera birthrights you possess. While in this form, you gain all abilities of the magical beast, as well as any skills it possesses which you do not, or for which your skill total, including bonuses, is less than the bonus of the magical beast. You retain your current vitality points and your Intelligence of greater than that of the magical beast. Wound damage does not transfer between these forms (each being tracked separately). Wound damage heals at the normal resting rate for all of your forms while you are not in them.



Blood of the Unicorn: You may assume the form of a Grant's unicorn (*see page 217*).

Breath of the Wyrm: You may assume the form of a wyvern (*see page 222*).

Coils of Leviathan: You assume the form of a lesser leviathan (*see page 217*).

Feathers of the Roc: You may assume the form of a lesser roc (*see page 218*).

You may not use any other Chimera birthrights while in these forms.

Primal Scream: As above, except the duration becomes 1 hour/potency.

CHIMERA LEGENDARY TRANSFORMATIONS

The legendary transformations caused by the chimera Legacy are possibly the strangest of any Wild Blood transformations. The titan gains otherworldly features and weaknesses associated with the beasts and creatures of myth.

Severe: Regardless of damage reduction, you suffer full damage from weapons forged of silver, silver bullets, or bolts. In addition, you are allergic to silver and suffer a - 6 penalty to all checks while touching the metal.

Major: Your genetic connection to the mythical creatures of the past somehow affects your mind. You have a -2 penalty to all skill checks to use, operate, repair, disarm, or manipulate modern technological devices.

Minor: You are inflicted with arsonphobia, an unreasoning terror of fire. Flames larger than the flame from a match or cigarette lighter can send you into a panic. If you fail a Will save (DC 10 + potency) you flee from the source as fast as you are able. If you are unable to flee, you take a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

URGES BIRTHRIGHTS

The birthrights of this Legacy focus on the power of the bestial spirit, either to control others or to call upon the spirits found in nature. Those who master them find their power over the nature of others and the world around them increasing significantly, though often not in pleasant ways.

ANAT'S CALLING

Charisma (1 minute)

[Compulsion]

The power of your bestial spirit can be enough to sway the creatures of the wild to aid you.

Level: 1; **Prerequisites:** None.

Range: See below; **Effect:** Animals summoned with total HD no greater than 2 times your potency;

Duration: 10 minutes/potency.

When you exert this ability, animals flock to you, arriving over the course of a minute until the total HD of all gathered animals is equal to 2 times your potency. No single animal can have HD higher than your potency. These animals will fight to protect you and can follow simple orders (i.e. "Keep that man from following me!").

Only animals within the general area are called and you have no control of what type of animals come to your call. It normally takes a few rounds for the first animals to show up but they all arrive within three rounds at the longest.

Primal Scream: The animals you call are so inspired to do your bidding they receive a +2 circumstance bonus to all attack rolls, damage rolls, and skill checks.

BEAST TONGUE

Intelligence (half action) [Compulsion]

Your connection to your inner beast allows you to communicate with animals.

Level: 2; **Prerequisites:** Anat's Calling.

Range: Close (20 ft. + 5 ft./potency); **Target:** One animal; **Duration:** 10 minutes/potency (D).

While this birthright is active, you may communicate flawlessly with any one animal that you can see and that is within range at the time you manifest the birthright. You are able to maintain perfect communication with the animal until the end of the duration, even if the animal moves beyond your sight. Animals are able to communicate what they see and hear at the time they see and hear it, but their memory is very hazy when it comes to events more than a few minutes in the past. An owl may remember a group of people passing it a few hours before, but will not remember how many there were or any other details.

The animal will also follow simple, non-dangerous directions.

Primal Scream: The duration of this ability is doubled.

CUSITH'S URGE

Charisma (half action) [Compulsion]

This ability fills a person with a strong attraction to you, though not one that is easily defined.

Level: 1; **Prerequisites:** None.

Range: Close (25 ft. + 5 ft./potency); **Target:** One human; **Duration:** 1 minute/potency; **Saving Throw:** Will save negates.

Targets who would be sexually attracted to you are overwhelmed with lust, while those who would not be attracted to a member of your sex feel an overpowering sense of friendship. In either case, the result is the same - you receive a +2 legacy bonus to Bluff, Diplomacy, and Innuendo checks against an affected target. More importantly, the target will not take a hostile action against you and will cease any hostilities unless he is attacked.

Primal Scream: As above, but the legacy bonus increases to +5.

DOMINATION OF THE SAFAT

Charisma (full action) [Compulsion]

Your voice calls to the primal beast within!

Level: 5; **Prerequisites:** Re'em's Hunger.

Range: Close (20 ft. + 5 ft./potency); **Target:** One creature; **Duration:** 1 round/potency (D); **Saving Throw:** Will negates.

The target attacks another character of your choice (who must also be in the range of this birthright) to the best of his ability for the duration.

Primal Scream: You are able to draw out the fury of the beast in your target, who receives a +2 morale bonus to all attack and damage rolls they make while under your domination.

GROWL OF THE GWYLLGI

Charisma (free action) [Fear]

You unleash a powerful, rumbling growl that fills those who can hear it with crushing dread.

Level: 3; **Prerequisites:** Cusith's Urge.

Range: Close (25 ft. + 5 ft./potency); **Target:** 1d4 creatures, no two of which can be more than 20 ft. apart; **Duration:** 1 round/potency; **Saving Throw:** Will negates.

Targets with agent levels or HD 5 or more below you agent level immediately flee at full speed away from you. They may do nothing but move away during their actions. Those with agent levels or HD 4 or less but not higher than your level cower in fear, taking no actions. Targets with more HD or higher agent levels than yours are stunned for 1 round.

Primal Scream: As above, but add +5 to your agent level for purposes of determining the effects of this birthright.

MAZE OF THE MINOTAUR

Charisma (half action) [Compulsion]

You merge the bestial and human natures of all those within its area of effect to create confusion.

Level: 2; **Prerequisites:** Cusith's Urge.

Range: Touch; **Area**: 20 ft. radius sphere around the creature touched; **Duration:** 1 round/potency; **Saving Throw:** Will negates.

All characters caught in the area of effect, except you, are unable to take any action as their twin natures struggle for dominance. While these characters may not take actions, they are neither flat-footed nor helpless. The area affected moves with the touched opponent. Characters who are attacked receive an additional Will save. If successful, they may take actions normally again, but have their movement reduced to one half of normal until the end of the birthright's duration.

Primal Scream: As above, but you may exclude any number of allies from being affected while within the area of effect.

RAVOLA'S WISDOM

Wisdom (1 minute)

Your mind extends out from you and blends with the local creatures allowing you to sense nearly everything within your environment.

Level: 3; **Prerequisites:** Beast Tongue.

Range: Close (20 ft. + 5 ft./potency); **Target:** You; **Duration:** 1 minute/potency (D).

Your senses become one with the spirits of the animals around you, both those living and those who have passed on. This provides you with a 360-degree arc of vision, but also allows you to move your point of view at your normal speed away from your current location within the range. You may not move your viewpoint through walls or other barriers. As long as a mouse could pass through a hole in a barrier, however, you can guide your viewpoint through, as well.

While using this birthright, you are still aware of your own point of view and may act normally.

Primal Scream: Your senses are connected to a greater spirit of the animal world, and may move your point of view through barriers that are less than 1 ft. thick as if they were not there at all.

RE'EM'S HUNGER

Constitution (full action) [Compulsion]

By tapping into the instinctual drives of those around you, you are able to drive men to near madness with hunger.

Level: 4; **Prerequisites:** Growl of the Gwyllgi.

Range: Personal; **Area**: 20 ft. emanation; **Duration:** 1 round/potency (D); **Saving Throw:** Will negates.

All characters within the burst radius, except you, are immediately consumed by a powerful hunger that drives them into frenzy. They will attempt to satisfy their hunger in any way possible, and will continue to eat until the effects of the birthright end or they lose consciousness. If they are stopped from pursuing food, they will attack those who interfere with their efforts.

Primal Scream: The duration of this ability is measured in minutes, rather than rounds.

SATYR'S LUST

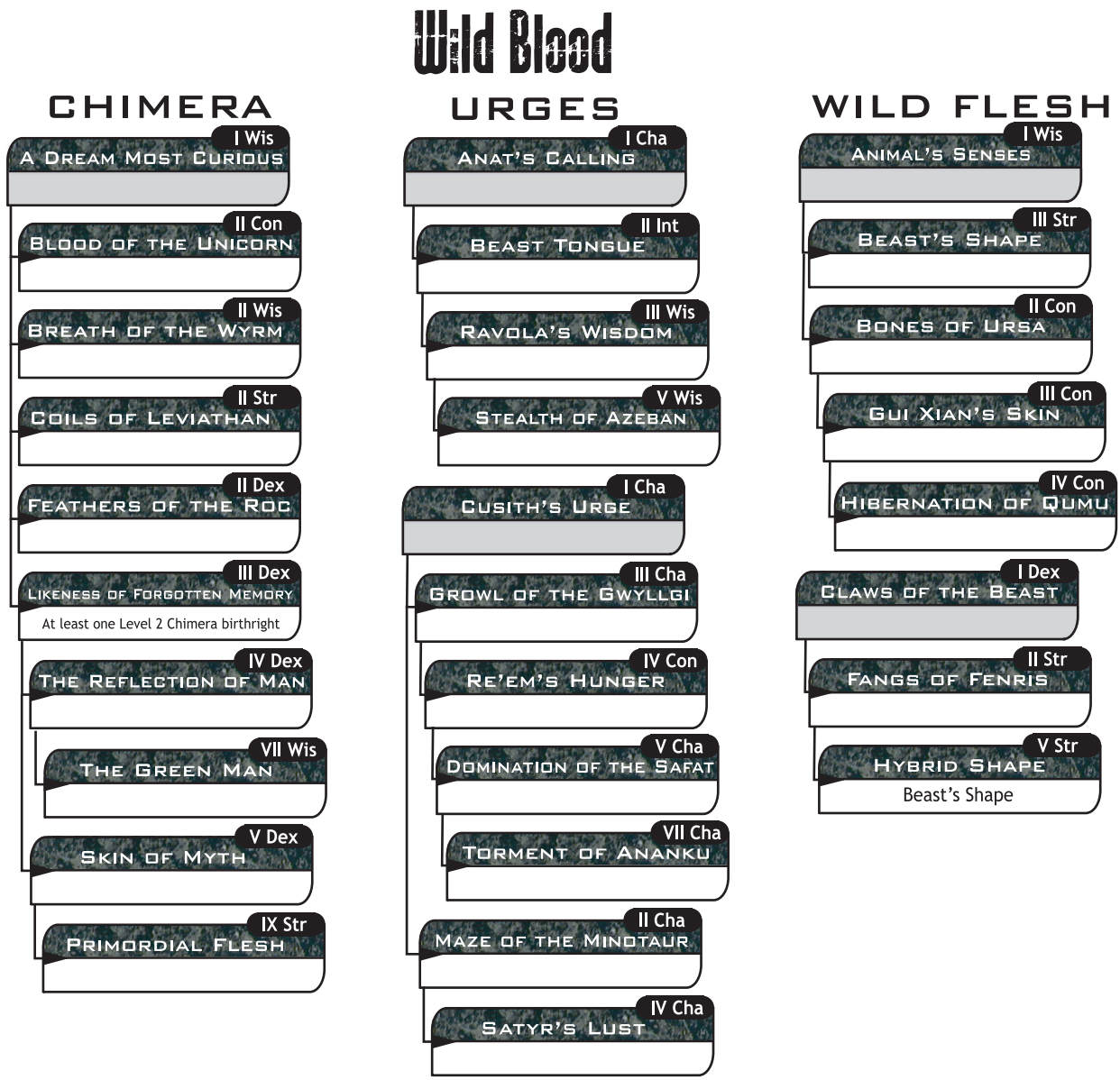
Charisma (full action) [Mind-affecting]

You are able to seize control of the beast spirit within your foes and use it to destroy their very essence. By assaulting their wills with their own bestial urges, you are able to twist aside the veneer of civilization to lay bare the beast within.

Level: 4; **Prerequisites:** Maze of the Minotaur.

Range: Close (25 ft. + 5ft/potency); **Area**: 20 ft. burst; **Duration:** Instantaneous; **Saving Throw:** Will partial (see text).

Those caught within this birthright feel animal spirits swarming through them, trying to dredge up ancient memories



and haunted pasts. The DC to resist this effect is increased by the number of points the character has in any backgrounds. Targets immediately suffer a number of points of temporary Wisdom damage equal to your potency. Those whose Will saves succeed suffer only one-half this damage (round up). This damage is recovered at the rate of 1 point per minute. Targets whose Wisdom drops to 0 or below fall unconscious.

Primal Scream: The DC of the Will save to resist this effect is increased by 5.

STEALTH OF AZEBAN

Wisdom (1 minute)

Your understanding of the animal soul gives you the power to hitch a ride within a summoned animal.

Level: 5; **Prerequisites:** Ravola' Wisdom.

Range: Medium (100 ft. + 10 ft./potency); **Target:** One animal; **Duration:** 10 minutes/potency (D).

Target an animal you have summoned with the Anat's Calling birthright. You may transfer your spirit into the body of that animal. Your current body becomes a lifeless husk when this power is used, and quickly becomes dust, your clothing and equipment left behind. You now completely control the animal form, retaining your mental ability scores (Intelligence, Wisdom, Charisma) and vitality points. At the end of this birthright's duration, your spirit is immediately ejected from the animal (appearing adjacent to the animal's current location) and a new body is formed for you, identical in every way (including spell effects, poisons, or diseases) to the body you left behind.

If the animal is killed while your spirit is within it, you die as well.

Primal Scream: Your new body is completely free of diseases, poisons, or magical effects when it is reconstructed. In addition, if the animal you are possessing is killed, you are ejected as though the duration of the birthright ended, but must immediately make a Urges transformation check with a -10 penalty.

TORMENTS OF ANANKU

Charisma (1 minute) [Compulsion]

You awaken the dark side of the beast in all who come near you.

Level: 7; **Prerequisites:** Domination of the Safat.

Range: Personal; Area: 20 ft. emanation; **Duration:** 1 minute/potency; **Saving Throw:** Will negates.

All targets revert to vicious and bestial states in which they attack any who draw near to them, even if they leave the area of effect. They immediately target those within the area of effect (excluding you), though the survivor of the initial battle (if any) will begin searching for other opponents as soon as possible.

Primal Scream: As above, except the duration is doubled.

URGES LEGENDARY TRANSFORMATIONS

The feral nature of the Wild Blood is brought forth from legendary transformations gained by the use of Urges birthrights. They have more trouble keeping the beast within them calm and even display strange behavioral quirks associated with the beasts they call brother.

Severe: The mind of the beast overcomes you and you suffer 4 points of permanent Intelligence damage. You cannot recover from this damage until purging this transformation.

Major: Your bestial nature is noticeably close to the surface and people find you untrustworthy. You suffer a penalty to all social skill checks equal to your potency.

Minor: For a month you suffer a -4 penalty to all Intelligence based skill checks.

WILD FLESH BIRTHRIGHTS

This Legacy's birthrights allow the titan to acquire the form and characteristics of select animals. Though most of the alterations are temporary in nature, a titan who overuses these birthrights may find himself becoming more bestial, eventually coming to resemble a wild animal entirely.

ANIMAL'S SENSES

Wisdom (half action)

You take on the enhanced senses of the beasts your bloodline is so in tune with.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency (D).

You gain low-light vision out to 90 ft, and the scent ability (*see page 216*).

Primal Scream: You also gain a legacy bonus equal to your potency on all Appraise, Listen, Search, Sense Motive, and Spot checks.

BEAST'S SHAPE

Strength (full action)

You manifest the shapechanging power of your Lineage, turning into your chosen animal form.

Level: 3; **Prerequisites:** Animal's Senses.

Range: Personal; **Target:** You; **Duration:** 1 hour/potency (D).

Your body transforms into that of a single type of animal (chosen at the time this birthright is gained), of large size or smaller. You gain all natural abilities of the animal form and all skills possessed by the animal form, unless your skills are greater than those possessed by the animal form. You retain your consciousness and mental abilities (Intelligence, Wisdom, Charisma) and vitality points while in the new animal form.

This birthright may be purchased multiple times. Each time a new animal is chosen.

Primal Scream: You may take on the form of any animal you see when activating this power, provided it is of no greater than large size.

BONES OF URSA

Constitution (full action)

When calling upon the forms of animals, your body is far more resistant to damage than is otherwise possible.

Level: 2; **Prerequisites:** Animal's Senses.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency.

You gain a legacy bonus to fortitude saves equal to one half your potency (round up), and you receive Damage Reduction 1/-.

Primal Scream: You suffer only half damage from attacks that cause subdual damage (after applying damage reduction), and gain Damage Reduction 3/-.

CLAWS OF THE BEAST

Dexterity (half action)

Your fingers and toenails grow thick and sharp, ready for rending the flesh of your foes.

Level: 1; **Prerequisites:** None.

Range: Personal; **Target:** You; **Duration:** 1 round/potency (D) (minimum 1).

Your unarmed attacks cause 1d6 (plus Strength modifier) points of standard damage. If your potency is 4 or greater, this damage increases to 2d6. If you potency is 8 or greater, this damage increases to 3d6. Your unarmed attacks have a threat range of 19-20.

Primal Scream: As above, plus you unarmed damage increases one die type, (all d6s become d8s), and the threat range increases to 18-20.

FANGS OF FENRIS

Strength (half action)

Your face takes on a lupine, ursine, or the shape of any other massively jawed animal and your teeth become huge incisors capable of punching through armor and snapping bones.

Level: 2; **Prerequisites:** Claws of the Beast.

Range: Personal; **Target:** You; **Duration:** 1 round/potency (minimum 1).

You gain a natural bite unarmed attack that causes 2d6 points of standard damage (plus Strength modifier) and has a threat range of equal to one half your potency (round up). This attack has a -2 accuracy penalty.

Primal Scream: Your bite does 2d8 damage (plus Strength modifier) and if your bite attack succeeds, you may immediately attempt to grapple the opponent as a free action.

GUI XIAN'S SKIN

Constitution (full action)

Your skin thickens and hardens like the hide of a great animal, protecting you from harm.

Level: 3; **Prerequisites:** Bones of Ursa.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency (D).

Activating this power thickens your skin, covering you in a natural armor with the appearance of the animal of your choice, though a turtle's shell is traditional. As long as the power is active, you receive a Natural Armor bonus to your Defense equal to one half of your potency (round up).

Primal Scream: In addition to the natural armor bonus provided, you gain DR 1/-.

HIBERNATION OF QUMU

Constitution (full action)

You call upon the ancient soul of the bear spirit to heal your wounds and repair your body.

Level: 4; **Prerequisites:** Gui Xian's Skin.

Range: Personal; **Target:** You; **Duration:** (20 - your potency) minutes.

While this birthright is in effect you asleep, unable to take any action and are helpless. This duration is not doubled by feats or class abilities that double birthright durations.

When this birthright's duration is complete, you are restored to full wounds and vitality and recover from a number of temporary ability damage points equal to your potency (if you have suffered temporary damage to more than one ability, you chose how to distribute the recovered points).

While in hibernation, you suffer no further ill effects from poison or disease, nor do you suffer damage or other ill effects from any magical effects currently affecting you.

When you wake from the *hibernation of qumu*, you gain a new saving throw against any diseases, poisons, or ongoing spell effects that were affecting you at the time you entered the hibernation.

Primal Scream: When you emerge from hibernation, all detrimental spells, poisons, or diseases are removed from your system and no longer affect you.

HYBRID SHAPE

Strength (full action)

The ability to assume a hybrid form of both man and animal is perhaps the hallmark of *the* Wild Bloods' power. Built for combat, the hybrid shape loses many skills, but gains ferocity, strength, speed, and deadly weaponry.

Level: 5; **Prerequisites:** Beast's Shape, Fangs of Fenris.

Range: Personal; **Target:** You; **Duration:** 1 minute/potency (D).

You take on the appearance of ferocious man-beast, mixing your human appearance with aspects of an animal you have chosen as a beast's shape (see above). While in hybrid shape, you may use only the following skills: Balance, Climb, Escape Artist, Jump, Listen, Spot, Swim, and Tumble. Other skills require too much concentration and fine control. You gain a +4 bonus to your Strength, a +4 natural bonus to your choice of Dexterity or Constitution, and DR 4/silver. Your speed(s) becomes the average of your normal speed and the speed of your animal form (round down to the nearest 5 ft. increment). You also receive the benefits of the *claws of the beast* and *fangs of fenris* birthrights for the duration.

Primal Scream: As above, but your Strength increases by +6, and you gain the +4 benefit to both Dexterity and Constitution. Finally the duration is increased by 1 minute (10 rounds).

WILD FLESH LEGENDARY TRANSFORMATIONS

The beast harbored in the souls of the Wild Blood expresses itself in ways civilized people find disturbing. At the extreme, the titan permanently takes on the bestial qualities of the animals he associates most closely with.

Severe: Your hands transform and grow pads and small natural class of the animal you feel most close to. You suffer a -6 legacy penalty to any skill checks that require fine dexterity, such as Computers, most Craft skills, Driver, Forgery, Sleight of Hand, and any other the GC feels is appropriate.

Major: For two months your facial bones and muscles change painfully into a mixed combination between the animal of your choice and your human self. Such a noticeable change is nearly impossible to conceal. You can't wear gas masks, night vision goggles, or similar devices. You suffer a -4 legacy penalty on all Bluff, Diplomacy skill checks, and appropriate Charisma checks.

Minor: When you manifest a birthright, an apparition of your animal nature superimposes itself on you, alerting others of your manifestation. You may spend an action die to suppress this display.



"The prophecies are true. End of Days"
"Or, the Glorious Beginning. The world is heading for a reckoning"

-- Soloman Zond and The Benefactor
Veritas: The Quest

THE RIP

6

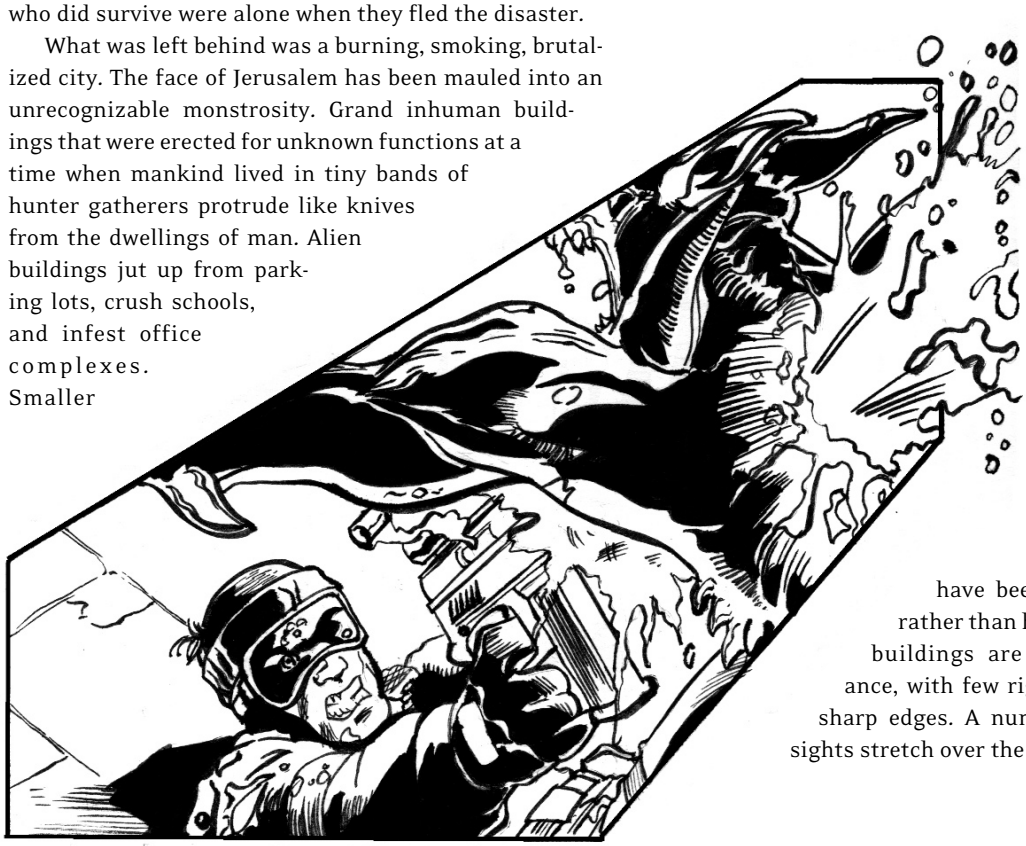
INTRODUCTION

The Middle East has been the focus of world-altering events for decades, but the most recent calamity is unlike anything the world has seen for thousands of years! The horrific disaster now known around the world as “The Rip”, killed tens of thousands in the first few moments, and left one of the world's best known cities a ruin. Now the outskirts of Jerusalem are guarded day and night not only against those who would enter, but the things that keep trying to leave...

