

—フィアト・ルクス—

ANIMA

BEYOND FANTASY



GAME MASTER'S TOOLKIT



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ADDITIONAL RULES

*Never think that you know
everything in life.
Before you there are always
things to learn.*

Denis Diderot

This chapter expands the rules presented in *Anima: Beyond Fantasy* by providing players with many new options for character creation and new combat maneuvers. All of the rules presented in this chapter should be treated as optional and are not intended to replace anything previously described in *Anima: Beyond Fantasy*.

GENERATING CHARACTERISTICS

In addition to the four methods for generating Characteristics included in *Anima: Beyond Fantasy*, there is a fifth method presented below. This fifth method tends to create less diverse characters, but it also give individual players a high level of control over their own characters.

Method 5

This method consists of awarding each character 55 points, to be divided freely among their eight characteristics. Note that these points are independent of Development and Creation Points and are only used at character creation for determining a character's starting Characteristics. When creating a character with this method, each Characteristic must have a minimum value of three and cannot have a value higher than 10. Each point spent raises a Characteristic by one, however increasing any characteristic from nine to 10 costs two points. In campaigns where the characters are supposed to embody normal individuals, the total point value can be reduced to 45 points, while campaigns where characters will eventually reach legendary status can award a total of 65 points to each character.

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NEW ADVANTAGES AND DISADVANTAGES

The following new advantages and disadvantages provide additional ways for characters to spend their initial Creation Points. Remember that all player characters start with three Creation Points, although they can increase that number by taking various disadvantages.

COMMON ADVANTAGES

These are advantages available to any character. Some of them have a variable value, which means their bonuses can increase depending on the number of Creation Points the character spends on them.

HARD TO KILL

Regardless of his Constitution value, the character has a vastly superior vitality that makes him especially hard to kill.

Effect: This grants a special bonus of +10 Life Points per level, which are added to the Life Points the character normally gains for his class. For example, a warrior that has chosen this advantage would gain 25 Life Points per level (15 for his class, plus 10 from Hard to Kill). If a character spends two Creation Points, the bonus increases to +20 Life Points and spending three Creation Points increases the bonus to +30 Life Points. If you use the optional rules for Between Life and Death, this advantage also grants the character a special bonus of +10 when making Resistance Checks (or +20 or +30 if additional Creation Points are spent).

Cost: 1, 2, 3

TO THE LIMIT

When on the brink of death, the character enters a state of desperation that pushes him to surpass his normal capabilities.

Effect: When the character's Life Points are reduced below a quarter of his total, the character receives a +20 All Action Bonus. This modifier is only applied in situations where the character puts his life, or the life of others, in danger.

Cost: 1

SUPERNATURAL IMMUNITY

Due to this character's very nature, magic is anathema to her. Therefore, she ignores many spells and supernatural effects, as if the mystical is negated completely in her presence. Depending on the level of this advantage, the character is able to ignore increasingly powerful effects.

Effect: A character with this advantage automatically ignores any spell cast on her with a Zeonic value of 60 or less. In the same fashion, it grants immunity to any mystical effect that causes her to roll against a Magic Resistance of 80 or less. However, this only allows a character to avoid the direct effects of magic, and not effects derived from magic. For example, if a Light Discharge makes a roof collapse on top of a character, she would still be buried normally. Spending two Creation Points on this advantage allows the character to ignore spells with a Zeonic value of 90 or less and grants immunity to any mystical effect that forces a Magic Resistance Check of 100 or less. Spending three Creation Points increases those values to 100 and 120, respectively.

Limitations: Due to his anti-magic nature, a character with this advantage cannot access the Gift or See Supernatural. In the same way Sylvain, Duk'zarist, or Daimah do not have access to Supernatural Immunity.

Cost: 1, 2, 3

UNLIMITED FAMILIARS

The character's essence is shared with all the creatures he calls into his service, allowing him to establish a bond of familiarity with any of them instead of limiting his bond to one entity. In some ways, the character becomes one with all the beings accompanying him, turning them into an indispensable part of his being.

Effect: The character is no longer limited to only one familiar. He is able to create a bond of unity with as many creatures as desired.

Cost: 2

COMBAT SENSES

The character is gifted with a special capacity for fighting, regardless of his class, that increases one of his primary combat abilities.

Effect: Every time the character gains a level, he gains an innate +5 bonus to one of the following Primary Combat Abilities: Attack, Block, or Dodge, which stacks with his innate class bonus. The character must choose the Primary Combat Ability upon taking the Combat Senses advantage, and he cannot change it later.

Limitations: The modifier gained through this advantage is considered an innate bonus by class and cannot surpass +50, even if it is combined with other innate bonuses such as martial arts.

Cost: 3

INCREASED NATURAL BONUS

The natural progression of the character's characteristics is far greater than what is common in other individuals. His characteristics are capable of increasing far beyond their normal values.

Effect: Each time the character gains a level, he may choose any one of his Secondary Abilities and add twice the usual bonus provided by the Characteristic to that Secondary Ability.

Cost: 2

USE OF ARMOR

The character has a natural competence for learning how to wear and use armor, regardless of his class.

Effect: Each time the character gains a level, he receives a +5 innate bonus to the Primary Combat Ability Wear Armor, which is added to any other bonus the character may receive from his class. If the character spends two or three Creation Points, this bonus increases to +10 or +15, respectively.

Cost: 1, 2, 3

VERSATILE

The character can easily adapt to change and knows how to focus his life in a different way. Therefore, he has an easier time changing classes.

Effect: When the character wants to change to a new class, the cost in Development Points is halved, and he does not have to wait two levels to realize the change. In other words, a character with this advantage only needs to spend 10 Development Points to change to a different class within the same Archetype, or 20 Development Points if one or both classes are mixed and they share at least common Archetype, or 30 Development Points to change to a new class in a different Archetype than the original class.

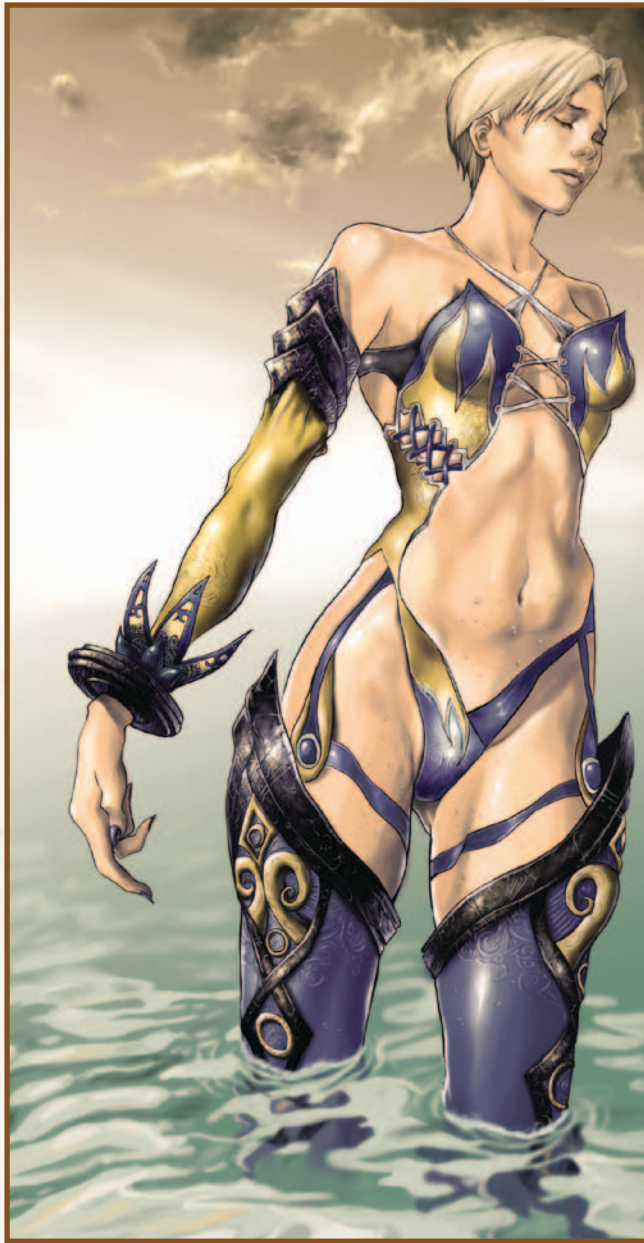
Cost: 1

SURVIVOR

No matter how perilous a situation, a character with this advantage possesses a special ability to survive when on the brink of death.

Effect: The character can withstand negative Life Points up to ten times his Constitution value, instead of five. Also, apply a bonus of +40 to his Physical Resistance Check to attempt to stabilize himself. Once out of the fine line between life and death, his All Action Penalty is only -30, instead of -60. If the optional rules of negative life points apply, the +40 to FR controls to resist.

Cost: 1



TOUCHED BY DESTINY

There is something special in the character that allows him to unusually influence the results of some of his actions—a touch of luck or genius that allows him to take advantage of opportunities in moments of great importance.

Effect: Once per game session, when performing any kind of check, the player can repeat one of his dice rolls and choose the best result.

Limitation: This advantage can be taken as many times as desired. Each time a character takes it, he receives an additional use per game sessions; therefore, a character who has taken Touched by Destiny twice can use the ability twice per game session.

Cost: 1

PSYCHIC IMMUNITY

An individual with this advantage is exceptionally resistant to emotions, and is not usually influenced by normal fears or desires.

Effect: The character receives a bonus of +60 to any Composure Check based on mitigating his emotional state.

Limitations: This advantage cannot be combined with the following disadvantages: Addiction or Serious Vice, Cowardice, or Severe Phobia.

Cost: 1

TALENTED

This ability shows that the character has always been gifted with certain manual abilities that are far beyond his natural Dexterity.

Effect: The character adds a special bonus of +30 to Sleight of Hand, and can apply a +3 to any contested Dexterity Check.

Cost: 1

FREE WILL

The character has an unbreakable will when dealing with effects related to possession and domination. No matter how difficult the situation, he will tend to rebel against external influences and allow himself to be guided only by his own mandates.

Effect: This grants a special bonus of +60 to any Resistance Check that is related to possession or domination.

Cost: 1

SEDUCER

A character with this advantage radiates a special magnetism to members of the opposite sex who normally find a certain attractiveness in him.

Effect: The character receives +60 bonus to Persuasion Checks in all fields related to seduction when dealing with individuals of the opposite sex. Note this advantage does not grant any mystical or supernatural ability; it only provides a bonus in situations where persuasion or seduction is already possible.

Cost: 1

Advantages for Characters with the Gift

These advantages can only be acquired if the character has the Gift of magic. Keep in mind that it is not necessary to belong a class within the Mystical Archetype; anyone who has the ability to cast magic is able to take these advantages.

OPPOSITE MAGIC

Contrary to other spellcasters, the character's magical nature is sustained by opposite and antagonistic powers. Therefore, he can use spells from opposing paths completely naturally.

Effect: The character does not double the Magic Level cost for learning spells from opposite paths. For example, he could easily learn both Light and Darkness spells without needing to double any invested points.

Cost: 1

MAGIC NATURE

The essence of the magic user overflows with an extraordinary amount of pure magic, which increases his innate energy reserve in a supernatural way.

Effect: The character gains an innate bonus of +50 Zeon points per level, which is added to any other bonus obtained through his class. Spending two or three Creation Points in this advantage increases the value of the bonus to +100 and +150 Zeon points per level, respectively.

Cost: 1, 2, 3

NATURAL POWER

The spellcaster carries out his spells using his spiritual power, empowering it with his essence in place of his knowledge.

Effect: In order to calculate his maximum potential for spells, the character uses his Power Characteristic instead of his Intelligence. This advantage does not influence the level of the magical path at all, which continues to use Intelligence in the normal way.

Cost: 1

A spellcaster with an Intelligence of 9 and a Power of 11 who wishes to cast a spell of Create Light (Intelligence x20) could cast it with a maximum value of 220 points by using his Power Characteristic.

MAGICAL DICTION

The spellcaster has a special talent when it comes to interpreting and casting spells from grimoires and books.

Effect: The character does not reduce his Magic Accumulation when casting spells that are written down in grimoires, scrolls, or books.

Cost: 1

Advantages for Psychics

These are advantages for characters that have access to psychic powers.

PSYCHIC AMBIVALENCE

Through psychic capabilities, the character finds himself especially empowered when using more than one power at a time, for which he gains greater bonuses than other individuals with mental abilities.

Effect: When the character divides up his psychic potential in order to use more than one power per turn, he gains a cumulative bonus of +5 for each power that is declared.

Cost: 1

A mentalist with a Psychic Potential of 100 declares that he will use three powers that round, dividing his bonus into +40, +35, and +25 respectively. However, he also has Psychic Ambivalence, which allows him to add a total of +15 to each, given that he is using three powers, resulting in final bonuses of +55, +50 and +40.

INCREASED PSYCHIC MODIFIERS

The character has a special capacity to take advantage of the possible environmental conditions that influence his powers.

Effect: The psychic doubles any natural modifier that his psychic discipline uses. For example, a telepath would apply +40 for being in contact with the target of his power (instead of the normal +20), and a pyrokinetic would apply +60 for finding himself within a volcano (instead of the normal +30). Any negative modifiers are also increased.

Cost: 1

Common Disadvantages

This is a list of disadvantages that any character can take. The bonus indicates the amount of Creation Points that is received for taking each disadvantage. Remember that a player cannot choose more than three disadvantages.

FEEBLE

When the character is damaged, he suffers a drastic reduction of his abilities that impedes him from realizing his full potential, even if he did not suffer any critical wounds.

Effect: When the character's Life Points fall below a third of his total, he suffers a -30 All Action Penalty until he is able to recover.

Bonus: 1

WITHOUT ANY NATURAL BONUS

The character has no special talent in making use of his Characteristics and instead relies on his learned capabilities.

Effect: This disadvantage makes it so the character never applies his natural bonuses when he gains a level.

Bonus: 1

UNLUCKY DESTINY

Doom has spread its shadow over the character. No matter how hard he tries, his actions are never graced by exceptional luck or a moment of brilliance. It appears that destiny itself has turned its back on the character.

Effect: The character is unable to obtain an Open Roll, no matter what he has rolled on the dice.

Bonus: 2

ROOKIE

Unlike his companions, the character has very limited amount of experience. Therefore, his abilities as a whole are lower than theirs.

Effect: The character begins with 100 points of experience less than the other characters in his group. In the case that all of them are level 1, those who have this disadvantage will be level 0, requiring a minimum of three gaming sessions to reach level 1.

Limitation: This disadvantage depends on how many other characters are in the group. Only one player (or two, if there are five or more participants) can take this disadvantage.

Bonus: 1

COWARDICE

The character is by his nature a coward, to the point that he finds it very difficult to control his fear. Every time he finds himself in a situation that reaches a certain level of danger, even if his life is not directly threatened, he will try to avoid harm any way possible.

Effect: In Anima, aspects like the cowardice of a character are preferably left to the interpretation of the player. Nevertheless, someone with this disadvantage is unable to control the fear of danger that runs through his veins. Therefore, each time the character finds himself in true danger, he will submit to the state of Fear. If he passes a Very Difficult Control Check, he can reduce the All Action Penalty from fear to a mere -20 (instead of the usual -60).

Bonus: 1

KLUTZY

No matter how high the character's Dexterity is, he has a certain level of klutziness, due to oversights or lack of coordination.

Effect: This disadvantage imposes a penalty of -30 to any manual ability that requires coordination, and a -3 to all contested Dexterity Checks.

Bonus: 1

INSUFFERABLE

The character has a certain intrinsic ability to be disliked by others. It does not matter how much effort he puts in, he always causes a negative reaction in others that he is unfamiliar with, and even his simple presence can provoke a slight irritation in some individuals.

Effect: The extent of this disadvantage should be interpreted by the Game Master.

Bonus: 1

DAMNED

There's a dark force that weighs over the character, a certain anomaly of a supernatural nature that is intertwined in his destiny and drags him towards misfortune and grief. The severity of the effects resulting from being damned can vary depending on whether the players want to gain one or two Creation Points for his character.

Effect: The one Creation Point option indicates the character suffers a serious, though not necessarily constant, negative effect. The specifics of this are left to the GM's discretion, but examples include a warrior who regularly misplaces or fumbles his weapons, or a character who always loses money over time, no matter how hard he tries to keep it safe.

The two Creation Points option is a curse of a superior nature that carries with it terrible, persistent effects. The specifics of this are left to the GM's discretion, but examples include a character who always suffers some kind of supernatural injury whenever he damages an opponent, or a character who will immediately die the day he unnecessarily takes a life.

Bonus: 1, 2



STYLE MODULES

Next we will describe a series of Style Modules that allow the characters to increase their martial abilities. All of these are considered Primary Combat Abilities for which the expenditure of development points (DP) needed to obtain them is found within these limits.

GRACEFUL PARRY MODULE

The fighter is specialized in carrying out evasive maneuvers that allow him to minimize the effect of having his weapon directly struck. In this way, it is possible to stop attacks of great force without his weapon breaking.

Effect: The fighter can add the value of his Dexterity Characteristic to the Weapon Fortitude when stopping attacks.

Cost: 30 DP

ARMOR REDUCTION MODULE

This grants the ability to penetrate through protection and armor with great ease, be it through an increase in brute force or the ability to find vulnerable points.

Effect: This allows the fighter to subtract a point of Armor of any adversary. This effect of this ability is added to any other modifier that the character would have due to quality weapons or Ki Technique.

Limitations: This module can be taken as many times as the character wants.

Cost: 40 DP

BLIND FIGHTING MODULE

The fighter specializes in facing adversaries and dangers that he cannot see, maximizing his abilities against invisible enemies or moving through environments of complete darkness.

Effect: The character reduces the penalties to combat actions suffered by Blindness in half, be it Vision partially or totally obscured.

Cost: 40 DP

RUNNING SHOT MODULE

This ability allows the character to specialize in firing projectile weapons with complete precision while moving.

Effect: Eliminates the penalty of -10 to attacks with projectiles because of moving more than a fourth of his Movement Value and reduces penalties for shooting in half (that is to say, to only -25) when running at his maximum velocity.

Cost: 40 DP

MOVING TARGET MODULE

The character can shoot at moving targets, maximizing his possibility of hitting.

Effect: Reduces the penalty for firing on a moving target in half. Therefore, the character only suffers a negative of -10 if his target moves at a speed of 8 or 9, -20 at speed 10, and -30 for anything faster.

Cost: 50 DP

MULTIPLE TARGET MODULE

This grants the ability to shoot several targets at once with complete precision.

Effect: The character does not suffer a penalty of -10 for switching targets when carrying out shots or throws.

Cost: 40 DP

DEFENSE AGAINST PROJECTILES MODULE

This grants the ability to use weapons of great size to effectively block projectiles, taking advantage of its great width as if it were a shield.

Effect: When using a weapon like a double-handed one, the character can stop projectiles as if he had a shield when it comes time to apply the relevant penalties.

Cost: 40 DP

ADDITIONAL ATTACKS MODULE

This allows someone to specialize in chaining their attacks together, increasing the offensive rhythm of the character.

Effect: This grants the ability to carry out an additional attack, equivalent to when a character possesses 100 points of offensive ability. That is to say, a fighter with a 120 Final Attack could carry out up to three attacks (one for having more than 100 in his Final Attack, and another thanks to the Module) with a 70 in all three of them.

Limitations: This Module can be taken as many times as the character wants.

Cost: 40 DP

COMBAT MANEUVERS

In this section, a series of new combat maneuvers are presented with which to make the combats more tactical and exciting. Any one of these can be used in any combination with the other attacks specified in the book, if and when all the penalties are applied.

Press

A pressing maneuver's objective, as explained in the core book, is to grab an adversary so as to immobilize him. Of course, once a character has his rival held, there are various possibilities beyond simply keeping them immobile.

Attacks and Defenses

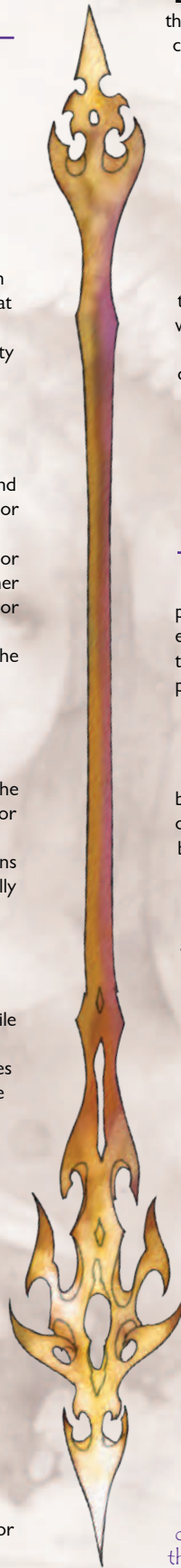
When a character keeps someone else contained with a Hold, that character is unable to move freely, therefore applying a Minor Paralysis to all of his actions. This way, if he tries to directly attack the individual he has immobilized, he suffers a penalty of -40 to his abilities, because of the limited movement. Every attack he makes permits the person held to try to free itself from the hold, giving it the opportunity to make a contested Characteristic check so as to free itself, even if it is subjected to Total Paralysis.

Full Attack

Once he has his adversary held, a character can opt to make an attack with his full ability (that is to say, without the penalty of -40 for Minor Paralysis) if, when completing the hit, he immediately releases his victim. This is due to the character taking advantage of the hold so as to hit the victim, but without restricting his movement by maintaining the hold.

This maneuver can be interpreted many ways, depending on the style of combat of the character; it could mean that the fighter throws its adversary against the ground, performs a wrestling move, or executes any other move that the GM deems appropriate in this situation.

Here is an example of a combination of complicated combat maneuvers. Imagine that Lemures is able to Hold the Inquisitor, subjecting him to Minor Paralysis in the previous round. Next, he wins the round and declares that he will attempt an additional attack. He declares that he will first maintain the grab, but with the second will carry out a Full Attack, releasing his rival with a spectacular sword movement. Given



that the offensive ability of Lemures is 140, the first hit will be carried out with an ability of 75 (-40 for maintaining the hold and -25 for making an additional attack), while in the second one he would have an attack of 115, given that he released him, and thus will not suffer the -40 from the Paralysis. His opponent has it much worse: He will apply a -80 to his defense because of the Hold and a -110 to the following one (-80 from the Paralysis and -30 because of defending a second time).

Nevertheless, the Inquisitor will have a chance to free himself after the first attack, making a contested Characteristic Check against Lemures.

Crush

If the character has been able to make his adversary submit to a Partial or Total Paralysis with a Hold Attack unarmed, he can attempt to use physical force to crush his adversary. In such a situation, he uses his offensive action to crush the body of his victim.

Carrying out this maneuver does not require an attack roll (remember that the subject is already held), but rather is carried out by making a contested Strength Check between both combatants. Every Impact Armor point that the defender possesses can add a +1 to the check. The character being crushed automatically takes 10 damage for each point difference by which he failed the check. If the difference is greater than 6, the damage is increased to 20 per point.

This check is different than the one made by a held individual in order to free himself; nothing stops the character who is being crushed from trying to escape when it is his turn during the round. At first, it seems logical to think of Crushing as a complete action, but if the Game Master allows, the character that carries out this maneuver could perform others, although applying a -3 penalty to his checks.

Remember that it is not possible to use this maneuver with Minor Paralysis, given that the character does not have his opponent sufficiently

held so as to be able to carry it out correctly. Naturally, logic dictates that not all creatures are susceptible to being damaged by this maneuver; it would not seem plausible to think that a water elemental, made up only of liquids, can be crushed by conventional means.

Strangulations

Once paralyzed, be that in a partial, minor, or total fashion, a character can attempt to strangle his victim if he is able to grab it by the neck. In this case, both face a contested Characteristic Check, where the attacker uses Strength and the defender can opt to use his Constitution or Strength.

Should the attacker win the check, the character will begin to suffer the effects of lack of air, and must make a Physical Resistance Check every round in accordance with the rules described in **Chapter 14** of the core book.

Pushing the Speed of Heavy Weapons

Many heavy weapons have negative speed values, be it because of their size, weight, or the nature of how they are used. Nevertheless, a fighter always has the opportunity to take advantage of his physical strength in order to wield a weapon with greater speed, with a detriment to the Strength of his attacks. Inversely, a character can use all or part of his Strength bonus to add to the weapon's speed instead of damage, reducing the penalties to initiative that certain weapons have. This rule is only useful to eliminate negative values; there are no cases where it can be used to gain or increase positive values per turn.

As is logical, a player that wishes to make use of this maneuver must declare it before rolling the dice, when calculating his initiative.

Krauser, with his 8 Strength, wields an extraordinary twohanded sword that produces a Base Damage of 110 points when he uses it with both hands (90 for the weapon, plus 20 for double his Strength bonus), and applies a penalty of -60 to the turn. If he wanted to increase his speed by using his Strength, he could opt for any of the following combinations: damage 105 with -55 a Turn, damage 100 with -50 a turn, damage 95 with -45 a turn or damage 90 with -40 turn.

Offensive and Defensive Maneuvers

When in combat, a fighter can always try to push his abilities to attack or defend in a more effective manner, in detriment to the opposing ability. Therefore, he has the option to use either of the two maneuvers presented next.

It is necessary to declare that a character is going to go offensive or defensive before rolling the dice so as to decide the order of actions for the turn. Once active, the maneuver is maintained automatically in the following turns until the fighter decides to stop using it in the subsequent one.

On the Offensive

In this mode, the character throws himself into the attack, opening up his guard in a risky manner so as to assure the effectiveness of his attacks. Therefore, they apply a special bonus of +10 to his attack in exchange for suffering a -30 to his Defense Ability (be it blocking or dodging). If the GM wishes, this bonus can be applied with those conferred by the martial art Seraphite, applying a bonus of +30 to his Attack Ability in exchange for a -60 to defense.

This mode cannot be applied to projectile attacks, rather only to hand-to-hand combat. In the same way, it also cannot be combined with the bonus granted by Total Attack.

On the Defensive

Even without getting to the point of Total Defense, the fighter employs restrained moves, leaving few openings in his defense in exchange for foregoing many opportunities to attack his adversaries. Therefore, he applies a special bonus of +10 to his Defense Ability (either for blocking or dodging) in exchange for suffering a -30 to his Attack Abilities. This mode cannot be combined with Pure Defense.



Total Attack

This combat maneuver is the complete opposite of Total Defense, given that when a character declares that he wishes to use it, he throws himself completely into the fight, ignoring any hit or impact that might be life threatening. In this way, he adds a bonus of +30 to his offensive abilities, although in exchange he cannot defend himself. In game terms, the character is considered to be using Absorb Hits against all the impacts taken, but instead of using half his Defense Ability, his final Block and Dodge Values are considered 0 (remember, if he receives a critical roll that causes effects, he will lose the opportunity to act just the same).

If a creature with Damage Resistance wants to use this maneuver, it is considered an inanimate being and loses its natural defense roll in defending itself.

In order to put this type of maneuver in play, the character must declare that he wants to use it before rolling the dice, in order to calculate his turn. Once activated, it is maintained in the following rounds until the character decides to stop using it in the subsequent round.

The Round When Using Two Weapons

Using two weapons tends to be exceptionally effective in combat, given that it multiplies the offensive capabilities of the character that uses them. As a general rule, and to facilitate their use, one of the weapons usually tends to be smaller in size than the other, although nothing stops a fighter from wielding two weapons of the same size.

The character that wields two weapons will use the speed of the slower one. Nevertheless, when they are both identical (or of the same size), he must apply a special penalty of -10 to initiative if they have a positive speed, and -20 if they are negative.

If Lemures uses two daggers (speed +20), he would apply a penalty of -10 to his speed, for which his weapons' speed would only be +10. If he employed two bastard swords (speed -30), he would suffer an extra -20, obtaining a final weapon speed of -50.



CHAPTER 2

OPTIONAL RULES

If you want different results, don't always do the same thing.

Albert Einstein

Every Game Master and his group is a different world; each one has their own style and way of putting it into practice. While some like nonstop action, others undoubtedly prefer a game model that is more paused and interpretive. Therefore, there are a multitude of rules that can be applied only to certain types of campaigns, but given their content, utility, or complexity, they are not always recommended. The rules presented in this chapter are options that modify the basic system rules in a way that some will find appropriate for their style of gaming, and others will find unnecessary or inconvenient. Keep in mind that they are only options to be used when the GM deems it appropriate.

There are also a series of recommendations for the Game Masters that are included in reference to the power level of the characters. As with everything that is presented in this chapter, they are only suggestions that can be followed if the GM finds them appropriate.

NON-RESTRICTED CREATION POINTS

Non-restriction is an optional rule that allows the characters to use the bonuses to Characteristics received at each even level as if they were Creation Points, which can be used to choose new advantages.

But not all the advantages are chosen equally via this method. Some of them make no sense; given that they have a lot to do with the nature of character creation, like Repeat a Characteristics Roll or Starting Wealth. Others, on the contrary, can be chosen, but only if they concur with certain specific circumstances that would make sense. That is to say, it is not enough that someone feels like taking one or that it is convenient to choose a certain advantage, but it is necessary to justify within the game the exact reasons why it has been possible to develop the advantages.

For example, it is extremely difficult for a character to gain Jack of All Trades, after character creation, given that it represents a long and extensive learning process that normally takes many years of study (which, normally, takes place during one's childhood and adolescence). On the other hand, an advantage like Martial Mastery can happen during the course of the game; it would be enough for a character to find a sufficiently capable tutor that can teach him.

Sometimes, a circumstance occurs that allows a character to obtain a certain advantage that manifests itself while he still needs a level or two to gain a bonus to his characteristics. In these cases, and if the Game Master finds it pertinent, it is possible to advance them one or two points.

Celia is a level five Acrobatic Warrior and therefore has a two point bonus to her Characteristics. Nevertheless, a few months ago she went through a terrifying experience where Exodus, a Lord of Darkness, attacked her in an old cathedral and attempted to tear out her soul. After three days going back and forth between life and death, between her

force of will and the company of Lemures, who never left her side, she finally awoke. But this bitter experience left her with a strange and unusual Gift: the ability to see beyond the norm. Because of that, we have more than enough reason to declare that we are converting one of the characteristic bonuses into the advantage See Supernatural, that costs one Creation Point. Although she still needs a level in order to obtain a new bonus, logic dictates that she should receive the advantage now, for which she will already have spent the +1 that she gains when she reaches level six.

However, it is preferable not to use this rule as a simple excuse to choose an advantage during each even level instead of adding Characteristic Points. Keep in mind that we are talking about innate abilities to the characters, attributes that we are normally born with or are gained only over the course of a long period of time. The best thing to do is to apply it when it is truly deserving, and the player as much as the Master deems it to be actually appropriate.

Listed next are only general motivations and suggestions, as much for the players as for the Game Master. Remember it is in the Game Master's hands to decide if they are appropriate, or to invent others that can be admissible in his games. They are not absolute or exhaustive indications: not all the characters that enter a state of between life and death because of a mystical effect will gain the advantage See Supernatural, nor will someone who has gone through the Wake's field of nightmares become Disturbed. These are extreme conditions that will permit a character to gain these advantages. Only those that seem likely to be chosen after character creation are cited here.

Common Advantages

These are the common advantages that are easily accessible to any character. For many different reasons, they are not compatible with the rules for Non-restricted Creation Points: *Repeat a Characteristics Roll, Increase One Characteristic to 9, Access to One Psychic Discipline, Free Access to any Psychic Discipline, Starting Wealth, the Gift, Jack of All Trades, Charm, Uncommon Size, Access to Natural Psychic Powers, Danger Sense, Natural Armor, Mystical Armor, Elan, Artifact, and Learning.*

EXCEPTIONAL PHYSICAL RESISTANCE

The character should go through a situation in which his body overcomes an extreme circumstance, or receive extensive training in order to gain this advantage (it can also be raised to level 2, if he already has it).

EXCEPTIONAL MAGICAL RESISTANCE

This advantage could be justified if the character is very accustomed to dealing with magic and is constantly the victim of its effects. In this case, his spirit could begin to become accustomed to the supernatural, thus increasing his innate resistance to magic. As in the previous case, it is also logical to increase it to level 2 if he already possesses it.

EXCEPTIONAL PSYCHIC RESISTANCE

When a character is exposed to a lot of psychic pressure and is able to become accustomed to it, it is possible that his mental defenses increase, granting him this advantage, or increasing the initial value in the case that he already has it.

ANIMAL AFFINITY

This advantage is very difficult to justify, although not impossible. The case could present itself that a character, going through an unusual experience, finds himself forced to be in intimate contact with nature for a long period of time, and in some mystical way, develops a union with the animals. It can also be granted by some natural spiritual beings, like the Harekawa.

BASIC, ADVANCED, AND MAJOR REGENERATION

If a character is very accustomed to receiving physical wounds and is able to recuperate from them, the case could come up that his level of regeneration could rise slightly. Nevertheless, there are many other reasons that one could justify an advantage like this one, like receiving a blood transfusion from a Duk'zarist or Sylvain and the body of the character, instead of rejecting it, adapts to it taking some of its qualities.

ACUTE SENSES

This can be justified if the character finds himself in a situation where he must depend on his senses and he is able to make it out of the experience successfully. In reality, his senses have always been superior, but a certain event was needed to awaken their true potential. Even so, it is not recommended to grant the entire bonus all at once, but rather to grant it gradually as time passes.

AMBIDEXTROUS

To non-restrict this advantage is exclusively left up to the Game Master's criteria, depending on whether he considers being ambidextrous something one is born with or learnable. Either way, to master the use of one's off hand requires a lengthy period of time, which at times can mean months (or even years) of practice. Even so, it is always possible for the character to put in the effort in more critical situations to refrain from using his good hand (or perhaps it has become unusable), which could reduce the learning curve considerably. For example, it wouldn't be a bad idea if he had to fight during several months while applying a -30 penalty to his combat abilities for using only one hand, to try it out.

DISQUIETING

The character has seen or felt something so horrible and terrifying that it has completely changed his view on the world. It is possible that he has been to the field of nightmares in the Wake, and a part of the darkness that dwelled there accompanied him. From that moment on, those memories or sensations will follow and he will be able to project them on others, making them nervous.

APTITUDE IN A SUBJECT

If a character finds a tutor with exceptional abilities who will teach him a specific field, the tutor could present a new perspective when it comes time to focusing in on the subject. This way, it will always be possible to become aware that he had a special talent in this discipline. In regards to the teacher, it is recommended that his abilities should surpass this Secondary Ability by at least 200 points.

QUICK REFLEXES

Although unconventional, a character can train specifically on his reflexes by dedicating himself to the appropriate training. There are many possible methods, and each one can turn out to be adequate for different individuals. For example, one may carry weights that slow his response time for months on end, while another may always have to be wary of surprise attacks for lengthy periods of time. Game Master permitting, it is possible to choose this on more than one occasion.

NATURAL LEARNER

The best thing for someone who wants to select this advantage is that for the character to have never developed abilities in that specific field and, when the moment comes, would use it in an extraordinary way (surpassing one or two levels of threshold difficulty needed for an exceptional roll). In such circumstances, it would be easy to understand that he has discovered his natural gift for his field, which he will begin to develop from that point on.

NATURAL LEARNER IN A FIELD

Similar to the previous one, but the set of rolls needed should be much more impressive. In this case, it does not seem necessary for the character to be devoid of any abilities in their chosen field, but at least should have a scarce number of them learned.

LIGHT SLEEPER

When someone is forced to live with great stress or fearing the possibility of a nighttime attack, he could develop much lighter sleeping habits, allowing him to be much more conscious of his surroundings while he sleeps.

FORTUNATE/GOOD LUCK

Sometimes the situation might come up that a player, either because of his choices or rolls, embodies a character that is very fortunate and who normally has things go his way. In those situations, and if the luck of the player adheres in a very perceptible way on the character, it would not be much if the Game Master allowed him to be able to choose the advantage of Fortunate or Lucky; whichever he deemed appropriate.

SEE SUPERNATURAL

There are several motives that exist for a character to awaken this ability after character creation. In the first place, he can opt to choose it if he enters the state between life and death because of a supernatural reason, such as being the target of a spell or the result of being damaged by a spectral creature. Another possible reason is that he physically enters into the Wake, and that this changes his perception of the world from there on out.

IMMUNITY TO PAIN AND FATIGUE

A few individuals, when they are subjected to continuous and prolonged pain and inhuman fatigue, can become accustomed to it, making their effects easier to withstand. If a character goes through similar events and is able to overcome them (a good example would be suffering weeks of torture at the hands of the Inquisition), he has enough of a justification to choose this advantage.

MARTIAL MASTERY

A character could choose this advantage if he is trained by an instructor whose Martial Knowledge is extremely superior to his own or if, for example, he finds an artifact that reveals unknown Ki Abilities. It is even possible to take this more than once.

UNTIRING

Continuous and arduous work can undoubtedly increase the endurance and resistance of anyone. Therefore, a character who trains heavily in order to increase his tolerance to fatigue is justified in choosing this advantage if the Game Master finds it appropriate.

KI RECOVERY

Given that this advantage deals with the measure of a supernatural nature, it does not require such an extensive justification as others do. In this case, it could be understandable that a character who is especially capable in the use of the Ki Domination would be able to take part in intensive training in order to increase his level of Ki recovery.

NIGHT VISION

If someone passes a long period of time in the darkness (months or years), he could adapt his eyes to the dark to the point where it almost seems natural.

APTITUDE IN A FIELD

Like the previous one, but it encompasses an entire field of abilities. Naturally, the tutor should be considerably more difficult to find.

Advantages for Characters with the Gift

This section deals with advantages that are more lax in justification than the previously discussed advantages. Given that these deal with supernatural elements, it is more difficult to explain the reason why some characters could develop said abilities. Some of them logically and understandably could be developed given time, while others, like Apt for Magic Development, could not.

Sometimes, permitting characters that pertain to the Mystical archetype to have access to these advantages seems recommendable, given that doing so grants them the ability to evolve in certain supernatural abilities as they advance in level. This way, a spellcaster could increase his Magical Regeneration in time thanks to the advantage Superior Magical Recovery, or to increase his level of knowledge on a path without needing to increase points in the Intelligence Characteristic.

ELEMENTAL COMPATIBILITY

When a character spends sufficient time specializing in the use of a magical path, he is able to develop a certain affinity to it and, thus, be able to choose this advantage. It is recommended that he be allowed to take it if he has been able to reach a level of knowledge with the path no greater than 50.

SUPERIOR MAGICAL RECOVERY

This Advantage shouldn't require a strict justification if the character develops his magic skills appropriately. It is natural to assume an experienced spellcaster could increase his essence to channel more mystical energy and regenerate his power at a faster rate.

CONTESTED SPELL MASTERY

With time, some spellcasters specialized in combat develop certain abilities that permit them to increase the effectiveness of their spells, obtaining in this way the ability to improve the power of their spells when the spells hit other discharges.



NATURAL KNOWLEDGE OF A PATH

Sometimes, a spellcaster has access to some medium (be that a master, some grimoire, or similar element) that allows him to increase his level on the path and control new spells. Nevertheless, it is possible that he has reached the maximum level allowed by his Intelligence and, because of this, finds himself stuck in his learning. In these cases, and if by logic it seems appropriate to consider that he needs to expand his spell aptitudes, the Game Master can increase his maximum level on the path by 40 points (which does not mean that he obtains the spells automatically), granting the ability to gain more spells without the need to raise his Intelligence Characteristic.

IMPROVED INNATE MAGIC

In expanding his arcane knowledge, it is easily justifiable that the spellcaster can amplify his innate command over magic and have access to this advantage.

GESTURELESS CASTING

Given that in Anima each spellcaster design his own spells, it is possible that he could develop the ability to carry out spells without having to gesture. Naturally, this ability requires an arduous amount of time to study and practice on his part.

UNSPOKEN CASTING

Exactly the same as the previous advantage, but applied in this case to reciting incantations within the spells.

Advantages for Psychics

Like the magical ones, these advantages can be justified more easily, since they deal with psychic abilities.

EXTREME CONCENTRATION

The character is always accustomed to concentrating whenever he is going to carry out a psychic power, for which he develops an incredible ability to increase the effects of his powers over the course of time when he has a few rounds to prepare them.

FOCUS

Usually the character uses a great deal of Psychic Points when using his Psychic Projection, being able to intensify the benefits gained from these points over time.

AMPLIFY SUSTAINED POWER

The psychic specializes in keeping mental powers active over long periods of time, during which time he becomes aware that he is able to increase the powers he uses naturally in this manner.

PSYCHIC FATIGUE RESISTANCE

After an extended period (years) of using his powers, the character can make himself especially resistant to mental fatigue produced by the incorrect use of his powers.

PSYCHIC POINT RECOVERY

Without a doubt the easiest advantage to justify, given that it is reasonable to assume that as his powers advance, a psychic is able to recover with more ease from the tension caused by the use of Psychic Points.

PSYCHIC INCLINATION

If a psychic focuses all of his attention in one of his disciplines over the course of the game sessions, using it in a special manner over the rest and investing more Psychic Points in it than his other disciplines, it could be justified that he would obtain a favorable imbalance.

Common Disadvantages

In the same way that a character can obtain an additional advantage if certain special events take place, it is also possible to eliminate some of his disadvantages. This occurs in the case of a subject having mastered his fear or overcome a vice that he has always obsessed over. Keep in mind, some disadvantages can be discarded without the need of this rule: someone with a disagreeable appearance could be under the influence of a metamorphosis spell so as to have a beautiful appearance. Even so, he would still maintain the disadvantage in essence, given that his “true” appearance would still remain the same. As in the previous section, to eliminate a disadvantage costs the same as its equivalent value in Creation Points.

The disadvantages that do not seem reasonable to eliminate through this method are: *Atrophied Limb*, *Deduct Two Points from a Characteristic*, *Nearsighted*, *Mute*, *Blind*, *Deafness*, *Unattractive*, *Serious Illness*, and *Slow Learner*.



SICKLY

As a general rule, this disadvantage is linked to the nature of a person and it is exceptionally difficult to eliminate. Nevertheless, there are supernatural methods that exist that could justify its loss. A good example would be that someone drank the blood of a Harekawa and that, instead of only restoring part of his youth, it cured his sickly health.

SUSCEPTIBLE TO POISONS

Even though the constitution of a person may be especially prone to toxic chemicals, it is possible that, be it from a supernatural element or the continuous ingestion of poisons, he could overcome his susceptibility, allowing him to eliminate this disadvantage.

EASILY POSSESSED

The only way to justify eliminating this disadvantage is by some form of supernatural element, like a very complicated successful ritual. The possibility also exists that the character was normally possessed by other entities, but little by little was able to overcome the Resistance Checks, thus being able to correct his initial debility.