RIPPED OPEN

On the morning of February 9th witnesses say the sky tore in a jagged burning line and then ripped open with a deafening explosion that shattered windows and blew cars and busses into buildings. In an instant the city of Jerusalem was ruptured by the sudden emergence of a ruined and thoroughly alien metropolis. Many people died as black stone walls materialized, entombing them forever. Others fell beneath falling debris, died in uncontrolled fires, or by the hand of beings best left forgotten - and imprisoned. Madness reigned as two worlds and a micro-universe prison momentarily occupied the same exact space. Few in the city survived and not all of those who did survive were alone when they fled the disaster.

What was left behind was a burning, smoking, brutalized city. The face of Jerusalem has been mauled into an unrecognizable monstrosity. Grand inhuman buildings that were erected for unknown functions at a time when mankind lived in tiny bands of hunter gatherers protrude like knives from the dwellings of man. Alien buildings jut up from parking lots, crush schools, and infest office complexes. Smaller crumbling walls and streets criss-cross Jerusalem in disturbing juxtaposition. Even whole new tunnels beneath the once teeming city have been documented, although only through ground-penetrating radar. The city that is venerated as holy by three different faiths now lies uninhabited except by otherworldly beasts and a whispered legacy.



SEEING THE SIGHTS

The area directly affected by the Rip is roughly circular with a center somewhere within the Old City. The entire area affected by the Rip extends just over 3 miles from the Old City in all directions. Some have speculated that the gigantic spire named “the Assassin's Knife” is the focal point but others heatedly disagree as there are a number of impressive alien structures within the walls of what was the Old City. Fencing the ruins was relatively easy as the Israeli government had already barricaded part of the city just north of Bethlehem and construction on additional barriers was already in process. The Jerusalem Airport just south of Ramallah, which survived with only minor damage, is now the primary staging ground for reconnaissance missions into the destroyed city.

Most of the structures that appeared on that terrible morning dwarf the buildings left behind by man. Everything from strange monuments and immense palisades to stepped pyramids and other, utterly malign and unfathomable constructions fill the post-Rip Jerusalem skyline. While the materials used in constructing the invading buildings vary considerably, many of the largest structures are composed of a black basalt-like substance, though it appears to have been poured or shaped rather than hewn. The majority of buildings are organic in appearance, with few right angles but many sharp edges. A number of notable new sights stretch over the city.

The Assassin's Knife: The most prominent new feature "gracing" the skyline of post-Rip Jerusalem is a jagged curved spire that juts from the ground between the Dome of the Rock and the Holy Sepulcher in the Old City. It looms over the oldest part of Jerusalem, rising 127 feet at its apex. The Knife is composed of the black basalt-like material but has been chipped in some way - something nothing has yet been able to accomplish - to create a sharp glassy look. While the monument is of sufficient diameter to contain interior spaces, there are no breaks or openings in its surface. Various witnesses claim to have seen fiery "writing" moving within its highly reflective surface but no actual evidence has verified the claims.

The Babel Tower: A mile northwest of the Assassin's Knife stands the tallest building on Earth, only it wasn't built by human hands. This massive circular black and red-gold skyscraper rises 3,783 feet, more than twice the height of any other structure built by man. The exact height of the building is unknown as the top is only wreckage, but engineers estimate that it could have risen another 500 feet or more. Like man made skyscrapers, windows cover the structure. Unfortunately, they are nearly opaque and composed of an unknown and unbreakable alloy. The doors at ground floor are locked and no one has found a way to open them - yet.

The Broken Temple: At the edge of the Old City's south wall fitfully rests a large nine step pyramid. The base is nearly 350 feet on a side and stands almost 50 feet tall as each step is just over 5 feet in height. Although not even half the size of the Great Pyramid of Giza, it is an impressive structure. Unfortunately, ascending the pyramid is difficult as there are no stairs. It is conjectured that stairs were on the north side, which has entirely crumbled into ruin. The Broken Temple is not built from the black basalt-like stone. Instead it appears to be composed of normal gray hewn stone - although not stone found anywhere on Earth.

The Throne Room: This enormous and ruined open-air colonnade crushed a neighborhood in West Jerusalem. The entire black basalt structure is over 400 feet long and 200 feet wide with 8 rows of 60 foot tall columns, though not all are still standing. Each column is just over 15 feet in diameter. At the Northeast end - the Throne Room lies on a Southwest to Northeast axis - a 35 foot tall chair presides over the remains. Although the chair and structure are of enormous size, archaeologists think the monument was entirely ceremonial and the chair may have held a statue at one time.

The Labyrinth: While at first scientists thought that the honeycomb of passages that appeared from the Rip were drainage and sewer tunnels brought along with the rest of the invading metropolis, today they are not quite as certain.

No one has yet explored these new tunnels but all the data so far gathered seems to indicate that as much of the city that can be seen above ground even more may reside below.

GETTING IN AND OUT

The Jerusalem of today is not the same as it once was. Entering and exiting the fenced remains of the city is quite a challenge, unless you have the right credentials. However, even if you don't there are a few other ways in.

CREDENTIALS

If you are within one of the few allowed organizations to enter the site, you are given credentials. These are not just a series of badges and papers. The credentials, or "clip," are on a badge that has your photo, your vital information, biometric data, and an encrypted user key using a very sophisticated encryption that is verified by the onsite computer network. The badges are created using a special printer nicknamed the "clip printer." This data is requested at every checkpoint within Jerusalem and then entered into data readers. A clip can be obtained legally through a Security Clearance favor check (DC 25).

Forgery of these credentials is extremely difficult (-10 to the forger's Forgery check when creating the documents unless he has access to the computer network and the clip printer). A small band within the IGS has started a credentials forging business. A Specialist favor check (DC 20, 15 for those with an allegiance to the IGS) is required to successfully contact one of the agents of the forgery ring. The forgeries have been planted within the network and are printed upon the official clip printers (DC 30 vs. Forgery to spot).

BRIBERY

Most of the checkpoints have soldiers who have competed for the honor of their guard post. Bribing them is very difficult. The average checkpoint guard is a career military man and has been proven honorable by action and duty. However, a trio of UN soldiers has started 'overlooking' a lack of proper credentials for a little money under the qualifying documents. (*See the **Spycraft Espionage Handbook** page 43 for more information about bribing*). They happen to comprise Checkpoint Bravo upon the southeast border of the site

If the bribery fails, the people seeking access to Jerusalem are immediately put under arrest for illegal credentials and possible conspiracy charges. They are then detained at an offsite brig in Tel Aviv until the time of their trial. Since the Rip, no failed bribers have been released from confinement. It is commonly believed this is to keep anything seen within the site - even at the fence's distance - from becoming news.

INFILTRATION

The final, and potentially messy, method of getting into Jerusalem is through infiltration. There are a series of infrared scanners (Spot DC 20, Electronics DC 25 to disable) just before the electrified fences (Electronics DC 20 to disable). Once inside, you must sneak past the many four troop patrols that walk the guard perimeters in order to reach the city itself. However, once within the city itself, it is easy to hide yourself among the labyrinthine buildings - but it is not as easy to hide from the things that now reside in the murdered city.

Air infiltration is a possibility as well. However, due to the fact that the UN has marked the area as a no-fly zone, and both UN and Israeli jets are ready to scramble 24 hours a day, such an action is unadvised. Stealth technology would be required, as well as a precision night drop.

THE OTHERWORLD

With the boundaries of Jerusalem in constant flux between Earth and... someplace else, Jerusalem has become the keyhole through which powerful nations and influential corporations can peer into the Otherworld. What they see is an entire world of new resources, seemingly waiting to be plucked like fruit by whoever is first to reach out their hand. While Earth has been subjected to an influx of strange and mysterious creatures, it is likely that the Otherworld is the planet about to be invaded...

WHAT WE KNOW

Scientists have compiled a mountain of data about the Otherworld but what they have learned only scratches the surface of what is left to be discovered. All of the expected physical laws apply. The planet has a consistent gravity of .98g, an imperceptible difference with Earth's 1g. The diameter of the planet has been calculated to be 11,823 kilometers, only 933 kilometers smaller than Earth. While smaller than both Earth and Venus, the Otherworld's gravity and mass mean that the planet contains heavier elements. While the planet does have a magnetic field, it is erratic, switching “poles” at random times. Due to this, compasses are useless. The atmosphere is so similar as to be identical, except for a few trace gases. The area around the ruined metropolis has a rich and diverse ecosystem. The climate is Mediterranean and although dry there is plenty of flora and fauna.

While Earth and the Otherworld have many similarities, it is the differences that evoke a sense of wonder or dread in those who visit. Of course the most noticeable difference is that the Otherworld's sun is an eclipsing binary system. The primary star, dubbed Primus, is a G_3V star; meaning it is very similar to our own star, which is G_2V, but is not as hot. Primus's companion is Secundus and is a M_6V star, a red dwarf. The day is 24.7 hours long but the day/night cycle is unusual to say the least. Astronomers are still working out the celestial mechanics to predict exact sunrise and sunset times.

The other main difference with Earth is the plant and animal life. So far most of the flora and fauna encountered exhibit peculiar and perplexing qualities and abili-



ties that seem to ignore or bend the laws of physics and biology. Studying these anomalous life forms is one of the main functions of Pioneer Base but samples are also sent to labs in the U.S., Israel, and elsewhere. While initially people were hesitant to contaminate Earth with material from the Otherworld, the fact that creatures are finding their own way into our world has made the concern moot.

LOCAL SIGHTS

Only a portion of the city that melded into Jerusalem is co-located with our world. The city is massive, extending more than 10 miles from the area affected by the Rip. Most of this area is in an entirely irreparable state with buildings blasted down to their foundations. The sections of the city with the most destruction show signs of great heat. The imperishable materials used in the construction show signs of melting and the sandy soil is replaced with translucent green glass. Investigation of the city has only just begun as most of the local wildlife are voracious hunters.

Outside the city lies an unexplored land. The few excursions have discovered wonderful and terrifying sights.

The Aeries: In the direction that has been arbitrarily declared "South" are the aeries of the terrifying pteroraptors (*see page 219*). The pteroraptors chose the tallest buildings still standing for their nests. The cliff-like towers are each 1,800 to 2,300 feet tall but their original height is indeterminate as all are partially collapsed. Pteroraptors are territorial creatures and no one has yet been able to approach the towers without being driven off. The large flying predators make exploration of the city and surrounding land perilous during the day and the screamers make it dangerous to move about during the night.

The Arenas: Scattered throughout the city are several stadiums, similar to the sport arenas found in modern cities. Each arena could hold nearly 50,000 people and from the proportions it is clear that the inhabitants of the metropolis were slightly taller than the average human. All the stadiums had roofs, which have long since collapsed. Several are nesting grounds for screamers.

The Davis Caves: Located to the north but still within the city, these unnatural subterranean tunnels were found on the first IGS expedition. The exploration team delved only a short distance from the entrance but what they found and experienced has affected every expedition since. Nearly a kilometer in, the team found a cavern. At its center was a smooth white pyramid that disappeared into the darkness above. Archaeologist Nancy Davis ran her fingers over the bone-white surface, screamed and fell to the floor unconscious. They evacuated immediately but Mrs. Davis has yet to awaken from her coma.

Where History Meets Legend

Today, legends and folklore are filled with stories and adventures that take place in another world, a place of magic and danger. These tales are the broken fragments of a greater whole, the small shards of memory of a second world. The fables of peasants who stumbled into Faerie while lost in the woods and the legends of heroes who battled strange unearthly beasts both originate from the single fact that there are hidden tears in the universe that still connect our world with the Otherworld.

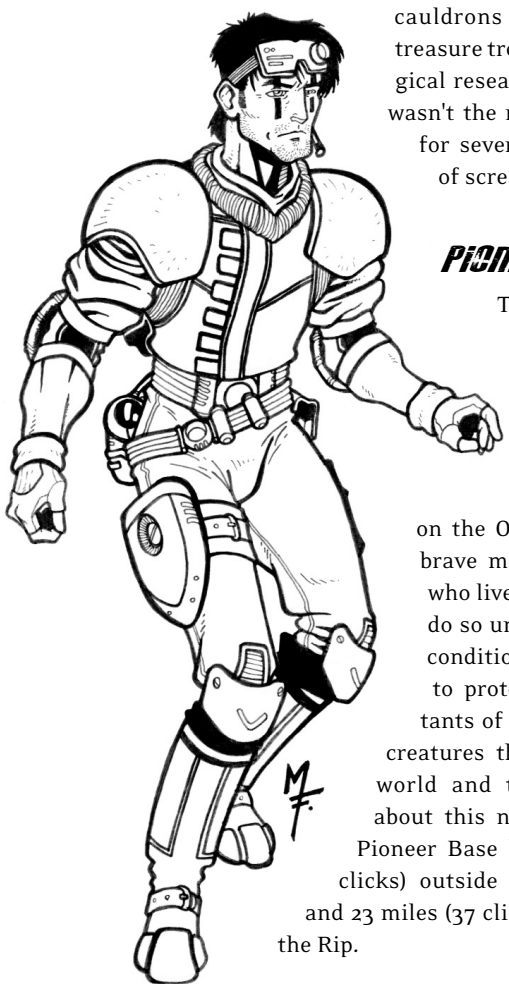
At times since the Ascendancy, infrequent and sporadic fluctuation within the Ethereal has briefly reopened an undetectable passage between the worlds. The results are tales of fantasy, which are in actuality the half-true accounts of the unfortunate people who fell through the long forgotten passages created by the Host and were lucky enough to return, or of Otherworldly beasts or beings who accidentally passed over to Earth.



The Green Desert: While the city's artesian wells insure the local flora has plenty of water, the land to the west is dry and desolate. It is named the Green Desert as a sheet of clear green glass stretches for as far as the eye can see. Only one aerial survey has so far eluded the pteroraptors long enough to verify that beyond the cracked glass, a more traditional sand desert rolls on and on, but its expanse is still unmeasured.

Mountains of Madness: On the horizon south of the Rip rises a range of massive mountains, entirely covered in snow and glaciers. It is estimated that the range rises to a height of 33,000 to 40,000 feet with the tallest peaks reaching as far as 52,000 feet. The name for the mountain range comes from the March issue of the *International Geographical Society Journal* (IGSJ) where the author alludes to HP Lovecraft's novel, *At the Mountains of Madness.*

The Refinery: On the east side of the alien city is a once barricaded refinery. This large industrial complex was obviously used to refine metals but the entire complex appears to have been the target of some enormous explosion. None of the refineries survived but the three dozen 150 foot diameter cauldrons did and can be seen from a distance as can the long cooled metal within. The dregs at the bottom of these cauldrons would be a treasure trove to metallurgical research, if the area wasn't the nesting ground for several large packs of screamers.



Pioneer Base

The whole world tunes in for updates about mankind's first permanent base on the Otherworld. The brave men and women who live and work here do so under dangerous conditions in an effort to protect the inhabitants of Earth from the creatures that invade our world and to learn more about this new wilderness. Pioneer Base lies 5 miles (8 clicks) outside the alien city, and 23 miles (37 clicks) West from the Rip.

Otherworldly Conditions

Operating in the Otherworld is deceptively simple, and unexpectedly dangerous. The clean, cool air, warm sunshine, and pure waters make it difficult to remember that this is an alien world, populated by species both familiar and new. Many visiting agent's assumptions are flatly wrong, and some of them can get him or his teammates killed. Use the following modifiers for people from Earth while in the Otherworld.

- The Otherworld is a potentially fatal environment filled with unknown dangers. While IGS operatives may react with more of a sense of wonder than the dread that seems to affect most visitors, no one is casually nonchalant in the face of the Otherworld's physical presence. No agent may take 10 on any roll unless he has an ability that specifically allows him to take 10 in lethal environments or the Otherworld.
- -4 to all Survival checks to avoid natural hazards while in the Otherworld.
- Tapping into the Ethereal is easier while in the Otherworld. The DC for all casting checks are 20 + (spell level x 2) rather than the normal 20 + (spell level x 3).
- -4 to all Bluff, Diplomacy, Gather information, Innuendo, Sense Motive check to interact with any natives of the Otherworld. This is in addition to the difficulties of having no known shared languages.

The IGS base is composed of three enormous geodesic domes and home to over 100 scientists, soldiers, and support staff. The three domes are simply titled: dome one, two, and three. Dome one is the largest dome and between domes two and three. The primary dome has seven floors that encircle a large open atrium. A cafeteria and vehicle garage are located on the main floor. Dormitories that open onto the atrium take up the rest of the floors. Each dormitory room houses two people. Although fairly cramped, as the building was based on one originally designed for an Antarctic station, there is enough room elsewhere that few of the inhabitants spend much time in their rooms.Dome two is also the second largest dome with five floors and filled with laboratories, medical facilities, and offices. The smallest of the three domes is 300 feet from the other two domes and only has three floors. Dome three is attached to the other two through service tunnels. This dome enclosure has labs and containment areas for items and creatures deemed too dangerous to study in dome two. Construction of the IGS base is ongoing as more facilities are needed to explore and study the new world.

ANIMALS AND MONSTERS

Creatures have a more important role in *Dark Inheritance* games than in a normal *Spycraft* campaign. The strange evolution of creatures from the Otherworld and the atrocities that escaped from the Abyss introduce creatures that are far different than those found in a terrestrial based *Spycraft* game. Below you'll find qualities associated with the animals described in this chapter and a few feats that are available to both *Dark Inheritance* creatures and agents.

ANIMAL QUALITIES

Some animals have special innate behaviors or physical characteristics. As these qualities may apply to various species, the rules for a special quality are described only once and then referenced under the Special Qualities (SQ) header in the animal's statistics block. Additional special qualities and complete rules for creating creatures can be found in AEG's ***Mastermind*** and in the upcoming *International Geographical Society* agency sourcebook.

Abyssal Type: (ABT): This creature is either from or intimately tied to the Abyss, the micro-universe prison from which deamonic creatures and the Daemonhost arise. Spells or effects that target "Outsiders" affect creatures with this quality. Abyssal creatures have a d8 vitality die.

Ambush Hunter (AMB): Accustomed to striking from concealment, the animal can prepare ambushes and chase ambushes (***Fixer/Pointman****, page 60*), gaining a +4 proficiency bonus to its Survival checks. Only the animal itself and characters with at least 10 ranks in Handle Animal can benefit from an ambush prepared by the animal. In addition, the animal has the Confident Charge feat (***Spycraft Espionage Handbook****, page 69*).

Blindsight (BDS): The animal does not require light to sense its surroundings. It suffers no penalties due to poor or no light and the animal ignores a target opponent's concealment bonuses to Defense. An animal's blindsight has a range measured in feet. While blindsight allows an animal to infallibly sense invisible creatures, it does not sense immaterial ones.

Blur (BLR): A light-warping effect continually surrounds the animal, making it difficult to discern its true location. Any melee or ranged attack directed at it, including spells or other powers that require a touch attack, has a 50% miss chance unless the attacker can locate the beast by some means other than sight (e.g. Blindsight).

Camouflage (CMF): The animal blends in with specific terrains (noted in the animal's description). While in the terrain, the animal receives a +8 bonus to all Hide checks. At the GC's discretion, the animal receives half this bonus in similar terrain types.

Diurnal (DAY): Exclusively active during daylight hours, the animal receives a -4 penalty to all checks made during nighttime hours or in darkness.

Immunity (IMU): The animal is completely immune to specific forms of damage, which are listed in parentheses after the special quality.

Magical Beast Type (MBT): This animal is aligned with the Ethereal and may have supernatural abilities, although it may appear to be a normal animal. An animal with this quality may have an Intelligence score higher than 2 and has a d10 vitality die.

Ethereal Sight (ETS): The animal can clearly see invisible and immaterial creatures. Conditions and effects that affect vision itself, such as the spell *darkness*, will still affect the animal.

Manipulators (MAN): The animal has semi-opposable thumbs or other appendages that enable it to pick up and manipulate objects.

Multiattack (MLT): The creature is adept at using all its natural weapons at once. The creature gains the ability to use all natural weapons once as a full action, taking an attack penalty of -2 with each weapon.

Natural Armor (NAR): Thanks to a thick hide, layers of blubber, or other factors, the animal has some degree of innate armor. The number in parentheses after this quality determines the animal's damage resistance. This natural armor is vulnerable to firearms and explosions, providing only half its normal benefit against these sources of damage.

Nocturnal (NOC): Exclusively active at night when left to its own devices, the animal receives a -4 circumstance penalty to all checks made during daylight hours, but can see in the dark as if it were lit.

Pack Hunter (PCK): The animal's natural behavior includes hunting in packs, and its instincts provide it with the ability to exploit an enemy's distraction. It has the Wolf Pack Basics feat. (*see page 117*).

Phobia (PHO): The animal has a nearly irrepressible fear, which is noted in the animal's description. When confronted with the object of the fear, the animal must make a Will save (DC 20) or flee as quickly as it can. If unable to flee, the animal is *shaken* (-2 penalty on attack rolls, saving throws, and skill checks) for the remainder of the encounter or until the source of the fear is removed. On a successful save, the animal overcomes the fear and can approach the source or otherwise act without penalty.

Primal (PRI): A carnivore's natural lack of respect for authority makes working with this creature an exceptionally dangerous proposition. All Handle Animal skill checks made with this animal have their error ranges increased by 5 for wild specimens or by 2 for "domestic" individuals. In addition, the DC of any attempt to domes-

ticate or train this animal is doubled. Finally, all Intimidate checks made against the animal suffer a -8 penalty.

Rage (RAG): When injured in combat, the animal flies into a berserk rage. It gains +4 Strength and +4 Constitution (with a corresponding increase in wounds and vitality), but loses all dodge bonuses to Defense and cannot leave combat until all opponents are dead. While the animal is in its rage, the error range of all Handle Animal checks made with it are increased by 5.

Regenerate (RGN): The animal regenerates standard damage at an increased rate. The number in parentheses after this quality determines how many points of vitality are regained on its initiative every round. Over time the animal can even regrow limbs and organs. The animal has regenerated all of itself once all vitality and wounds have been healed.

Resistance (RES): This animal quality is very similar to the Natural Armor (NAR) quality but is only effective against specific types of damage. The type(s) and amount of damage resistance is listed in parentheses after this quality.

Scent (SNT): The animal's sense of smell is exceptionally acute. If it has the tracker quality, it gains a +8 proficiency bonus to rolls made to track.

Spell Resistance (SRS): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make an Arcane Craft power check (*see Arcane Craft Power Checks page 129*). If the result equals or exceeds the creatures spell resistance, the spell works normally, although the creature is still allowed a saving throw if applicable.

Tracker (TKR): The animal is adept at following prey across long distances. It has the Track feat (*see the **Spycraft Espionage Handbook**, page 90*).

OTHERWORLD CREATURES

The Otherworld has its own ecology, at times clearly related to that of Earth's but producing a bewildering array of creatures both dangerous and amazing. Some creatures appear similar to descriptions of mythological animals, while others are entirely unique to the Otherworld. Evolutionary adaptations may give Otherworld creatures such traits as sensitivity to magic instead of heightened smell, life-draining attacks rather than claws, freezing breath in lieu of poison, and actual invisibility instead of camouflage. Several creatures that the surveyors at Pioneer base have encounter with some frequency are listed below.

ETHEREAL PREDATOR (L. CULO AETHERIUS FORMIDABILIS)

This predator is sometimes referred to as a "mist wolverine" (reduced on at least one notable occasion to "mysterine") or by the misnomer "space ghoul" (playing on the creature's Latin designation).