SUSCEPTIBLE TO MAGIC

The same justification that allows someone to obtain the advantage of Exceptional Magic Resistance could be used by someone wanting to eliminate this disadvantage. In this case, the most recommended thing to do would be for the character be affected equally by spells and mystical effects but, thanks to good luck, was able to pass the majority of the checks. This way, it would be understandable that his spirit has become fortified against the supernatural.

VULNERABLE TO HEAT/COLD

It is said that which does not kill a person makes him stronger, so if an individual finds himself forced to live for an extended period of time in certain climatic or elemental conditions that he is not attuned to and is able to survive, he could overcome his vulnerability. That would be the case of someone vulnerable to cold that finds himself obligated to live for years in an arctic zone.

PHYSICAL WEAKNESS

Similar to Exceptional Physical Resistance, in order to overcome this disadvantage, a character must survive a situation in which his body passed through extreme circumstances or he must have received some intensive training.

SLOW HEALER

Unlike obtaining Regeneration, the mere possibility of receiving wounds frequently does not hold enough reason to overcome this disadvantage. In order to do so, the character could receive a blood transfusion from a supernatural being and instead of rejecting it, adapt to it. As a general rule, only a small percentage of people are able to accomplish this.

SEVERE ALLERGY

Without including supernatural methods, it is extremely difficult for a character to overcome an allergy as severe as that inherent in this disadvantage. In any case, and only if the Game Master deems it appropriate, when a character finds himself so greatly exposed to the element that it puts his life in danger, he can pass an a Difficult or Very Difficult Physical Resistance Check in order to overcome his allergy. He should only have one chance and, for his body to truly accomplish it, he should not receive any external help, be that from spells or abilities that increase Physical Resistance.

DEEP SLEEPER

The same reasons for a character to have access to Light Sleeper could allow him to get rid of the disadvantage Deep Sleeper.

SEVERE PHOBIA

It is difficult to eliminate this disadvantage. Even so, it is always possible that a character can overcome his fear if, throughout game sessions, his actions proceed in a manner that could facilitate him overcoming his fear (the decision as to which actions apply, of course, is left to the Game Master).

ADDICTION OR SERIOUS VICE

Just like the previous disadvantage, except, in this case, the character must overcome his extreme vice.

BAD LUCK/UNFORTUNATE

The nature of these disadvantages is similar to Good Luck and Fortunate; therefore, the way to eliminate them has a similar method. When a character demonstrates a disproportionate amount of luck to his character or is able to normally turn unfortunate situations into positive ones, the Game Master could allow him to use one of his bonus points to undo these disadvantages.

EXCLUSIVE WEAPON

When a character has lost his weapon and during the course of months or years is forced to use a different one, little by little he could manage to overcome his restriction and become accustomed to the use of new weapons.

SLOW REACTIONS

As in the case of Quick Reflexes, an intensive training regimen could eliminate or reduce the effects of this disadvantage.

VULNERABLE TO PAIN

The same circumstances that allow a character to obtain an Immunity to Pain and Fatigue could eliminate this disadvantage, although logic would indicate that it would be much more arduous for the character to survive.

EXHAUSTED

Again, intensive training to increase one's endurance and resistance to fatigue should be sufficient to justify the elimination of this disadvantage.

Disadvantages for Characters with the Gift

In the same way, it is also possible to get rid of some supernatural disadvantages.

The disadvantages that cannot be eliminated this way are: *Action Requirement*, *Magical Ties*.

ORAL REQUIREMENT

Once again, a spellcaster can discover somehow a new means to develop his spells. Perhaps it could be justified by the appearance of a strange manuscript that makes the caster understand his studies from a new perspective, or if an archmage with knowledge vastly superior to his own reveals some secret that is not known to the caster. Naturally, it should not be an immediate change in any way, given that he needs to practice over a long period of time.

REQUIRE GESTURES

Just like the previous disadvantage, but focused on the requirement of using hands instead of the requirement of incantations.

SLOW RECOVERY OF MAGIC

This does not require an exhaustive justification, since in the same way that he increases his powers, a spellcaster could find a way to increase his magic recovery. Logically, it is not difficult to apply such principles that were previously explained to allow a spellcaster to choose the advantage of Superior Magic Recovery.

MAGIC BLOCKAGE

In order to get rid of this terrible disadvantage, the spellcaster would have to find the source of the obstruction to his power, be it in an internal aspect, like an obstacle in his own soul, or external, because a part of his vital force finds itself removed from him. Depending on the Game Master, there can be many ways to overcome this disadvantage, but due to the enormous repercussions that they entail, it would have to be something incredibly difficult. One of the best recommendations would be that the spellcaster found one of the primordial magical nodes of Gaia and entered it. If he is able to survive (something that should be far from easy), the brutal overload of supernatural power that would flood him should be enough to cleanse his essence, allowing him to be free of this disadvantage.



MAGICAL EXHAUSTION

The only way that a spellcaster has to rid himself of this disadvantage is to continuously use magic of a high level, forcing his limits beyond his normal level and trying to resist the enormous pressure that it entails.

SHAMANISM

As with Oral and Gestural Requirements, the character would have to find a method with which to redefine the basis of his magical knowledge. It would not be a bad idea to force him to redevelop all his path levels (although the period of learning should be considerably less).

Disadvantages for Psychics

Here are the possible ways of getting rid of some disadvantages for characters with psychic powers.

The disadvantages that are impossible to eliminate by these means are: *One Power at a Time*, *Psychic Consumption*.

NO CONCENTRATION

It is possible that the character did not have any type of psychic training at the time of using his powers. Therefore, if he received the appropriate training, he could learn to develop his disciplines better, and with it learn the advantages that concentrating entails.

PSYCHIC EXHAUSTION

Once again, the continued use of his powers at a high level could prepare the character to bear the weight of psychic failure, allowing him to overcome this disadvantage. Naturally, it would require that the character have obtained a considerable level of power.

BETWEEN LIFE AND DEATH

This is an alternative rule for those situations in which the characters end with negative Life Points. Without a doubt, it adds a certain level of realism and greater playability to the critical states, although it also carries a certain difficulty.

When a character receives damage that pushes his life points into the negatives, he neither dies at the quintuple of the value of his Constitution nor falls unconscious automatically. In place of this, he must make a Physical Resistance Check to determine his state. The difficulty is 40 to stay alive, and 100 to manage to remain conscious, although these numbers are increased by an amount equal to the negative Life Points of the character. Therefore, the worse the state one is in, the more difficult the Check.

If the character does not manage to pass the first difficulty value (40 plus modifiers), he dies because of his critical state. If, on the other hand, he does not pass the second value (100 plus modifiers), he loses consciousness, remaining between life and death in the normal way.

If he is able to maintain consciousness, he can continue to act normally, but must apply an All Action Penalty equal to the Life Points he currently has. The Physical Resistance Check repeats every minute that the character remains active or whenever he loses Life Points for any reason.

Pazusu receives an attack that reduces his Life Points to -20. After easily passing the critical roll, he must make a Physical Resistance Check to know what state he is in. Since he is at -20 LP, he must pass a difficulty of 60 (a base of 40 plus the 20 points that are in the negative) to stay alive, and 120 to remain conscious (100 plus 20 negative points). Luckily, he rolls 135, which means he is able to remain conscious awhile longer, although now applying a -20 All Action Penalty. A minute later, in which he still has not rested nor received medical attention, he repeats the Check with less luck, rolling only an 85 this time. Although he has managed to avoid death, Pazusu is unconscious and is between life and death.

If you use this rule, you must apply the following modifications to certain rules

Resistance to Death (Nephilim Duk'zarist): The Nephilim Duk'zarist applies a special bonus of +20 to his Physical Resistance Checks to know if he dies or is unconscious.

Extreme Resistance to Death (Duk'zarist): Instead of the general rule, the All Action Penalty that the Duk'zarist receives for being in negative Life Points is reduced to half, as well as applying the special bonus listed under Resistance to Death (above).

Undead: The undead cannot become unconscious for being at negative Life Points. They either fail their roll by a difference that destroys them, or remain conscious. In either case, they continue to apply a negative to their actions, because of the terrible state in which their bodies are in.

Damage Resistance: Creatures with Damage Resistance reduce the value of the penalties to actions that they suffer for having negative Life Points in half. They also gain a bonus of +40 to their Physical Resistance Checks to determine if they die or are unconscious.

LIMITS TO ABILITIES

In Anima, a player has complete freedom to develop his character as he deems appropriate, and this implies that he can choose the Secondary Abilities that he believes it convenient to have. However, the fact that a defined limit does not exist at the time of developing a Secondary Ability sometimes can lead to situations that are not very logical or are inconvenient to the development of the game: first level characters with 300 in Acrobatics or Stealth as their only ability cannot be appropriate. For that reason, if the Game Master prefers, he can limit the maximum ability of a character using the values indicated in **Table I**. Keep in mind that these are only approximate values, and that the Game Master can increase or reduce them according to what he considers appropriate.



TABLE 1: LIMITS TO ABILITIES

Level	Maximum Recommended Ability
1 to 3	200
4 to 6	280
7 to 9	320
10+	Limitless

SUPERNATURAL ABILITIES

A common problem that a Game Master can have when starting a new game is knowing what level of power and knowledge newly created characters should have. What is the magical knowledge that a spellcaster should have on his first travels? Or how many Ki Abilities or Techniques? Following are some general rules that can serve as guidelines, depending on the preferences and tastes of each Game Master.

Limits to Path Level

A just created character with the advantage the Gift normally has access to the ability to use spells. However, sometimes it can be difficult to determine the amount of spells that he should know as a start. So for that, it is necessary to consider various factors, like the archetype that he belongs to (it would not be logical or correct to give the same magical knowledge to a thief as to a spellcaster) and the level of mystical power that the Game Master cares to grant to the players within the game.

Campaigns with a low power level are those in which supernatural things are so rare and scarce that they end up being little more than myths. The characters have great difficulty gaining access to such capabilities, and it should always be a true challenge for them to obtain them. A medium level campaign is one in which the characters, without it mattering if magic is or is not known, possess high mystical abilities that allow them to face any type of threat as equals. The recommended option usually is to use this second one. Finally, in games of high supernatural level, the characters are gifted with abilities without comparison, in which each character has access to incomparable power.

Maximum Initial Knowledge: This indicates the maximum Path level that a newly created character should have, regardless of what natural knowledge or advantages that he might possess.

Path Level: This indicates what percentage of the character's level of magic he should have access to.

TABLE 2: LIMIT TO THE PATH LEVEL

Supernatural Level	Maximum Initial Level	Path Level
Low Level		
Mystical Archetype	40	30%
Mixed Archetype	20	20%
Other Archetypes	None	None
Medium Level		
Mystical Archetype	50	50%
Mixed Archetype	40	40%
Other Archetypes	10	10%
High Level		
Mystical Archetype	60	80%
Mixed Archetype	50	60%
Other Archetypes	20	25%

A spellcaster with 10 Intelligence and the advantage Natural Knowledge of a Path that consequently would have a magic level of 90 (50 from its Characteristic and 40 from the advantage), is in a medium supernatural level campaign. Thanks to his advantage, he begins with a base Path of 40 in Darkness, and he still has 50% of what is allowed by his Intelligence, or 25 more points to spend. Initially the spellcaster's player wants to increase the character's dark knowledge, but given that the maximum initial knowledge is 50, he can only invest 10 more points there. Nonetheless, he could spend the 15 points left over on another Path, like Illusion, to complete his supernatural abilities.

Limits to Martial Knowledge

Similar to what happens with magic, it is advisable to limit the access for new characters to the Ki Dominions. Logically, not everyone has ample knowledge of what Ki is. In fact, the majority of the time, fighters do not have any idea of the existence of these abilities. Again, the fundamental factor that determines how much Martial Knowledge one must have as a basis is indicated by the supernatural level of the game and which archetype a character belongs to. If the starting MK points are enough for the character to obtain the ability Use of Ki, he is perfectly aware of what the Dominions are, and can freely increase his abilities or Techniques at a later time. On the other hand, if the points are not enough, it means that the fighter does not have sufficient knowledge, and requires that somebody, at some later time, teach it to him. The MK points obtained by the advantage Martial Mastery are also within this limitation.

TABLE 3: LIMIT TO MARTIAL KNOWLEDGE

Supernatural Level	Access
Low Supernatural Level	One Fourth
Medium Supernatural Level	Half
High Supernatural Level	Full

Initial Invocations

Finally, it is advisable to know if Summoners are able to begin the game with some creature in their service, or with some sealed pact of invocation. Initially, it is not advisable that the Summoner have a familiar; that is something that should be gained through adventuring and roleplaying during the game. However, it is logical to think that he could have a servant or access to a low level invocation, so as to even out his abilities compared to those of other mystics.

If the Summoner character wishes to have a creature bound and controlled to his service, he must have developed a minimum of 40 in his abilities of Summon, Control, and Binding abilities. In the same way, if he wants to establish some pact with an Invocation, he would need a minimum base of 60 in Summoning. Even so, as convenient as a certain Invocation could be, the signed pact must be in accord with the condition and personality of the character.

Like in the previous sections, what a character starts with depends on the supernatural level that the game is going to have.

Servants: This indicates how many creatures are initially bound and controlled by the character. One of first level that has servants of inferior power level to his own has elementals of level 0.

Invocations: The degree of the invocation indicates the maximum degree of The Arcana (or equivalent) to which the character can have access to. If, for example, it indicates that its maximum level is 2, that means he can begin with a pact signed with the Fool(0), the Magician (1) or the High Priestess (2), in its pure or inverse aspect.

TABLE 4: INITIAL INVOCATIONS

Supernatural Level	Servants	Invocations
Low Level	A creature of inferior level to the character	None
Medium Level	A creature of the same level as the character	One (3rd Degree)
High level	A creature of the same level, with two or three of an inferior level	One (4th Degree)



MENTAL HEALTH

Even in a fantasy world where magic and the supernatural coexist with the mundane, often the characters can face situations that take them to the limits of their sanity when defying extreme or horrific situations. Because of this, it is very convenient to have a way to measure a character's mental health and to know, thus, how he is able to overcome those moments in which all his world seems to split. With the following rules, players will be able to know if a character is perfectly sane or if, gradually, he is sinking into madness. This optional rule is very convenient for games based on investigation and mystery, where the characters must fight for their lives against the unknown forces that live in the shadows. Without a doubt, mental health is as essential to a game with great doses of tension and fear, as it is unnecessary in those games based on pure action.

Sanity

The first thing a player has to do it is to calculate the Mental Health (MH) points that his character has. This measures the character's level of sanity. To do so, he get the sum value of the character's Intelligence, Willpower, and Power characteristics and consults **Table 5**. The first column indicates the maximum value of Mental Health that the character has, which will be the initial value (except if, considering background, the player and the Game Master decide on a smaller value). The second column indicates the character's Threshold to Madness that, as shall soon be seen, is the value at which a character finds himself with a serious psychic disorder. While a character's Mental Health points are equal to or above the Threshold to Madness, he can be considered sane.

When, be it going up a level or by supernatural means, a character raises his Intelligence, Willpower, or Power, he can increase the maximum value of his Mental Health, although he does not gain or recover points.

TABLE 5: SANITY

Sum	Mental Health	Threshold to Madness
3-8	Not Applicable*	Not Applicable*
9-12	20	5
13-15	30	10
16-18	50	15
19-21	80	20
22-24	120	25
25-28	150	30
29-31	200	40
32-34	350	50
35+	500	60

* If the sum of the three characteristics is less than 9, it is not necessary to apply this rule; the character is too simple to suffer repercussions to his mental health.

Celia has Power 6, Willpower 4, and Intelligence 8, which between the three characteristics adds up to the sum of 20 points. When consulting Table 5, we discover that it corresponds to 80 points of Mental Health and that the character's Threshold to Madness is set to 20.

Shock Check

Now we know how many Mental Health points a character has, but... how does he lose them? What is it that can make him fall into madness? Normally, a sane person can become disturbed after undergoing various traumatic situations, be it because of stress, fear, or tension. Each cause can be completely different; perhaps he has seen all of his family assassinated in front of him, or he has gone completely crazy after being locked up for ten years in total solitude. By all means, no reason should be circumscribed; however, not everyone who sees his family die or remains imprisoned during a long period of time will necessarily become crazy.

When any situation occurs that puts the sanity of a character in danger, he must make a Shock Check to know if his Mental Health is affected or not. This Check is performed by making a Willpower Check and applying pertinent modifiers for each situation. If the character manages to pass it, he does not suffer any consequences, but if he fails, he must consult **Table 6** to know what are the effects and the consequent loss of Mental Health Points. Some advantages and disadvantages also have a certain influence on the Mental Health of the character. Somebody with the Psychic immunity advantage gains a bonus of +4 to his Shock Checks, and those that possess Exceptional Psychic Resistance add an amount equivalent to the level of this advantage (that is to say, +1 or +2). If the character has the disadvantage Serious Addiction, he subtracts a Mental Health point for every day that goes by without his satisfying his vice. Once a week has passed, the loss will increase to two points per day.

Another factor that can be fundamental is based on the character's Composure. Naturally, those that can remain impassive before the most terrifying situations are less likely to lose their sanity. Therefore, each situation is assigned a level of difficulty in Composure; if the character manages to overcome it, he can ignore the Shock Check. In some cases, this ability does not have any effect.

There are other factors that exist that can gradually decrease the Mental Health of a character that are not necessarily defined within the Shock Check, for example addictions, toxic substances, or supernatural means. It is up to the Game Master to subtract the points that he considers appropriate in each circumstance.

But the loss of Mental Health is not the only negative consequence that a character can have when he fails a Shock Check. Sometimes, the situation is so terrible or so impressive that fear can have repercussions on a physical level; at certain moments, it is even possible to lose consciousness or to die because of cardiac failure. If when consulting the column of Physical Effects on Table 6 the words "Physical Shock" appear, it means that the impression has been so great that, to avoid becoming unconscious, the character will have to pass a Physical Resistance Check against the indicated difficulty. In the case that he fails said Check by more than 40 points, the shock has been so great that the character dies from a heart attack.

Next, there is a small list with some situations that can force a character to make a Shock Check. Keep in mind that these are only generic situations, and that they can be different after the passage of time or from one person to another. For example, it is possible that someone feels terrified the first time that he sees a zombie walk in front of him, but after seeing animated corpses several times, it's possible that the impression is not as great (or who knows, maybe it is). Similarly, it is possible that a magician is surprised the first time he casts a spell successfully (or is present when one is cast), but that once he is able to cast spells frequently, the supernatural does not produce the same effect in him (although he could still be scared when seeing a monstrous creature).

PANIC

The character receives a scare of considerable intensity, although without reaching great extremes. For example, someone entering a dark room when, suddenly, a corpse hanging by its feet falls from the ceiling onto him, or a frightful masked assassin appears before him with a machete in hand and a loud shout.

Check Modifier: +2

Composure: Medium

GREATER PANIC

A commotion much more accentuated than the previous one. Normally it implies a frightful surprise for the character, much like if an apparently inanimate corpse grabs him by the throat when he goes to examine it.

Check Modifier: +0

Composure: Difficult

SEVERAL DAYS WITHOUT SLEEPING

The passage of a prolonged period of time without rest or sleep can lead to a serious psychosis. Therefore, this Check must be made after the character has been without sleep for three or four days (as long as he is an individual with a need for natural rest). Later on, it can be repeated once per week, applying a cumulative penalty of -1 to Checks on each occasion.

Check Modifier: +0

Composure: NA



TABLE 6: SHOCK CHECK

Level of Failure in the Check	Mental Health Damage	Physical Effects	Derangement
Difference of 1	-1 Mental Health	NA	NA
Difference of 2	-2 Mental Health	NA	NA
Difference of 3	-3 Mental Health	NA	NA
Difference of 4	-5 Mental Health	NA	NA
Difference of 5	-8 Mental Health	NA	NA
Difference of 6	-10 Mental Health	NA	NA
Difference of 7	-15 Mental Health	Physical Shock 60 PhR	NA
Difference of 8	-20 Mental Health	Physical Shock 80 PhR	Minor Temporary Derangement
Difference of 9	-30 Mental Health	Physical Shock 100 PhR	Minor Temporary Derangement
Difference of 10	-40 Mental Health	Physical Shock 120 PhR	Greater Temporary Derangement
Difference of 11 or Greater	-50 Mental Health	Physical Shock 140 PhR	Greater Temporary Derangement

TENSE SITUATION

This is used when the character is in a tense state during a prolonged period of time. It could be that he is walking through an abandoned house while knowing that there is something chasing him that he does not see, or that he must lock himself within a closet while a creature snoops through the room, looking to devour him. Depending on the danger and fear that it represents, the value of the modifier will vary.

Check Modifier: +0

Composure: Difficult

TO BE PRESENT AT A HORRIBLE EVENT

The character witnesses something horrible, which leaves him terribly affected. It could be that a character sees someone dear to him fall off a horse and break their neck, or the character could enter a room and discover that it is decorated with hundreds of human bodies sewn together.

Check Modifier: -2

Composure: Very Difficult/Absurd

TO BE PRESENT AT A MUCH GREATER HORRIBLE EVENT

Like the previous one, but the character is witness to something much more terrible. It could be that somebody forced him to watch his family be murdered in front of him, while asking him to choose the order in which they must die.

Check Modifier: -6

Composure: Almost Impossible

TO BE PRESENT TO SOMETHING INEXPLICABLE

If somebody is accustomed to daily life and suddenly finds himself before some supernatural event, it could cause all of his values and beliefs to become conflicted. Whereas some can accept it with greater ease, others will have serious problems in comprehending it. For example, if he is present at the casting of a spell or that finds himself, for first time, with a nonhuman entity that is not especially monstrous. With time, this Shock Check could go away completely, but there always exists situations that are sufficiently strange to force a character to repeat it.