Through some quirk of evolution, the ethereal predator does not have binocular vision. Instead, its eyes are back along the sides of its fur-massed face, which gives it approximately 270 degrees of vision. It has a snout that dangles from the front of its face. Resembling a combination of an aardvark and a large wolverine with its black and gray-lined short-furred coat, it looks very soft and cuddly. However, it is a fierce predator. Its eyes are a smoky white, and can in fact see immaterial and invisible creatures. Its claws are made of a strange material that has quickly become prized for its great hardness and unusual properties.

Ethereal predators are solitary animals, wandering over the territory they consider home and looking for anything small to eat.

Ethereal Predator (magical beast): CR 3 (3d10 vitality dice); SZ S; vp/wp 28/8; Init +3 (+3 Dex); Spd 30 ft.; Defense 16 (+1 size, +3 Dex, +2 dodge); Atk: claws (×2) +6 (dmg 1d4+3 normal, error 1, threat 20), bite +2 (1d6+2 normal, error 1, threat 20); Face 1 square.; Reach 1 square; SA ethereal strike (*see below*); SQ ETS, MBT, PRI, RAG; AL none; SV Fort +5, Ref +6, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 14, Cha 7. Skills: Listen +11, Spot +13. Feats: Alertness, Weapon Finesse (claws).



Special (Ethereal Strike): The claws of the ethereal predator can strike any creature, even those that are immaterial. These claws may be used if taken from a dead ethereal predator and used as improvised weapons, dealing 1d4 points of slashing damage; when removed from the predator, the claws retain the ethereal strike ability.

GRANT'S UNICORN

Grant's unicorn was named after the first person to have spotted and photographed the creature, IGS explorer Thomas Grant. They seem to shun contact with most creatures, showing themselves only to defend their woodland homes.

Grant's unicorns make their homes in open dells or glades in the forests. Most of the explorers have passed freely through the woods without seeing a single one. The unicorn seems to attack any being it discovers killing for sport in its territory, which would indicate a semi-sentient intelligence. One unicorn, found by a young female explorer, allowed himself to be ridden confirming tales from centuries past of unicorns allowing maidens of pure heart to ride upon them.

A typical adult grant's unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weights 1,200 pounds. Females are slightly smaller and slimmer than males. Grant's unicorns attack only when defending themselves or their forests. They either charge, impaling the foe on their horn, or strike with their hooves.

Grant's Unicorn (magical beast): CR 6 (12d10 vitality dice); SZ L; vp/wp 75/32; Init +4 (+4 Dex); Spd 60 ft.; Defense 16 (-1 size, +3 Dex, +4 dodge); Atk: horn +19 (dmg 2d6+8 normal, error 1, threat 20), hooves (×2) +11 (1d4+2 normal, error 1, threat 20); Face 2 square.; Reach 1 square; SA none ; SQ IMU (poison, charm, and compulsion), NAR (DR 4/FE), NOC, SNT, wild empathy (see below); AL none; SV Fort +13, Ref +11, Will +9; Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24. Skills: Jump +21, Listen +15, Move Silently +16, Spot +15, Survival +9. Feats: Alertness, Skill Focus (Survival).

Special (wild empathy): A grant's unicorn can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a Disposition check (*see the* ***Spycraft Espionage Handbook****, page 270).* The unicorn has a +8 competence bonus on check. The typical domestic animal has a starting attitude of neutral, while wild animals are usually unfriendly.

To use the wild empathy, the grant's unicorn and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but it might take more or less time.

A grant's unicorn can also use this ability to influence a magical beast, animals with the with an Intelligence score of 1 or 2, but takes a -4 penalty on the check.

LESSER LEVIATHAN

This creature seems to come straight from the books of H.P. Lovecraft. Roaming the edges of the oceans in the Otherworld, the lesser leviathan is an amphibious midnight blue squid-like creature with slick skin as dark as the abyss itself. The head is comprised of a wet chitinous bone plate, resembling that of a Triceratops' head. Two black inky eyes are sunken within the sockets of the bone plate. It's mouth, using the term loosely, is a large muscle that opens into a digestive sac upon it's underside. Surrounding the mouth are eight lanky tentacles that have razor shapr burrs protruding from the ends, used to walk as well as grab it's prey.

The lesser leviathan grapples it's prey and stings it with its paralyzing venom burrs. Once paralyzed, it then swallows its victim whole and digests it slowly. The beast tends to choose one victim out of a group and relentlessly hunts it down until either it has devoured it or died. Once it swallows it's chosen victim, it quickly retreats into deep water to digest it's prey, feeding for well over two months upon a normal human-sized body.

Lesser Leviathan (magical beast): CR 6 (7d10 vitality dice); SZ H; vp/wp 88/44; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., swim 60 ft.; Defense 21 (-2 size, +2 Dex, +11 dodge); Atk: tentacles (×8) +17 (dmg 1d8+7 normal, error 1, threat 20); Face 3 squares.; Reach 2 squares; SA poison (see below), snatch (see below), swallow whole (see below); SQ MLT, SR (17); AL none; SV Fort +13, Ref +8, Will +7; Str 24, Dex 14, Con 22, Int 10, Wis 18, Cha 12. Skills: Hide +1, Jump +10, Listen +7, Search +3, Spot +7, Survival +7. Feats: Combat Instincts, Improved Initiative.

Special (Poison): Small poisonous burrs are found within each tentacle, allowing it to paralyze those it successfully attacks. Opponents struck by a tentacle attack must make a Fortitude saving throw (DC 21) or become paralyzed for 1d4 rounds.

Special (Snatch): A lesser leviathan may start a grapple as a free action when it hits with a tentacle attack. If the grab check is successful and the victim is Medium-sized or smaller, it automatically does tentacle damage each round the lesser leviathan grapples the opponent.

The lesser leviathan may drop an opponent it has snatched as a free action or use a half action to fling the poor victim aside. A flung opponent travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the lesser leviathan flings a snatched opponent while swimming, the opponent takes half of the damage, slowed down by the water.

Special (Swallow Whole): If the lesser leviathan begins its turn with a Medium-sized opponent or smaller held in its tentacle, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals damage, as a bite.

A swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light melee weapon (the amount of cutting damage required to get free is equal to one half of the creature's total vitality points), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the lesser leviathan's tentacles, where it may be bitten or swallowed again. It will not swallow a second Medium-size victim, however, preferring to simply bite and constrict other relatively large prey.

LESSER ROC

A smaller cousin of the roc, this species has been seen soaring on mighty updrafts in the direction of the Mountains of Madness. While nothing currently is known of this enormous bird, long range photos reveal that the roc's plumage ranges from dark brown to a golden-red. The specimens seen so far have been measured at upwards of 15 feet long, from beak to tail, and wingspans in excess of 40 feet. Biologists argue passionately about what this giant bird may hunt for prey.

Roc (animal): CR 6 (9d8 vitality dice); SZ H; vp/wp 77/36; Init +3 (+3 Dex); Spd 20 ft, fly 80 ft.; Defense 15 (-2 size, +3 Dex,+4 dodge); Atk: talons (×2) +11 (dmg 2d6+7 normal, error 1, threat 20), bite +6 (dmg 1d8+7 normal, error 1, threat 20); Face 2 squares (long); Reach 2 squares; SA flyby attack (*see below*), snatch (*see below*), wingover (*see below*); SQ DAY, NAR (DR 4/FE), PRI; AL none; SV Fort +18, Ref +13, Wil +9; Str 22, Dex 16, Con 18, Int 2, Wis 13, Cha 11. Sills: Balance +10, Hide -3, Listen +10, Spot +14. Feats: Alertness, Iron Will, Power Attack.

Special (Flyby Attack): When flying, the lesser roc can take two standard moves as a single half action as long as its other half action is an attack.

Special (Snatch): A lesser roc may start a grapple as a free action when it hits with a claw or bite attack. If the grab check is successful and the victim is Medium-sized or smaller, it automatically does bite or claw damage, whichever attack initiated the snatch, each round the roc grapples the opponent.

The lesser roc may drop an opponent it has snatched as a free action or use a half action to fling the poor victim aside. A flung opponent travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the roc flings a snatched opponent while flying, the opponent takes this amount of falling damage whichever is greater.

Special (Wingover): The lesser roc is a master at closing the gaps between itself and its prey especially during the final moments of a chase. Once per session, when it is the predator in a chase, the lesser roc may perform one "That's Impossible" maneuver (*see the* ***Spycraft Espionage Handbook****, page 189*).

MENTISCAPTOR WHIPSPIDER (L. MENTISCAPTOR TARANTULIDAE AMBLYPYGI)

Ranging from 2 to 4 feet high, these spider-like creatures were originally mistaken by scientists in post-Rip Jerusalem for giant whipspiders of some kind, akin to those found throughout the world. Yet the “mentiscaptors,” as they are now most often called by travelers in the Otherworld, are far from arachnid. Their rear four legs are used to support their callous, orb-shaped bodies, while the front four are used in striking their prey. Both forelegs and rear legs are from 2 to 3 feet long, with chitinous plates to protect them, much like their body. The front four legs have 6-inch spear like claws used to pierce their prey.

Mentiscaptors have an array of milky black eyes, which they use to watch intently for prey. These pack-hunters roam only at night, typically in groups of 3 to 8, and are gifted with two notable evolutionary talents: the ability to distort their location, which makes it more difficult to strike them, and a strange power to paralyze their victims, making it easier to capture their prey.

Mentiscaptor (magical beast): CR 5 (4d10 vitality dice); SZ S; vp/wp 38/6; Init +4 (Dex); Spd 30 ft., climb 20 ft.; Defense 19 (+1 size, +4 Dex, +4 dodge); Atk: claws (×2) +9 (dmg 1d4-2 normal, error 1, threat 20), bite +4 (dmg 1d3-2 normal, error 1, threat 20); Face 1 square.; Reach 1 square; SA collective (*see below*), mind freeze (*see below*); SQ BLR, MBT, NOC, PCK, PHO (light), PRI; AL none; SV Fort +4, Ref +8, Will +1; Str 6, Dex 18, Con 11, Int 2, Wis 11, Cha 5; Skills: Climb +8, Hide +10, Jump +4, Listen +12, Move Silently +10, Search +6, Spot +10. Feats: Weapon Finesse (claws, bite).

Special (Mind Freeze): When two mentiscaptors flank a target, they can channel ethereal energy from their minds to hold a creature in place. This requires a full round action from both mentiscaptors, so one or the other must delay or ready an action to use this attack simultaneously. When the attack occurs, the target makes a Will saving throw (DC 10 + creature's HD + Wisdom modifier). If the target fails the save, he is held in place for 2 rounds. A held creature is aware and breathes normally, but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as manifesting birthrights). A winged creature that

is held cannot flap its wings and may fall. A swimmer can't swim and may drown.

Special (Collective): All mentiscaptors within 1 mile of one another are in constant communication. If one is aware of a particular danger, they all are. If one in a pack is not flat-footed, none of them are. No mentiscaptor in a pack is considered flanked unless all of them are.

PLATEGRAZER (L. ARMAMAKAPROS PRIODONTES MAXIMUS)

Typically standing around 4 feet tall at the shoulder, the plategrazer is a bulky animal. Built something like a great wild boar, its wide body is fully covered with dusty brown bony plates, slatted with black stripes that zigzag across from head to toe. It has an uncanny ability to blend in with the plains and forest floors. What is noteworthy about these creatures is that its face is little more than a wide rectangular plate of calcium compound, the same type as that of fingernails. It is tinted brown, much like the plategrazer's coat of armor.

The purpose of this plate is for food-gathering. The plategrazer charges the strange trees of the Otherworld, butting them with its heavily plated head, knocking seeds or fruits from the branches above. An herbivore, the grazer is a very docile creature, keeping largely to itself. However, bashing loudly into trees is a sure way to attract predators - hence the bony plates.



When forced to fight, the plategrazer rams its attackers with its callous bone face-plate. It continues to do so only until the attacker retreats. It then runs in the opposite direction as fast as it can.

Plategrazer (animal - 24/36/48 BP): CR 2 (2d6 vitality dice); SZ M; vp/wp 13/13; Init +0; Spd 20 ft.; Defense 10; Atk: slam +4 (dmg 1d6+4 normal, error 1, threat 20); Face 1 square.; Reach 1 square; SA ram (*see below*); SQ CMF (plains or forest), NAR (DR 7/FE); AL none; SV Fort +4, Ref +3, Will +2; Str 16, Dex 11, Con 13, Int 1, Wis 14, Cha 4. Skills: Hide +8, Listen +5, Spot +5. Feats: none.

Special (Ram): When taking a charge action the plategrazer deals double damage on a successful attack.

PTERORAPTOR (L. PTERORAPTOR RHYNCOPHOBO)

This creature stands about 10 feet tall. It has a very callous hide that looks much like that of an elephant. Its arms are very thick and muscular, with a translucent membrane upon each arm that goes from wrist to thigh, just like that of a pterodactyl. These membranes act as wings that, when fully spread, have a span approaching 22 feet. It has reverse articulated legs, like a bird's, which are used to scoop up its prey as it swoops down. These legs have small but sharp talons. It relies on bashing its prey against surfaces or dropping it from the sky. Its head is very crocodilian, with a long snout and sharp teeth for rending the battered prey.

Pteroraptors like to fly in packs of three to five. They soar upon thermals during the daylight hours, finding their homes upon plains and desert lands, where they sit firmly at the top of their domain's food chain. When the sun begins to set, losing their access to thermals, the pteroraptors look for a place to safely sleep.

Pteroraptor (animal): **CR 8 (12d8 vitality dice)**; SZ L; vp/wp 90/25; Init +2 (Dex); Spd 30 ft., fly 90 ft.; Defense 11 (-1 size, +2 Dex); Atk: claws (×2) +13 (dmg 1d6+6 normal, error 1, threat 20), bite +8 (dmg 1d8+2 normal, error 1, threat 20); Face 2 squares; Reach 2 squares; SA diving strike; SQ DAY, NAR (DR 6/FE); AL none; SV Fort +11, Ref +10, Will +5; Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 9. Skills: Listen +5, Move Silently +6, Spot +12. Feats: none.

Special (Diving Strike): When taking a charge action while flying, the pteroraptor must move a minimum of 30 feet vertically but may move past one opponent to charge another. A successful claw attack from a diving strike deals double damage.

SCREAMER

The screamer is a four-legged predator standing up to 4 feet high at the shoulder, all muscle and coarse hair. Screamers have large heads, larger than a creature of its size usually has. The front of the creatures face is all teeth and a solitary "ear" - where the eyes, forehead, and nose would be in a more familiar creature is a large organ similar to a bat's ear, but uncovered. The monster's front legs end in a paw like hand. This appendage is not really dexterous enough to manipulate fine objects, but capable enough of tearing freshly killed meat and putting it in its mouth.

Screamers hunt not by sight but by echolocation: It screams to locate its victims. However, when it sends out its sonar screams, a large portion of the sound is within the auditory range. The terrifying shrieking fills those who know of screamers with abject fear.

Hunting in packs of three to six, the screamer is very social and highly intelligent for a beast. They shriek at each other to coordinate complex hunting techniques, similar to other pack hunters like the wolf.

Finally, given its regenerative abilities, the screamer is an extremely dangerous animal. The best way to deal with them is with acid or fire, which negates their quick healing.

Screamer (magical beast): CR 4 (5d10 vitality dice); SZ M; vp/wp 33/12; Init +3 (Dex); Spd 30 ft.; Defense 15 (+3 Dex, +2 dodge); Atk: bite +7 (dmg 1d6+3 normal, error 1, threat 20); Face 1 square; Reach 1 square; SA shriek (*see below*); SQ BLS (60 ft.), MBT, PCK, PHO (explosive noise), RGN (5); AL none; SV Fort +5, Ref +7, Will +3; Str 15, Dex 16, Con 12, Int 3, Wis 14, Cha 4. Skills: Hide +6, Listen +10, Move Silently +8, Spot +10. Feats: Alertness, Weapon Finesse (bite).



Special (Shriek): As a full round action, the screamer may emit a scream towards its prey. This produces 60-foot cone that deals 2d6 points of sonic damage and dazes all in the area for 1d2 rounds. Each creature in the area must make a Fortitude saving throw (DC 16); on a success it takes only half damage and is not stunned.

SPIDER EBON (L. MELANOPITHECUS POLYDEXTERA)

The difference between spider ebons and actual gorillas (which they closely resemble), other than their relatively small stature, is that these primate-like creatures have six arms and two feet and do not bear live young, nesting deep in forested areas. Their fur is typically matted with loam, though their coat colors range from a silvery sheen to dark grey. Spider ebon legs are also a bit longer than a gorilla's, lending to their swift movement and agility. Although they are generally only about 5 to 6 feet tall, these typically non-aggressive creatures can be very fierce when their families are threatened. With overdeveloped, gorilla-like chests, they can tear an average man in two.

Spider ebons glide through trees effortlessly. When hunting, they hang from their two highly manipulative feet until prey comes within reach. They then grab the creature, lift it into their multiple arms to hold it, and snap the creature's neck while pinning it to their broad chests.

Spider ebons live in packs of five to eight, hunting a large territory in conditions much like those of sub-tropical forests.

Spider Ebon (animal - 40/60/60 BP): CR 3 (6d8 vitality dice); SZ M; vp/wp 33/13; Init +2 (+2 Dex); Spd 40 ft., climb 30 ft.; Defense 15 (+2 Dex, +3 dodge); Atk: slam +8 (dmg 1d4+4 normal, error 1, threat 20) bite +3 (dmg 1d6+4 normal, error 1, threat 20); Face 1 square; Reach 1 square; SA improved grab (*see below*); SQ AMB, MAN; AL none; SV Fort +6, Ref +7, Will +3; Str 19, Dex 15, Con 13, Int 2, Wis 12, Cha 8. Skills: Hide +6, Listen +5, Move Silently +6, Spot +5. Feats: none.

Special (Improved Grab): If a spider ebon hits with a slam attack against a Small or smaller creature, it deals normal damage and attempts to start a grapple as a free action. No initial grab check is required.

Once the spider ebon gets a hold after an improved grab attack, it may pull the opponent into its space. While grappling, the spider ebon retains its Dexterity and dodge bonuses to its Defense. It can even move, provided it can drag the opponent's weight.



SPRING SNAKE

Ranging, it is believed, from 14 to 20 feet long, the spring snake has the unique ability to contract itself as tightly as possible and then release itself, launching itself as if by a catapult, towards its prey. Super-extending its mouth, it can swallow its prey in one lightning-fast leap. Only a few explorers have encountered such creatures, but they quickly had a name for this incredibly deadly Otherworld denizen. Scientists have been unable to study one (or even to see one), but speculate that the creature must have a cartilaginous skeletal system. Thus, given a body of incredibly flexible and super-dense muscle, it can spring remarkable distances; further, without the limitation of a "normal" snake's bone structure, these creatures can swallow a creature up to the size of a man, maybe larger.

In truth, the spring snake's skin is also semi-sticky from a fluid that it secretes. This fluid enables easier movement for the snake across both the ground and trees. Typically found in forests, it tends to spend most of its time in trees. This gives the snake the ability to spring or drop from branches onto its prey without being noticed.

The skin is made up of diamond-shaped scales that secrete the snake's traction fluid if squeezed. The colors of the skin range from reds to greens to browns, depending upon the colors of their surroundings. Their heads resemble that of a rattlesnake, with three long, non-venomous fangs.

Spring Snake (animal): CR 8 (10d8 vitality dice); SZ L; vp/wp 55/19; Init +2 (+2 Dex); Spd 30 ft., climb 30 ft.; Defense 16 (-1 size, +2 Dex, +5 dodge); Atk: bite +12 (dmg 1d6+9 normal, error 1, threat 20); Face 2 square; Reach 2 squares; SA constrict (*see below*), improved grab (*see below*), swallow whole (*see below*); SQ AMB, CMF (forest), SNT; AL none; SV Fort +8, Ref +9, Will +4; AP 0; Rep +0; Str 22, Dex 15, Con 13, Int 2, Wis 12, Cha 3. Skills: Balance +10, Climb +14, Hide +13, Jump +20, Listen +7, Move Silently +8, Spot +7, Survival +4. Feats: none.

Special (Constrict): The spring snake can coil about and crush an opponent held by its bite attack. With a successful grapple check the snake deals 3d6+9 points of subdual damage in addition to its bite damage.

Special (Improved Grab): If the spring snake hits with its bite attack against a Medium-sized opponent or smaller, it deals normal damage and attempts to start a grapple as a free action. No initial grab check is required. When the spring snake gets a hold after an improved grab attack, it pulls the opponent into its space. The spring snake is not considered grappled while it holds the opponent. It can even move, provided it can drag the opponent's weight.

Special (Swallow Whole): If the spring snake begins its turn with a Medium-sized opponent or smaller held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage.

A swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light melee weapon (the amount of cutting damage required to get free is equal to one half of the snake's total vitality points), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the spring snake's mouth, where it may be bitten or swallowed again. It will not swallow a second Medium-size victim, however, preferring to simply bite and constrict other relatively large prey.

TAURAN ELK (L. CERVUS ATRIHIRSUS MATRIX)

Tauran elks stand about 6 to 7 feet tall at the shoulder, with a barrel chest roughly 3 to 4 feet across, tapering down a muscular torso. They have the build of something between a bull, strong and muscular, and a trim-backed deer, fleet and graceful. Thick, shaggy fur hangs generously from their shoulders like that of a wooly mammoth.

The Tauran elk has large cloven hooves, each about the size of two human fists, which are kept quite sharp from their travels along rocky terrain. It also has sharp, forward-curling antlers that it constantly rubs against trees and rocks to keep honed. It tends to charge when cornered or attacked and strike with its horns, but is capable of lashing out with hooves as well. Its face is large and very streamlined, resembling that of an actual elk.

Generally a grazing animal, the Tauran elk tends to appear upon the plains in herds of three to eight. The "Woollyback" or "mammoth elk," as it has also recently been nicknamed, tends to eat wild grasses and flowers.

Tauran Elk (animal - 24/36/48 BP): CR 3 (6d6 vitality dice); SZ L; vp/wp 38/25; Init +1 (+1 Dex); Spd 40 ft.; Defense 10 (-1 size, +1 Dex); Atk: gore +7 (dmg 2d4+6 normal, error 1, threat 20), hooves (×2) +2 (dmg 1d6+2 normal, error 1, threat 20); Face 2 squares; Reach 2 squares; SA trample (*see below*); SQ NAR (DR 5/FE); AL none; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 17, Int 1, Wis 12, Cha 7. Skills: Listen +7, Spot +7. Feats: none.

Special (Trample): A tauran elk can trample an opponent of Medium-size or smaller by moving into his square (or expending 5 feet of movement if it begins its initiative count in his square). This does gore damage automatically - no attack roll needed. A victim can make a Reflex save (DC 20) for half damage.

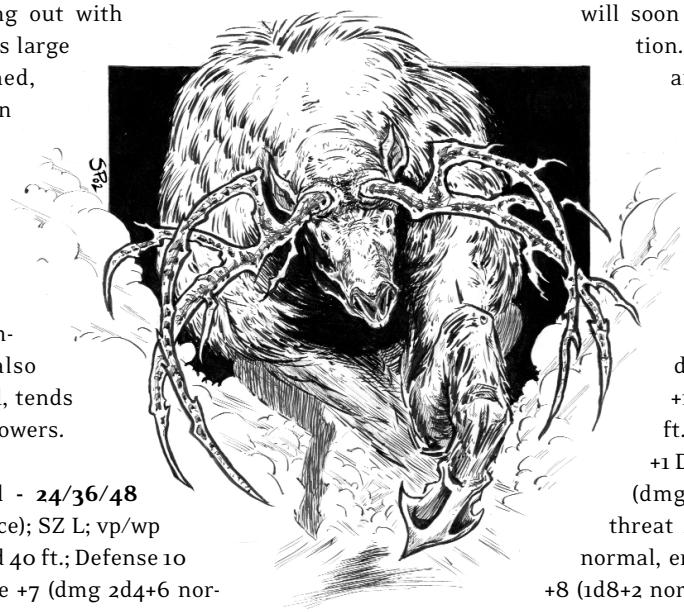
WYVERN

The closest resembling creature to a true dragon, the wyvern, is a huge flying lizard with a barbed and poisonous stinger at the end of its tail. It was discovered by a band of poachers during a small incursion into the Otherworld near a series of rolling hills. During their search for prey, they found a large winged silhouette upon the horizon that flew straight towards the hunting party. Only half of the those who entered the Otherworld survived, the rest were gathered by an IGS forensic team.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. The animal's wingspan is nearly 20 feet and the beast weighs just over one ton.

Wyverns don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator to communicate it's intents.

Wyverns are rather stupid but always aggressive: they attack anything that isn't obviously more powerful than themselves. Currently, they seem to underestimate most exploratory forces. However, as with most predators meeting with mankind through history, they will soon quit making that assumption. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack.



Wyvern (magical beast): CR 6 (7d10 vitality dice); SZ L; vp/wp 59/23; Init +1 (+1 Dex); Spd 20 ft., fly 60 ft. (poor); Defense 18 (-1 size, +1 Dex, +8 dodge); Atk: sting +10 (dmg 1d6+4 normal, error 1, threat 20) , talons (×2) +10 (2d6+4 normal, error 1, threat 20), wings (×2) +8 (1d8+2 normal, error 1, threat 20), bite +10 (2d8+4 normal, error 1, threat 20); Face 2 squares.; Reach 1 square; SA flyby attack (*see below*), improved grab (see below), poison (*see below*); SQ IMU (sleep and paralysis), MLT, NOC, SNT; AL none; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9. Skills: Hide +7, Listen +13, Move Silently +11, Spot +16. Feats: Alertness.

Special (Flyby Attack): When flying, the wyvern can take two standard moves as a single half action as long as his other half action is an attack.

Special (Improved Grab): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Special (Poison): A poisonous stinger can be found within the wyvern's tail, allowing it to paralyze those he successfully attacks. Opponents struck by a tentacle attack must make a Fortitude saving throw (DC 17) or take 2d6 Con damage (initial and secondary).

Chimera Birthright Templates

Titans who have the Chimera Legacy birthright, reflection of man, are able to transform into creatures that appear partly human and partly mythical beast. While under the effects of this birthright, apply the appropriate template to the agent.

Pale Centaur

"Pale centaur" is a template that can be added to titans that manifest the *Reflection of Man* birthright and who also have the *Blood of the Unicorn* birthright. The titan's lower body transforms into an alabaster colored horse with golden cloven hooves and a leonine tail. His upper body grows in size to match but looses many of the features that are identifiably human - though he remains humanoid in form. Fine but coarse white hair covers the titan's entire body and he may be ridden as a mount.

Size: Large (The base titan's carrying capacity is increased to 3x normal and may be used as a mount).

Vitality/Wounds: Vitality as base titan and increase wounds by 50% (round down).

Initiative: As base titan and modified by Dexterity increase.

Speed: 50 feet.

Reach: 1 square.

Face: 2 squares.

Attacks: As base titan.

Special Attacks: A pale centaur retains all the attacks of the base titan except any named combat actions from unarmed combat "Kick" feats. He also gains the following special attacks.

Kick: The pale centaur may make a kick attack that does 2d6 + Strength standard damage.

Trample: A pale centaur can trample an opponent of Medium-size or smaller by moving into his square (or expending 5 feet of movement if he begins his initiative count in his square). This does 2d4 + Strength modifier in standard damage.

Special Qualities: As base titan.

Saves: As base titan and modified by Ability increases.

Abilities: +2 Strength, +4 Constitution, +2 Wisdom.

Skills: As base titan and +2 species bonus to Balance checks and -6 species penalty to Climb checks..

Feats: As base titan, plus Run.

Challenge Rating: As base titan +1.

Ebony Harpy

"Ebony harpy" is a template that can be added to titans that manifest the *Reflection of Man* birthright and who also have the *Feathers of the Roc* birthright. The titan's upper body retains its human characteristics, including arms and hands, but his head and back grow raven black feathers while his skin turns shiny ebony. The titan's lower body transforms into a raven-like body with obsidian colored talons and wings.

Size: Medium.

Vitality/Wounds: Vitality and wounds as base titan.

Speed: While gaining the ability to fly at 80 feet, he looses the ability to swim and movement on the ground decreases to 20 feet.

Initiative: As base titan and modified by Dexterity increase.

Reach: 1 square.

Face: 1 square.

Attacks: As base titan and gains a claw attack (d24 + Strength modifier).

Special Attacks: An ebony harpy retains all the attacks of the base titan except any named combat actions from unarmed combat "Kick" feats. The ebony harpy also gains the following special attacks.

Captivating Voice: The most insidious ability of the ebony harpy is its voice. When an ebony harpy sings, all creatures within a 300-foot spread must make a Will save (DC 10 + Charisma modifier + base potency) or become captivated. This is a sonic mind-affecting charm effect and therefore is negated by removing the ebony harpy's ability to speak or by effects that create areas of silence. Creatures that do not have the sense of hearing are unaffected by this power. A successful save protects the creature from the same ebony harpy's song for 24 hours.

A captivated victim walks toward the ebony harpy, taking the most direct route available. If the path leads into a dangerous area (off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the ebony harpy stands there and offers no resistance to his attacks. The effect continues for as long as the harpy sings and for 1 round thereafter.

Flyby Attack: When flying, the ebony harpy can take two standard moves as a half action as long as his other half action is an attack.

Special Qualities: As base titan, plus Far sight: penalties to Spot checks for distance are halved for this character (round down).

Saves: As base titan and modified by Ability adjustments.

Abilities: -2 Strength, +4 Dexterity, +4 charisma.

Skills: +4 species bonus to Perform (Singing) and Tumble checks.

Feats: As base titan.

Challenge Rating: As base titan +1.

AZURE MERFOLK

"Azure merfolk" is a template that can be added to titans that manifest the *Reflection of Man* birthright and who also have the *Coils of Leviathan* birthright. The titan's upper body retains its human characteristics, including arms and hands, though his teeth grow and become deadly sharp and webbing grows between his fingers. His skin turns a vibrant sea-blue, gills grow on his chest, and all his body hair vanishes. The titan's lower body transforms into a dolphin-like trunk and tail with a dorsal fin on his back.

Size: Medium.

Vitality/Wounds: Vitality and wounds as base titan.

Speed: While gaining the ability to swim at 80 feet, he looses all ability to move on land except for the 5 ft. bonus step.

Initiative: As base titan and modified by Dexterity increase.

Reach: 1 square.

Face: 1 square.

Attacks: As base titan and gains a bite attack (d26 + Strength modifier).

Special Attacks: An azure merfolk retains all the attacks of the base titan except he does not retain any named combat actions from unarmed combat "Kick" feats. An azure merfolk also gains the following special attacks.

Drag Under: In combat, when an azure merfolk successfully grapples a target, it receives a +4 circumstance bonus to the opposed Strength check each turn, and automatically inflicts bite damage if the victim does not break free. If a sufficiently deep body of water is available, the transformed titan may drag his victim underwater, drowning the prey.

Depth Charge: As a half action, an azure merfolk may form a ball of super dense water. This ball is treated as a hurled weapon and has a range increment of 40 feet. He may make a ranged touch attack as a half action to throw the ball at an opponent. The depth charge does 1d8+1 (threat: 19-20; error 1) in damage.

Special Qualities: As base titan as well as the following:

Amphibious: Azure merfolk may breathe both water and air.

Natural Armor (NAR): An azure merfolk gains the NAR (DR 2/FE) quality.

Cold Resistance: +4 bonus to all saves vs. cold damage

Saves: As base titan and modified by Ability adjustments.

Abilities: Dexterity +2, Charisma +4.

Skills: Azure merfolk gain a +8 species bonus to all Swim checks and +4 species bonus to Bluff and Perform (Singing) checks.

Feats: As base titan.

Challenge Rating: As base titan +1.

JADE NAGA

"Jade naga" is a template added to titans that manifest the *Reflection of Man* birthright and who also have the *Breath of the Wyrm* birthright. The titan's upper body retains its human characteristics, including arms and hands, but he looses his hair and his skin transforms into green jeweled scales. His lower body transforms into a thick snake-like body.

Size: Medium. (The base titan's carrying capacity is increased to 1.5x normal.)

Vitality/Wounds: Increase to d10 or as base titan if his vitality dice are larger.

Speed: Ground speed increases by +10 feet and his swim speed is equal to his normal movement rate.

Initiative: As base titan.

Reach: 1 square.

Face: 2 squares.

Attacks: As base titan and gains a tail slap attack (1 + Strength modifier standard damage and 2d6 subdual damage). A tail slap attack has a 10 ft. reach.

Special Attacks: A jade naga retains all the attacks of the base titan except he does not retain any named combat actions from unarmed combat "Kick" feats. A jade naga also gains the following special attacks.

Poisoned Tail: small poisonous glands grown at the end of the jade naga's tail, allowing him to poison those he successfully inflicts at least one point of standard damage from a tail slap attack. Opponents damaged by a tail slap attack must make a Fortitude saving throw (DC 10 + base potency) or become staggered for 1d4 rounds.

Constrict: The jade naga can coil about and crush an opponent after successfully grappling his victim. Each round in which the jade naga remains grappled with his opponent he deals 3d6 + Strength subdual damage to the target.

Special Qualities: Immune to poison.

Saves: As base titan and modified by Ability adjustments.

Abilities: +2 Strength, +4 Intelligence, +2 Wisdom.

Skills: +6 species modifier to Climb checks.

Feats: As base titan.

Challenge Rating: As base titan +1.



"No one's safe. Don't you understand that?
It's coming and no one can stop it.
I feel it. The thing in my dreams...
It's real. And it's almost here."

-- Cordelia
Angel

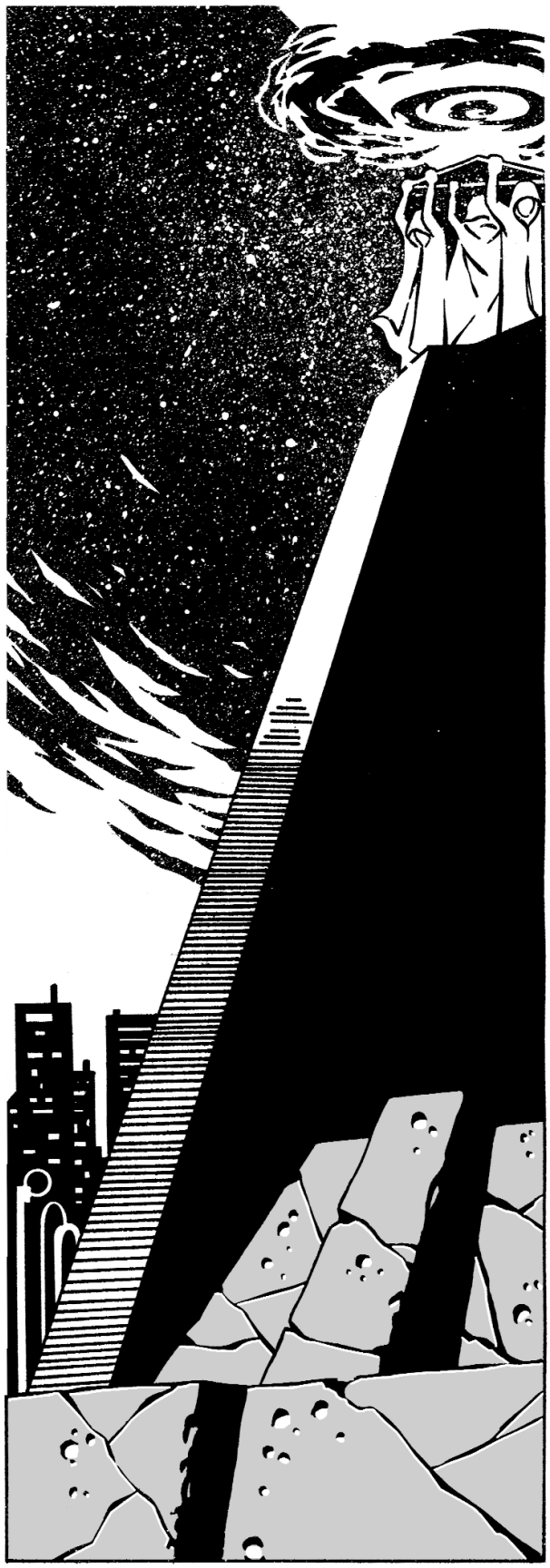
ABYSSAL TERRORS

7

INTRODUCTION

The world of *Dark Inheritance* is filled with nightmares. First among them are the Daemonhost, decadent, spiteful, and profane creatures from the Abyss. They despise the humanity they once ruled and desire to do so again. As if this was not bad enough, the Rip released not only the dread Daemonhost but their daemonic servants as well. For ages, the daemon cults summoned these lesser servitors of the Host to do their bidding, but now they are released into the world without the controls of even the debased cults. And the creatures from the dark realm of the Abyss are not the only threats facing the world.

Humanity is also threatened by strange creatures that slip silently into our world from the Otherworld, predators who are not fearful of man and who now hunt in the shadows just beyond our sight. Rumors of these creatures are heard nightly on the evening news, but little physical evidence has been released. Terror does not, however, always come from some outside source; it lives behind closed doors and in the shadows of the cities. No other terror is more debased than the atrocities men commit upon other men. Terrors driven by fear, lust, and greed are horrible sights to behold, and are often far more difficult to uncover and prevent than some creature stalking a children's playground.



THE HOST

Although not the first, the greatest and most successful civilization of the Lost Age is still burned into the fabric of our mythology. Kefiu, Thule, and Atlantis are merely a few of the pseudonyms given to the nearly lost memory of an ancient culture. The truly knowledgeable call the inhabitants of that civilization the Host and their empire the Ascendancy, although neither are names those ancients would have recognized.

Even the wisest of the wise remember little of this empire; an inherent fear, an intuitive dread has persisted down through the ages, a warning from the progenitors themselves. The empire of the Host was greater than the dynasties of Egypt or Rome, or even of the young but powerful democracies of the modern age. Palely reflected rays shed only a glimmer of light upon the imposing culture of the Ascendancy, which not only escaped the bounds of gravity, but which crossed the veil of creation itself and fashioned relics of wonder that await discovery even today. Only the tiniest of traces survived the empire's cataclysmic fall to remind us that such a world-spanning culture even existed.

THE RISE OF DAEMON CULTS

Long ago, all over the world, secret societies and orders were created by those who opposed the children of might, the scions of the progenitors. Some cults formed around charismatic and fearsome people who themselves showed signs of a potent daemonic heritage. Using the fading fragments of arcane lore, they would call upon the powers of the Abyss, the realm of daemons. The cults murdered, blackmailed, and corrupted the innocent in exchange for power, using the investments granted by their inhuman patrons to unknowingly further a convoluted plot to escape the bleak wilderness of the Abyss.

As inheritors were a rare breed in those times, conflict between them and the daemon cults were infrequent but bloody. Slowly, the daemon cults were destroyed or driven underground, their scrolls and tablets lost, burned, or broken. As time passed, the keys to hearing the whispers of the Abyss were all but lost. The Brotherhood of the Iron Rose, fought tirelessly against the "enemies of Heaven." Drawing upon the vast resources of the Church and liberally taking advantage of the indemnity from sin granted by the Pope Leo X, nearly every daemon cult in Europe and the Americas was destroyed. The very few that survived did so in silence and secrecy, biding their time until their vigilance lapsed or their daemonic masters broke free from their black prison.

The illumination of science and the war on superstition in the 19th century ushered in an era of calm. The cults were few. Those that did endure were mostly in remote backwaters and fed off the suffering of imperialism and war. But even lost knowledge can be found in musty tombs and forgotten caves. No matter how hard the churches, temples, or inheritors struggled to end the vile practice of the daemon cult, like Hercules battling the ancient Hydra, its numerous heads eventually grew back. Even the rulers of nations could fall to the temptation of such vile power. The Third Reich and the Khmer Rouge are the most notable examples, but there have been others - and some remain active even now. Such governments took the idea of human sacrifice in exchange for daemonic investments to unprecedented levels.

Today, daemon-worshipping cults are more insidious and covert than those of ancient times. The cults cannot hide as easily in the guise of legitimate temples such as those of Set, Kali, and Loki. Instead, they hide in the open. Some are fraternities and brotherhoods; others are "new age" groups or small independent churches. They rarely hold large, elaborate ceremonies (and generally, if they do, the rites are greatly altered and bastardized), and most have never made a human sacrifice. Rather than grasping as much power as they can in a short time, they take only a little at a time and grow in small, measured increments. But even the cults were not prepared for the sudden release of their long-awaited masters.

THE RETURN OF THE HOST

The gravest threat facing the world today goes unseen. Fleshless specters run rampant, beyond the senses of normal humans. These daemons escaped during the Rip when the barriers between the worlds collapsed. The Daemonhost never suspected, never dared hope that their long confinement would end. All routes leaving the Abyss were cut off by the progenitors, but the Rip momentarily removed not just the barriers in the vicinity of Jerusalem, but all those between Earth and her neighbors. In that moment, the Daemonhost and many of their abyssal servants, sensing the absence of the barriers, fled their prison. Most of the Host and the daemons that serve them have escaped. The event the seers said was guaranteed by destiny not to occur had come to pass. Now those seers fear the darkness of a future in which destiny has failed. In a single instant, a solitary failure, the fate of worlds was forever altered, and no one knows what the future now holds in store for us.

Worse, even the seers and prophets of previous ages would not know this old enemy made new. Although the enemies of the progenitors are again loosed upon the world, they are vastly different from the princes they once were. The Host have spent thousands upon thousands of years within the Abyss, a place that can corrupt and twist even the virtuous - but what that realm can do to the already corrupt is truly terrible. The perverted geometries of the Abyss twisted the banished souls of the Host, so that they are now more like the formless messengers of despair that lore calls demons. Trapped millennia before the rise of Egypt and Sumer, the Host is now the Daemonhost, princes of demonkind and demigods of corruption. Instead of flesh and blood, these long dead rulers of Earth have been rendered down into potent demonic specters. Moving silently among humanity, this primordial enemy stalks human prey and plots the rise of a new Ascendancy.

Most titans are not aware of the menace they face. The prophecies regarding the event have been handed down among only the Fugo a Watu and the Promethean Order. The Order has traditionally seen itself as the tool of destiny, certain that its illustrious inheritors would step in and save the world. But something went terribly wrong and the result was catastrophic. No word from the Order's top agents escaped the wreckage of Jerusalem, no survivor of the Rip was left to relate what he or she saw, for the Daemonhost murdered or possessed any who beheld them. They spread across the world like unseen locusts. Insidious, they now draw together those who can hear their foul whispers. They bring great power to individuals that are useful - and they ask only for complete obedience in return.

DAEMONIC CULTS

The return of the Daemonhost has opened a new chapter in the book of horrors, one that is well-known yet alien, fearsome and bloody. The creatures from the Abyss have found many who will aid them in their endeavors, especially when the creatures must only offer up a few meager scraps of power to their mortal servitors. Wise evils know well the power of these servants and have formed organized groups of humans to aid them in their endeavors, creating the first real cults in thousands of years.

Though the majority of these cults lack much real power, they present a very real threat to the titans and the future of Earth. The Daemonhost have perfected many diabolical rites, allowing them to extract the raw power from the bodies of the inheritors, ripping them apart and leaving them spent and broken in the process. It is little understood how this works, yet it is known that it involves tapping into the power of the birthrights and ripping it from the titans' tortured flesh.

For game purposes, all cults receive their knowledge and power from a member of the Daemonhost. These daemonic patrons provide the cultists with the rituals, spells, and other techniques they need to carry out the wishes of the patron and further the goals of the Daemonhost. Because of this, cults naturally tend to fall into conflict with the titans, who may find them to be surprisingly difficult to deal with and frighteningly hard to destroy.

FORMATION OF A CULT

True occult knowledge is not a common thing, and it grants the possessor a certain degree of power. In the times before commonly recorded history, this knowledge was spelled out explicitly, but much of the knowledge of the Host has long since been fractured and lost. As men and their protectors, most notably the titans, destroyed those who would prey upon them, the most powerful occult masters were slain and their strange libraries were cast down and lost.

In the intervening millennia, scraps and fragments of this lost lore have resurfaced and been incorporated into the mysterious cults of men. Few possess enough of accumulated knowledge to accomplish anything meaningful. Tiny fractions among those who pretend to have true understanding actually gain enough insight to practice real rituals. When the Daemonhost returned, it swept up many of these men and women and they now use them for their own ends. Though some are strong enough to hold fast to their own beliefs and principles, and are even now stretching their occult wings to gather the suddenly available occult lore, most are more than happy to have a daemonic patron to call their own.

The greatest effect of the Daemonhost on the world of the occult is the way in which it has stirred the currents in its search for greater power. The Daemonhost, in their search for items of true occult power, have tipped off pretender cults and revealed the true roots of power in the process. For every daemon-guided cultist in search of a moldering old tome, there are five more who are alerted to his actions and who begin seeking it out on their own, seeking the power of their rivals. This has turned the quest for occult lore into a dangerous scavenger hunt, with the participants willing to kill anyone who gets in their way.

Once the seed of a cult is planted, it grows quickly. In this troubled time, anyone who appears to have any of the answers is regarded as a person worth knowing. Those of weak will or who fear that the end of times is upon them latch onto these men and women, and the core of the cult is created. As more and more find their way into the cult, it grows in power and its membership swells, giving it yet more power, a curious and terrible cycle of daemonic influence. Every person who joins the cult may draw others into the cult's embrace, and very large cults often take on a life of their own, far exceeding the original goals of the founder.



CULTS AS THREATS

Daemonic cults come in all shapes and sizes, but are uniformly dangerous, insidious, and driven to destroy titans as a key step in the Daemonhost's dreams of everlasting domination. As such, they are the natural enemy of all the major factions. As secretive groups with significant power bases, cults are easily developed as season-spanning threats with the mastermind system.

At the heart of every cult is its most knowledgeable occultist. Often the mastermind of the organization, this person either founded the cult or was able to seize it from another by forging the most advantageous agreements with the cult's Daemonhost patron.

In some cases, the cults mastermind may be the most charismatic member of it's inner circles, the 'public face' of the cult, while the more powerful occultist remains in the shadows, offering guidance or commands but avoiding the day-to-day leadership. In the most powerful of cults, the mastermind *IS* the cult's patron, having managed to claim a mortal body for it's own (often that of the previous leader) and taking charge of the cult's resources directly. This option is recommended only for high levels of play, as the resulting fusion of mortal leadership ability and supernatural might makes a daunting opponent for even high level groups.

Common henchmen include additional potent occultists, charismatic recruiters, and inner circle members with powerful outside connections who have subverted them to the cult's goals.The leader of the cult will normally initiate those he already knows into his cult first, perhaps even inducting his own family into the inner circle of his knowledge. As seniority is often key to the internal politics of cults, these early recruits may wield authority far beyond what their skills and abilities would suggest.

Once a cult has an inner circle, it begins to take on a life of its own and may grow without the leader's direct intervention. This can lead to a very diverse pool of minions for the growing organization. Lesser occultist may find themselves bound to the mastermind or the inner circle to provide power to the cult's rituals. These cultists are the rank-and-file members, those who follow the leader and do as he says in order to gain occult or earthly power of one sort or another. They range in personality and nature as much as members of any religion, from the wild-eyed fanatics to the dabblers who attend service a couple of times each month as a hedge against the unknown rather than from any real sense of devotion. Whatever their nature, those who pledge their loyalty to a cult become its support system and the medium through which others find and join the cult.

Other minions include ignorant dupes, brought under the influence of the cult through its “legitimate” activities. This category includes security forces, lawyers, and other professionals hired by the cult. These forces are more loyal to the money than to any stated goal of the group, though the most elite or effective non-occultist minions may be bound by mystic compulsions.

The problem with large numbers of initiates is that it makes the cult easier to find and increases the difficulty of hiding its activities from the prying eyes of other cults. While this may not initially be a problem, once a cult begins making a name for it self, it is certain that there will be repercussions and enemies to deal with, even if these are only outspoken detractors on the local town council. Particularly amongst the more powerful or active cults, however, competition can be fierce and deadly.

Cults are voracious, consuming both members and resources at a prodigious rate. As tools of the Daemonhost, they seek power in all its forms and are rewarded in a variety of ways for their successes.

CULT RESOURCES

Daemonic cults are developed in the same fashion as other threats using the mastermind system, but have access to a variety of specialized threat resources based on their relationship with their Daemonic patrons.