Check Modifier: +0

Composure: Difficult

BEFORE SOMETHING TERRIFYING

This Shock Check is applied when a character confronts a horrible supernatural creature. It would be like coming face to face with a putrid zombie, or a frightful Lagor that is looking for prey.

Check Modifier: -2

Composure: Very Difficult

BEFORE A NIGHTMARE

Similar to the previous one, but the entity or entities which the character finds himself with are much more impressive. Extraordinary dark dragons, living nightmares in their true form, or primal horrors that escape all understanding are good examples.

Check Modifier: -6

Composure: Absurd

BEYOND ABOMINATION

This Check is the maximum degree of shock applicable. It is the equivalent to being present at such a frightful and indescribable spectacle that normal people would be dragged, inescapably, towards desperation and madness. It is used for those most extreme situations in which to remain fearless or to keep one's sanity is unthinkable. An example of this would be seeing how reality cracks while from the skies babies the size of castles begin to emerge and, with their eyes sewn, begin to devour everything, or how the Filisnogos makes a formal appearance with all its obscene glory in the middle of the city in which the character lives and begins its macabre ceremony of destruction.

Check Modifier: -10

Composure: Impossible

Celia enters an old abandoned mansion looking for Lemures, who decided to venture into the interior hours before without saying anything to his companion. The young girl, worried about her friend, begins to investigate all the nooks of the house, and everything that she finds begins to leave her more and more uneasy: strange symbols on the walls, spots of blood everywhere, and a drumming that no matter how hard she tries she is not able to locate. Then, inexplicably, she begins to hear her name, like a tenuous whisper in the wind. Terrified with the sensation that something bad is going to happen and that Lemures is in serious danger, Celia begins to become more and more nervous, and the Game Master decides she must make a Shock Check because of a "Tense Situation." Luckily, since she has a high Composure (60), she makes the first Check and is able to avoid losing her nerves. However, when she begins to cross a long corridor full of curtains, she hears the strange drumming just behind her, and when she turns she finds a skeletal spectral figure floating in the air, covered completely in blood. Although she has seen supernatural things before, the Game Master decides she needs to make a Check equal to "Before Something Terrifying." Unfortunately, she is unable to rely on her high Composure to maintain her composure, so she must make the Shock Check. Since she has a Willpower of 4 and the modifier is -2, she is left with a 2. She rolls the dice and obtains a 9; her level of failure is a 7. After consulting Table 6, the Game Master sees that she has lost 15 points of Mental Health (luckily, she has not yet entered her Threshold to Madness) and has to pass an Physical Resistance Check against 60. Her bad luck continues, as she rolls a 55 and loses consciousness.



Madness

There are two ways in which a character can become crazy: if his level of Mental Health falls below his Threshold to Madness or if he fails a Shock Check by such a great margin that it produces a temporary mental disorder. In either case, the character enters a state of transitory dementia in which he acquires some class of mental disorder. Normally, each class of shock usually entails a different type dementia, although a fixed rule does not exist. It is the Game Master who must decide what type of disorder is most appropriate for the character. In **Box I**, some types of generic disorders are mentioned that can be used as a basis. Naturally all the possible states are not gathered, and any Game Master can invent new psychoses or modify any one of the mental diseases described there more specifically.

When a character loses all his Mental Health points, he enters a state of permanent madness which he is completely incapable of leaving. Any temporary disorder becomes permanent, new ones can arise, and his dementia is accentuated to unsuspected levels. Of course, nothing prevents a player from continuing on with his character even if the character is completely crazy, although in the great majority of occasions, the best thing to do is to decide with the Game Master to retire the character from the game (perhaps he is transformed into an interesting recurring NPC in the hands of the Master).

Let us imagine that in the previous example the 15 points of Mental Health that Celia lost had caused her to go below her Threshold to Madness. In this case, she would suffer a temporary disorder, and given the circumstances, the Master considers that a Paranoia would be the most appropriate disorder, due to all the tension from the situation and the final shock. From then on, Celia would see darkness and danger everywhere. If for some reason her Mental Health points continued to diminish and its value reached 0, Celia would sink completely into madness, and her paranoia could lead her to autism – death is everywhere and is coming after her. Only by taking refuge in herself will she be able to avoid it...over the passage of time

Rehabilitation

There are many ways to recover lost points of Mental Health: through some types of therapy, going through long periods of tranquility, or overcoming your fears. In **Box II**, there is a small list of several possibilities that allow a character to recover part of his lost Mental Health. Naturally, it is not a comprehensive list, and the Game Master can grant points through other means if he considers it opportune.

In the case where a character is affected by a temporary derangement, it is necessary that he recover a certain amount of Mental Health points so as to be freed of said derangement. If the dementia has been caused because his Mental Health has fallen below his Threshold to Madness, the character must obtain 10 Mental Health points above the threshold if he wants to overcome his disorder (that is to say, somebody who had a Threshold to Madness of 20 would have to possess 30 or more Mental Health points). If, on the other hand, he was automatically deranged through a drastically failed Shock Check, the character needs to recover, the same amount of Mental Health points that he lost due to that particular situation. If this loss also causes him to dip below his Threshold to Madness, he must both recover at least all the Mental Health points he lost in that situation, and ensure his points gain puts him 10 points above his threshold.

Box II: IDEAS OF REHABILITATION

For every week without frights

+1 Mental Health Points

For every week of complete rest

+2 Mental Health Points

To destroy the creature that caused the loss

Recovery of half of the Mental Health lost due to to the creature.

With appropriate therapy

Recover between 1 and 5 Mental Health Points

Box I: EXAMPLES OF PSYCHOSES AND TRAUMAS

PARANOIA

The character sees pursuers and dangers everywhere; "they" are after him and are able to do anything to find him. An individual with this disorder is prone to hysteria, compulsive behaviors, and frequent attacks of fear and rage. He cannot rest normally, and it is not unusual for him to always have two or three points of fatigue less than his standard levels. If the disorder becomes more pronounced, it can easily become homicidal psychosis or autism.

It can take place by: An encounter with some supernatural entity, a tense situation taken to extreme ends...

DEPRESSION

The character loses his self-esteem completely and has continuous bouts of sadness. Usually he does not have any desire to do anything, and he lets himself be dragged along by events. Whenever he wants to jump into action, he must pass a Willpower Check or suffer a penalty between -10 and -30 on his actions (even in situations that could put his life in danger). When depression is acute, it can lead to suicidal tendencies.

It can take place by: Being present at some horrible event, the loss of loved ones, lack of sleep or rest...

PHOBIAS

These disorders are similar to the ones acquired by the disadvantage with the same name (but unlike these, possible to overcome). The character has a terrible fear towards something, normally related to that which has caused the disorder. Some examples would be agoraphobia (fear of open spaces) or hematophobia (fear of blood). At acute levels, a phobia can lead to compulsive or autistic behavior.

It can take place by: Fears or shocks, witnessing some horrible event, finding oneself with something inexplicable...

SCHIZOPHRENIA

The character suffers a serious social disorder, which makes him incapable of maintaining a normal relationship with other people. He is prone to abrupt changes in his mood, eccentric behaviors, and other similar psychoses. For example, when entering a schizophrenic state, the character reduces his Willpower Characteristic by two and adds one to his Intelligence, or vice versa. At acute levels, this disorder entails deliriums, visions, and a disturbed perception of the character's surroundings that makes him completely lack moral values.

It can take place by: Any one of the previous reasons.

GENERATED CHARACTERS

You never know what role you will be called upon to play in this life.

André Malraux



CHARACTERS

The following are twenty sample characters from various classes. They can be used as pregenerated NPCs, especially for those players who, for whatever reason, do not have time or the opportunity to make their own sheets, or as recurring NPCs that the Game Master can use to give the game more flavor. Each one of them appears with his own background, although naturally, it is always possible to introduce modifications that are considered opportune. Any one of these characters fits perfectly into the game "A Shadow Within Dreams" that appears a little later in this supplement.

Faust

Orbatos

Level: 1
Life Points: 125
Class: Dark Paladin
STR: 8 **DEX:** 10 **AGI:** 8 **CON:** 8
POW: 9 **INT:** 6 **WILL:** 7 **PER:** 6
PhR: 40 **MR:** 65 **PsR:** 35
VR: 40 **DR:** 40



Illustrated by © Alicia Guillen

Initiative: 95 Unarmed, 5 Bastard Sword +5
Attack Ability: 70 Ashurian (Bastard Sword +5)
Defense Ability: 65 Ashurian (Bastard Sword +5)
Damage: 100 Bastard Sword +5 (two handed), 90 Bastard Sword +5 (one handed)
Wear Armor: 105
AT: Full Plate (Cut 5, Impact 5, Thrust 5, Heat 4, Electric 0, Cold 4, Energy 2)

Advantages and Disadvantages: Starting Wealth, Disquieting, Exceptional Magic Resistance, Quick Reflexes, Unfortunate
Natural Abilities: None

Size: 16 Medium
Movement Value: 4

Regeneration: 2
Fatigue: 8

Secondary Abilities: Ride 20, Style 25, Intimidate 45, Leadership 50, Persuasion 30, Notice 25, Search 15, History 15, Occult 15, Composure 25, Withstand Pain 15

DESCRIPTION

At his 28 years of age, with his long black mane and his black eyes, Faust Orbatos is an impressive figure who stands out amongst others.

Faust is the lord of the Orbatos family or, what would be the same, the lord of absolutely nothing. Orbatos was a well-known noble house of Remo, which was completely destroyed years ago by the armies of Abel in the revolt of Maximilian Hess. Throughout history, the other nobles of the zone mentioned the name of his family with a mixture of fear and respect; many said that it was a damned lineage, through whose veins coursed sinister blood. All those myths have become reality in Faust, and few are those who are able to keep their eyes focused on him without feeling a strange chill. Trained since boyhood in combat by his father, the young man learned to use fear to his advantage. Traditionally, the Orbatos always used intimidation and fear like a weapon; and Faust showed a special aptitude for domination and elevated it to new levels.

Now, shed of everything save for his pride, Faust vagabonds through the world without a concrete reason; his only interest is to see what destiny has reserved for him. From his family, he only has his black armor, the sword of his father, Ashurian, and a respectable amount of money. But in fact, very little of those things mattered to him. He will continue to walk from one place to another until he finds the place to which he belongs, be that death or the depths of hell.

POSSESSIONS

Full Plate armor, Ashurian (bastard sword +5), three types of expensive clothes, a family medallion, excellent travel rations (for 5 days), 1,300 Gold Crowns

Allete

Illustrated by © Wen Ya Li

Percivan



Level: 1

Life Points: 95

Class: Acrobatic Warrior

STR: 7 **DEX:** 9 **AGI:** 10 **CON:** 6

POW: 8 **INT:** 7 **WILL:** 6 **PER:** 7

PhR: 35 **MR:** 40 **PsR:** 35

DR: 35 **DR:** 35

Initiative: 100 Unarmed, 90

Quarterstaff, 95 Rapier

Attack Ability: 85 Rapier/Quarterstaff/Aikido

Defense Ability: 75 Dodge

Damage: 40 Quarterstaff, 45 Rapier, 15 Aikido (Special)

Wear Armor: 5

AT: None

Advantages and Disadvantages: Quick Reflexes, Good Luck, Charm

Natural Abilities: Different Type Module (Quarterstaff), Martial Arts (Aikido)

Size: 12 Medium

Movement Value: 10

Regeneration: 1

Fatigue: 6

Secondary Abilities: Acrobatics 75, Athleticism 45, Ride 25, Swim 20, Jump 25, Climb 25, Style 25, Notice 20, Search 15, Dance 25, Slight of Hand 25

DESCRIPTION

Allete is a precious girl of 19 years of age, with blue eyes and clear brown hair. Normally she dresses in clothes as bold as they are comfortable, and she always tries to be the center of attention.

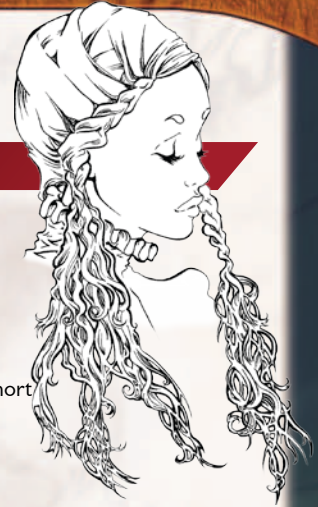
She is originally from Dafne, but she remembers very little about her childhood there. When she was still very young, she and her mother Monique, a prestigious paladin of the principality, left the Island of the Roses in the wake of a serious argument with the nobility. They transferred to Abel, where Monique worked as a mercenary for various minor lords. Allete grew up among all types of altercations and adventures, traveling from one location to another and learning what she could about fighting and survival, for which she demonstrated a natural talent. They were happy days for her, putting her mother in hundreds of problems and escaping them thanks to incomparable luck. Even so, both were very happy together and the bond that united them became stronger each time. But when Allete reached the age of sixteen, they had a serious discussion, given that Monique dreamed that her daughter would return to Dafne and become a Knight of the Rose like she was, demanding everything that deservedly belonged to her. For Allete, rebellious and not very formal, that life seemed to her unthinkable and she only wanted to continue living as she had done up until then. The two being thick-headed, neither would give an inch, and the young girl left that same evening without looking back in search of fame and renown to demonstrate to her mother what she was able to do. In reality, such things mattered very little to her; what truly impelled her was the longing for adventure and danger that any girl of sixteen years of age with little common sense would have. Months later, when Eljared was named High Archbishop and the war exploded between the Empire and several principalities, Allete lost any sign of her mother and heard that she was dead. Although the news has filled her with worry, she knows that her mother still lives; she feels it in her soul. She thinks that if she continues traveling from one side to another and living adventures, she will find her mother. After all, they are both very similar.

POSSESSIONS

Quarterstaff, rapier, two types of clothes, travel rations (for 3 days), a cord, a sleeping bag, a necklace, a knapsack, 80 silver Crowns

Shion

Demeter



Level: 1

Life Points: 90

Class: Assassin

STR: 6 **DEX:** 10 **AGI:** 8 **CON:** 6

POW: 7 **INT:** 7 **WILL:** 6 **PER:** 10

PhR: 35 **MR:** 35 **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 75 Unarmed, 75 Dagger, 70 short Sword

Attack Ability: 70 Short Sword/Dagger

Defense Ability: 80 Dodge

Damage: 35 Dagger, 45 Short Sword

Wear Armor: 5

AT: None

Advantages and Disadvantages: Charming, Night Vision, Light Sleeper, Acute Senses, Vulnerable to Pain

Natural Abilities: Projectile Weapons Module

Size: 11 Medium

Movement Value: 8

Regeneration: 1

Fatigue: 6

Secondary Abilities: Acrobatics 15, Jump 15, Climb 15, Persuasion 15, Lock Picking 20, Hide 55, Stealth 115, Poisons 20, Trap Lore 35, Notice 65, Search 35, Memorize 10, Composure 20

DESCRIPTION

Shion is a young girl of 19 years of age of incomparable beauty; her pale skin, her beautiful blue eyes, and her blonde hair give her a fragile and enchanting appearance.

Shion's history is dark and sad. When the young girl was not more than three years old, her parents, some rich merchants from Gabriel, died at the hands of Ashton Demeter, a master assassin who discovered something special in her and took her with him. Ashton used to gather children to train them as agents, destroying their feelings and turning them into machines at his service. In this way, Shion was trained in the art of death, finding herself forced to kill her companions one by one so as to continue living. When, as a final test, she discovered that she needed to kill Cassandra, the only one of all those orphans whom she loved like a sister, she was incapable of continuing on with that life and fled from her "adoptive father." But Ashton did not take it well that his young protege decided to leave him, and did not hesitate in sending his brothers to pursue her. Since then, Shion lives in the shadows, using the abilities that she hates so much to survive. Although her fighting capabilities are considerable, her most dangerous weapons are stealth and her natural charm, with which she normally obtains all of her objectives. At the moment, luck is with her and she has been able to thus far elude her pursuers, but she must wait in the shadows knowing full well that her past will always hunt her. She knows that sooner or later the time will come that she will not be able to continue fleeing and she must confront her destiny, be that either for good or for evil.

NOTES AND CURIOSITIES

Ever since Shion was a little girl, Ashton used refined tortures to try to break the will of the young child, causing her to eventually hate physical pain. For that reason, even currently, damage is something that terrifies the young girl, and it causes an exaggerated response in her.

POSSESSIONS

A short sword, two daggers, one class of expensive clothes for special occasions, small make-up kit, a knapsack, travel rations (for 2 days), 55 silver Crowns



Dereck Shezzard



Level: 1

Life Points: 125

Class: Warrior

STR: 8 **DEX:** 10 **AGI:** 8

CON: 8 **POW:** 7 **INT:** 6 **WILL:** 6 **PER:** 7

PhR: 65 **MR:** 35 **PsR:** 35 **VR:** 65 **DR:** 65

Initiative: 70 Unarmed, 50 Long Sword

Attack Ability: 70 Long Sword, 80 Shotokan

Defense Ability: 80 Long Sword, 80 Shotokan

Damage: 60 Long Sword, 40 Shotokan

Wear Armor: 60

AT: Partial Plate (Cut 4, Impact 3, Thrust 2, Heat 3, Electric 2, Cold 2, Energy 0)

Advantages and Disadvantages: To the Limit, Immunity to Pain and Fatigue, Exceptional Physical Resistance

Natural Abilities: Shotokan

Size: 16 Medium

Movement Value: 8

Regeneration: 2

Fatigue: 8

Secondary Abilities: Athleticism 20, Ride 20, Swim 20, Jump 15, Climb 15, Style 15, Intimidate 10, Leadership 10, Notice 35, Search 15, Composure 10, Feats of Strength 40, Withstand Pain 15

DESCRIPTION

Gifted with an exceptional physique, a handsome face, and pure white hair (despite being only 22 years old), Dereck Shezzard is a young warrior who easily attracts attention.

Dereck was born on a battlefield, and from the moment of his first breath, death has been a part of his life. For days, his mother vagabonded amongst the corpses of thousands of fallen soldiers, herself near death from a wound gone bad. Yet she refused to die before placing her son in safety. Finally, when she was barely able to continue walking, she was discovered by Tereshia Shezzard, a high templar of Tol Rauko, who promised to take care of the small one. Even so, the templar would never forget the last words of the dying woman: *"This boy...what he has lived through...what he has witnessed...someday, he will carry in his hands... destiny itself..."*.

Faithful to her promise, Tereshia raised Dereck as if he were her own son, teaching him everything she knew about fighting and the world in general. Dereck, rebellious and thickheaded, grew to be a strong man of unshakeable character.

But from the time he turned 18, Dereck began to have strange recurrent dreams in which he was witness to a battle between two unknown forces, and a horseman adorned with a dark armor that charged towards him. Initially he did not give the dreams much heed, but their frequency and intensity increased and began to trouble him. Finally, he took advantage of one of Tereshia's long absences and departed, determined to walk his own path in search of good fights, unknown adventures, and maybe an answer to his dreams.

NOTES AND CURIOSITIES

Since he was born closer to death than others, Dereck not only has an almost inhuman endurance and resistance, but the more damage he receives and the greater danger he is in, the more powerful his abilities become.

POSSESSIONS

Partial plate, long sword, a sleeping bag, travel rations (for 2 days), 1 gold Crown.

Khaine D'elacreu



Level: 1

Life Points: 110

Class: Paladin

STR: 8 **DEX:** 10 **AGI:** 7 **CON:** 7

POW: 9 **INT:** 7 **WILL:** 7 **PER:** 6

PhR: 35 **MR:** 65 **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 65 Unarmed 25 Lance and Shield 50 Lance

Attack Ability: 80 Lance/Soldier Arms

Defense Ability: 80 Shield, 60 Lance

Damage: 50 Lance (One Handed), 60 Lance (Two Handed), 30 Shield

Wear Armor: 70

AT: Partial Plate (Cut 4, Impact 3, Thrust 2, Heat 3, Electric 2, Cold 2, Energy 0)

Advantages and Disadvantages: Elan (Azrael), Natural Learning (Ride), Exceptional Magical Resistance

Natural Abilities: Soldier Module

Elan: Leader, The Value of Heroes

Size: 14 Medium

Movement Value: 5

Regeneration: 1

Fatigue: 7

Secondary Abilities: Ride 40, Style 20, Intimidate 20, Leadership 90, Notice 25, Search 15, History 10, Composure 25, Withstand Pain 35, Forging 20

DESCRIPTION

Khaine D'elacreu is a young girl, 17 years of age, with blue eyes and golden hair. She is the daughter of Rubedo D'elacreu, a legendary hero who comprised part of the Order of Miguel, an organization of templars with a strong link to the Church. Unfortunately, Rubedo fell in combat under some strange circumstances, leaving the young girl on her own, being that her mother had died years back when giving birth to the girl. Therefore, Khaine fell into the care of Felix Stavro, an intimate friend of her father and, like him, a member of the Order of Miguel.

Although the young girl would not have had any problems living amongst the nobility thanks to her last name, in her heart there was only one dream: to someday be like her father and to fight for everything that was just. Being stubborn and hard-headed, she asked her tutor to train her in the art of war. She had such fervor and drive in her eyes that Felix was incapable of refusing. Soon, Khaine demonstrated that not only had she inherited the same talent of her ancestors for fighting, but that she possessed something special, a certain brilliance that caused her to stand out amongst others.

When she believed she was prepared, Khaine tried to enter into the order with her uncle, but her being a woman made it impossible. Saddened, but possessing an unshakable spirit, she decided to pursue her goals even if she had to continue alone. Therefore, she embarked on a journey in search of anyone who needed help, ready to raise her oaken lance and risk life for a cause that deserved it. It is true that, on two occasions, the possibility of entering the Heaven Order has occurred to her, since they do not make distinctions due to gender, but at the moment Khaine feels in her heart that there is still a long road ahead.

NOTES AND CURIOSITIES

Without her knowing it, Khaine has caught the interest of a very small fraction of the conscience of Azrael, Queen of Swords, obtaining one slight synchronization with her power.

POSSESSIONS

Pieces of armor, lance, shield, cape, one style of clothes, one diadem, a small metal mirror, a knapsack, 16 gold Crowns

Andrew Morpheus



Level: 1
Life Points: 100
Class: Freelance
STR: 6 **DEX:** 8 **AGI:** 8 **CON:** 7
POW: 6 **INT:** 10 **WILL:** 6 **PER:** 8
PhR: 35 **MR:** 35 **PsR:** 35
VR: 3 **DR:** 35

Initiative: 65 Unarmed, 60 Short Sword
Attack Ability: 70 Short Sword
Defense Ability: 75 Dodge
Damage: 45 Short Sword
Wear Armor: 5
AT: None

Advantages and Disadvantages: Jack of All Trades, Starting Wealth, Nearsighted
Natural Abilities: None

Size: 13 Medium
Movement Value: 8

Regeneration: 1
Fatigue: 7

Secondary Abilities: Acrobatics 30, Athleticism 30, Ride 55, Swim 30, Jump 25, Climb 30, Style 25, Intimidate 25, Leadership 45, Persuasion 65, Lock Picking 30, Disguise 30, Hide 30, Theft 30, Stealth 30, Trap Lore 30, Poisons 35, Notice 50, Search 30, Track 30, Animals 35, Science 35, Herbal Lore 50, History 50, Medicine 50, Memorize 60, Navigation 45, Occult 50, Appraisal 60, Composure 25, Feats of Strength 25, Withstand Pain 25, Art 30, Dance 30, Forging 30, Music 30, Slight of Hand 30

DESCRIPTION

Andrew Morpheus is a man of 24 years of age. Dark-skinned, with gray eyes and an untidy aspect, nobody who sees him would guess his background, but for the quality of the clothes that he usually wears.

Every family has their black sheep, and Andrew is without a doubt the one for the Morpheus. Having been born in the bosom of nobility, the young man never felt the slightest interest for the society celebrations or appearances thereof; from the first moment that a book fell into his hands, reading and learning was everything for him. For that reason, it did not take him long to enter a prestigious university in Ilmora, where he began several careers simultaneously. Soon he demonstrated himself to be a genius without comparison, assimilating with ease things that left all others baffled.

However, the arts and sciences were not his only interest; Andrew was attracted to all kinds of knowledge, without caring about its type. Literature, history, fencing...even culinary recipes awoke in him an inexhaustible anxiousness for knowledge and a desire to learn new things. Finally, after years and years of study, he began to feel that he needed to see and to understand, with his own eyes, all those things that he had read in books. Because of that, he initiated a series of trips to see remote places with the hope of visiting ancient ruins and new libraries and to discover so many of the wonders that the world hides.

NOTES AND CURIOSITIES

In spite of his affection for reading, Andrew has considerable myopia and needs glasses to be able to see correctly.

POSSESSIONS

Short sword, lenses, several books of history and science, several blank parchments, pen and ink, a telescope, 900 gold Crowns

Anise Beige



Level: 1
Life Points: 90
Class: Thief
STR: 6 **DEX:** 9 **AGI:** 9 **CON:** 6
POW: 7 **INT:** 7 **WILL:** 6 **PER:** 10
PhR: 35 **MR:** 35 **PsR:** 35
VR: 35 **DR:** 35

Initiative: 70 Unarmed, 70 Dagger, 70 Stiletto
Attack Ability: 70 Dagger/ Stiletto
Defense Ability: 75 Dodge
Damage: 35 Dagger, 30 Stiletto
Wear Armor: 5
AT: None

Advantages and Disadvantages: Ambidextrous, Good Luck, Danger Sense, Serious Vice (burglary)
Natural Abilities: Similar Wwapon Module (Stiletto), Precision Attack Style Module

Size: 11 Medium
Movement Value: 9

Regeneration: 1
Fatigue: 6

Secondary Abilities: Acrobatics 20, Athleticism 20, Swim 30, Climb 30, Persuasion 15, Lock picking 30, Disguise 20, Hide 50, Theft 80, Stealth 40, Trap Lore 25, Notice 40, Search 25, Sleight of Hand 35

DESCRIPTION

Anise Beige (Anise to her friends) is a wild girl of 16 years of age with enormous blue eyes, clear brown hair, and a pointy nose.

Orphaned since she was very young, she had to survive as a young thief in the difficult districts of Remo. However, thanks to her great talent for robbery, she soon led a tiny group of urchins that she took care of like an older sister. For the young girl, it was a time of joy and happiness, because amongst those children she found her family. In addition, little by little she was perfecting her abilities as a thief to obtain a certain renown in the underworld. But one day, while she attempted one of her bolder robberies, her gang was discovered by the Count's guard and only Anise was able to slip away. Surprisingly, the Count did not punish the small ones but instead adopted them, because he himself had lost his children in an accident little more than a year ago. Anise realized that the young ones would be better thus, far from the dangers of the street and with the hope of a future. However, that was not a life that she would be able to live, so with a little sorrow, but happy for her friends, she left for far away.

Since then, she has proven herself an incomparable thief on a multitude of occasions, always aspiring to more complex and dangerous robberies. And although the money is very important to her (she enjoys obtaining it and much more squandering it), it is only when she really confronts a challenge, exposing herself to danger and tension, that she feels truly alive.

NOTES AND CURIOSITIES

Her interest in robbery has ended up becoming a true passion, and she cannot feel satisfied if she does not regularly make some theft of importance. If she is not able to do this, she can calm her instincts by pilfering small objects every day; although the challenge the stealing provides is more important to her than the value of such items.

POSSESSIONS

Two daggers, eight stiletos, a bag with a false bottom, a lock picking set, travel rations (for 1 day), an old lucky copper coin, 1 gold Crown

Count Marcus Drago



Level: 1
Life Points: 90
Class: Mentalist
STR: 6 **DEX:** 8 **AGI:** 7 **CON:** 6
POW: 7 **INT:** 8 **WILL:** 10 **PER:** 8
PhR: 35 **MR:** 35 **PsR:** 45 **VR:** 35 **DR:** 35

Initiative: 60 Unarmed
Attack Ability: 10 Unarmed Combat
Defense Ability: 10 Dodge
Damage: 15 Unarmed Combat
Wear Armor: 5
AT: None
Psychic Projection: 70 **Psychic Potential:** 80
Free PPs: 10 **Innate:** 1
Psychic Powers: Psychokinesis: (Psychokinetic Shield, Minor Psychokinesis, Psychokinetic Impact, Psychokinetic Bait, Ballistics); Cryokinesis (Create Chill, Freeze, Ice Splinters)

Advantages and Disadvantages: Free Access to Any Psychic Discipline, Focus
Natural Abilities: None

Size: 12 Medium **Regeneration:** 1
Movement Value: 7 **Fatigue:** 6

Secondary Abilities: Ride 15, Swim 10, Style 30, Leadership 15, Persuasion 30, Notice 30, Search 20, Science 20, Memorize 20, Appraisal 15, Composure 20

DESCRIPTION

Marcus Drago is a skinny and stretched out man of 32 years of age, with an exquisite beard and well kept hair, who usually dresses in expensive and elegant clothes.

In spite of the title that he commonly uses with his name, Marcus absolutely does not have a trace of nobility. Completely the opposite, he was born in a harbor town of Dwänhof drowned in the most absolute poverty. When his father died while he was still a child, and completely lacking the ability that characterized the young thieves of his same age, Marcus had to figure out how he could obtain money and support his mother all by himself. In addition, the other boys beat and robbed him habitually, without his being able to do anything to avoid it because of his physical weakness. The only thing that cheered up his life were the stories of Marquises and Dukes that he would listen to, and he always dreamed about living like a great nobleman. One day, in the middle of one of so many beatings, his psychic abilities awoke, and with enormous ease, he beat up all of his aggressors. Having realized his incredible telekinetic power, he pushed himself to master them, and it did not take him long to obtain a small fortune. Soon he began to travel from city to city, mixing himself with the minor nobility under the identity of Count Drago. Unfortunately, on more than one occasion his hosts have discovered his origins and Marcus has had to escape at full speed. During the last stay, he lost almost all of his money and possessions, having only a few coins and a suitcase containing his expensive clothes. However, he is not worried by his situation overmuch; he has already been through similar situations, and he is sure that, after obtaining some fortune, he will be able to find a place in which he feels satisfied.

Recently he has discovered that he also has a certain control over cold, although he has not yet developed his cryokinetic powers as he has done with the telekinetic ones.

POSSESSIONS

Eight daggers, one style of luxurious clothes, a false family seal, 10 bronze Crowns

Julianne Amaya



Level: 1
Life Points: 90
Class: Illusionist
STR: 5 **DEX:** 9 **AGI:** 8 **CON:** 6
POW: 9 **INT:** 10 **WILL:** 5 **PER:** 7
PhR: 35 **MR:** 50 **PsR:** 30 **VR:** 35 **DR:** 35

Initiative: 65 Unarmed
Attack Ability: 10 Dagger
Defense Ability: 15 Dodge
Damage: 30 Dagger
Wear Armor: 0
AT: None
MA: 40 **Zeon:** 595
Magical Projection: 40 Offensive, 60 Defensive
Magic Level: 40 Illusion, 20 Air

Advantages and Disadvantages: The Gift, Natural Knowledge of a Path (Illusion)
Natural Abilities: None

Size: 10 Medium **Regeneration:** 1
Movement Value: 8 **Fatigue:** 6

Secondary Abilities: Acrobatics 20, Persuasion 75, Disguise 25, Hide 20, Theft 25, Stealth 25, Notice 20, Search 10, Magic Appraisal 25, Dance 30, Sleight of Hand 30

DESCRIPTION

Cheery, uninhibited, and roguish are the words that best define Julianne Amaya, a young gypsy of 17 years of age, with deceiving black eyes and a scampish smile.

Originally from the dark deserts of Moth, since she was little, Julianne traveled with her family from one place to another with a caravan of traveling artists. As was normal in the group, the girl had to learn to read fortunes and play card games, but it did not take her grandmother long to realize that the young girl had inherited something more than simple manual dexterity. With secret joy, the old one discovered that Julianne had what was called "the Hidden Art" and saw in her a talent more than she could have ever dreamed of. Secretly, as it had been tradition for the women of her family for generations, the elderly one transmitted all of her knowledge to the youngster, who memorized each one of the spells and sorceries as if it was a game between the two of them. Nevertheless, when Julianne was really conscious of the abilities that were at her reach, she became aware that to limit herself to making small tricks was to waste her incredible potential. With a smile on her lips, she said farewell to her parents and brothers, she embraced her grandmother, and she left in search of great cities where her art would serve her to become rich. Hence, Julianne took advantage of her supernatural abilities in a very special way; combining them with her charlatanism and her tricks, she has become "The Ghost Cat," a mysterious thief who has obtained a certain reputation amongst the low bourgeoisie of the Gold Coast.

NOTES AND CURIOSITIES

In ancient times, the ancestors of the Amaya family had pacts with mystical entities, using their bodies as mediums for these creatures. Several generations later, their descendants still possess part of that supernatural knowledge, and Julianne is no exception. For that reason, she innately has a Path level of 40 in Illusion in an innate way; it is something that she carries in her blood.

POSSESSIONS

Dagger, a collection of handkerchiefs, one style of clothes, a clown disguise, some bread, a knapsack, 90 Crowns

Kamyla Yamazaki



Level: 1
Life Points: 105
Class: Warrior Mentalist
STR: 6 **DEX:** 9 **AGI:** 9 **CON:** 7
POW: 5 **INT:** 6 **WILL:** 10 **PER:** 7
PhR: 35 **MR:** 30 **PsR:** 45
VR: 35 **DR:** 35

Initiative: 65 Unarmed, -15 Great Sword
Attack Ability: 70 Great Sword
Defense Ability: 70 Dodge
Damage: 100/110 Great Sword
Wear Armor: 5 / 10
AT: None

Psychic Projection: 10
Free PPs: 7
Psychic Powers: Physical Increase: Increase Strength, Inhumanity, Increase Reaction, Energy: Create Energy
Psychic Potential: 60
Innate Slots: 2

Advantages and Disadvantages: Free Access to Any Psychic Discipline, Amplify Sustained Power, No Concentration
Natural Abilities: None

Size: 15 Medium
Movement Value: 9
Regeneration: 1
Fatigue: 7

Secondary Abilities: Acrobatics 20, Athleticism 15, Jump 10/15, Notice 15, Search 15, Composure 40, Withstand Pain 20, Sleight of Hand 15

DESCRIPTION

The daughter of an Eastern father and a Western mother, Kamyla is an exotic beauty that mixes the best of both lineages. Hardly 20 years old, her natural exuberance, her fine features, and her long black hair captivate all that lay eyes on her.

Natives of Phaion, Kamyla's parents realized that their daughter, even at the earliest age, was able to do things that should not have been within the power of a normal girl. Worried, they tried to hide her abilities from others, hoping that with time they would disappear like a bad dream. But at 10 years of age, when she managed to lift a wagon under which her mother was trapped, the little girl's world changed. There were many witnesses to the phenomenon and, somewhat scared, began to murmur that perhaps the girl was possessed. Realizing that there was the risk of the Inquisition becoming interested in her, her parents sent her to the mountains, into the care of her uncle Kaemon. The man, an old samurai that lived apart from society, was not scared by the strange gift of Kamyla. Quite the opposite, it did not take long for him to help the young one reap some benefits from her gifts and delve deeper into their possibilities. In addition, knowing that somebody like her could have serious problems if her powers were discovered, he taught her to fight. Curiously, as an example of rebelliousness against the prejudices of society, Kamyla decided to use an enormous great sword as a weapon, which would normally be impossible to use to the fullest extent by a girl of her stature.

Years passed and Kamyla, now a young woman, decided to return to her parents, although their reunion was not very happy. When she arrived at her home, she discovered that neither of them wanted to see her, afraid that they could put her in danger and that they themselves would become the target of gossip and slander. Saddened, Kamyla repeated to herself: "This is not my house. I do not have a home," and she left without looking back, towards an unknown destiny.

NOTES AND CURIOSITIES

Kamyla always maintains her psychic powers to increase her Strength up to 8, which allows her to wield her extraordinary Great Sword with

surprising ease. If she cannot maintain her powers actively, her deficiency in Strength forces her to apply a -20 to her Attack Ability.

POSSESSIONS

Great sword, one style of clothes, a ceremonial kimono, a knapsack, a blanket, 40 silver Crowns

Vassili Togarini



Level: 1
Life Points: 105
Class: Ranger
STR: 6 **DEX:** 8 **AGI:** 10
CON: 7 **POW:** 6 **INT:** 7
WILL: 6 **PER:** 10
PhR: 35 **MR:** 35 **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 70 Unarmed, 60 Short Bow, 70 Dagger, 50 Hand Axe
Attack Ability: 70 Bow/Dagger/Hand Axe
Defense Ability: 70 Dodge
Damage: 45 Arrow of Unloading, 35 Dagger, 50 Hand Axe
Wear Armor: 5
AT: None

Advantages and Disadvantages: Animal Affinity, Danger Sense
Natural Abilities: Throwing Module

Size: 13 Medium
Movement Value: 10
Regeneration: 1
Fatigue: 7

Secondary Abilities: Ride 35, Swim 20, Jump 15, Climb 40, Stealth 25, Hide 20, Trap Lore 50, Notice 85, Search 55, Track 65, Animals 30, Herbal Lore 15, Medicine 10

DESCRIPTION

Vassili is a young man, 23 years of age, attractive, with a somewhat wild look. He is gifted with an incomparable ability with the bow and other side arms, although his true talent is in his acute perception and his incredible ability to recognize danger around him.

Vassili grew up in a small village located in the forests of Alberia, where since he was little he learned everything he needed to about living in the wild. His trial by fire arrived while he was only 11 years old, when during a hunt in which he accompanied his father, he fell down a precipice and remained missing for three whole days. In that time, he developed an enormous affinity with natural surroundings, managing to return safe and sound to his home while a search group still continued looking for him. But his life changed at 15, when a traveler stayed at his home a few days. From him he heard dozens of stories about the outer world and about places in which Vassili had only been able to dream about. Since then, the only idea that would keep going around his head was that of being able to see all those sights with his own eyes, and he acted accordingly. During the course of an entire year, he sharpened his aim and ability with weapons to a level that left his teachers flabbergasted, and he learned all that he could about the nature of the outer world. That way, when he began his trip, he would be prepared. Since then he has passed through many places, looking for all types of adventures and putting himself in a multitude of situations. Often he has accepted work as an explorer or ranger, although he only does it to obtain funds with which to subsist and continue his travels.

POSSESSIONS

Short bow, 16 arrows, hand axe, a small first aid kit, a small pouch for herbs, a sleeping bag, a knapsack, 75 silver Crowns

Katerine Kaela Stratos



Level: 1

Life Points: 90

Class: Wizard

STR: 5 **DEX:** 9 **AGI:** 7

CON: 6 **POW:** 10 **INT:** 10 **WILL:** 6 **PER:** 7

PhR: 35 **MR:** 55 (75) **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 60 Unarmed

Attack Ability: 10 Unarmed Combat

Defense Ability: 5 Dodge

Damage: 5 Unarmed Combat

Wear Armor: 0

AT: None

MA: 40 (60 Water) **Zeon:** 735

Magic Projection: 65 **Magic Level:** 26 Water

Advantages and Disadvantages: The Gift, Elemental Imbalance

Natural Abilities: None

Size: 11 Medium

Movement Value: 7

Regeneration: 1

Fatigue: 6

Secondary Abilities: Science 45, Notice 25, Search 15, History 35, Memorize 25, Occult 45, Magical Appraisal 50

DESCRIPTION

Katerine Kaela Stratos is a woman of 23 years of age, fine features, and a pleasant smile. She dresses ostentatiously and eye-catchingly, with ample clothes bound with lengthy belts.

Originally from Arlan, ever since she was little, Kaela demonstrated that she possessed an exceptional mind. There came a time in which her advancements were so great that they could not be ignored, which earned her entrance into the University of Ilmora. There, her supernatural abilities did not take long to be discovered by a division of the Order of Magus, which saw in the young girl a true diamond in the rough. Intrigued by the incredible world of secrets that was presented before her, Kaela joined the society, where she learned all the principles of witchcraft.

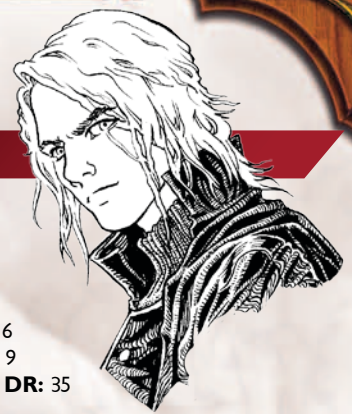
She also met Alister Khaine, a young boy who, while only one year older than she, had already reached the rank of Magister. In the beginning, Kaela felt irritated that her mentor was a boy of her age, but her initial anger gradually became admiration and, with time, fascination. Although she did not want to admit it, she had fallen in love with him and began to neglect her study so she could be by his side. Finally, arming herself with all the courage that she could, she decided to confess her feelings to him in the park where they first met, but Alister never showed up for their rendezvous. Days later, Kaela discovered that Alister had disappeared under strange circumstances, and not even the Magus Locci, the highest circle of the order, knew of his whereabouts. Fearing the worst, but without the smallest hint of where he could be, Kaela lost her interest in the occult sciences for the moment and decided to take a leave of absence so as to be able to find him.

Although she is still a part of the order, in the last few years Kaela has not made great advances because she has focused all her energy on her journeys to find Alister. If not for this, surely her magical abilities would be superior to what they are now. After hearing certain hopeful rumors, she believes she has found a clue as to the whereabouts of Alister, and fearing that her powers are not up to the level needed, she has decided to take her studies more seriously. A new drive, the likes of which she has not felt since she was young girl, pushes her to continue on her Path with more determination. Somehow, she has the feeling that difficult times are approaching.

POSSESSIONS

A suitcase, three styles of clothes (one of them expensive), a pair of history books, 16 gold Crowns

Kain Rosencreuz



Level: 1

Life Points: 90

Class: Shadow

STR: 7 **DEX:** 9 **AGI:** 10 **CON:** 6

POW: 7 **INT:** 6 **WILL:** 8 **PER:** 9

PhR: 35 **MR:** 35 **PsR:** 40 **VR:** 35 **DR:** 35

Initiative: 75 Unarmed, 60 Short Swords

Attack Ability: 80 Short Sword

Defense Ability: 80 Dodge

Damage: 45 Short Sword

Wear Armor: 5

AT: None

Advantages and Disadvantages: See Supernatural, Ambidextrous, Disquieting

Natural Abilities: Precision Attack Module

Size: 13 Medium

Movement Value: 10

Regeneration: 1

Fatigue: 6

Secondary Abilities: Acrobatics 25, Athleticism 20, Swim 20, Jump 10, Climb 30, Style 10, Intimidate 10, Lock picking 20, Hiding 50, Stealth 70, Notice 40, Search 30

DESCRIPTION

Kain Rosencreuz is 20 years old, with green eyes and disheveled long blond hair. Usually he wears a black trench coat, which gives him the appearance of bearing bad news wherever he may go.