Threat resources (introduced on page 98 of the ***Fixer/Pointman Class Guide***), are similar to feats for threat organizations, providing specialized benefits for the organization. The following new resources showcase the unusual rewards daemonic cults can acquire from their patrons.

DAEMONHOST PATRON

Since the Rip, it has become increasingly less difficult to make contact with invisible forces willing to make devil deals for power... This group has attracted the attention of one of the Daemonhost, gaining dark knowledge in exchange for their worship.

Prerequisites: Scope 2+.

Benefit: The cult automatically gains access to one ritual (*see page 243*) for every point of Scope the cult possesses. This resource must be located at the threat's headquarters.

Possible Sites: Defiled church, ancient temple, occult bookstore.

DAEMONIC POTENCY

As the sacrifices made to their master increase, the rewards received by the inner circle become more obvious...

Prerequisites: Wealth 2+, Daemonhost Patron.

Benefit: At the beginning of each session, the mastermind may distribute a number of bonus points to the ability scores of cult special NPCs equal to the organization's Wealth score. These points may be distributed between the six ability scores as the mastermind sees fit. No individual special NPC (including the mastermind) may receive a total bonus greater than one half the hierarchy rating of this resource's action site (round up). This bonus is temporary, and may not be used to qualify for feats or prestige classes.

Possible Sites: Elaborate altar, meat packing warehouse, city morgue.

DAEMONIC ZEAL

Once convinced of their power, cultists are driven to advance the cause in the face of any opposition.

Prerequisites: Loyalty 2+, Daemonhost Patron.

Benefit: Each session, the cultist may re-roll a number of saving throws equal to the organization's Loyalty rating. No save may be re-rolled more than once, and no individual member may benefit from a re-roll more times than one half the hierarchy rating of this resource's action site (round up).

Possible Sites: Community television studio, leaflet printing house, private park.

DAEMONIC WHISPERS

The voices in your head speak of things lost to mankind for millennia...

Prerequisites: Influence 2+, Daemonhost Patron.

Benefit: At the beginning of each session, the mastermind may distribute a number of bonus ranks in skills to cult special NPCs or squads of standard NPCs (treat each squad as one individual) equal to the organization's Influence score. These points may be distributed between any skill as the mastermind sees fit, and the skill is considered a class skill for this purpose. No individual NPC (including the mastermind) or squad may receive a total bonus greater than one half the hierarchy rating of this resource's action site (round up). These ranks are temporary, and may not be used to qualify for feats or prestige classes.

Possible Sites: Elaborate meditation hall, new-age retreat, remote mountain cave.



DAEMONIC FORCES

Once claimed by the Daemonhost, their servants are defended in unexpected ways...

Prerequisites: Technology 4+, Daemonhost Patron.

Benefit: Each session the cult gains a number of ethereal points equal to one half the organization's technology score. These points may be used by the cult's patron to spontaneously cast spells anywhere in a cultist's presence. These spells may only target opponents of the cultist, and thus tend to be destructive or disabling. No more than one spell may be cast in this fashion per round, and the maximum level of the spell cannot exceed one half the hierarchy rating of this resource's action site (round down).

Possible Sites: Collection of crystal balls, huge gold-inlaid pentacle, large antique mirror covered in daemonic runes.

NEW THREAT

The following threat provides an example daemon cult that may be used as an antagonist for any agency. The Sodality of the Penitent hides behind a mask of goodwill and charitable philanthropy but its goals and methods are entirely selfish and destabilizing.

This threat takes advantage of numerous tools, resources, and options as presented in the expanded Mastermind System in the ***Fixer/Pointman*** Class Guide. See pages 94 - 119 of that book for more details on incorporating these features into your game sessions.

THE SODALITY OF THE PENITENT

Starting Threat Code: Red

This short-season (3-serial) threat is appropriate for a team of 4th-level agents.

After the First Crusade, the Knights Templar were the most wealthy and powerful order of monastic knights in Christendom. In 1307, fearing this power, the knights were arrested by King Philip of France and their wealth was seized through the only charge that would allow it: heresy. In 1314, at the order of Pope Clement, the last Grand Master of the Knights Templar, Jacques de Molay, was burned at the stake.

An unknown mystic woman, swathed in black silks, retrieved the burned skull of Jacques de Molay a decade later from the Vatican vaults. Returning to Jerusalem she resurrected the knight. Dazed and confused by the ritual, his mind was ripe for tainting by the shrouded mystic. She told the befuddled warrior of his death and her gift tohim of a new life. Calling upon forbidden knowledge, the mystic summoned an entity from the Abyss into the resurrected knight, imprisoning the daemon within him but leaving de Molay in control and immortal. With her guidance, the two rebuilt the Knights Templar under a new name, the Sodality of the Penitent, and a new agenda, revenge.

Initially the new order strove to harm the Catholic Church as a whole but as the tentacles of the Sodality coiled into the church hierarchy the cult uncovered the Brotherhood of the Iron Rose and learned of the inheritors. The daemon within de Molay raged when a spy recounted her unbelievable encounter with an inheritor. As decades turned into centuries the mystic woman, reverently called the Black Madonna, assisted de Molay in uncovering knowledge about the nearly forgotten children of the gods. The daemon within de Molay slowly turned his hatred of the Church into a hatred of all inheritors. Instead of tearing down the Catholic Church, de Molay's goals changed to hunt down and kill the children of might.

Now, almost seven centuries later, his goal continues. He has recruited hundreds of devout followers in blind cells worldwide. As the Knights Templar were able to do in their times, the once Grand Master has amassed a great fortune to help fund his followers and his great cause.

The Sodality follows the same practices of its predecessor, the Knights Templar. Jack Molloy, de Molay's current alias, acts as Grand Master. The Black Madonna is an advisor always at his side. All members of the Soldality are known as knights, just as in the Knights Templar. Sodality knights have all been taught the betrayal of the Knights Templar at the hands of inheritors, though they believe Jack Molloy to be a distant descendant of Jacques de Molay. Their loyalty is unquestioned, both to the Sodality and to the "betterment" of a world without the god-born. Knights of the Sodality spend their public lives attempting to help the world through aid organizations and charities. That is, until the Grand Master calls them into action. Each knight has a tattoo hidden upon the upper forearm depicting the seal of the Knights Templar. Beneath the seal are the Latin words Semper Recordor, “always remember.”

MP Cost: 274

Exotic Organization: 5

Wealth: 6 (68 BP for mastermind, 48 BP for each henchman and foil, 33 BP for each minion, 23 BP for each specialist; minions gain a piece of personal ordinance, a single heavy, ground, or water vehicle up to 10 GP, or individual personal vehicles up to 4 GP)

Technology: 0 (0 GP per serial)

Loyalty: 7 (+7 to loyalty checks)

Influence: 4 (favor check notice = 1-4, 4 influence effects per serial)

Scope: 8 (international threat)*

Agenda: Revenge

** All serials involving the Sodality yield +20% XP (in addition to all other XP bonuses).*

SERIAL THREE: JACK MOLLOY

When Jacques de Molay was brought back, he was surprised to find that he had his youthful appearance once more. At the time he was burned at the stake, he was 70 years old. Now, after his resurrection he appears no older than 30. That has been the way the Grand Master has ever looked since. Every sixty years or so de Molay assumes a new name and identity, always a grandson of the previous identity. His current identity is a charismatic New Age guru by the name Jack Molloy.

Jack travels the world with his wife, the mystic who resurrected him so many centuries ago, to ensure that his machinations are being carried out by the rest of his knights. He takes a very direct approach to leadership, which keeps his knights very loyal and devoted to him.

If Jack isn't traveling, he is at the Sodality temple compound in Jerusalem. The compound itself rests in hidden catacombs beneath the Old City, the very same catacombs originally used by the Knights Templar. Surprisingly, the Rip barely changed the Sodality's headquarters. In fact the appearance of the Labyrinth expanded their domain considerably. Although several cult members were killed in the disastrous events, the daemons escaping the Abyss recognized members as potential conspirators (i.e. tools). The compound is very well protected by the most loyal of knights within the Sodality, the Sentinel Knights. It is from here that Jack plans and coordinates the Sodality's great plan.

Jack is still in very fit physical condition from continuing his cadences from 700 years past to keep his mind and body focused. When walking the Labyrinth, he typically wears his ancient greatsword slung at his side. Frightfully charismatic, he is cold and precise despite his stirring speeches.

Staging Notes: Jack has retrieved the access codes to access the international banking system, which networks hundreds of the most influential banks in the world. Traveling to one of the Sodality's secondary headquarters in Madrid, he has sent his knights to find the best hacker available. Jack's goal is to build a backdoor that quietly drains funds from international corporations during the instability caused by the Rip.

Jack Molloy, 5th-level martial artist/3rd-level edgemaster (mastermind - 40 MP): Department: Old Blood. CR 8. SZ M; v/wp 73/18*; Init +7 (+2 Dex, +5 class); Spd 30 ft.; Def 18 (+2 Dex, +6 class); Atk: Jacques do Kalashnikov AK-105 +11 (dmg 3d6+1, accuracy -, error 1-3, threat 20, range 175 ft., qualities and mods: CS, 30 shots), Molay's Templar Greatsword +12 (dmg 1d12+4 normal, error 1-2, threat 20); Face 1 square; Reach 1 square; SA None; SQ unyielding, swordplay, parrying basics, ploy (Sidestep); SV Fort +7, Ref +8, Will +7; Str 10, Dex 14, Con 16*, Int 13, Wis 14, Cha 10; Skills: Balance +9, Concentration +8, Craft (Metalwork) +5, First Aid +5, Intimidate +11/+11, Jump +4, Knowledge (Occult) +17, Languages +7, Listen +4, Profession (Knight) +13, Sense Motive +9, Spot +8, Tumble +10. Feats: Acrobatic, Armor Group Proficiency (Light), Greatsword Basics, Greatsword Mastery, Improved Weapon Focus (greatsword), Martial Arts, Toughness, Weapon Focus (greatsword), Weapon Group Proficiency (Exotic - Archaic, Exotic - Martial Arts, Handgun, Melee, Rifle), Weapon Master (greatsword). Gear: Weapon, cover identity (power rating 3) (Jack Molloy), sunglasses. Gadgets and Vehicles: H.U.D. lenses, hardened joints (see the Soldier/Wheelman Class Guide, page 48).

** Jack's vitality points, wound points, and constitution are modified by his hardened joints gadget.*

Threat Resources/Action Sites: Daemonhost Patron, Daemonic Whispers, Daemonic Zeal - Adam Hutton, Knight Sentinels; Fanatics - Adam Hutton, Knight Sentinels, Centra Bank Security; Worse Than Death - Adam Hutton, Shelene Radcliff, Knight Sentinels, Centra Bank Security, and Shelene Radcliff's Bodyguards (headquarters - Sodality Temple Compound, Jerusalem, Israel - hierarchy 5, secrecy 2, personnel 3, security 1).

Knight Sentinels

The Sodality's Knight Sentinels are the loyal warriors whose primary purpose is to defend the compound from those who would seek to harm the order. Comprised of the most disciplined warriors to the cause, the Knight Sentinels are simultaneously a highly envied duty among the order and a much feared enemy to those who fight them.

Knight Sentinels wear dark studded vests when on their patrols of the compound with a sword sheathed at their side. They are sworn to ensure that the secret of the Sodality of the Penitent is maintained. These members' lives away from civilization, along with the time spent near their leader, have left them very cold, ruthless, and efficient.

Knight Sentinels, 5th-level martial arts mooks (minions, squads of 5 - 20 MP): CR 4. SZ M; v/wp 20/11; Init +5 (+2 Dex, +3 class); Spd 30 ft.; Def 15 (+2 Dex, +3 class); Atk: IMI Galil SAR +5 (dmg 4d4, accuracy -, error 1-2, threat 20, range 125 ft., qualities and mods: Single shot only, 25 shots), Medieval longsword +4 (dmg 1d8+1, error 1, threat 18-20), fist +4 (dmg 1d6+2, error 1, threat 20); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +3, Ref +5, Will +0; Str 13, Dex 14, Con 11, Int 8, Wis 8, Cha 5; Skills: Balance +7, Climb +4, First Aid +4, Intimidate +4/+0, Jump +6, Knowledge (Martial Arts) +4, Tumble +7. Feats: Armor Group Proficiency (Light), Martial Arts, Punching Basics, Weapon Group Proficiency (Exotic - Martial Arts, Hurled, Melee), Wolf Pack Basics. Gear: Weapons, knight vest, binoculars, sunglasses. Gadgets and Vehicles: None.

SERIAL TWO: ADAM HUTTON

Dealing with large corporations and nations, Centra Global Bank is one of the world's top 50 money lenders. Last year, its president was listed as one of the most globally influential men and counted among the top 20 richest people in the world.

Centra is also the financial house that runs the Temple Fund, a non-profit front organization that helps finance the Sodality. Seeing the bank as an obvious target, Jack spent considerable time ensuring that Adam Hutton became chief of security at Centra. Adam has grown to become one of the most trusted members of the Centra family and has recommended many people for employment within Centra and its satellite banks.

Unbeknownst to Centra, most of those recommended hires are Sodality knights now in deep cover. They are quietly infiltrating the financial behemoth in order to control it and use its financial resources.

Adam, having learned a few things from Jack, tends to look at the president as his king and the bank as his castle. No one will break his defenses within his castle. Many people have attempted to steal money from Centra over the years that he's been the chief of security, and none have succeeded. Being particularly adept at computers as well as skilled in modern espionage techniques, the Centra chief of security has thwarted many of these assaults personally.

Staging Notes: Adam has been a loyal employee of Centra for quite a few years now. However, the time is right. Jack has sent word to Adam that it is time to make the current president, Nigel Moore, disappear. One of the Sodality's faithful undercover knights is now in the position of senior vice president and ready to take over the company, should the current president disappear. In order to ensure no one considers it foul play, Adam has begun to build a digital trail, including a journal of anguish and thoughts of suicide. What Adam doesn't know is that one of the low level data entry engineers is a plant from British intelligence and has started to notice the virtual paper trail.

Adam Hutton, 4th-level soldier/2nd-level snoop (henchman - 12 MP): Department: D-3 Computer Espionage. CR 6. SZ M; v/wp 42/10; Init +12 (+3 Dex, +5 class, +4 improved initiative); Spd 30 ft.; Def 18 (+3 Dex, +5 class); Atk: H&K MP5A3 +7 (dmg 1d10+1, accuracy -1, error 1-2, threat 20, range 30 ft., qualities and mods: DP, CS, SS, 15 shots), garotte +5 (dmg special, error 1-2, threat -, qualities and mods: -); Face 1 square; Reach 1 square; SA None; SQ accurate, damage reduction 1/-, armor use +1, flawless search, intuition 1/session, jury-rig +2; SV Fort +5, Ref +7, Will +3; Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 10; Skills: Balance +6, Bureaucracy +2, Computers +10, Demolitions +6, Driver +7, Electronics +5, First Aid +3, Intimidate +8/+8, Listen +4, Profession (Security Guard) +8, Search +10, Spot +8, Surveillance +4, Tumble +8, Use Rope +10. Feats: Armor Group Proficiency (Light, Medium, Heavy), Extra Budget, Improved Initiative, Point Blank Shot, Rapid Shot, Snap Shot, Speed Trigger, Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle, Tactical). Gear: Weapon, laptop (+2 power rating), ELINT bundle (*see* ***Faceman/Snoop*** *, page 36*). Gadgets and Vehicles: standard gadget watch with garrote and poison spike.

Threat Resources: None.

Headquarters: Centra Global Bank in London, England - hierarchy 1, secrecy 0, personnel 3, security 3.

Undercover Centra Bank Knights

Since his promotion to chief of security, Adam Hutton has been slowly placing loyal Sodality knights in key roles within every facility owned by Centra. Because of this action, Centra has been thoroughly infiltrated by the Sodality and has been used to secretly fund the cult's many projects while quietly draining the bank of funds.

Undercover Centra Bank Knights, 2th-level financiers/2nd-level operatives (minions, squads of 4 - 11 MP): Department: D-3 Computer Espionage. CR 4. SZ M; v/wp 7/0; Init +3 (+1 Dex, +2 class); Spd 30 ft.; Def 14 (+1 Dex, +3 class); Atk: Sig Sauer P-226 +2 (dmg 1d12, accuracy -, error 1, threat 19-20, range 25 ft, qualities and mods: DP, RG, TD, 15 shots), Knife +1 (dmg 1d4, error 1, threat 20, qualities and mods: -); Face 1 square; Reach 1 square; SA financial expertise; SQ glass jaw; SV Fort +1, Ref +5, Will +4; Str 10, Dex 12, Con 8, Int 12, Wis 8, Cha 14; Skills: Appraise +3, Bluff +4, Bureaucracy +6, Climb +1, Computers +4, Cultures +2, Demolitions +3, Driver +2, Electronics +3, Forgery +2, Gather Information +3, Hide +2, Knowledge (Finance) +3, Knowledge (Law) +2, Move Silently +3, Profession (Accountant) +3, Search +3, Spot +2, Tumble +2. Feats: Armor Group Proficiency (Light), Extra Budget, Filthy Rich, Stealthy, Weapon Group Proficiency (Handgun, Medium, Melee, Rifle). Gear: Weapons, laptop (+2 power rating), $3,000 in negotiable bearer bonds, 10 BP. Gadgets and Vehicles: None.



SERIAL ONE: SHELENE RADCLIFF

Shelene Radcliff is a young socialite who has lived a life of leisure and luxury. Never having worked a day in her life, she had no purpose. She found herself growing bored, secretly craving a raison d'etre. She had little to do besides her pet projects of helping aid organizations. That was when she met Jack.

Jack taught her how power bestows control and how money is power. Shelene found her reason for living, Jack Molloy and his philanthropic ideals. Enthralled by the enigmatic Jack and his words, she resolved to give anything to help this noble man. She gave herself and pledged her substantial wealth to the cause.

The ancient knight accepted the melancholy aristocrat, but left her holdings so that she could help by influencing her wealthy and socially powerful friends. And that is exactly what she does. She throws galas and banquets. She mingles with the social elite and raises millions as a result. Due to her passion, Shelene has brought a number of recruits to the cult and, as the chairperson of the Temple Fund, bankrolls it through unwitting donations.

Shelene can be a very enticing and seductive woman when she wishes to be, which is at all times. She has a soft lilt to her voice that can make men do nearly anything. With a toss of her shoulder-length blond hair and a demure smile, she can cast the classic come hither stare from her amethyst eyes. However, when she falls to one of her tantrums, she can crush a person's ego with a couple of dagger-like words... and she loves it.

Staging Notes: Shelene is holding a formal gala at her estate. This ball is actually a cover so that knights from many of the cells can pick up their groups' "paychecks". Out of the 60 that are expected to attend, a fifth of them are cell leaders. A MI6 agent has noticed a dramatic increase in withdrawals from the Temple Fund's accounts and has grown suspicious, notifying his superiors.

Shelene Radcliff, 3rd-level faceman/2nd-level aristocrat (henchman - 10 MP): Department: D-1 The Power Brokerage. CR 5. SZ M; v/wp 30/10; Init +5 (+1 Dex, +4 class); Spd 30 ft.; Def 15 (+1 Dex, +4 class); Atk: Glock 22 +4 (dmg 1d8+2, accuracy -, error 1, threat 20, range 25 ft., qualities and mods: AA, CP, TD, 17 shots); Face 1 square; Reach 1 square; SA None; SQ adaptable, cold read 1/session, quick change 1/session; SV Fort +2, Ref +4, Will +7; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 16; Skills: Bluff +8, Bureaucracy +4, Cultures +6, Diplomacy +12, Gather Information +7, Hobby (Writing) +4, Innuendo +10, Intimidate +2/+6, Profession (Aristocrat) +9, Read Lips +4, Search +5, Sense Motive +8, Sleight of Hand +2, Spot +4. Feats: Armor Group Proficiency (Light, Medium), Charmer*, Filthy Rich, The Look**, Undermine, Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle). Gear: Weapon, exclusive party bundle (see the Faceman/Snoop Class Guide, page 37), 5 BP. Gadgets and Vehicles: Hypnosis lenses, aphrodisiac cigarettes (see the Faceman/Snoop Class Guide, page 64).

** Shelene has a +1 to all Charisma-based skills vs. neutral, friendly, or helpful agents.*

*** Shelene has a +1 bonus to all Charisma-based skills when dealing with the opposite sex.*

Threat Resources: None.

Headquarters: Radcliff Mansion at Los Angeles California, USA - hierarchy 1, secrecy 0, personnel 1, security 0.

Shelene Radcliff's Bodyguards

Shelene doesn't like being surrounded by the ugliness of reality. She prefers that everything surrounding her is just as lovely as her cloistered lifestyle. As such, her bodyguards are trained professionals but are also culturally sophisticated. They always wear current designer suits with the trendiest sunglasses. Image is as much of a concern as security.

Shelene's bodyguards are not members of the Sodality, however they are completely loyal to their employer. It's amazing how much loyalty money can buy.

Shelene Radcliff's Bodyguards, 2nd-level operatives/1st-level aristocrats (minions, squads of 3 - 20 MP): Department: D-1 The Power Brokerage. CR 2. SZ M; v/wp 19/12; Init +3 (+2 Dex, +1 class); Spd 30 ft.; Def 14 (+2 Dex, +2 class); Atk: ACCU-TEK HC-380 +3 (dmg 1d8, accuracy - , error 1-2, threat 20, range 20 ft., qualities and mods: -, 10 shots); Face 1 square; Reach 1 square; SA; SQ None; SV Fort +2, Ref +5, Will +3; Str 18, Dex 14, Con 12, Int 9, Wis 9, Cha 12; Skills: Bluff +4, Bureaucracy +3, Climb +1, Demolitions +1, Diplomacy +4, Driver +3, Hide +3, Hobby (gardening) +1, Innuendo +1, Intimidate +2/+4, Move Silently +4, Profession (Aristocrat) +1, Tumble +3. Feats: Armor Group Proficiency (Light), Charmer*, Stealthy, Weapon Group Proficiency (Handgun, Medium, Melee, Rifle). Gear: Weapon, bodyguard bundle (see the Soldier/Wheelman Class Guide, page 27), 5 BP. Gadget and Vehicles: None.

** Shelene's bodyguards have a +1 to all Charisma-based skills vs. neutral, friendly, or helpful agents.*

PLOT HOOK #1

Wealthy industrialists and celebrities have been donating extraordinary amounts of money, totaling in the billions within the last year, to the Temple Fund. Finding the target of these donations peculiar, the character's agency dispatches them to investigate the source:

Possible Causes for the Donations:

1. Shelene's events have been particularly successful as of late. She's been convincing wealthy tycoons and

celebrities to donate to her pet project, the Temple Fund. However, the amount of attention that the donations have brought to the Temple Fund from the media has sparked anger from Jack, who thinks that the publicity threatens the secrecy of their order and his goals.

2. Ambitiously proving his worth, a young undercover knight at Centra has been doing some after hours fund transfers from accounts that he knows often donate to organizations for tax purposes. Hiding the transfers among other large transaction records, he's confident that these moguls won't be able to notice the relatively minor amounts skimmed from the accounts.
3. In a financial predicament, Jack has amassed embarrassing information about many industrialists. Using intermediaries, he has threatened to reveal these tawdry and potentially devastating expositions to the world, unless they are willing to donate to his cause: the Temple Fund.

MYSTIC POWER

Cultists call upon extra-dimensional energies much like Craft-users, but while the Craft manipulates exotic physical laws, cultists are defined by their deals with *beings* from other realities. These abilities take several forms, depending on the beings dealt with and the cultist's willingness to debase himself for power. Two groups dominate this pursuit of knowledge and power - the scattered and diverse Daemonic cults, and the Path of Eight Gates, a group that claims to be in contact with more virtuous beings from a realm other than the Abyss.

PLAYING A MYSTIC AGENT

The basis of all serious mystic study is the Acolyte feat. This serves as an entry point into the unseen world. It in turn opens up other possibilities and leads to the next great discovery, the Initiate feat. At that degree of discipline, it becomes possible for an agent to perform mystic rites, embodying the simplest of abyssal powers. The students of the Path of Eight Gates seek out the Circle of Harmony, increasing their powers cooperatively and avoiding the dangers of larger rituals. Following the whispers of their abyssal patrons may allow a cultist to achieve the stature of Magus (when he selects the feat of the same name). Such agents can enact massive mystic rituals, and gather truly awe-inspiring power. But the dangers are greater for high-level mystics as well, as rituals contain the seeds of temptation within their power.