Born in the bosom of a rich bourgeois family of Phaion, Kain lived happily with his sister, Emily, until an ill-fated shadow fell over both youngsters. Apparently, their parents had contracted extraordinary debts with the underworld, for which they were assassinated by way of an "accident" and all their belongings confiscated. Far from considering the debt paid, the creditors took both children and sold them as slaves. Emily's destiny was unknown, but at only 13 years age Kain ended up in a military encampment of a group sponsored secretly by the Church, which made incursions into Kushistan territory. If he wanted to be free someday, he would have to kill enough enemies to pay off the debt that the organization had set for him. Kain learned everything he needed to survive amongst the shadows of the battlefields. Soon, his superior realized that he had a special talent for killing, and in between missions, he was trained by some Eastern assassins who belonged to the group. Kain absorbed all of that knowledge like a sponge, moved by a single obsession. He had to live. He had to survive that hell by any means and find his sister, wherever she may be.

A couple of years later, when there was very little debt left for him to earn his freedom, he was sent with several of his companions to a small temple within the mountains, where it was assumed that a secret meeting between some members of the nobility of Kushistan was going to be held. But they only found dozens of corpses, and something dark and inhuman that began to hunt them down one by one from the shadows. Only with great difficulty was Kain able to escape that living tomb, using a considerable amount of power to demolish the master column of the complex, collapsing everything. Whatever that thing was, if it had survived, it was going to take it a long time to reach the surface.

Officially dead, Kain sneaked off within the shadows and returned to Phaion, where he has unsuccessfully tried to find clues to the whereabouts of his sister. "I will never lose anybody again," he has promised himself. For that reason, no matter what it costs him, no matter how terrible his destiny will be, Kain, wrapped in his dark trench coat and his resolve, continues his search.

NOTES AND CURIOSITIES

Kain uses a pair of short swords in combat and, thanks to his being ambidextrous, wields them with great ease. For that reason, he is able to carry out two attacks per round, one at 80 ability and a second at 70.

POSSESSIONS

Two short swords, dagger, trench coat, one style of clothes, traveler's pack, rope, travel rations (for 3 days), 50 bronze Crowns

Maxwell Krauser



Level: 1

Life Points: 155

Class: Weaponmaster

STR: 10 **DEX:** 9 **AGI:** 7 **CON:** 10

POW: 5 **INT:** 5 **WILL:** 6 **PER:** 8

PhR: 70 **MR:** 30 **PsR:** 35 **VR:** 70 **DR:** 70

Initiative: 60 Unarmed, 10 Bastard Sword, 40 Crossbow, 10 War Axe, 40 Hand Axe

Attack Ability: 75 Bastard Sword/Crossbow/War Axe /Hand Axe

Defense Ability: 75 Bastard Sword/War Axe/Hand Axe

Damage: 100 Bastard Sword (Two Handed), 50 Crossbow, 85 War Axe, 60 Hand Axe

Wear Armor: 75

AT: Partial Plate (Cut 4, Imp 3, Thr 2, Heat 3, Ele 2, Cold 2, Ene 0)

Advantages and Disadvantages: Exceptional Physical Resistance, Untiring, Basic Regeneration

Natural Abilities: Area Attack Module, Barbarian Module, Different Type Module (crossbow)

Size: 20 Medium

Movement Value: 5

Regeneration: 5

Fatigue: 13

Secondary Abilities: Ride 25, Swim 15, Climb 10, Intimidate 20, Notice 30, Search 20, Composure 15, Feats of Strength 40, Withstand Pain 15, Forging 30

DESCRIPTION

Maxwell Krauser is a formidable individual. His stature of more than six feet and his impressive musculature does not leave any doubt: he is a man born for fighting. He has mastered a multitude of weapons and always demonstrates an astounding resistance to damage, which has earned him the nickname "War Titan."

Originally from the frozen steppes of Goldar, Krauser has lived his entire life as a mercenary, like his father and his grandfather before him. In fact, he is the last descendant of a long family dynasty of warriors, who since ancient times have dedicated their lives to war. As a child he grew up on the battlefields, always surrounded by dangers and fights. He had no other remedy than to become accustomed to the hard and difficult life, although he enjoyed it like few would have. After years of disputes and putting his life in danger, he finally joined a group of mercenaries called "The Black Wolves." Unfortunately, the entire unit was completely destroyed by imperial troops, when they attacked Remo by order of Eljared. Since then, he has worked for several masters, but believes that all his assignments have been trivial and unchallenging. Krauser loves combat above everything else, and, although he detests military formalities, he wishes to prove himself in battle before powerful antagonists. He loves to accept jobs that pose a challenge to him and his abilities: the greater the risk it bears, the better.

POSSESSIONS

Partial Plate, bastard sword, hand axe, crossbow, 8 crossbow bolts, 8 bronze coins

Tadeus Griever



Level: 1

Life Points: 100

Class: Conjurer Summoner

STR: 7 **DEX:** 8 **AGI:** 6 **CON:** 7

POW: 10 **INT:** 9 **WILL:** 8 **PER:** 6

PhR: 35 **MR:** 45 **PsR:** 40 **VR:** 35 **DR:** 35

Initiative: 60 Unarmed, 55 Rapier

Attack Ability: 70 Rapier

Defense Ability: 70 Dodge

Damage: 45 Rapier

Wear Armor: 5

AT: None

MA: 20 **Zeon:** 455

Magic Level: 10 Dark

Powers: Invocation (the Emperor)

Summon: 120 **Banish:** 60

Advantages and Disadvantages: The Gift, Aptitude in a Subject (Leadership)

Natural abilities: None

Size: 13 Medium

Movement Value: 6

Regeneration: 1

Fatigue: 7

Secondary Abilities: Leadership 50, Notice 15, Search 15, Composure 20, Persuasion 15, Occult 20

DESCRIPTION

Tadeus is a burly man who is close to 30. He has dark eyes and brown hair and likes to dress richly.

The darkness has followed Tadeus from the moment he was born. His father was a crazy invoker that killed his wife when she tried to escape from him with their newborn son. Far from having affection for the child, his father used him in one of his rituals, hoping to give him up as an offering to a powerful being who wanted to manifest himself. His summons was successful, or at least partially, since he was able to bring to this world Davinel Nux, a Lord of Darkness. But the entity, far from listening to requests from the demented wizard, ended him with a mere gesture. The being remained afterwards, observing the young child with great interest, who would not stop crying. Why Davinel did not kill the boy is a mystery that nobody can explain. Perhaps, within the tenebrous creature, there was much more humanity than in the heart of the father of Tadeus.

After adopting a human appearance, Davinel gathered the boy and took responsibility for raising him. He was certainly not the best parent, since he could dedicate very little time to Tadeus because of his rigorous and dark personal agenda, but he never mistreated him. They traveled from one place to another, and, when he could, Davinel did not hesitate to teach him how to fight as well as to initiate him in the arcane arts, in which Tadeus advanced with great speed thanks to the care of his strange tutor, who, with time, even began to feel something similar to pride for his protégé. With the goal of pleasing his "Father," as Tadeus called him, the youngster established himself as the head of a small group of bourgeois, while in the shadows he spread a long network of influence thanks to his personal charisma.

Years later, for reasons that remain unknown, Davinel sent a letter to him where he ordered him to undo his network of contacts, dissolve the society, and depart – never to return. Tadeus understood that he was not going to see Davinel ever again.

NOTES AND CURIOSITIES

During the time that he led a conclave of bourgeois, Tadeus created a bond with the Emperor, one of the minor Arcana, which is why he is now able to use his powers at will.

POSSESSIONS

Rapier, a deck of cards, two styles of clothes, a suitcase, 100 gold Crowns

Anne Aslind Shotterlein



Level: 1
Life Points: 90
Class: Wizard Mentalist
STR: 5 **DEX:** 7 **AGI:** 6
CON: 6 **POW:** 10 **INT:** 10
WILL: 9 **PER:** 7
PhR: 35 **MR:** 55 **PsR:** 40 **VR:** 35 **DR:** 35

Initiative: 60 Unarmed
Attack Ability: 5 Unarmed Combat
Defense Ability: 5 Dodge
Damage: 5 Unarmed Combat
Wear Armor: 0
AT: None

MA: 40 **Zeon:** 485
Magical Projection: 55 **Magic Level:** 26 Creation

Psychic Projection: 30
Psychic Potential: 50
Free PPs: 5
Innate Slots: 1
Psychic Powers: Telepathy: Mind Reading, Psychic Illusion, Mental Research

Advantages and Disadvantages: The Gift, Access to One Psychic Discipline, Extreme Concentration, Psychic Consumption
Natural abilities: None

Size: 11 Medium
Movement Value: 6

Regeneration: 1
Fatigue: 6

Secondary Abilities: Style 20, Notice 15, Search 15, Dance 20, History 20, Memorize 20, Occult 25, Magical Appraisal 60

DESCRIPTION

Anne Aslind is the youngest daughter of the Shotterlein family, an important noble house of Gabriel. Brought up amongst luxuries, the young girl is a fragile and delicate beauty.

From the moment when she was born, destiny predicted Anne would not be normal. Her latent psychic abilities awoke quickly, and she unconsciously began to listen to the thoughts of those around her. It was a traumatic experience for the little girl, especially the day that she discovered that her family worried more about noble titles than for her well-being. In addition, her mental abilities caused her terrible pains, especially when surrounded by crowds of people.

She was not interested in science nor an apprenticeship; her true obsession was to understand the origin of her "curse" and learn to control it. During those years she made an important discovery when one of her father's thoughts drifted into her head: in the cellars of the house there was a small hidden location. It belonged to her grandfather, who had studied the occult sciences. Anne began to visit these research facilities with greater frequency, drowning herself in all the arcane knowledge that its books contained. Finally she was able to dominate her abilities; understanding that

like her predecessor, she had been born with the Gift of magic. She grew to understand what her mental powers consisted of and, with a lot of effort, she finally managed to control them.

But there was no rest for Anne. Just when she thought that she could have a little peace, her parents told her that she must marry an important nobleman. Not only was the man four times her age, but his dark and cruel thoughts made the young girl ill whenever he approached her. Less than a year until the ceremony, Anne vanished, leaving only a short note to her family saying she intended to travel indefinitely.

Anne is fleeing from her past; she wishes to break all the bonds with her family and carry on a normal life.

POSSESSIONS

Two suitcases full with expensive clothes, a family seal, 150 gold Crowns.

Lamya Maximov



Level: 1
Life Points: 90
Class: Summoner
STR: 5 **DEX:** 8 **AGI:** 7 **CON:** 6
POW: 9 **INT:** 9 **WILL:** 9 **PER:** 7
PhR: 35 **MR:** 50 **PsR:** 40
VR: 35 **DR:** 35

Initiative: 60 Unarmed, 60 Ritual Dagger
Attack Ability: 10 Ritual Dagger
Defense Ability: 5 Dodge
Damage: 30 Ritual Dagger
Wear Armor: 0
AT: None

MA: 20
Zeon: 570
Magical Projection: 10
Magic Level: 20 Essence
Summon: 120 **Banish:** 30 **Control:** 90 **Bind:** 40
Powers: Invoking (The High Priestess)

Advantages and Disadvantages: The Gift, Superior Magical Recovery.
Natural Abilities: None.

Size: 10 Medium
Movement Value: 7

Regeneration: 1
Fatigue: 6

Secondary Abilities: Ride 15, Swim 10, Style 15, Intimidate 20, Notice 25, Search 15, History 20, Memorize 20, Occult 90, Magical Appraisal 35.

DESCRIPTION

Lamya is the last descendant of a family of witches, who for six generations trained each other in mastering the occult arts.

When Lamya was seventeen, she joined her mother and two sisters in the most complex summoning ritual her family had ever attempted. Everything began correctly, but instead of the entity they intended to summon, three dark spirits manifested before the women. The spirits referred to themselves as the Plunderers and immediately tried to kill the invokers. After a terrible battle, one Plunderer was sealed in a jewel, but the other two escaped to feed on souls and replenish their lost strength. Against the advice of her mother, Lamya pursued them alone – only to discover that one of the Plunderers had almost completely destroyed the nearby village. She tried futilely to seal the creature and was lucky to survive the confrontation. Exhausted and near death, she fell unconscious for two days.

When she woke, Lanya learned that her horror had just begun. While she was unconscious, the few survivors of the village contacted a High Inquisitor. He did not take long to arrive amongst the ruins of the village and destroyed the second Plunderer. However, thinking that the Maximovs had released those creatures voluntarily, he set fire to their mansion and executed the entire the family. When she arrived at the ruins of her home, Lanya could do nothing but weep.

Gathering herself, she dried her eyes, collected what she could find of value and departed. She knows that, somewhere in the world, the third and most powerful Plunderer still hides, nourishing itself off human souls. She brought it into this world, and it is her responsibility to finish him off.

NOTES AND CURIOSITIES

Throughout her years of studies, Lanya has been able to seal a pact with the Arcana known as the High Priestess. In addition, Lanya has bound a tenebrous spirit called Babelion (who she affectionately refers to as "Babe") to her service. The creature is controlled by the young girl and is bound to a ritual dagger. In spite of his dark essence, Babe regards his owner with some affection. Lanya has not yet decided whether to make Babe her familiar, thinking she may some day find a much more appropriate entity with whom to forge such an important bond. The statistics for Babe are described below.

POSSESSIONS

Ritual dagger (bound with the spirit Babelion), one style of clothes, some candles and family heirlooms, a knapsack, 3 Gold Crowns.

BABELION

MINOR DARKNESS SPECTRE

Level: 1

Category: Between Worlds Being, Elemental 15

Life Points: 90

Class: Assassin

STR: 5 **DEX:** 8 **AGI:** 8 **CON:** — **POW:** 6 **INT:** 6

WILL: 6 **PER:** 8

PhR: 35 **MR:** 35 **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 70 Natural

Attack Ability: 65 Gloomy Claws

Defense Ability: 60 Dodge

Damage: 40 Gloomy Claws (Cut)

Essential Abilities: Physical Exemption.

Powers: Natural weapons: Gloomy Claws (Added mystical effect: Pain), sealed form, Interaction with the World, Night Vision.

Size: 12 Medium (Var.)

Movement Value: 8

Regeneration: 1

Fatigue: Tireless

Secondary Abilities: Climb 20, Hide 45, Stealth 50, Notice 40, Search 30, Intimidate 15, Composure 25.

DESCRIPTION

Babelion is a fairly typical minor darkness spirit, arising in the areas of the Wake where children have suffered a great deal. Normally such spirits do not dwell in the material world, but on some occasions they are attracted to reality by human suffering. He is not truly malevolent, but he hates those who mistreat the defenseless and enjoys killing them in spectacular ways.

Babelion is in the service of Lanya and has been with her since she was a girl. Consequently, he has become quite fond of his lady. He has the ability to manifest himself in a variety of forms and particularly likes to take the form of a small black dragon. Only when Lanya orders him to transform and to release all of his power does he adopt his true form. In spite of the bonds of domination, he accepts almost all of the orders that he receives, since they usually do not go against his nature.

MODUS OPERANDI

Babelion would normally pass most of his time in inoffensive forms, and only release his power when threatened or enraged. Since he is virtually invulnerable, except against supernatural attacks, it is very difficult to completely destroy him. Like dark elementals, he suffers an increased amount of damage from light based attacks. He does not have any vulnerable points in any of his forms.

Concealed Form: While he remains under concealed form, Babelion is invisible to the average person. Only Lanya, children, and those that can see spirit creatures, are able to perceive him. In the same way, he is immune to any conventional attack that is not able to damage energy.

Limited Visible Form: Babelion can choose to take the form of any creature roughly equivalent to his own size (his favorite is a small black dragon). Such forms are usually only visible to those with unrestricted minds, such as children, visionaries, and the insane. Babelion can choose to make himself visible to anyone, and Lanya can always see him.

True Form: In his true form he loses his invisibility appears as a thick smoke cloud. Even so, his is still invulnerable to conventional attacks. Babelion cannot take on his true form in places that are well lit. This is the only form in which Babelion can attack.

Gloomy Claws: When in his true form, Babelion can use his claws to attack corporeal targets. They are the equivalent of a Cutting weapon with a Breakeage of 0. Additionally, contact with them produces a terrible spiritual suffering: whomever takes damage must pass a Physical Resistance Check against 60 or find themselves in the state of Pain.



Jin Chao Lan



Level: 1
Life Points: 120
Class: Tao
STR: 8 **DEX:** 10 **AGI:** 8 **CON:** 8
POW: 6 **INT:** 6 **WILL:** 6 **PER:** 7
PhR: 40 **MR:** 35 **PsR:** 35
VR: 40 **DR:** 40

Initiative: 70 Unarmed
Attack Ability: 85 Martial Arts; Fou Lan Style 75 additional attack (Tae Kwon Do)
Defense Ability: 85 Martial Arts; Fou Lan Style
Damage: 40 Martial Arts; Fou Lan Style
Wear Armor: 10
AT: None

Advantages and Disadvantages: Aptitude in a Field (Athletics), Talented.

Natural Abilities: Kung Fu, Aikido, Shotokan, Tae Kwon Do, Disarming Attack Module.

Size: 16 Medium
Movement Value: 8

Regeneration: 2
Fatigue: 8

Secondary Abilities: Acrobatics 50, Athletics 30, Swim 30, Jump 40, Climb 40, Style 25, Notice 25, Search 15, Slight of Hand 55.

DESCRIPTION

Jin Chao Lan is a young, good-looking boy, with dark eyes and long hair that he gathers up into a ponytail. He has an ornamental tattoo of a dragon across his body.

Some people are born with a special talent for the martial arts, and Jin Chao Lan is one of them. The son of an important master of Shivat Kung Fu, Jin demonstrated unparalleled devotion to the training and martial techniques of his father. However, far from being satisfied by dominating a single school, he was instructed by numerous masters, adding new styles to his peculiar combat system, dubbed Kung Fu Fou Lan. Reckless and young, Jin believed himself invincible until his path crossed Shao Lu Ming, a master of Maishen who defeated the boy with only two moves. "You have talent, boy," he told him. "Much more than you believe. But as long you are unable to see beyond your nose, you will never understand it." With that enigmatic phrase, Lu Ming departed, leaving Jin flooded with an emotion he had never felt before. Freely interpreting the strange advice, the 21-year-old has decided to travel across the world to find new adversaries and to perfect his technique, until he becomes a master without equal. Someday, he hopes to be recognized by Maishen himself. Whether he is able to do it or not, only time will tell.

Above all, Jin despises those that believe only in weapons. In fact, he enormously enjoys teaching those who snub martial arts the errors of their thinking.

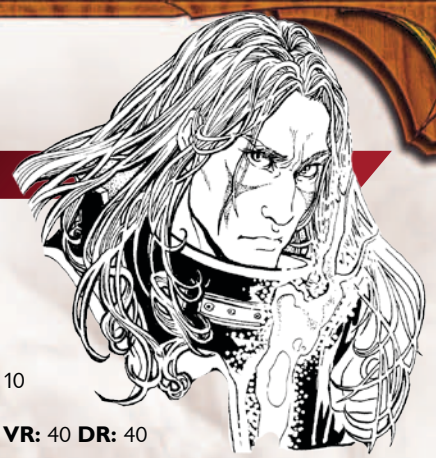
NOTES AND CURIOSITIES

Combining the Disarmament Attack with the advantage Talented, Jin has an incredible ability to disarm his adversaries. He only applies a -20 to his ability when he executes this maneuver, and always adds a +3 to the contested characteristic checks, thanks to the advantage.

POSSESSIONS

Two kimonos, travel rations (for 5 days), a travel pack, 1 Gold Crown.

Vladimir Nux



Level: 1
Life Points: 120
Class: Warlock
STR: 7 **DEX:** 8 **AGI:** 6
CON: 8 **POW:** 10 **INT:** 10
WILL: 5 **PER:** 6
PhR: 40 **MR:** 45 **PsR:** 30 **VR:** 40 **DR:** 40

Initiative: 60 Unarmed, 60 Andrael (Broadsword +5)
Attack Ability: 80 Andrael (Broadsword +5)
Defense Ability: 70 Andrael (Broadsword +5)
Damage: 70 Broad Sword
Wear Armor: 5
AT: None

MA: 30 **Zeon:** 555
Magic Projection: 65 Offensive, 70 with Andrael
Magic Level: 20 Fire

Advantages and Disadvantages: Gift, Gestureless Casting, Artifact, Serious Phobia.

Natural Abilities: Magic Projection as an Attack.

Size: 13 Medium
Movement Value: 6

Regeneration: 2
Fatigue: 8

Secondary Abilities: Notice 25, Search 15, Science 20, History 20, Memorize 20, Occultism 20, Magic Appraisal 45

DESCRIPTION

Few people are as buried in mystery as Vladimir. His exact age is unknown, though it is likely little more than thirty years old. He has gray eyes and black hair, which he normally wears in a neglected fashion in a long pony tail.

Vladimir is uncertain of his past. He woke up surrounded by blood in the middle of some ruins in Alberia, wearing strange clothes and clutching an unusual sword. Wondering who he was and why he was there, he searched the surrounding area, but he did not find anything that would give him a clue as to his identity. All he discovered was that he possessed strange powers. His only other clear memory is a strange woman's face.

His only hope to discover his identity is centered on finding the strange woman who appears in his memories. Although difficult, it is the only clue that can lead him to discover who he truly is and why he possesses magical abilities. Nevertheless, he fears that the answers he finds will be worse than his ignorance...

POSSESSIONS

Andrael (see below), a traveler's pack, travel rations (for 1 day), 1 Gold Crown.

NOTES AND CURIOSITIES

Vladimir feels a strange dread of crows. Whenever he sees one, an inexplicable fear seizes his body and soul, making it difficult for him to control his actions. In addition, Vladimir possesses a supernatural artifact under the guise of a broadsword, Andrael. The statistics of this object are as follows:

ANDRAEL (UNIQUE BROADSWORD)

Andrael is the name of the sword that Vladimir carries. It is not known what the weapon's origins are, but it was next to its bearer when he awoke. Andrael has a slightly unusual form, with dozens of runes inscribed throughout the length of its blade and a chain on its hilt.

Exceptional Quality: In spite of its strange form, Andrael is the equivalent of a +5 quality broadsword.

Supernatural Power: Andrael also provides +5 bonus to the Magical Projection of its bearer.

Mental Eyes: Andrael grants its bearer a +20 bonus to perception. Furthermore, the wielder can see through the eyes inscribed on the blade, allowing him, for example, to use the sword to see around corners.

Malcolm Frost

Level: 1

Life Points: 115

Class: Technician

STR: 7 **DEX:** 8 **AGI:** 10 **CON:** 8

POW: 7 **INT:** 6 **WILL:** 6 **PER:** 8

PhR: 40 **MR:** 35 **PsR:** 35 **VR:** 40 **DR:** 40

Initiative: 70 Unarmed, 35 Double Arankar

Attack Ability: 80 Double Arankar

Defense Ability: 80 Dodge

Damage: 75 Double Arankar

Wear Armor: 5

AT: None

MK: 130

Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension.

Ki Accumulations: STR 1 DEX 4 AGI 4 CON 1 POW 2 WILL 1

Ki Points: STR 7 DEX 25 AGI 25 CON 8 POW 15 WILL 6

Techniques: Celeritas: Excisum Aeris

Advantages and Disadvantages: Martial Arts Master(x2), Ki Recovery

Natural Abilities: None.

Size: 15 Medium

Movement Value: 10

Regeneration: 2

Fatigue: 8

Secondary abilities: Acrobatics 50, Athleticism 35, Swim 25, Jump 15, Climb 20, Style 15, Notice 30, Search 20, Slight of Hand 25

DESCRIPTION

Malcolm Frost is 24-years-old, with blond hair, noticeable affluent characteristics, and an impressive physical constitution. He dresses in very outlandish clothes, combining the Stygian style and its adornments with the traditional garb of the Empire.

Frost is a member of the Brotherhood of Seth, a secret society of martial artists and fighters who have worked for the Kings of Stygia for several centuries. Malcolm's case is special – he is one of the few members that is not a native, but was trained because of a close relation between his parents and the Brotherhood (both had provided important aid to them in the past), as well as the natural talent of youngster. The young boy grew proud of his abilities, conscious that his knowledge and powers were beyond those of "normal people." With time he was able to dominate a multitude of Ki abilities, and even the beginnings of some techniques. Unfortunately, after the incidents that made the Empire stagger, foreigners began to be seen in a worse light in the country of Stygia, and Malcolm found himself

forced to leave the principality to avoid problems. This was counter to the Brotherhood's established rules, but the situation was unique enough that an exception was made. Nowadays, Malcolm continues training and polishing his abilities over the Dominions, although above all else, he waits anxiously for the day when can really put them to use.

NOTES AND CURIOSITIES

Malcolm has been trained in the use of the double edged Arankar, a weapon of Stygian origin not very common in the rest of the continent. This device is made from an enormous blade, with a metallic rod in its back that is used at times like a handle. As a general rule it is usually wielded with both hands to be able to balance it. The statistics of the Arankar are not reflected in the basic book: Damage 60, Speed -15, Required Strength 7, Primary Attack Type: Cut, Fortitude 14 and Breakage 4. The Arankar allows a second attack per round as if using an additional weapon, however, the ability penalty for doing so is -10. Consequently, it is considerably more difficult to use, which is why it also has the special rule Complex, and it does not double the Strength bonus of the character, even when used with both hands.

POSSESSIONS

Arankar, one style of clothes, travel rations (for 1 day), a knapsack, 8 Gold Crowns.



SHADOWS WITHIN DREAMS

Dreams.

Those fragments of death...

How I hate them.

Magnus

The first group is a small squad of renegade military personnel who wish to desert Gabriel's army. Edmond Sadler, captain of the unit that has been assigned to protect the Lady, has received a considerable sum of money to capture the airship and hand it over to someone in Togarini. Thanks to his charisma, he managed to convince many of his men to follow him, and try to take the control of the zeppelin once it is completely airborne.

The second individual interested in the zeppelin is a member of a supernatural organization who calls himself Raptor. He plans on taking the zeppelin to a nearby small island in the Inner Sea and initiating a complex mystical ritual there. His reasons are, to say the least, very complicated...

AND IN THE SHADOWS...

More than a decade ago, Malekith, Prince of the Crows, once faced a powerful Lady of Nightmares called Seline for the control of an important location in the Wake. The young girl lost the battle and was forced to take refuge in the real world with the objective of recuperating her diminished energies. Unfortunately for her, she attracted the attention of Tol Rauko, the hunters of the supernatural, whose agents took advantage of her debilitated state to capture and take her to their island. However, understanding her growing power, the templars feared that she would free herself before they reached their destination. Therefore, they contained her using an ancient artifact that they had sealed more than a century ago: the Flauros.

But fortune played against the Tol Rauko. During its voyage through the Inner Sea, a powerful storm wrecked the ship and killed the crew. The remains of the prison-ship ended up running aground on reefs of a small island called Corvinus, where Seline remained lethargic because of the influence of the device.

But the Lady of Nightmares was not the only prisoner on the boat. Another of the mystical cells contained a minor specter named Galael, who long ago served Malekith. Once released by the impact against rocks, he immediately was aware of who Seline was, and what he could possibly do with her, using the Flauros to control her. He led her while she remained dormant into the interior of an old abandoned cathedral, where he used the device to seal her. Later he tried to control her powers, although it did not take him long to realize that the Lady of Nightmares' abilities were far beyond his understanding. Even so, thanks to his persistence he did manage to become attuned with a small part of her. Believing that he had the necessary control, Galael tried to use Seline to submerge the entire island into the Wake, so as to obtain greater power. The attempt failed, but it did weaken the barriers between both worlds, gifting Galael with a certain amount of power over the island. He immediately used Seline's energies to raise an invisible barrier that prevented anyone from exiting or entering Corvinus, knowing full well that his failed attempt would have likely called the attention of some powerful entity from the Wake.

Once safe behind his wall, Galael's ego began to grow at an inordinate rate. He took human form by possessing the body of one of the dead templars and appeared before the villagers as the new lord of the island, the Marquess of Cavalcanti. He fed on the negative emotions of his vassals, accumulating power slowly while he waited to transport Corvinus to the Wake and completely control Seline's powers.

"Shadow Within Dreams" is an Anima: Beyond Fantasy initiation adventure for a group of three to five characters between first and second level. The adventure starts by putting players in a critical situation against simple renegade soldiers, although without them knowing it, they are soon immersed in a confrontation between two dark supernatural forces.

"Shadows Within Dreams" is divided into three parts. The adventure should take between three and four sessions to finish, though it may be more depending on how thorough the players want to be. Two of its parts, the first and third, are filled with wild action, whereas the second requires investigation and social interaction with various NPCs. The remainder of this chapter is intended for the GM only; players should avoid reading further, as it will spoil the adventure for them.

Some Initial Plans

This game is set especially in the principality of Gabriel and on a small island of the Inner Sea, though the Game Master should feel free to relocate the adventure if he feels it necessary. All that the story requires is a great metropolis from which the characters can set off from, and a nearby coast. Within the adventure, various organizations and characters relevant to Gaia are mentioned, like Tol Rauko or the Lord of Nightmares Malekith. Although this information is not vital in understanding the development of events, it is interesting to have a general concept of who these people are. Therefore, it is recommended the GM first read **Chapters 18, 19,** and **20** of Anima: Beyond Fantasy.

Finally, the party of characters should be formed before initiating the trip, although is not necessary. "Shadows Within Dreams" is designed so that everyone will find themselves obligated to collaborate from the beginning if they want to survive. In fact, it is the only opportunity that they have...

The Beginning

The game begins when the players board the zeppelin Lady to make her maiden voyage. It is without a doubt an important event, and people have been anticipating it for weeks.

BACKGROUND

A little over a year ago, the council of merchants who control the principality of Gabriel contracted Prince Lucanor Giovanni of Lucrecio, for the construction of a zeppelin that would be the pride of their country. With it, Gabriel is trying to show the other kingdoms its artistic and economic superiority. However, the council's decision to make Archangel, capital of Sacred Holy Empire, the zeppelin's destination, is nothing more than an open provocation to its old governors. Unfortunately, the event has attracted the attention of some unpleasant passengers, who for one reason or another, have no intention of letting the Lady finish its voyage.

But just as the phantom had feared, these events did not go completely unnoticed by Malekith, who without knowing what had happened exactly, investigated the situation through his agents. After years of investigating, as much in the real world as in the Wake, his servants managed to give him an approximate summary of the events, and of the present whereabouts of Seline. That discovery surprised and pleased him. Although he had been her enemy in the past, Malekith never felt any enmity towards Seline. She was a worthy and intelligent adversary who knew how to accept defeat and to escape from him as very few had done. However, Galael was a very different matter...the Prince of the Crows could not stand the idea that one of his servants would rise against him and, worse, the insignificant creature would pretend to try and be his equal. Since at the moment he is incapable of leaving Graven (nor would he try to do so for a matter of such insignificant importance), he has sent Raptor, one of his many agents, to finish off the renegade and set an example. The problem is that Malekith's executioner has been incapable of crossing the barrier that surrounds Corvinus by sea and, after months of fruitless attempts and sunken ships, he has decided to seek another entry method. When hearing about the inaugural flight of the Lady and discovering that its flight path happens to pass near the island, Raptor planned to use the zeppelin as a gate to the interior of the island. He theorized that the highest part of the barrier was considerably weaker, since Galael was not expecting an aerial attack. His plan is simple: once the Lady is near Corvinus, he will try to take control of the airship and produce a collective hysteria amongst its occupants, having their strong emotions open a momentary access to the Wake that he will take advantage of. But not even Raptor could have imagined that he was not be the only one interested in the zeppelin...

FIRST PART: THE FLIGHT OF THE LADY

The Lady is a truly impressive sight. It is an extraordinary zeppelin made up of three giant balloons connected by four long metal footbridges. The structure is beautifully shaped in such a style that is aerodynamic as well as ostentatious, trying to imitate the style of the regal ships of the principality. The two lateral hulls are designated to travelers and their staterooms, while the cargo hold and the airship's bridge are located in the central body.

The characters will climb the left wing of the Lady through a huge crowd that has arrived to witness its takeoff. The council of merchants of Gabriel has not spared any expenses to celebrate the inaugural trip, and between confetti and musical bands, thousands of onlookers observe the travelers embark on the ship.

When they arrive at the platform, a conductor will request the ticket from them, then will lead them through a luxuriously carpeted corridor towards the enormous central hall (1). The room is occupied by the travelers staying in the left hull of zeppelin – about 20 individuals in all. These are a mix of rich bourgeois, politicians, and their children. In addition there are four soldiers watching the exits. If the characters do not already know each other, the GM should have them sit at the same table.

Once they are in their places and the Lady has taken off (which should be a suitably awe-inspiring sight), the soldiers will announce that they cannot leave the area until the cabins are completely habilitated in a few hours. Meanwhile, the PCs are provided with panoramic views from the floor-to-ceiling windows and refreshments. This is a fantastic opportunity for the characters to begin to chat awhile amongst themselves and get to know each other. If someone finds it strange that they are forced to wait for so long and insists on knowing the reason why, the guard will respond by shrugging his shoulders and saying that zeppelins are not like

boats, and that it is the established prescribed wait. The only justified reason for leaving the main area is needing to use the bathroom, and anyone who does so will always be escorted. The first PC that does so will hear two military men arguing at the end of the corridor (if they pass a Very Difficult Notice Check, they can hear phrases like "...don't be stupid! You cannot turn back now..." before the two soldiers become aware of the PC's presence and stop talking).

The waiters who take care of the food and drinks are always very courteous and pleasant. If one of the PC's pays attention, he will realize after a while that the waiters seem a bit nervous. If the PC asks them about it, they will simply answer that it is their first time flying and they have not yet become accustomed to the sensation.

Finally by midday, four and a half hours after the start of the voyage, while the zeppelin flies over the Inner Sea, all the events planned immediately take place.

Suddenly, a fifth soldier bursts in into the hall with a longsword in one hand and a loaded crossbow in the other. The other four will unholster their weapons, covering the exits and preventing the passengers from escaping. Between the scared shouts of those present, the soldier with the crossbow announces that the zeppelin is under the control of its captain and all those who are present are going to be executed for treason.

The soldiers' plan is simple: four of them cover the exits and prevent escape, while the fifth will begin firing into the passengers with his crossbow. The PCs must intervene to stop the massacre and save themselves. When the fight starts, almost all the travelers will hide underneath the tables or armchairs praying for their lives. It is highly improbable that someone will try to intervene, and in fact, it would hardly help if they did. As soon as the soldiers realize the characters are more than mere civilians, they will abandon the exits and concentrate solely on them. Only three members of the group are experienced soldiers, but they are sure that between all of them they will be more than enough for their rivals. Partway through the fight, the zeppelin will make an abrupt motion and begins to descend slowly (because Raptor has begun to act). All those standing up will have to pass an Acrobatics check against MED or an Agility check with a -2 penalty to the characteristic, if they do not want to collapse on the floor.

Once the fight is over, the players should quickly realize that the situation is dire and they must act quickly. It's likely that there are other mutinous soldiers aboard the ship, and in addition, the Lady is diving slowly but surely towards the ocean below.

The next moves are up to the players.

The Lady

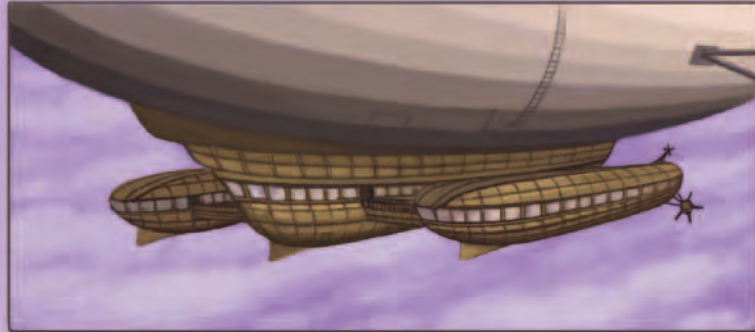
This is the Lady's layout (consult **Map 1**):

1. THE GREAT HALL

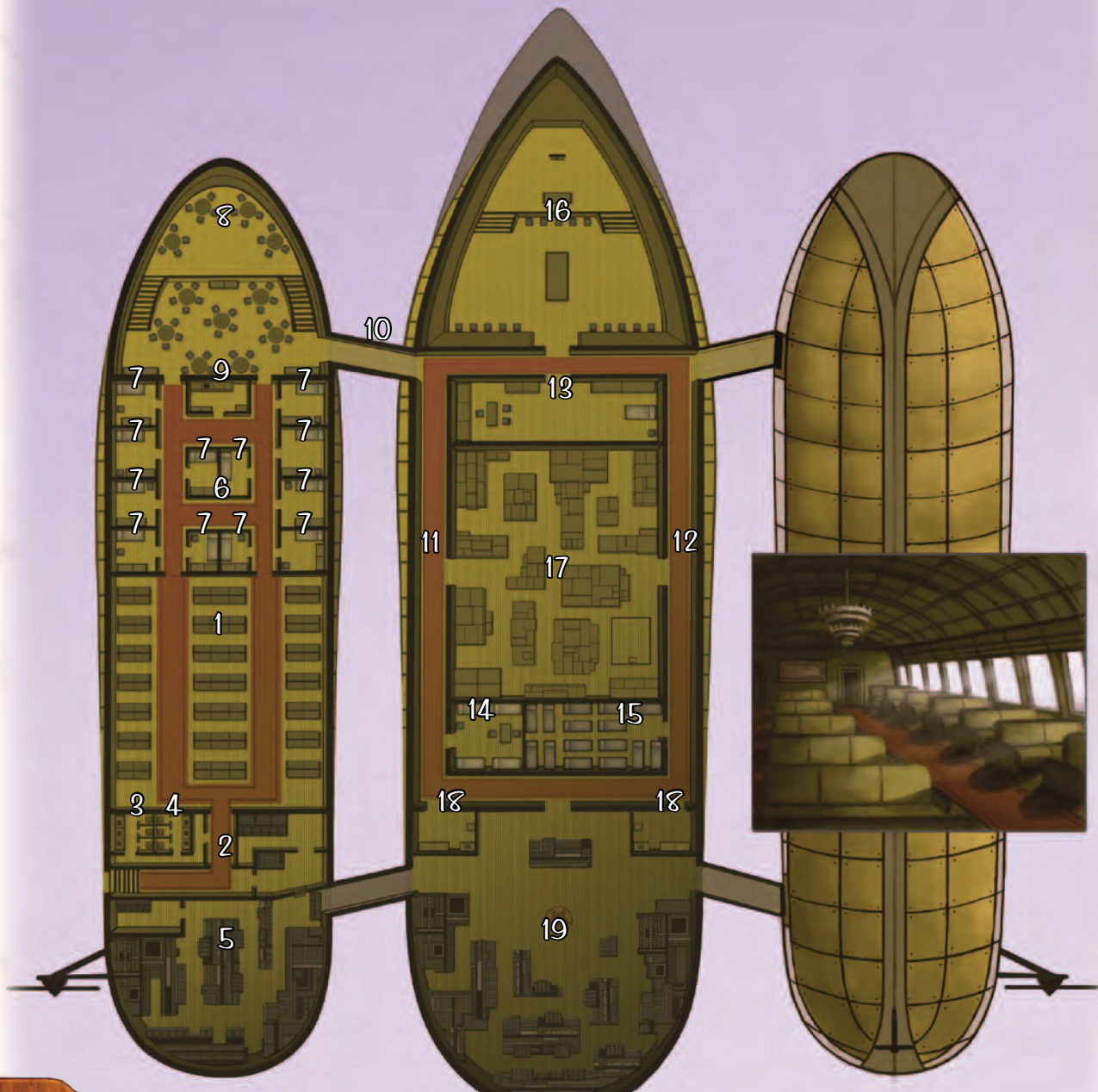
This is the immense central room of the left wing of the zeppelin, where the characters are led when boarding. It is a large area, 160 feet long by 100 feet wide, decorated in a luxurious and striking fashion.

Several marble statues by known sculptors adorn the place along with expensive carpeting and a crystal chandelier hanging from the ceiling. There are three rows of comfortable armchairs that lead the way to two lateral corridors.

The doors are made of solid, carved oak. Two of them lead towards the rooms (6), and another two on the exit corridor (2).



MAP 1: THE LADY



2. ENTRANCE CORRIDOR

This is the extensive corridor the PCs pass through when they board the Lady. The stairs lead up to the boarding door, which is now closed and locked. In the opposite direction, one arrives at the engine room (5), whose door has been locked by the renegades. The lock has been left completely mangled, so the only way to get through is by breaking it down (treat it like a strong door for the case of resistance effects).

3. LADIES' TOILETS

A bathroom for young ladies, beautifully decorated and perfumed. It has an immense wall mirror for touchups.

4. MEN'S TOILETS

Similar to the previous one, but decorated in a much more masculine motif. If the characters search the area thoroughly (something that they do not have much time to do), they will find blood behind the toilet. The soldier they heard arguing in the corridor had second thoughts about the mutiny, and was killed by his companions.

5. ENGINE ROOM, LEFT WING

Another immense area, full of machinery, gears, and boilers. The noise here is strident, and the characters will have serious problems talking to one another, even while shouting. The room is separated into two different levels, the upper platform with the entry, and the lower deck, with the main propeller engines.

At first glance when entering the PCs see the corpses of three of the workers, thrown to the floor below, next to the body of a soldier (a detailed inspection will show that all have died by a knife wound). In this area there are also two soldiers (one of them with experience), who have blocked the footbridge. They are making sure that the machinery continues run, with the involuntary aid of a fourth worker.

If the characters break down the door violently and need more than four rounds to do it, the the soldiers notice and hide (if breaking down the door takes less time, the soldiers will not hear the noise). If so, the soldiers take cover amongst the machines with their crossbows ready, and wait for the characters to come down the stairs before firing (spotting them requires a Very Difficult Notice Check or Moderate Search Check).

Once the fight has finished, the surviving worker will approach the PCs. He says he is Dieter Helms and he will explain that the only way to stop the fall of the zeppelin is to reach the control room in the forward section of the center body. In order to reach the center body, they must use one of the two transit footbridges. The one in this area has been left completely unusable, since the soldiers blocked the entrance by knocking over a boiler. Therefore, the only option the PCs have is to head towards the prow dining room and use the footbridge located there. Naturally Helms will refuse to accompany the PCs, admitting he is scared and that he does not know how to control the rudder of the ship. If the characters later return here, they will not find Dieter, nor will anybody know where he has gone.