Agents who perform rituals must measure themselves against the perils of the "Thirst," the lure of abyssal power that leads many advanced mystics to their doom.

Mysticism is not inherently a class-based pursuit. At present, no base classes offer additional mystic feats, so those who wish to become a mystic do so using their level-based feat choices. While mystically oriented prestige classes (and threats) can be found in the ***Shadowforce Archer*** sourcebook ***Hand of Glory*** and more will appear in forthcoming *Dark Inheritance* supplements, it is possible for a dedicated student to achieve great power solely by using his level-based feats for choices from the mystic feat tree.

Special Note: Throughout this chapter, we refer to rites and rituals, jointly, as "invocations." Whenever something refers to an invocation, it refers to both rites and rituals.

MEASURE

The key to enacting mystic invocations is the cultist's ability to gather abyssal energies, either through himself or through those followers bound to his will. The total amount of energy the cultist may wield is called "Measure".

As the cultist's knowledge increases, his personal measure increases. Unfortunately, the most powerful rituals require measure far beyond what a single individual can amass, and thus cultists are tempted into bonding others, forcing them into a sort of metaphysical servitude. This allows the cultist to channel energies through the servant's soul in conjunction with his own. Even more diabolical cultist may practice dark magics to actually steal the souls of other mystics, adding the stolen soul's measure to their own for a time. The students of the Path of Eight Gates believe that any attempt to coerce other souls into your service inevitably leads to the Thirst and self-destruction, and avoid all such practices.

MYSTIC FEATS

This tree provides agents with access to the supernatural powers of the Abyss, and the strange gifts of the "Path of Eight Gates".

ACOLYTE

The forces of the unseen world have peculiar resonance for you.

Prerequisites: Knowledge (Occult or Philosophy) 3+ ranks.

Benefit: Your measure increases to 5, and your action dice are considered one die type larger than you normally receive for your agent level (e.g. d4s become d6s, d8s become d10s). This does not stack with other effects that increase action die size.

Ceremony

Your understanding of ceremony offers you special insight into the mechanics of mystic events.

Prerequisites: Magus.

Benefit: By choosing a time rich with symbolism, meticulously preparing the setting, and indoctrinating your bound followers with special care, you can augment the energies available for an invocation. You must spend $10 for every follower (possibly producing a money trail others may notice) at least one month and not more than one year before the invocation is to take place. Your GC may have other requirements as well, based on the invocation in question, the location, the time of year, and other factors.

By fulfilling the requirements above, each of your regular followers (excluding those with mystic feats that increase their value) provides you with 2 measure to perform the invocation. You may only prepare a follower for a single invocation at any time; his energies are not doubled for any other invocation you perform.

Circle of Power

You are able to share your mystical power with your peers.

Prerequisites: Knowledge (Occult or Philosophy) 10+ ranks, Initiate.

Benefit: you may contribute your measure (and the measure of your bound followers, if any) to the invocations of others who also have this feat.

Normal: Measure may not be shared unless one character is the bound follower of the other.

Discipline of the Body

You have extraordinary control over your body as the result of exotic eastern training.

Prerequisites: Strength 13+, Constitution 13+, Knowledge (Philosophy) 6+ ranks, Acolyte.

Benefit: You may add your Strength modifier to your initiative rolls. Further, you may spend an action die to use one of the following abilities.

Endure: You gain DR 5 against heat and cold damage for 1 minute.

Hold Breath: You may go without breathing for a number of minutes equal to your Constitution modifier while performing actions, or for a number of hours equal to your Constitution modifier while remaining still.

Withstand: Roll the spent action die - double the result and add it to a Fortitude save.



Discipline of the Mind

Your studies into the basic nature of thought have unlocked many unusual abilities.

Prerequisites: Dexterity 13+, Intelligence 13+, Knowledge (Philosophy) 15+ ranks, Discipline of the Body.

Benefit: You may add your Intelligence modifier to your initiative rolls. Further, you may spend an action die to use one of the following abilities.

Focus: You automatically succeed with one Concentration skill check.

Ignore Pain: Until the next time you take damage, you suffer half the normal penalty to Strength and Dexterity for being fatigued (reduced to 0 vitality).

Quick Reflexes: Roll the spent action die - double the result and add it to a Reflex save.

Discipline of the Spirit

You have come to understand much about the nature of the spirit, as well as how to channel its power to enhance the body and the soul.

Prerequisites: Charisma 13+, Wisdom 13+, Knowledge (Philosophy) 21+ ranks, Discipline of the Mind.

Benefit: You may add your Charisma modifier to your initiative rolls. Further, you may spend an action die to use one of the following abilities.

Complete the Circle: You may spend an action die to activate someone else's critical success. The action die spent to use this ability counts as the die spent to activate the success.

Prevent Strife: Roll the spent action die - double the result and add it to your defense for 1 round.

Resist Temptation: Roll the spent action die - double the result and add it to a Will save.

Feng Shui

You select and furnish your residence(s) with great care to insure the most favorable mystic resonance.

Prerequisites: Knowledge (Philosophy) 9+ ranks, Acolyte.

Benefit: When in your residence, you and all your teammates receive a +1 enhancement bonus to saves and skill checks. Furthermore, when healing in your residence, you and all your teammates recover vitality, wounds, and temporary ability damage at twice the normal rate.

Special: If you possess the Safe House feat, all of your safe houses receive this benefit.

Font of Power

You are at the height of your power within your home.

Prerequisites: Knowledge (Philosophy) 15+ ranks, Sacred Ground.

Benefit: While you are in your residence, you gain measure equal to your total bonus in Knowledge (Philosophy). Further, your measure is restored every 12 hours while within your residence.

Normal: Measure is restored once per day.

Initiate

Through diligent study and force of will you can tap into the primal mystic forces of the universe.

Prerequisites: Agent level 5+, Knowledge (Occult or Philosophy) 5+ ranks. You must have Acolyte and at least one other mystic feat before you may take Initiate.

Benefit: Your measure increases by +15. You may attempt any mystic rites that you have learned and may begin to learn mystic rituals. You may combine the energies of up to 200 bound followers when you enact invocations (in addition to your own measure).

Normal: Agents with the Knowledge (Occult or Philosopher) skills may learn mystic rites but cannot perform them without the Initiate feat. Agents cannot comprehend mystic rituals until they gain this feat.

Mark of Strife

You are almost preternaturally gifted with the martial arts, but you have a tendency to rub other fighters the wrong way, ensuring you get into more than your fair share of fights...

Prerequisites: Agent level 1 (when chosen).

Benefit: You gain a +1 bonus to all attack and damage rolls while making unarmed attacks, bull rushing, tripping, or grappling. Further, your base attack bonus and agent level are considered 3 higher for the purposes of meeting the prerequisites of unarmed combat feats. Finally, the disposition of any character with 3 or more unarmed combat feats towards you is worsened by 2 grades.

Masked Energies

You are able to dampen any "overflow" of energies as you perform invocations.

Prerequisites: Magus.

Benefit: All attempts to detect your invocations suffer a +4 DC modifier and the effective range at which you may be detected (using the Quickening feat or a similar ability) is reduced to one quarter of normal (rounded down).

MAGUS

Your knowledge of the unseen world allows you to gather tremendous spiritual power and shape it into grand displays of mystic force. Your mastery may even match that of the mythical Ancients!

Prerequisites: Agent level 10+, Knowledge (Occult) 10+ ranks, you must have Acolyte, Initiate and at least two other mystic feats before you may take Magus.

Benefit: Your measure is increased by an additional +25. You may perform mystic rituals that you have learned. You may combine the energies of up to 1,000 bound followers when you enact invocations (in addition to your own energies).

MYSTIC FOUNT

Your connection to the unseen world is unusually strong, making you a source of power for both yourself and others...

Prerequisites: Acolyte.

Benefit: You measure is increased by (your agent level + the number of mystic feats you have).

Special: The DC of Thirst checks of any invocation the agent participates in are increased by +1.

MYSTIC LENS

You are a conduit for mystical forces, able to alter the world in small ways by will alone.

Prerequisites: Mystic Fount.

Benefit: Your measure is increased by (your agent level + the number of mystic feats you have) × 3. This supercedes the bonus from the Mystic Fount feat.

Special: The DC of Thirst checks of any ritual the agent participates in are increased by +3. This replaces the modifier from the Mystical Fount feat.

MYSTIC NEXUS

Abyssal energies flow through you, making you a key player in the celestial order.

Prerequisites: Mystic Lens.

Benefit: Your measure is increased by (your agent level + the number of mystic feats you have) × 5. This supercedes the bonus from the Mystical Lens feat.

Special: The DC of Thirst checks of any ritual the agent participates in are increased by +5. This replaces the modifier from the Mystical Lens feat.

MYSTIC SURGE

You are able to accelerate the process of performing an invocation by devoting excess energy to it.

Prerequisites: Magus.

Benefit: Each time you make a Knowledge (Occult) skill check to perform an invocation, you may spend 25 measure to add +10 to the result of your roll. This energy is no longer available to determine the effects of the invocation (as described under Effect).

PHILOSOPHER

Through exploration of the unseen world, you have reached equilibrium. You have achieved an enduring balance with yourself and with the world.

Prerequisites: Agent level 15+, Knowledge (Philosophy) 15+ ranks, Circle of Harmony.

Benefit: You cease to age, and ignore all age penalties. You may still die from violence or accident.

Special: You may not take the Possessed feat after gaining the Philosopher feat.

POSSESSED

You see the unseen world clearly now, and its vast powers are yours to command!

Prerequisites: Agent level 15+, Knowledge (Occult) 15+ ranks, you must have Acolyte, Initiate, Magus and at least three other mystic feats before you may take Possessed.

Benefit: Your measure increases by +50. There is no limit to the number of followers you may harness for your invocations.

Special: You may not take the Philosopher feat after gaining the Possessed feat.

THE QUICKENING

You are able to sense gathering mystic energies.

Prerequisites: Acolyte.

Benefit: You automatically become aware of the performance of any mystic invocation within one mile for every 25 measure required by the invocation. If you are within half that distance from the event, you may sense the general direction of such activities. Finally, if you come within one quarter that distance, you can determine the exact location of the event.

SACRED GROUND

Your home is protected from evil spirits.

Prerequisites: Knowledge (Philosophy) 12+ ranks, Feng Shui.

Benefit: Spirits and other incorporeal beings may not enter your residence uninvited. Furthermore, people or creatures with a Thirst rating receive a penalty to all attack rolls, saves, and skill checks while in your residence equal to their Thirst rating/3 (round up). Further, it is impossible to perform rituals in your residence without your willing and active participation.

INVOCATIONS

The Host understood how to draw forth the power of other realities through the lens of their spirit and great communal rituals drawing on the faith of hundreds or thousands. These rituals were capable of incredible feats, from shifting weather to raising the dead. But they came with a great price - the risk of subjugation to alien powers from beyond, ritual masters being lured in by the powers they offered.

The Host understood this, and hid their knowledge away from the prying eyes of their enemies... and from the uninformed who might blunder into obsession and brutality.

After an explanation of the format for rites and rituals are the rite and ritual descriptions, respectively. This section ends with rules for "the Thirst."

LEARNING RITES & RITUALS

Before an agent can perform an invocation, he must research it in ancient texts or learn it from another mystic. Typically, texts that contain mystic rituals date back to ancient civilizations such as the Toltecs, Babylonians, or Assyrians. Once such a text (or a teacher) has been acquired, the cultist may make one Knowledge (Occult) skill check per month of study in an attempt to learn the invocation. The invocation studied determines the DC of this check, and the agent may add one-half his teacher's Knowledge (Occult) skill as a bonus to his skill check if learning from a teacher rather than a book. A cultist may only study one invocation at a time.

PERFORMING RITES & RITUALS

To perform an invocation, a cultist must fulfill three requirements:

- He must have learned the invocation with a successful Knowledge (Occult) check, as described above.
- He must meet the invocation's minimum Knowledge (Occult) skill requirement listed in the rite or ritual description.
- He must provide sufficient measure to perform the invocation or harvest measure from a number of his bonded followers *(see the Bond Follower rite, page 240)*. The number of followers required to produce the desired effect is listed in the rite or ritual description.

If the cultist meets all three of these requirements, the invocation is automatically completed unless somehow disrupted during the invocation (e.g. the cultist is killed or his followers are driven off).

GOOD VS. EVIL MYSTICISM

The powers of mysticism are lost to virtually all except the servants of the Daemonhost. While the mysterious Cult of the Eight Gates seems to avoid the perils of the thirst, and may in fact traffic with beings from a more enlightened reality, the vast majority of cultists draw their powers from the Abyss, and as such are inevitably tainted by its evil. The majority of the mystic material presented in this volume is geared for use by NPCs - particularly villains - but ingenious players will undoubtedly find ways to apply even the darkest invocations to positive ends. We recommend experimenting, and having fun. Find what works for your team, and run with it.

RITE OR RITUAL DESCRIPTIONS

The format for all rites and rituals follows.

RITE OR RITUAL NAME

The invocation's name is followed by a general description of what it does, and then the following information.

Learning/Thirst DC: The DC of the complex Knowledge (Occult) skill check required to learn this invocation. A mystic may only make one such check per month, and he cannot study more than one invocation at once.

Knowledge (Occult) Skill: The mystic leading the invocation must have at least this many ranks in his Knowledge (Occult) skill.

Measure: The mystic must have or harvest energy to provide this much measure to perform the invocation.

Complex Check: The DC for casting the invocation, and how often it may be attempted.

Effect: The effects of successfully completing the invocation.

RITES

Many individuals draw strength from the observation of simple rites, both personal and communal. From secretive kata and private meditation to weddings and holiday celebrations, ceremony gives form and substance to our lives. Many of these practices echo the traditions of ancient mystic rites - ceremonies that gather the spiritual force of the faithful and channel it as a palpable force directed by the aims of their leader.

Agents with the Initiate feat may attempt to perform any rites they know as a complex check using their Knowledge (Occult) skill.

BOLT

Bolt allows the cultist to channel abyssal energy into a missile of destructive force. This rite is often used to fight off intruders or as a show of power to remind followers where their loyalties lie. Powerful mystics often perform Steal Soul enough times to be able to power this rite on their own, without any followers nearby to harvest from.

Learning/Thirst DC: 20
Knowledge (Occult) Skill: 5+
Measure: 10 per 1d6 damage, up to 20d6
Complex Check: 25 - 1 half action

Effect: This rite launches a bolt from the mystic's hands targeted at one person within the mystic's line of sight. The bolt deals 1d6 damage for every 10 followers nearby for the mystic to harvest, up to a maximum of 20d6 damage. There is no attack roll required for this rite. Instead, the target may attempt a Reflex save to suffer half damage from the bolt.

Use of this rite causes the cultist to make a thirst check.

BOND FOLLOWER

Bond Follower is used to harness the spiritual energy of the mystic's loyal followers for use in other invocations. During this process, the follower swears allegiance to the mystic in a ceremony designed to cement the mystic's authority. This varies from mystic to mystic, but often involves a show of loyalty and the creation of a visual reminder of the follower's subservience, such as a tattoo or even a brand.

Learning/Thirst DC: 12
Knowledge (Occult) Skill: 5+
Measure: 5
Complex Check: 25 - 1 minute

Effect: The mystic may only harvest the spiritual energy of followers he has bonded with this rite.

In addition, these followers must be physically present at an invocation he performs to donate their energy to it. A single follower may only donate his energy to one invocation per day, requiring a full night's rest to replenish his power before he may be tapped again.

Followers must at least marginally understand the process of performing invocations and have developed their mystic potential to be of any use to a mystic.

As such, a follower must have at least 5 ranks in Knowledge (Occult) to be bonded; any less and the Bond Follower rite fails.

The mystic may bond followers with mystic feats as well, though they only count as one bonded follower when they participate in rituals the mystic performs, even if they have feats and abilities which increase the energy they convey to invocations of their own (such as Acolyte, Initiate, and Magus).

If the mystic bonds a follower who has followers of his own, each of those followers adds their energy to invocations he performs - assuming they're present when the invocation is enacted, of course.

Followers who are already bonded to one mystic may not be bonded to another, and bonded followers may not be stolen by another mystic. Bonded followers may be transferred to a new mystic, however, if both mystics agree.

Followers may not be bound against their will. Bonded followers are immune to the Steal Soul ritual except when performed by the mystic to whom they are bound.

Should a follower ever leave the mystic he is bonded to (voluntarily or not), neither party suffers adverse effect (other than the fact that the follower can't contribute to the mystic's invocations. However, the bond between mystic and follower remains - the mystic gains a +4 bonus to his Listen, Search, Spot, and Surveillance checks when the follower is within a number of feet equal to ten times the mystic's Wisdom modifier. The mystic may also make an inspiration check (DC equal to 5 + the follower's level) to glean the current direction to the follower at any time, at any range.

If the mystic dies (or his soul is stolen), the bond with his followers dissolves and the followers may be bonded to another mystic, using the standard rules.

Use of this rite causes the cultist to make a thirst check.

BORROW POWER

Borrow Power transfers spiritual energy from the mystic's followers to a single person. This can make the person extremely strong, agile, or tough for a short period of time. Once this surge wears off, however, the benefactor becomes quite weary, requiring immediate rest.

Learning/Thirst DC: 28
Knowledge (Occult) Skill: 13+
Measure: 40 per +2 (*see below*)
Complex Check: 45 - 1 round

Effect: The mystic selects one person (including himself, if he so desires) to receive its benefit. For every 25 bonded followers harvested for energy, the target receives a +2 bonus to his choice of his Strength, Constitution, or Dexterity. These bonuses may be spread out among the three abilities (e.g. the power of 90 followers could provide a +4 to each ability, or +12 to just one of them). This power lasts for a number of rounds equal to the mystic's Knowledge (Occult) skill. After it wears off, the person affected by the ritual falls into a deep sleep for 8 hours.

Use of this rite causes the cultist to make a thirst check.

CONTROL ANIMALS

The mystic can exert supernatural control over animals. While this ritual is in effect, the mystic can see through the animals' eyes and control their every move. The mystic would be wise, however, not to instruct an animal to attack one of its close companions.

Learning DC: 20
Knowledge (Occult) Skill: 8+
Measure: 20
Complex Check: 35 - 1 round
Effect: The mystic seizes control of a number of animals within a 1 mile radius. He may only control a number of animals whose total vitality dice total does not exceed his Knowledge (Occult) skill. The mystic may control non-sentient species. There are only two limits to this control: 1) Controlled animals are still afraid of fire and refuse to pass through it, and 2) Controlled animals cannot be forced to attack anyone they share a close emotional bond with, such as a beloved owner. Attempting either of these breaks the mystic's control over the animal, after which it is likely to be very angry with him.

CURSE

This rite takes the form of a blight of bad luck inflicted upon one of the mystic's enemies. Things begin to go spectacularly wrong for the afflicted person - guns jam, gadgets malfunction, small items go missing, etc. Close friends and family almost immediately notice the difference and wonder what's wrong.

Fortunately, a curse wears off over time, gradually growing weaker until it fades away altogether. Alternately, this rite can be used to remove a curse before it has run its course.

Learning/Thirst DC: 27
Knowledge (Occult) Skill: 11+
Measure: 25 per -1 (*see below*)
Complex Check: 40 - 1 round
Effect: The mystic targets one person within his line of sight to be the victim of the curse. That person receives a Will save (DC equal to the mystic's Knowledge (Occult) skill). Success negates the rite entirely. Failure, however, indicates that the victim suffers a -1 penalty to all die rolls for every 20 bonded followers harvested during the rite, up to a maximum of -5. This penalty decreases by 1 every Saturday (the Sabbath) until it has faded away entirely. A friendly mystic may remove the curse earlier by performing this rite and making a Knowledge (Occult) skill check (DC equal to the Knowledge (Occult) skill of the mystic who laid the curse).

Use of this rite causes the cultist to make a thirst check.

ENVENOM

This rite provides the mystic with a powerful toxin.

Learning DC: 24
Knowledge (Occult) skill: 10+
Measure: 25
Complex Check: 30 - 1 round
Effect: by means of this ritual the mystic may cause a small or medium weapon to become coated in a dangerous poison. The mystic may choose from one of three types of poison when performing this rite: Knockout (Injury; DC 20; initial damage 1d6 Dex; onset time 2 rounds; secondary damage unconsciousness (stable)), Paralytic (Injury; DC 18; initial damage 1d6 Dex; onset time 4 rounds; secondary damage paralyzation), or Lethal (Injury; DC 15; initial damage 1d6 Con; onset time 10 rounds; secondary damage 2d6 Con).



INVISIBILITY

Invisibility causes one person to fade from sight, rendering him completely transparent to the visible, infrared, and ultraviolet spectra, allowing him to move about unmolested and bypass certain types of security.

Learning DC: 24
Knowledge (Occult) Skill: 9+
Measure: 40
Complex Check: 40 - 5 minutes
Effect: One person - either the mystic or someone he designates - is rendered invisible. This offers the target total concealment and makes it easy for him to surprise others, as long as they aren't alerted by noise or smell. Security devices based on light, such as cameras and electronic eyes, cannot sense the target. Security devices based on more exotic principles, such as air currents, still detect him, as do animals that rely on scent, such as guard dogs. The target remains invisible for 5 minutes per rank the mystic has in the Knowledge (Occult) skill.

LIGHT STEP

This rite reduces the mystic's weight to virtually nothing.

Learning DC: 21
Knowledge (Occult) skill: 8+
Measure: 20
Complex Check: 50 - 1 round
Effect: The mystic's weight is reduced to 1 lb. for 1 minute per rank the mystic has in Knowledge (Occult). While in this state the mystic may walk on water, leaves no tracks, and gains a +20 circumstance bonus to all Climb and Jump checks. However, the mystic is also displaced double the normal distance by any attack or impact (e.g. the mystic is hit with a palm strike and is knocked 10 ft. away instead of 5 ft.) and suffers a -4 penalty to all trip and grappling checks.

PURGE YOUR DOUBTS

This rite sharpens the mind and focuses the spirit on the task at hand.

Learning DC: 26
Knowledge (Occult) skill: 15+
Measure: 40
Complex Check: 100 - 5 minutes
Effect: The mystic gains a +5 bonus to the result of any action die spent to improve a skill check or saving throw. This effect lasts until the next dawn or sunset, whichever occurs first.

REVEALING MISTS

This rite generates a mystic fog that reveals things otherwise invisible.

Learning DC: 24
Knowledge (Occult) skill: 9+
Measure: 40
Complex Check: 40 - 5 minutes
Effect: This ritual fills a 100 ft x 100 ft area (which must include the mystic) with fog, which may only be seen by agents with the mystic feat and by spirits. The mists linger in this area for 1 minute per rank the mystic has in Knowledge (Occult). This fog reduces the maximum visibility to one half for all agents able to perceive it and imposes a -4 penalty to all Spot checks. However, the mist also highlights and accentuates all features not normally visible to the human eye (such as infrared sensors, agents in camouflage suits, spirits, fringe script, etc.) granting a +20 bonus to Spot checks to notice these items within the area.

SHIELD

Shield creates a bubble of power around the mystic that protects him from all forms of ranged attacks, including bullets. This ritual is typically used in self-defense, forcing attackers to close to hand-to-hand combat with the mystic, where the Killing Touch ritual can be used to deadly effect.

Learning DC: 16
Knowledge (Occult) Skill: 5+
Measure: 5 per round of duration
Complex Check: 25 - 1 half action
Effect: The mystic becomes immune to all ranged attacks for one round per 5 followers he harvests. In addition, any hurled object (such as a grenade) tossed into the mystic's square automatically rebounds towards the person who threw it, traveling 1d6 squares in his direction. This rite confers no immunity to melee attacks of any kind.

SHROUD

The mystic breathes forth a cloud of darkness.

Learning DC: 26
Knowledge (Occult) skill: 12+
Measure: 20 + 2 per 5 ft. square
Complex Check: 60 - 1 round
Effect: The mystic creates a field of inky blackness, plunging an area into complete darkness that cannot be seen into or out of (and blotting out all light sources including modern devices, mystic effects created by agents with a lower Knowledge (Occult) skill than the mystic, Craft effects created by agents with a caster level that is lower than the mystic's Knowledge (Occult) skill - 3, and birthright effects manifested by titan agents with

a base potency that is 5 times less than the mystic's Knowledge (Occult) skill). The field of darkness can be of any shape the mystic desires, but must include the mystic's own square, and does not move once placed. The darkness lasts for 1 minute per rank the mystic has in Knowledge (Occult), and does not affect any agent who knows this rite.

STEAL SOUL

Steal Soul is the dark side of Bond Follower. Only the most evil mystics use the rite, since it requires a human sacrifice, but the power it offers tempts all those who know of it. Unlike Bond Follower, the sacrifice need not be a willing subject. Best of all (from the mystic's point of view), the mystic absorbs the measure of the sacrifice for a year and a day, and may call upon it as though it were his own for that time.

Learning/Thirst DC: 35
Knowledge (Occult) Skill: 15+
Measure: 80
Complex Check: 150 - 4 hours
Effect: This rite is usually (but not always) carried out upon a stone altar at the stroke of midnight. When the mystic performs the sacrifice, he automatically slays the victim with a single blow. The cultist then adds the sacrifice's measure to his own for a year and a day following the rite. This rite may be performed multiple times, granting the cultist additional measure from multiple sacrifices.

The mystic may only steal the souls of those who have the Acolyte feat or a titan. When a titan is sacrificed in this manner the mystic gains measure equal to the titan's agent level times his base potency in addition to any measure the mystic would normally gain.

Use of this rite causes the cultist to make a thirst check.

WEIGHT OF THE WORLD

This rite rends a target prone, until that target is released or escapes.

Learning DC: 20
Knowledge (Occult) skill: 5
Measure: Target's Strength x 2
Complex Check: 25 - 1 half action
Effect: When this rite is successfully performed, the target (who must be within line of sight) of this rite must make a Fort Save (DC: the mystic's ranks in Knowledge (Occult)) or be knocked prone. Once prone the target may not stand until he is out of the mystic's line of sight for 1 full minute or is released by the cultist.

RITUALS

Beyond the power of rites are truly mighty examples of mystic power - rituals. A mystic must be at least an initiate to learn a ritual, and only a full magus can hope to successfully bring one to completion. Like rites, rituals are consistently successful as long as the mystic gathers sufficient measure (almost always through the gathering of bonded followers) and is allowed to perform the ritual without undue interruption. Unlike most rites, rituals always involve a certain degree of risk in the form of the Thirst. This dreadful peril is detailed on page 245.

CONTROL WEATHER

This ritual makes it possible to control the currents of weather. The mystic may call up rainstorms, or cause droughts. Hail, sleet, and snow are all possible as well. Given enough followers, a mystic can even cause hurricanes, tornadoes, or an ice age.

Learning/Thirst DC: 38
Knowledge (Occult) Skill: 20+
Measure: Varies (*see below*)
Complex Check: 200 - 4 hours
Effect: Although the ritual's DC remains the same no matter how severe the desired weather effect, the number of followers required greatly increases as the impact of the effect spreads to cover a wider area (*see below*). In addition, the GC may rule that summoning an effect out of season requires even more followers.

Once the ritual is completed, the mystic concentrates on the desired effect and chooses a spot in his line of sight where the weather effect originates. The game effects of each type of weather are described on page 232 of the ***Spycraft Espionage Handbook***.

Weather Effect	Followers	Duration
Call light wind	15	6 hours
Call severe wind	25	6 hours
Call a rainstorm	30	1 hour
Call sleet or hail	50	1 hour
Call a snowstorm	50	1 hour
Call blizzard	150	6 hours
Cause drought	250	1 week
Call a tornado	500	1 hour
Call a hurricane	1,000	1d6 days
Change local climate	10,000	1 year
Cause an ice age	100,000	10 years

KILLING TOUCH

The Killing Touch is one of the most potent weapons a mystic has at his disposal. It does just what its name implies - it instantly and painfully kills the first person the mystic touches after performing the ritual. A red palm print is left where the touch was delivered.

Learning/Thirst DC: 31
Knowledge (Occult) Skill: 15+
Measure: 50
Complex Check: 40 - 1 round

Effect: The mystic's hands begin to glow red. This glow lasts a number of rounds equal to the mystic's agent level. While his hands are glowing, a successful touch attack against a target forces the target to immediately make a Fortitude save (DC equal to the mystic's Knowledge (Occult) skill) or be instantly reduced to -10 wound points. The effects of this ritual wear off immediately after a life is claimed.

MASS SLUMBER

Mass Slumber can cause a large number of people to fall into a deep sleep for up to 8 hours. This ritual works best on ordinary people; those who have been trained to guard their thoughts, such as agents, present much more difficult targets.

Learning/Thirst DC: 22
Knowledge (Occult) Skill: 12+
Measure: 30
Complex Check: 25 - 1 minute

Effect: Everyone targeted by the mystic (up to 5x his Knowledge (Occult) skill within line of sight) may fall into a deep slumber for 8 hours. Minions and unimportant NPCs receive no saving throw - they simply fall asleep. Everyone else (i.e. agents, henchmen, villains, and important supporting characters) must make a Will save (DC equal to the mystic's Knowledge (Occult) skill) or fall asleep as well. Any rough handling (such as attacking or shaking) wakes a sleeping person, but loud noises do not.

MASS SUGGESTION

Mass Suggestion can hypnotize a large number of people to believe or do a certain action - even to forget something they've seen or done. Like Mass Slumber, this ritual also works most effectively on untrained minds.

Learning/Thirst DC: 29
Knowledge (Occult) Skill: 15+
Measure: 80
Complex Check: 75 - 5 minutes

Effect: The mystic gives a command containing a number of words equal to or less than his Knowledge

TABLE 7.1: INVOCATIONS

Invocation Name	Learning/ Thirst DC	Knowledge (Occult) Skill	Measure	Complex Skill Check
Rites				
Bolt	20	5+	10 per 1d6 damage	25-1 half action
Bond Follower	12	5+	5	25-1 minute
Borrow Power	28	13+	40 per +2	45-1 round
Control Animals	20	8+	20	35-1 round
Curse	27	11+	25 per -1	40-1 round
Envenom	24	10+	25	30-1 round
Invisibility	24	9+	40	40-5 minutes
Light Step	21	8+	20	50-1 round
Purge Your Doubts	26	15+	40	100-5 minutes
Revealing Mists	24	9+	40	40-5 minutes
Shield	16	5+	5 per round	25-1 half action
Shroud	26	12+	20 + 2 per 5 ft. square	60-1 round
Steal Soul	35	15+	80	150-4 hours
Weight of the World	20	5	Target's Strength x 2	25-1 half action
Rituals				
Control Weather	38	20+	Varies	200-4 hours
Killing Touch	31	15+	50	40-1 round
Mass Slumber	22	12+	30	25-1 minute
Mass Suggestion	29	15+	80	75-5 minutes
Killing Touch	31	15+	50	40-1 round
Plague	33	18+	800	350-4 hours
Scry	26	12+	15	50-5 minutes

(Occult) skill. Everyone within line of sight (except the mystic) obey that command. Minions and unimportant NPCs receive no saving throw - they simply obey. Everyone else (i.e. agents, henchmen, villains, and important supporting characters) must make a Will save (DC equal to the mystic's Knowledge (Occult) skill) or obey as well. Victims may not be given a suggestion that results in their death - even the meekest person naturally resists such a command.

PLAGUE

Plague creates a virulent disease that spreads far and wide, sparing only the mystic and his bonded followers from its nightmarish grip. The great epidemics of the past, such as smallpox, polio, and the bubonic plague, may have originated from the use of this ritual. Only the most insane mystics would dare to call up a Plague, for like the efreet of legend, once released it cannot be put back in its bottle.

Learning/Thirst DC: 33
Knowledge (Occult) Skill: 18+
Measure: 800
Complex Check: 350 - 4 hours

Effect: To perform this ritual, the mystic needs a minimum of 10 people who are not his bonded followers. These people must be restrained during the ceremony, because the ritual is very painful and insures their demise.

Once the ritual is completed, these people become infected with a deadly disease never before seen by man. Usually incoherent and hallucinating by this point, they are then released to spread the new plague in the chosen city. The GC determines the specifics of the plague, but it is ultimately fatal, and easily spread.

Vaccination sometimes works against the plague (a First Aid check against a DC equal to the mystic's Knowledge (Occult) skill cures one person of the contagion), but tens of thousands are likely to die before it is brought under control.

SCRY

Scry allows the mystic to observe and listen to a distant person or place. To do so, he stares into a reflective surface while his followers repeat a chant. Then a vision of the thing he wishes to see appears in the reflective surface. This vision cannot show the past or future, only the present. Some extremely powerful mystics can use the vision to extend the reach of other invocations, but only at great personal cost.

Learning/Thirst DC: 26
Knowledge (Occult) Skill: 12+
Measure: 15
Complex Check: 50 - 5 minutes

Effect: The mystic is granted a vision of a distant place or person for a number of minutes equal to his ranks in the Knowledge (Occult) skill. The ritual requires a reflective surface, such as a pool of water, a crystal ball, or a mirror, to perform. In order to scry a person, the mystic must have a personal object. In order to scry a place, the mystic must have visited it before.

Each character scryed upon is allowed a secret Knowledge (Occult) skill check (DC 10 + scrying mystic's Knowledge (Occult) skill), rolled by the Game Control. With success, they are aware that someone is watching him. A titan who has birthrights from the second sight Legacy adds a legacy bonus to his roll equal to his base potency + Wisdom modifier.

A magus may perform other invocations using Scry to extend his line of sight (effectively sending the invocation through the vision to affect those depicted by it), but this severely weakens him. The magus collapses afterward completing the invocation, and must have one full day of rest for every bonded follower the "sent" invocation requires. The magus cannot do anything but rest during this time.

THE THIRST

Throughout the millennia, mystic traditions have drawn upon different facets of an unseen world as dangerous as it is illuminating. Every mystic knows in their heart that the knowledge they amass is not without price. The oldest texts and earliest whispered traditions call this price "the Thirst".

Each time a cultist performs a ritual, he risks the dangers of the Thirst, the temptation of ultimate power. Injudicious use of invocations risks the Thirst and threatens to claim the mystic in body and mind. This downward spiral of corruption and madness that accompanies the over use of rituals is measured in levels culminating in a transformation into a lesser member of the Daemonhost at level 15.

THIRST MECHANICS

Each time a cultist begins a ritual (or certain particularly dangerous rites), he must make a Will save against the invocation's Thirst DC, +1 for every ritual he knows. If the save is successful, he has conquered the seductive sway of the forces he wields. Otherwise, he suffers from the Thirst, gaining one Thirst level.Thirst levels have the following effects.

Level 1: Ritual power fills the cultist with a surge of confidence and personal will. The cultist gains a +1 bonus when using any Charisma-based skill within a number of hours after successfully performing any invocation equal to the difference between his roll and the invocation's DC.

Level 2: The cultist's focused mind awakens to new vistas of ritual power. Whenever the cultist spends an action die to add to a complex skill check, two dice are added instead of one (e.g. a 1st-level cultist's bonus of 1d4 becomes 2d4). However, the cultist becomes uncomfortable and ill at ease when not studying or using abyssal forces. The DCs of all his Will saving throws are increased by 2 (including future Thirst checks), except when he is learning a new invocation.

Level 3: The cultist is able to fathom nuances of the Daemonhost that are lost to others. He performs and learns rituals as if his Knowledge (Occult) Skill were 2 higher.

Level 4: The cultist's physical needs wane in favor of his ritual efforts - his Fortitude DCs for not consuming food or fluids begin at 5 instead of 10 *(see page 230 of the **Spycraft Espionage Handbook**)*, and he gains +1 vitality point per agent level for 24 hours after starting any ritual (not to exceed one such vitality boost per 24-hour period). The cultist's focus comes at the cost of broader pursuits, however - he is distracted and listless when not seeking the means to greater power, and suffers a -2 penalty to all skill checks except those using the Knowledge (Occult) skill.

Level 5: The cultist performs and learns rituals as if his Knowledge (Occult) Skill were 4 higher.

Level 6: The cultist's mind reels with the incredible knowledge he's acquired, and his control over "lesser men" increases by the day. The cultist gains 1 point each of Intelligence, Wisdom, and Charisma. His body pays the price, however - he is physically ravaged by the Thirst, appearing noticeably ill and losing 2 points each of Strength, Dexterity, and Constitution when not using a mystic feat.

Level 7: The cultist's mental and empathic powers turn from personal charm to domination - he gains an additional 1 point each of Intelligence, Wisdom, and Charisma (for a total increase of +2 to each ability).

Level 8: The cultist is driven mad by the Thirst as his mind awakens to the vast outer reaches of the mystic world. The madness may not be apparent to casual observers, but the cultist no longer thinks or reacts in a truly human manner. Rumors persist that this level of comprehension opens up entirely new vistas of untapped power, but proof of this "apotheosis" is limited to mythic accounts of the Host, who lorded over the world before recorded history. Only cultists who achieve this state of being know for sure, and they rarely survive for long after their ascension. If an agent reaches this state, the GC takes control, turning him into an NPC (and perhaps a new mastermind).

Level 9: The cultist's power blazes in the eyes of all who can see. Any agent with the Initiate feat can feel the presence of the cultist's power if he is within 100 ft. of the cultist. This sense is no more precise than the awareness that such a powerful figure is nearby, and does not give a sense of range or direction.

Level 10: The flame of power within the cultist burns fiercely, drawing his life force away from his failing form. The agent subtracts his thirst ranks from his agent level when determining how many points of vitality the agent recovers each hour (to a minimum of 1).

Level 11: The cultist's perception of the beyond has expanded, allowing him to see new connections and new vistas that would shatter the minds of lesser men. He performs and learns rituals as if his Knowledge (Occult) skill were 10 ranks higher than it actually is. This supercedes the bonus from the 5th level of Thirst. Further, the cultist may see spectral creatures as if they corporeal (they may still hide normally).

Level 12: The agent's body is entirely sustained by alien energies. He no longer needs to eat or drink. However, each day that the cultist does not do so he must consume the energy of 50 bound followers, which cannot be used for invocations that day.

Level 13: The cultist is able to unleash surges of mystical power as blasts of energy. When the cultist gains this level of Thirst he must pick one type of energy (cold, fire, lightning, sonic, etc.). As a half action the mystic can now create blasts with a threat range of 20, a range increment of 20 ft. and doing 1d6 damage per 10 measure the cultist wishes to expend on the blast (to a maximum of 5d6).

Level 14: The agent's flesh has been ravaged by the thirst to such a degree that he can no longer heal from severe injures with any speed. The cultist now recovers from temporary ability damage at the rate of one point per week instead of one point per day.

Level 15: The cultist is no longer bound to mere flesh, but is a being of pure will. If the cultist dies, he becomes a spirit, able to possess the bodies of others. This spirit cannot move from the point of it's last body's demise, but ma attempt to seize control of anyone who passes within 20 ft. of that spot. This requires the target and the cultist to make opposed Will saves. If the cultist wins he takes control of that person's body, which immediately gains the cultist's Intelligence, Wisdom, Charisma, levels, skills, feats and vitality. The cultist retains the appearance and physical abilities of the host body.

All Thirst effects are cumulative.

Cultists see the Thirst as a living force of nature, craving human slaves the same way that they crave more power. This delusion lets them overlook the nature of the bargains they have made for power. It is their greatest enemy, preying on spirits drunk with the very forces of creation at their fingertips. As shown above, the Thirst lures unwary mystics with seemingly greater power, but eventually leads them to madness, spiritual ruin, and physical self-destruction. And when a powerful mystic destroys himself, he rarely goes out alone.

SLAKING THE THIRST

The call of the Abyss does abate over time. On the days of the solstices and equinoxes (four times a year, see below), when the physical and mystic planes are in greatest balance, all mystics may make a single Will save with a DC of 20 + their Thirst level to reduce their Thirst level by 1. Making this save requires two full hours of quiet contemplation, and may be attempted at any time during that designated day or following night.

Day	Date
Equinox, autumnal	September 23 or 24
Equinox, vernal	March 20 or 21
Solstice, summer	June 21 or 22*
Solstice, winter	December 21 or 22*

* *In the Northern Hemisphere; in the Southern Hemisphere, these dates are reversed.*

This process likely explains why the mystic traditions place so much emphasis on the days of the solstice and equinox, as cautious mystics strive to balance their occult knowledge with the precarious temptation of the Thirst.

INVOCATIONS AND THE MASTERMIND SYSTEM

If a GC would like his villains to know invocations, he may purchase them at a base cost of 5 MP, and then spend 1 MP per rite and 3 MP per ritual, per villain who knows the invocation. Invocations purchased in this way are known at the start of the season, and may be used as desired by the villain in question. The base cost of 5 MP is part of the mastermind's organization cost, and is only paid once per season, while the cost of specific invocations is paid for each invocation known.

THE DAEMONHOST

The cultist's dark patrons, the Daemonhost, can be divided into four rough categories: the “attendants”, the lords, the dukes, and the (thankfully rare) princes. A Daemonhost attendant is the weakest, usually having no more than 2 or 3 class levels (either NPC or PC classes), if any, in addition to its base HD. A lord usually has from 4 to 7 class levels in addition to its base HD, with a few mystic feats, rituals, and rites. Dukes typically have from 7 to 12 class levels and are potent mystics. A prince always has 11 or more class levels, and always has the Magus feat. All Daemonhost are special NPCs.

DISEMBODIED DAEMONHOST SPECIAL ABILITIES

Touch of the Abyss: The disembodied Daemonhost's touch saps the very life out of its victim, bestowing 1 negative level upon the victim. The Daemonhost gains a +2 abyssal bonus to its Intelligence, Wisdom, and Charisma for 24 hours after it inflicts a negative level in this way (since abyssal bonuses do not stack, it can never have more than a +2 bonus in this way at any given time). Using touch of the Abyss is an extremely pleasurable and invigorating experience for the Daemonhost.

This negative level lasts 24 hours or until removed. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of 10 + 1/2 the Daemonhost's HD + the Daemonhost's Constitution modifier. On a success, the negative level goes away with no harm to the creature; otherwise, the level loss becomes permanent. A separate saving throw is required for each negative level. A creature that loses its last level or Hit Die to this effect dies but its body continues, powered by abyssal energies.

Seize Host: Only by possessing a host can the disembodied Daemonhost access its full powers. A Daemonhost can possess any humanoid creature with an Intelligence of 3 or higher. The Daemonhost may possess only one creature at a time.

Possessing a host is not a fast process and takes a number of minutes equal to the agent level of the creature being possessed. A disembodied Daemonhost must remain within 5 feet of an intended host to possess that target creature. At the end of each minute, the target must make a Will saving throw opposed to the Daemonhost's Will saving throw.

Once the possession process has elapsed, the number of successful Will saves made by the target is compared to the number of successes garnered by the Daemonhost. If the target succeeded at more of the Will saving throws, he is thereafter immune to possession by this specific disembodied Daemonhost. Moreover, he knows that he was spiritually assaulted, but does not gain any special knowledge from the attack. If the Daemonhost garners more successes than the target, he is possessed. If the numbers of successes are the same, the possession did not work, but the Daemonhost may attempt to possess that target again.

Other characters may attempt to prevent the disembodied Daemonhost from taking possession of the target at any time during the possession attempt. Such attempts must be magical in nature (including birthrights). For instance, casting *resistance* or *prayer* on the intended host will assist the target in making his Will saves. Casting *mage armor* or a similar force effect upon the intended host provides a +4 circumstance bonus to his Will saving throws to resist the possession.

If the Daemonhost successfully possessed the target, that creature's mind is completely subjugated.

The Daemonhost may act as if the body were its own. The possessing Daemonhost has access to all of its host's memories and knowledge. Once a Daemonhost possesses a host, apply the Daemonhost template to the possessed creature. A disembodied Daemonhost may leave its host at any time as a free action. The host retains only fragmentary memories of the experience.

Once a disembodied Daemonhost has taken a host, it is extremely difficult to exorcise. Only certain little known spells and certain Arcane Craft items and relics can drive the creature from its host.

Automatic Languages: Daemonhost read, write (but only when able to), and speak Abyssal as well as their own language, which has no name.

SPECIAL QUALITIES

Abyssal Type (ABT): This creature is either from or intimately tied to the Abyss, the micro-universe prison from which deamonic creatures and the Daemonhost arise. Spells or effects that target "Outsiders" affect creatures with this quality. Abyssal creatures have a d8 vitality die.



Spectral Eyes (SPE): Disembodied Daemonhost are unable to sense the physical world, relying solely upon there ability to perceive the spiritual essence of creatures. While disembodied, the Daemonhost can sense any intelligent life (Intelligence score 3+) within 60 feet, but is unable to see, hear, taste, touch, or smell. Creatures hidden behind or within a force effect, such as *mage armor*, cannot be sensed by the disembodied Daemonhost.

Incorporeal (INC): Daemonhost have no bodies. They can be harmed only by other incorporeal creatures, relics and Craft weapons, and spells, spell-like abilities, or supernatural abilities (including birthrights). They are immune to all non-magical attack forms. Even when hit by spells or Craft weapons, they have a 50% chance to ignore any damage from a corporeal source. A disembodied Daemonhost can pass through solid objects at will, but not force effects. The Daemonhost's touch attacks pass through natural armor, armor, and shields, although deflection bonuses and force effects, such as *mage armor*, work normally against it. Disembodied Daemonhost have no scent and move in perfect silence, and thus cannot be heard with Listen checks.

Telepathy (TEL): Disembodied Daemonhost can communicate telepathically with any creature within 100 feet that has a language. This is their only means of communication.

DAEMONHOST TEMPLATE

"Daemonhost" is a template that can be added to any character (referred to hereafter as the base character). The character's type changes to abyssal. The template can be applied in a number of ways to create unique Daemonhost of varying power. All Daemonhost are special NPCs.

Challenge Rating: As the base character +2, plus the HD/levels of the disembodied Daemonhost.

Vitality: As the base character, plus any vitality from the disembodied Daemonhost.

Speed: As the base character.

Defense: As the base character, plus any defense bonuses from any agent levels the disembodied Daemonhost possesses. The Daemonhost loses its deflection bonus to Defense since it is no longer incorporeal.

Base Attack: As the base character, plus the base attack bonuses from any agent levels the disembodied Daemonhost possesses.

Attacks: As the base character, plus the Daemonhost retains all attacks from any agent levels it had as a disembodied Daemonhost, with the exception of touch of the Abyss.

Special Qualities

A Daemonhost retains all the special qualities of the base character and gains the additional special qualities described below.

Abyssal Type: (ABT): This creature is either from or intimately tied to the Abyss, the micro-universe prison from which deamonic creatures and the Daemonhost arise. Spells or effects that target "Outsiders" affect creatures with this quality. Abyssal creatures have a d8 vitality die.

Blindsight (BDS): The creature does not require light to sense its surroundings. It suffers no penalties due to poor or no light and the creature ignores a target opponent's concealment bonuses to Defense. A creature's blindsight has a range measured in feet. While blindsight allows a creature to infallibly sense invisible beings, it does not sense immaterial ones.

Mark of the Abyss (MAA): The Abyss marks those who have been corrupted by it. Something about the creature's presence, whether it is disguised or not, causes animals to become unsettled: dogs whine and back away, horses rear and roll their eyes, and so on. This aura affects all creatures within a radius of 100 feet that have the animal type. An animal must succeed at a Will save (DC vitality dice + Charisma modifier) or become *stunned* for as long as it remains within 100 feet of the Daemonhost. If it fails the save by more than 10, it becomes panicked. Some birthrights or Craft magic may detect this mark as well. The spell *true seeing* reveals the presence of a creature with this special quality or any other possessed individual.

Daemon Form (DAF): When threatened with physical conflict, a Daemonhost may reveal its demonic nature even through the human body it possesses. The demon form of every Daemonhost is unique. The rank of the Daemonhost determines the number of daemon form characteristics the template creature gets: Daemonhost attendants choose 1 characteristic from among the selections offered below, Daemonhost lords choose 2 characteristics, dukes choose 3 characteristics, and princes choose 5 characteristics. Changing to or from demon form is a half action. A slain Daemonhost reverts to its humanoid form, although it remains dead.

- *Claws* - The Daemonhost's hands transform into razor sharp claws capable of causing horrific wounds. They deal 1d6 points of damage + Strength modifier (1d8 + Strength if the Daemonhost is Large, or 1d10 + Strength if Huge).
- *Daemonic Armor* - +4 armor bonus to Defense. The armor can appear as thick hide, scales, jagged plates, chitinous shells, or some other form of natural protection, but once chosen the appearance of the armor remains the same whenever it takes on the daemon form.
- *Daemonic Aura* - The body of the daemon form is wreathed in shadowy flames of the Abyss. Any opponent within 10 feet must make a Fortitude save (DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Constitution modifier) or take 2d6 points of fire damage (half on a successful save). Every round that a creature remains in range of the effect, another Fortitude saving throw is required.
- *Damage Reduction* - The Daemonhost gains damage reduction 15/magic. It ignores the first 15 points of damage dealt by a nonmagical weapon, but takes full damage from magic weapons.
- *Deadly Breath* - The Daemonhost can breath a 20-foot-long, 5-foot-wide line of abyssal energy twice a day as an attack action. Choose one of the following energy types: acid, cold, sonic/concussion, electricity, or fire. Any creature in the line takes 4d10 points of the chosen type of energy damage, or half damage with a successful Reflex save (DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Constitution modifier). This daemon form quality may be chosen only once.
- *Enormous Maw* - The Daemonhost's mouth grows large and filled with terrifyingly jagged teeth. The Daemonhost gains a bite attack The bite deals 1d6 + Strength modifier in damage (1d10 + Strength if the Daemonhost is Large, or 2d6 + Strength if Huge).
- *Foulness* - The Daemonhost exudes a toxic, foul-smelling odor. Any creature within 10 feet must make a Fortitude save (DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Constitution modifier) or become *nauseated* for as long as it remains in the affected area and for 1d4 rounds afterward. A nauseated creature cannot attack, cast spells, use spell-like abilities, or do anything else requiring attention or concentration. The only action a nauseated creature can take is a single half action per round. Creatures that successfully save are unaffected and cannot be affected again by the same Daemonhost's foulness for 24 hours.
- *Huge Size* - The Daemonhost must have the "Large size" quality to take this option. The Daemonhost grows from Medium-size to Huge size instead of merely to Large, gaining a +16 size bonus to Strength, a +8 size bonus to Constitution, and suffering a -4 size penalty to Dexterity. The change in size also reduces its attack bonus and Defense each by 2. It gains a +5 natural armor bonus to Defense. The Daemonhost receives a -8 size penalty to Hide checks and a +8 size bonus to grapple checks. In addition, the Daemonhost's face increases to 10 ft. by 10 ft. and its reach extends to 10 ft.

- *Immunity* - Choose one of the following energy types: acid, cold, sonic, electricity, fire, poison, radiation. The Daemonhost is immune and takes no damage from attacks or damage sources of this type, and is considered to automatically pass all saving throws to resist effects from sources of this type. This quality may be chosen multiple times, with each selection granting immunity to another energy type.
- *Large Size* - The Daemonhost grows to Large size, gaining a +8 size bonus to Strength and a +4 size bonus to Constitution, and suffering a -2 size penalty to Dexterity. The change in size also reduces its attack bonus and Defense each by 1, although it gains a +2 natural armor bonus to Defense; the Daemonhost receives a -4 size penalty to Hide checks, and a +4 size bonus to grapple checks. In addition, the Daemonhost's face increases to 10 ft. by 10 ft.
- *Tentacles* - The Daemonhost sprouts six writhing, shadowy black tentacles, which may act semi-autonomously from the Host. Each tentacle has a reach of 10 ft., Str 19, and a total attack bonus equal to the Host's. Every round that a tentacle is not already grappling someone or something, it makes a grapple attack at a random creature or object within 10 feet of it, inflicting 1d6 +4 standard damage on a successful grapple. These attacks take place on the Daemonhost's turn. The tentacles do not attack Small or smaller targets. These tentacles may be attacked in the same way as striking an object, and have a Defense 16, vitality equal to the Host's CR, and wounds and saving throw bonuses equal to the Daemonhost's. The Daemonhost regenerates destroyed tentacles at a rate of 1 per day.

Abyssal Powers (ABP): A Daemonhost rips power from the Abyss itself. The rank of the Daemonhost determines the number of Abyssal powers the template creature gets: Daemonhost attendants choose 2 powers from among the selections offered below, Daemonhost lords choose 3 powers, dukes choose 4 powers, and princes choose 5 powers. Some Abyssal powers count as two or more for determining the number of abyssal powers a Daemonhost possesses, as indicated in the power itself.

- *Abyssal Deflection* - The Daemonhost uses the power of the Abyss to protect itself. It gains a +4 abyssal bonus to Defense. This bonus remains even if the Daemonhost is denied its Dexterity bonus to Defense or is flat-footed.
- *Abyssal Smite* - Once per combat, the Daemonhost gains 1 free action die, which may only be used to increase the damage of a successful melee attack, or to activate a threat scored in melee combat.
- *Abyssal Touch* - The Daemonhost can use its Touch of the Abyss attack (see *"Disembodied Daemonhost Species Traits," above*) while in a physical host. This ability counts as 2 powers when determining the number of Abyssal powers a Daemonhost possesses.
- *Aura of Fear* - As a free action, the Daemonhost can create an aura of fear in a 20-foot radius. This is otherwise identical to the *fear* spell cast by an agent with a caster level of 8 (Will DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Charisma modifier). If the save is successful, that creature cannot be affected again by the aura of fear for 24 hours. Other Daemonhost are immune to the aura of fear.
- *Baleful Attacks* - The Daemonhost gains an abyssal bonus to all melee attacks equal to its Charisma modifier.
- *Fast Healing* - The Daemonhost channels Abyssal energy into the body of its host. It thus gains 1 vitality per round. Fast healing does not restore vitality points lost from starvation, thirst, or suffocation, and it does not allow the Daemonhost to regrow or reattach lost body parts. A Daemonhost may take this power more than once, each subsequent selection stacking with any other fast healing the Daemonhost already has. (Thus, a Daemonhost that takes this ability twice gains 2 vitality per round.)
- *Freezing Touch* - The Daemonhost can make a melee touch attack to incapacitate an opponent. The touched creature must succeed at a Fortitude save (DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Charisma modifier) or be numbed by the icy fires of the Abyss and thus rendered *helpless* for 1 round.
- *One with Shadows* - The Daemonhost can blend into darkness and practically fade from sight. It thus receives a +4 abyssal bonus to Hide checks. Further, during any conditions other than full daylight, it can meld into any shadows as a half action, granting it three-quarters concealment. To gain concealment in this way, the Daemonhost must be within 10 feet of a natural shadow cast by an object, structure, or being other than itself.
- *Probe Soul* - As a half action, the Daemonhost can make a melee touch attack to form an empathic link with a living creature. During that moment, both the Daemonhost and the target creature experience an image of the creature's greatest desire - and of that temptation realized. The target must make a Will save (DC 10 + 1/2 the Daemonhost's HD + the Daemonhost's Charisma modifier). If the target fails this save, his disposition towards the Daemonhost shifts to ally (if friendly or lower). Further, the target suffers a penalty to all saves against the Daemonhost who used this power on him. This effect lasts for a number of days equal to the amount the target failed this save by.
- *Sacrificial Magic* - The Daemonhost must have levels in the Arcanist or Gnostic class *(see Chapter 4: Arcane Crafts)* to take this Abyssal power. Once per month, at the new moon, the Daemonhost may engage in a sac-

rificial ceremony that lasts at least 15 minutes. If a single bound mortal is slain within 20 feet of the Daemonhost during this period, it may double the number of 1st-level Initiate spells it can cast for the day. A sacrifice of three people in this way also allows it to double its 2nd-level spells. A sacrifice of seven people allows it to double its 3rd-level spells as well, and a sacrifice of twelve people allows it to double all of its spells up to 4th-level. The Daemonhost can benefit from only one such sacrificial ceremony within a lunar cycle.

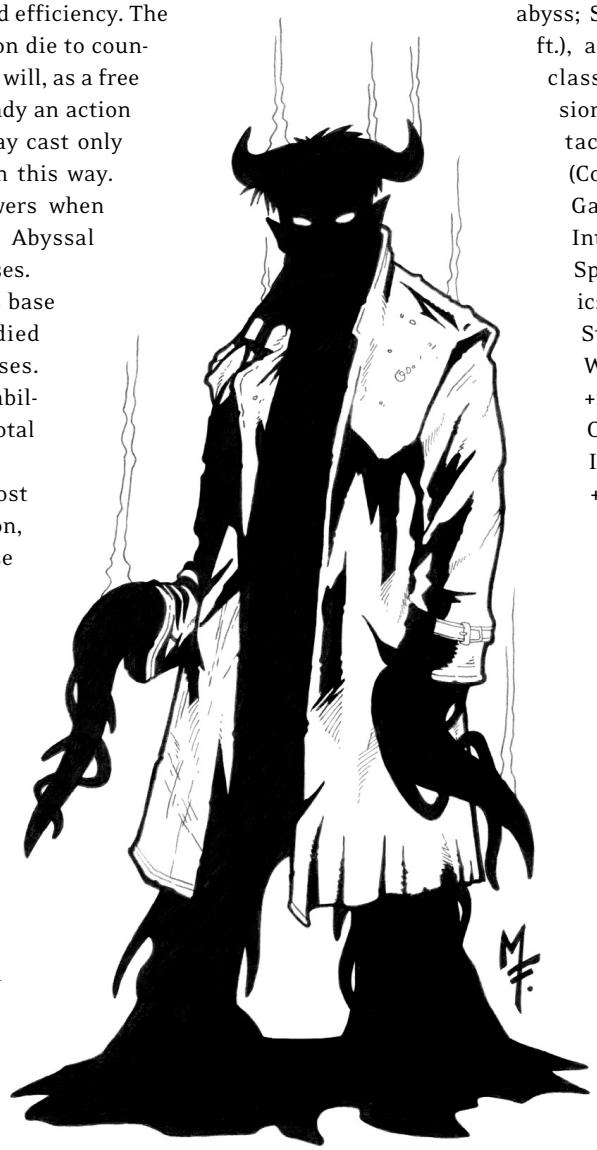
- *True Seeing* - The spectral sight of a disembodied Daemonhost is amplified, giving it the permanent benefit of a *true seeing* spell. This ability counts as 2 powers when determining the number of Abyssal powers a Daemonhost possesses.
- *Words of Power* - The Daemonhost is a master of incantation; it knows how to make the most of even a single arcane word and can thus disrupt hostile spells with great speed and efficiency. The Daemonhost can spend 1 action die to counterspell an opponent's spell at will, as a free action, without needing to ready an action to do so. The Daemonhost may cast only one counterspell per round in this way. This ability counts as 2 powers when determining the number of Abyssal powers a Daemonhost possesses.

Saves: As the base character's base saves, plus the disembodied Daemonhost's base save bonuses. The Daemonhost applies its new ability modifiers to determine its total save bonuses.

Ability Scores: A Daemonhost retains the Strength, Constitution, and Dexterity scores of the base character, while keeping its own Intelligence, Wisdom, and Charisma scores.

Allegiance: Previous allegiances of the base creature are lost, replaced by the allegiance of the disembodied Daemonhost.

Skills: A Daemonhost takes the highest rank of any skill possessed by either the base character or the disembodied Daemonhost and then applies its new ability modifiers to determine its total skill check bonuses.

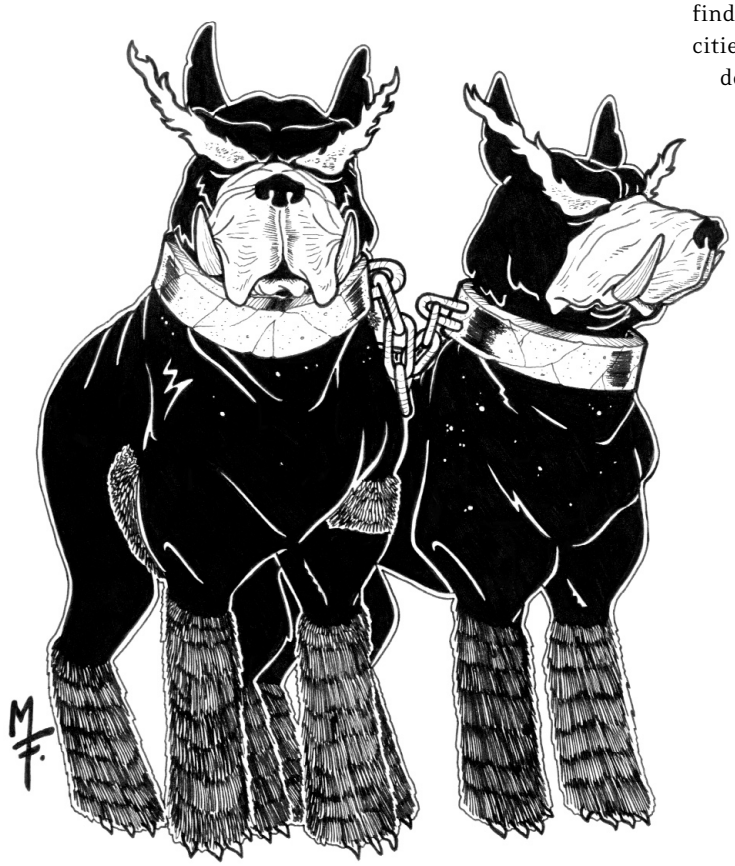


Feats: As the base character, plus those of the disembodied Daemonhost.

Disembodied Daemonhost Attendant (abyssal): CR 3 (2d8 vitality dice); SZ M; vp/wp 11/12; Init +0; Spd 30 ft., fly 30 ft.; Defense 14 (+4 deflection); Atk: touch +2 (1 negative level); Face 1 square; Reach 1 square; SA automatic languages, seize host, touch of the abyss; SQ ABT, INC, SPE, TEL (60 ft.); AL daemonic; SV Fort +4, Ref +3, Will +8; Str -, Dex 11, Con 12, Int 18, Wis 16, Cha 18. Skills: Bluff +6, Concentration +3, Intimidate +6, Knowledge (occult) +6, Language +5 (one ancient language), Spellcraft +6. Feats: Archaic Weapons Proficiency, Iron Will. Gear: None.

Disembodied Daemonhost Lord, 6th-level pointman (abyssal): CR 9 (2d8 plus 6d10 vitality dice); SZ M; vp/wp 50/12; Init +2 (+2 class); Spd 30 ft., fly 30 ft.; Defense 16 (+2 class, +4 deflection); Atk touch +6 (1 negative level); Face 1 square; Reach 1 square; SA automatic languages, seize host, touch of the abyss; SQ, ABT, INC, SPE, TEL (60 ft.), assistance (1/2 time), cross-class ability (intuition 1/session), generous, lead 2/session, tactics 1/session versatility (Concentration, Cryptography, Gather Information, Intimidate, Innuendo, Listen, Spellcraft, Spot); AL daemonic; SV Fort +9, Ref +6, Will +13; Str -, Dex 11, Con 12, Int 18, Wis 16, Cha 19. Skills: Bluff +14, Concentration +10, Cryptography +7, Gather Information +10, Innuendo +13, Intimidate +12, Knowledge (occult) +15, Knowledge (theology and philosophy) +8, Listen +9, Sense Motive +11, Language +5 (any one ancient language), Spellcraft +6, Spot +8. Feats: Humiliate, Iron Will, Silver Tongue, Undermine, Weapons Proficiency (Archaic). Gear: None.

Daemonhost Lord, 6th-level pointman/2nd-level soldier (abyssal): CR 10 (2d8 plus 2d12 plus 6d10 vitality dice); SZ M; vp/wp 80/15; Init +5 (+1 Dex, +4 class); Spd 30 ft.; Defense 14 (+1 Dex, +3 class); Atk: unarmed +8 (dmg 1d6+2 normal, error 1, threat 20), knife +8 (dmg 1d4+2 normal, error 1, threat 19-20), Colt M1911 +7 (dmg 1d12 normal, error 1, threat 19-20); SA none; SQ ABP (abyssal smite, aura of fear, fast healing), ABT, BDS (60 ft.), DAF (claws, daemonic armor), MAA, assistance (1/2 time), cross-class ability (intuition 1/session), DR 1/-, generous, lead 2/session, tactics 1/session versatility (Concentration, Cryptography, Gather Information, Intimidate, Innuendo, Listen, Spellcraft, Spot); AL daemonic; SV Fort +8, Ref +6, Will +10; Str 14, Dex 12, Con 15, Int 18, Wis 16, Cha 19. Skills: Bluff +14, Concentration +10, Cryptography +7, Driver +5, Gather Information +10, Innuendo +13, Intimidate +12, Knowledge (occult) +15, Knowledge (theology and philosophy) +8, Listen +9, Mechanics +5, Sense Motive +9, Spellcraft +6, Spot +6, Swim +3. Feats: Armor Proficiency (Light, Medium, Heavy), Humiliate, Iron Will, Martial Arts, Silver Tongue, Undermine, Weapons Proficiency (Archaic, Hurled, Melee, Handgun, Rifle, Tactical). Gear: Leather jacket, Colt M1911 (.45 autoloader), 50 rounds of .45 ammunition, knife, various gear and personal possessions.



OTHER ABYSSAL HORRORS

When the Daemonhost were freed, other beings were able to escape the Abyss also. Many of them are servants of the Daemonhost, who conquered the realms of their prison much as they did their native world. The following is a sampling of the creatures released on the day of the rip.

DAEMON HOUNDS

The Daemonhost require servants that come in all shapes and sizes. By infesting normal canines with the corrupting energy of the abyss, the Daemonhost transform man's best friend into a creature from hell. Daemon hounds resemble in build and general shape two eight foot tall Dobermans and they always wander their hunting grounds bound by two iron collars chained together with a single chain. Their skin is callous with obsidian scales and a smattering of coarse fur. The eyes of these canine-like creatures are a fiery red with flames flickering up over their brows. Their build is very athletic, taut and strong with a very slender maw, and sharp fangs protruding from its snarling mouth.

These dogs roam around fields or forests, guarding what their masters command them to protect. Popular legend says that where you find daemon hounds, you will find a tear. Rarely are daemon hounds found loose in cities, but if these monstrosities somehow escaped their demon lords they defend their urban turf just as ferociously as they would any coveted junkyard.

Daemon hounds range from almost eight feet long, six feet high to twelve feet long, nine feet high. Weight ranges from 400 to 800 pounds.

Daemon Hound (abyssal): CR 9 (10d8 vitality dice); SZ L; vp/wp 75/25; Init +1; Spd 30 ft.; Defense 10 (-1 Size, +1 Dex); Atk: bite +14 (dmg 1d8+5 normal, error 1, threat 20) or slam +14 (dmg 1d8+5 normal, error 1, threat 20), claws (×2) +12 (dmg 1d6+5 normal, error 1, threat 20); Face 2 squares; Reach 2 squares; SA rend; SQ ABT, BDS (60 ft.), NAR (DR 5/FE); AL daemonic; SV Fort +10, Ref +8, Will +7; Str 20, Dex 13, Con 17, Int 2, Wis 10, Cha 8. Skills: Hide +5, Listen +13, Move Silently +10, Spot +10. Feats: Multiattack, Alertness, Sidestep.

SPECIAL ABILITIES

Rend: Daemon hounds that hit with both claw attacks can rend their opponent once as a free action. This action does 2d6 points of damage.

SHADOWCRAWLER

From the depths of the Abyss crawls this daemon lackey of the Daemonhost, a creature that has sometimes been called lurker, mite, gremlin, tommy-knocker. Children of many ages in this world have known these little imps as the "monsters under the bed." Shadowcrawlers, long ago, used to watch children to decide who was worth being used in their masters' plans. With the ability to quickly shift locations, though, they easily eluded the watchful eyes of parents. They crawl around on ledges and within air ducts with equal facility, acting as spies for their terrible lords. Shadowcrawlers crawl quickly with their long arms and legs, and excel at skulking in the long stark shadows of anywhere they may be sent.

Though the Daemonhost were eventually locked away many ages ago, the memories of these fearful creatures have haunted children for millennia upon millennia. Now that the Daemonhost are free, they are used for scouting out potential hosts for their masters and for spying upon their masters' enemies.

Shadowcrawlers are varied in shape, look, and size. They range from 2 to 4 feet tall, and their skin can be anything from slick and slimy to smooth, like a toad's skin. They all tend to have squat torsos with long arms and legs. Ineffective in combat, their main technique of survival is simply to disappear.

Shadowcrawler (abyssal): CR 3 (4d8 vitality dice); SZ S (abyssal); vp 14/5; Init +2 (Dex); Spd 30 ft., climb 15 ft.; Defense 14 (+1 size, +2 Dex, +1 dodge); Atk: claws (×2) +3 (dmg 1d3-1 normal, error 1, threat 20); Face 1 square; Reach 1 square; SA automatic languages, skill bonus, spell-like abilities; SQ ABT, BDS (60 ft.); AL daemonic, evil; SV Fort +3, Ref +6, Will +5; Str 8, Dex 14, Con 9, Int 11, Wis 12, Cha 8. Skills: Climb +9, Hide +17*, Listen +7, Move Silently +11, Search +2, Spot +7, Surveillance +7. Feats: Alertness, Grey Shadow, Weapons Group Proficiency (melee).

SPECIAL ABILITIES

Spell-Like Abilities: 3/day - *blur*, *dimension door*, *invisibility*. The shadowcrawler has a caster level of 7 for these abilities.

Skill Bonus: Shadowcrawlers receive a +4 species bonus on Hide and Move Silently checks. *In darkness or shadow, this bonus increase to +10.

Automatic Languages: Shadowcrawlers only speak Abyssal.

SHASKARATH, THE COLD DEATH

From the lightless and frigid depths of deep black oceans comes the Shaskarath, a behemoth, a demon that stands 40 feet tall, with strides as long as four men. Its skin is slick and cartilaginous, colored with blended streaks of blue, gray, and white. Shaskarath shoulders are broad and muscular. The daemon's shoulders and spine are lined with shark-like fins. Shaskarath's torso is very thin that branches into two very strong and well-muscled legs.

Wandering the icy cold depths of deep oceans, it seeks to cause anguish and pain to anything it sees. Now that it has been freed from the Abyss, the daemon has thousands of years of terror and havoc to make up for. Shaskarath is filled with rage and likes to stalk and slowly draw the terror out of its prey. Only after the hunt has left its prey a gibbering mess does Shaskarath slowly torture and murder its victim.

Though bound to the Daemonhost as a servant, Shaskarath is given much leeway between its vicious missions, free to do as it wishes if it serves the Daemonhost's ultimate goals.

Shaskarath (abyssal): CR 18 (16d8 vitality dice); SZ G; vp/wp 222/78; Init +2 (-2 Dex, +4 Improved Initiative); Spd 70 ft., swim 40 ft.; Defense 10 (-4 Size, -2 Dex, +6 dodge); Atk: claws (×2) +28 (dmg 2d6+22 normal, error 1, threat 20), bite +22 (dmg 2d8+7 normal, error 1, threat 20), gore +22 (dmg 1d8+7 normal, error 1, threat 20); Face 4 squares; Reach 3 squares; SA automatic languages, spell-like abilities; SQ ABT, BDS (60 ft.), IMU (electricity and poison), MAA, REC (acid and fire 20; slashing 15); AL daemonic; SV Fort +18, Ref +8, Will +13; AP 0; Rep +3; Str 40, Dex 6, Con 26, Int 20, Wis 16, Cha 16. Skills: Appraise +15, Balance +6, Bluff +11, Climb +25, Cryptography +13, Hide +5, Intimidate +19, Jump +31, Knowledge (ancient lore) +21, Knowledge (occult) +17, Knowledge (psychology) +13, Knowledge (theology and philosophy) +13, Language (any three ancient), Listen +21, Move Silently +14, Search +11, Sense Motive +13, Spot +21, Swim +29. Feats: Alertness, Weapons Proficiency (Archaic), Athletic, Assassin, Cleave, Expertise, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (claws).

SPECIAL ABILITIES

Spell-Like Abilities: At will - change self, detect magical aura, sleep, water breathing; 3/day - invisibility, mage armor, magic missile, protection from bullets; 1/day - fear, haste, lightning bolt. The Shaskarath has a caster level of 16 for these abilities.

Automatic Languages: Shaskarath reads, writes, and speaks Abyssal.

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