NOTE: An interesting way to represent the strong noise of the area is to ask the players not to speak amongst themselves, and declare their actions with paper notes. However, keep in mind that this can slow down the game considerably.

6. ROOM'S CORRIDOR

A corridor equally as ample as the one of the entrance, with some paintings of notable personalities of Gabriel. There are slight signs of fighting, but nothing of importance.

7. ROOMS

Luxurious staterooms, worthy of the best hotels. Although almost all the characters' suitcases are here, none has been opened yet. If they look in their own quarters (the number should be reflected on the boarding ticket), they will be able to find their luggage. Naturally, the characters can entertain themselves by sacking the other passenger's luggage; between

jewels, works of art, and other possessions of value, the PCs can find more than items worth more than 15,000 gold Crowns. Unfortunately, if the PCs waste too much time, they will arrive at the bridge much too late, unable to prevent the zeppelin from crashing. The GM should create a sense of urgency by constantly mentioning how close the water is or something similar if the PCs show an inclination to dally.

8. DINING ROOM

The dining room is the most spectacular room of the entire left wing. Many of the walls are enormous windows, that right now show how close the zeppelin to the ocean. There are several tables and chairs distributed through the area, meanwhile in the back, there is a elevated landing that serves as a dance floor.

9. KITCHEN

The kitchen is filled with all kinds of exotic foods, expensive wines, and half-made dishes. In order to avoid possible problems with the fire, the furnaces use hot coals lit over an ample metal surface (an amazing advance for the time) instead of open flames. If the characters listen attentively (Difficult Notice Check), they can hear some cries originating from the pantry. Inside are several members of the waitstaff (four maidens, two cooks and the conductor that received them), next to corpses of those that resisted. Most of the staff are completely hysterical, and the others are not much calmer. The only information that they are able to give is that, while they were locked up, they heard somebody approach the door, scratch at it, then laugh and say in a deep voice: "...a completely unexpected event, is that not so, my easily frightened children? Let us see if it is possible to take advantage of it..." After that, the individual apparently left.

10. CATWALK

This is a long metallic bridge that connects the left wing of the Lady with the center hull. As a safety measure, it has high railings, but that does not stop the strong winds, making the platform a dangerous place.

When the PCs are halfway across, the door ahead of them will open and a small group of seven soldiers will begin to advance towards the PCs. Sadler sent them to secure the position, after believing the center body secured. Only two or three of the soldiers have experience.

Before this situation, the players can decide on two options; retreat towards the dining room (8) or fight individually on the bridge. If they choose this second strategy, only one person will be able to fight in hand-to-hand combat per side, and every round must pass an Easy Acrobatics Check (or by default, one for Agility with the pertinent modifier the GM feels appropriate in this situation) so as not to lose one's balance. A high fumble could even mean that they fall into the void. Additionally, those that dodge will have to apply the penalty for reduced space to their defense, and any fired or thrown projectile suffers a -60 penalty because of the wind.

11. LEFT CORRIDOR

A long corridor full of portholes showing the clouds drifting by outside. It does not have as many adornments as the corridors in the residential wings, but even so is beautifully decorated with a long red linen carpet. If the players are paying attention (basically, as long as they aren't running through the corridor), they will discover something interesting: scratches made by something similar to a sharpened claw extend several meters along the wall.

12. RIGHT CORRIDOR

Identical in all aspects to previous one, except that the terribly mutilated corpse of one of the soldiers is lying in a pool of blood in the middle of the corridor. It is impossible to determine the weapon that killed him, except that he died from four, deep lacerations. It is also impossible to tell if he was a mutineer or loyal soldier.



13. THE CAPTAIN'S CABIN

This room belongs to the late captain of the Lady. It is full of luxurious art items and furniture, worth a great deal to collectors. Except for that, there is nothing else relevant.

14. THE OFFICERS' QUARTERS

The room is reserved for the zeppelin's four officers; the chief engineer, security officer (Sadler), the head chef, and the first mate. There is nothing important here.

15. THE CREW'S QUARTERS

The only inhabitable place on the zeppelin that is not ostentatious. It is an ample room filled with bunks, where more than sixty members of the ships crew live when not on duty.

16. OPERATING BRIDGE

The bridge is a great room, slightly oval in shape, with large windows and many control apparatuses. Almost everything is decorated with wood and huge curtains, creating a majestic and solemn look. Half a dozen individuals, including a few soldiers, lie dead in different areas of the room, each one slain gruesomely. The corpse of the captain remains immovable at the rudder with an expression of absolute terror. When the PCs enter, Edmond Sadler, with three of his most trusted men (all expert fighters), will be examining the bodies. He is, in fact, very surprised to see the dead, since Raptor did the killing. When he sees the characters enter, he'll shout: *"So it is you who's been killing my men! Well let me tell you something: I do not know what you have done to the engine room nor why you would want to destroy this airship, but I'm not going to let anything stop me from seizing her!"* After saying this, he attacks. Sadler knows there will be no pardon for him if he is captured, which is why he will fight until he is dead.

If the combat ends favorably for the PCs, they may think the worst is over. However, they will soon discover that the rudder controls are jammed, and the problem seems to be in the central engine room. The access hatches leading to the engine room are sealed (which is indicated by the control boards), but it is very simple to use the controls to unlock them.

17. CARGO HOLD

The immense central room of the zeppelin is used to store all kinds of shipments – meaning the entire room is full of a labyrinth of boxes. Unfortunately, the proximity to the ritual is causing a slight distortion of reality. PCs perceptive to the supernatural will notice deformed shadows flickering at the edge of their vision, or movement out of the corner of their eyes. This has no in-game effects, except to be creepy. If the PCs press through the area they will soon see a trail of blood leading to the corner. Raptor was traveling inside coffin-shaped box. He emerged when the attack began, coming face-to-face with three soldiers. Their corpses, like those found in the corridor and on the bridge, are horribly torn apart in a gruesome fashion.

18. RESTROOMS FOR OFFICERS AND CREWS

Two communal restrooms, one for men and another for women, fairly simple and undecorated. If a PC listens carefully, they will hear a strange weeping from behind the wall (the one that faces the engine room).

19. ENGINE ROOM, CENTRAL WING

The central engine room is where Raptor has chosen to carry out his ritual. The front door is made of iron and has been sealed. The characters will find the door impenetrable to anything they have short of powerful explosives or spells. However, any PC with even a rudimentary knowledge of mechanical devices will realize that the door locks are operated remotely – likely from the bridge.

The area is as full of machinery as the left wing bridge. The noise here is also much lower, so much so that it seems strange with so many mechanism. In addition, the whole room is dark, illuminated solely by a few strategically placed candles. Within the center there is an elaborate mystical circle drawn with blood. Any character who manages to pass a Very Difficult Occult Check will recognize the symbols of "Fear" and "Portal," written in an ancient dialect of a tribe from the north that was accused of heresy and exterminated by the Inquisition more than three centuries ago. The PCs will also notice two enormous bars of iron blocking the central aileron, forcing the zeppelin into a dive. Each one weighs 650 pounds and will probably take the cooperation of several individuals to move.

Once the characters have disengaged the locks and gained entry to the engine room, they come face-to-face with Raptor, who is in the middle of a dark ceremony. Proceed to the **Dark Portal** below.

The Dark Portal

Raptor remains in the middle of the arcane circle with his arms extended towards the air and a triumphant expression on his face. Unless the PCs attack him or head directly towards him, Raptor will ignore them completely, even if they attempt to move the bars blocking the aileron. Raptor has engineered the crash solely to generate hysteria and fear amongst the passengers and crew. These negative emotions are powering the ritual, and there is now enough energy that he no longer cares what happens to the zeppelin or its occupants.

If the PCs should try and speak with him, Raptor will face them and with a cynical smile will say: *"Is it not wonderful, young ones? Soon, it will occur."* If the PCs choose to attack him directly they will soon learn they are no match for him. However, Raptor will not kill them; he has waited a long time to be able to pass through the barrier and he wants the PCs to witness his accomplishment. Instead he will incapacitate them by wounding them or cowering them with magic.

No matter what happens, after less than a minute the zeppelin will begin to shake wildly. Raptor will abruptly stop and, laughing like a crazy person, he will announce: *"It is too late. The door to the Darkness has been opened."*

But seconds later he stops, his triumphant expression transforming into astonishment and rage. *"No! It is not possible!"* He screams, staring into space. At that precise moment the Lady crashes into something and tosses and shakes violently. The PCs are thrown across the room, and for them, everything goes dark.

Apparently, Raptor once again underestimated the power of the barrier raised with the energies of Seline, and has been unable to pass through it. Nevertheless, the characters, the only mortals in the zeppelin with elevated Gnosis, are inevitably dragged towards the interior of Corvinus...



Other Details

These are some of the details that are more relevant to the background of this part of the adventure.

THE TRAVELERS: The simplest reason for the PCs to be present on the zeppelin is that they want to take a trip to Archangel (or any other destination the GM chooses). The PC could have bought a ticket, been given it from a friend, or won it (some tickets were raffled off by the merchant council to raise interest). The group could also comprise the personal security of one of the rich merchants (ideal for mercenary characters), or they could have even snuck aboard as a stowaway (just make sure they never end up in the warehouses or the engine room when the attack begins).

SADLER'S GARRISON: There were roughly 30 soldiers assigned to the Lady, under the command of captain Edmond Sadler.

The council of merchants, obsessed with catching the attention of the other principalities, committed the error of putting a military detachment without much experience in charge of the Lady's security. They believed the soldiers would have few duties beyond basic security, since the possibility of being hijacked in midair was extremely unlikely. Therefore, the guards ended up being selected for attractiveness or a noble upbringing, not their combat abilities.

After receiving the offer from his mysterious buyer, Sadler only disclosed his plans to the soldiers he knew would be loyal to him, or to large sums of money.

Altogether there are twenty-one renegade soldiers on the zeppelin (their loyal comrades having been assassinated during the early stages of the voyage by their companions) and, although only twelve or thirteen of them have combat experience, Sadler believes they are more than enough to slaughter the unarmed, defenseless passengers.

If the characters capture one of the soldiers alive to interrogate him, he will have no problem in telling everything that he knows and the objectives of their leader. However, he has no idea why the zeppelin is descending.

WEAPONS ON BOARD: The Lady's rules concerning weapons are lax. Provided the weapon seems decorative or ornamental, the PCs will be allowed to keep it, while obvious weapons of war will be taken to their cabins. To give an example, one would not be allowed to take a hammer or a war axe aboard, but pretty swords, foils, or daggers would not have the same restrictions.

SUGGESTION TO EXPEDITE THE GAME: When the adventure unfolds, it is likely that the players will need little convincing to act, since their lives are on the line. In the extremely unlikely case that this is not enough, the GM can introduce an NPC to provide incentive. Diego de la Roca, is a rich spice dealer that does not want to end his days scattered over the sea. He is a middle-aged, dumpy man with expensive clothing and jewelry, traveling to Archangel to attend the wedding of his daughter. He is prepared offer a substantial reward (300 Gold Crowns) to whomever can finish off the attackers and regain control of the ship.

JUMP TO SEA: At the speed and height of the zeppelin, any fall into the water will result in death. In the unlikely event that someone does survive, they will still be stranded in the middle of the ocean, only prolonging their fate.

THE RIGHT WING: If the PCs visit the right wing of the zeppelin, they will find it identical to the left one, except that there are no apparent survivors of the mutiny. Remind them, either way, that they do not have that much time to lose if they want the Lady to avoid crashing.

FEAR OF THE SUPERNATURAL: PCs gifted with supernatural abilities must remember that they cannot reveal their powers with impunity without running the risk of being considered "demons" and suffer persecution by the Church. The nobility and merchants on the vessel will treat such people with fear, but will not object to those powers being used to save them (although some may accuse the PCs in secret, once on land). However, this fear can also play in their favor against Sadler's soldiers, who will think twice before attacking an adversary with mystical powers.

Captain Edmond Sadler

A nobleman of the principality of Gabriel who currently finds himself practically ruined. Since he was always a good duelist, his contacts have obtained a position within the army, but the pay there is insufficient for the lifestyle to which he had become accustomed. Corrupt and unscrupulous, after being placed in charge of the zeppelin's security, he did not hesitate when the opportunity to sell the airship presented itself. He will stop at nothing to become rich again.

Appearance: Blonde, and good-looking, Sadler seems more a dandy than a real soldier. Like his troops, he wears a brilliant gala uniform, with a captain's stripes. In combat he wields two weapons, a longsword and a shortsword, both beautifully crafted.

Roleplaying Advice: You are always conscious of how you appear to others, and constantly endeavor to appear impressive. Speak with thoroughness, but give hints that you are more nervous than you would like.

EDMOND SADLER

Level: 2

Life Points: 115

Class: Acrobatic Warrior

STR: 6 **DEX:** 8 **AGI:** 8 **CON:** 7 **POW:** 7 **INT:** 8 **WILL:** 9 **PER:** 7

PhR: 40 **MR:** 40 **PsR:** 45 **VR:** 40 **DR:** 40

Initiative: 105 Unarmed, 85 Long Sword and Short Sword

Attack Ability: 90 Long Sword; 80 Short Sword (Ambidextrous)

Defense Ability: 100 Dodge

Damage: 55 Long Sword, 45 Short Sword

Advantages and Disadvantages: Aptitude in a Field (Persuasion), Ambidextrous, Quick Reflexes

Natural Abilities: Similar Weapon Module (Short Sword)

Size: 13 Medium

Regeneration: 1

Movement Value: 8

Fatigue: 7

Secondary Abilities: Acrobatics 40, Ride 40, Jump 40, Style 70, Persuasion 100, Notice 60, Search 30, Slight of Hand 50

Soldiers of the Lady

The soldiers of the zeppelin are a group of young men between the ages of eighteen and thirty. All wear a red gala uniform with small details and white embroidering and are armed with long swords and crossbows.

The two profiles are for the soldiers with and without combat experience.

SADLER'S GARRISON (INEXPERIENCED)

Level: 0

Life Points: 65

Class: Acrobatic Warrior

STR: 6 **DEX:** 6 **AGI:** 5 **CON:** 6 **POW:** 5 **INT:** 5 **WILL:** 6 **PER:** 5

PhR: 25 **MR:** 20 **PsR:** 25 **VR:** 25 **DR:** 25

Initiative: 45 Unarmed, 25 Long sword or Crossbow

Attack Ability: 40 Long sword or Crossbow

Defense Ability: 40 Dodge

Damage: 55 Long sword, 50 Crossbow

Natural Abilities: Soldiers Weapons Table

Size: 12 Medium

Movement Value: 5

Regeneration: 1

Fatigue: 6

Secondary Abilities: Acrobatics 10, Ride 20, Jump 10, Style 40, Notice

20, Search 10, Slight of Hand 10

SADLER'S GARRISON (VETERAN)

Level: 1

Life Points: 95

Class: Acrobatic Warrior

STR: 6 **DEX:** 6 **AGI:** 6 **CON:** 6 **POW:** 5 **INT:** 5 **WILL:** 6 **PER:** 5

PhR: 35 **MR:** 30 **PsR:** 35 **VR:** 35 **DR:** 35

Initiative: 60 Natural, 40 Long sword or Crossbow

Attack Ability: 60 Long sword or Crossbow

Defense Ability: 60 Dodge

Damage: 55 Long sword, 50 Crossbow

Natural Abilities: Soldiers Weapons Table

Size: 12 Medium

Movement Type: 6

Regeneration: 1

Fatigue: 6

Secondary Abilities: Acrobatics 30, Jump 20, Ride 30, Climb 30, Style

40, Notice 30, Search 20, Slight of Hand 20, History 20

Raptor

Raptor is a living nightmare that exists in the real world by using the body of Hector Crowley, a vagabond whose conscience has been trapped in the Wake many years. He is a cruel being without feelings, whose only objectives are to fulfill the mandates of his lord and to amuse himself by making people suffer. His current mission is to destroy Galael and assume control of the Seline's powers, but up until now he has been incapable of penetrating the shield that surrounds Corvinus. He is, however, confident of the success of his current plan.

Raptor's statistics are gathered in the Appendix for this adventure, since he appears in several chapters.

Appearance: After spending so many years inside his mortal host, Raptor has begun to slightly alter its body, growing claws and sharpened teeth. He appears to be a heavy-set man, not very tall and greasy haired, around 50-years-old. He dresses in an untidy fashion, but his clothes are rather expensive. When encountered aboard the Lady, he seems human, but odd. If somebody with the aptitude to see the supernatural looks directly into his eyes, they will see a strange brightness that will make them feel uncomfortable and tremble. When encountered later, he will have unleashed his power, and possess gigantic claws and be surrounded by whimpering souls.

Contrary to his appearance, he is truly terrifying in combat. He moves at a lightening speed, running and jumping along walls and ceilings as if gravity did not apply to him. His style is wild and brutal, although his blows have a certain strange elegance.

Roleplaying Advice: He breathes deeply and noisily. He looks at the characters with disdain and raises his lips with an expression of disgust when speaking with them, always speaks in an ironic tone. Be sure to laugh maniacally every so often.

Experience

Here are some guidelines for experience points that should be given out when finishing this section of the adventure. This is in addition to any points awarded for successful confrontations or ideas, explained in the base rulebook.

Stopping all of Sadler's soldiers	3
Discovering where the Lady was going to be handed over	2
Finishing this segment of the game	3

SECOND PART: THE ISLAND OF CORVINUS

The island of Corvinus is being dragged slowly into the Wake, although very few are able to sense it. Apparently a normal place, in some areas the barrier between both worlds is weak and sometimes, in certain circumstances, strange things can be seen and heard. This is the locale where the players will end up.

After the apparent destruction of the Lady, the PCs will wake up after few hours on a beach next to several planks that appear to belong to the zeppelin. The most logical conclusion is that, after crashing into the water, they have been lucky and the tide has taken them to shore (although this is not what actually happened, it does not matter if the PCs realize this or not). Their situation seems fairly good, all things considered, but there is a strange detail; everyone is completely recovered of any wounds or damage that they suffered on the zeppelin. In fact, there are not even any scars left, although their clothes are likely damaged. Their personal possessions are scattered across the beach, but there is nothing from any of the other passengers.

The PCs are greeted by a colorful and attractive panorama. The beach advances a couple of dozen meters before merging with a green and hilly countryside, adorned by a few trees of great size. The only thing that spoils the view is the sky, which is gray and dark, as if foretelling an imminent storm that never arrives.

While the characters decide what to do, they will hear the distant echo of loud chimes.

The Arrival at the Village

Sooner or later the PCs will head towards the village where they hear the chimes. There they will find a great multitude gathered in what appears to be the town square. The majority of the villagers are preparing for the celebration of Corvinus, the island's founding patron saint, but when the PCs appear, they will become the center of attention right away.

The crowd will gather around them with curiosity, uncertainty, and a little bit of worry. Finally, Raymon, the mayor, a well-built middle-aged man, will approach the PCs. Raymon will ask them with suspiciously how they have arrived on the island and what they are doing there. The situation should seem tense, as the villagers wait silently for an answer.

When they discover the PCs are shipwrecked, the villager's attitude changes radically. They immediately offer them a place to sit at the great table of the square and food to satiate their hunger. Everybody will approach them, assailing them with dozens of questions. If the PCs speak of the zeppelin, people will be very impressed, and without a doubt they will want them to tell of their epic journey. To the PCs' questions, Raymon will explain that they are in Corvinus, a small island in the inner sea dedicated to agriculture and cattle ranching. They do not have much contact with the surrounding area, the closest islands are barren, and their small boats cannot navigate the rough seas that surround Corvinus. Nevertheless, he will assure them by saying that within a couple of weeks a trading vessel will arrive. After awhile, a young and beautiful woman who

is a few months pregnant, will approach them with a smile. After introducing herself as Miriam Moonflow, she will tell them that she runs “the Small Castle,” the only inn of the city, and that she would be delighted to have them as customers. In case they do not have any money (or they do not want to pay for the rooms), Miriam will frown and curse her luck, but will invite them to stay regardless (“After all, that what inns are for, right?” she will sigh, but without losing her good humor). However, if the PCs adopt this route, the young woman will ask them to help her with domestic tasks. If they are not paying, it’s the least they can do.

Naturally, the characters are free to do what pleases them, but since the village is the only inhabited locale on the island, their only other option is to camp - an uncomfortable prospect.

The Invitation

To the following morning, the PCs will receive an unpleasant visit. Emil Zolt, commander of the Marques’s personal guard, will appear before them accompanied by two men. Zolt will enter whatever premises the PCs are occupying unannounced or invited. The most logical thing to assume is that the characters are in town (more than likely at the inn), although Zolt will go after them wherever they may be, even if it is in the middle of the countryside.

When he finds them, he will apologize perfunctorily for his rudeness and present himself as the commander of the guard. Next he will explain that his lord, the Marques of Cavalcanti, had just learned, through Raymon, of the arrival of some castaways on the island, and would be delighted to invite them to an informal supper. He is here to return with their answer, although he presumes that it will naturally be affirmative.

If the characters reject Zolt’s invitation he will feel very indignant, but he will limit himself to warning them that that response will not please his

lord. He will make it very clear that the Marques is an influential nobleman, as well as the owner of the only boat that visits the island frequently. It would be best not to oppose him. The PCs are still unwilling, Zolt will glare angrily, but he will end up leaving without bothering further. However, he’ll likely mention as he’s leaving that while the Marques is a decent man, he is detached from the everyday business of the island. Zolt, on the other hand, spends a lot of time in the village...

The Meeting with the Marques

If the PCs accept the Marques’ invitation, around midday a luxurious carriage arrives to pick them up and carry them to the mansion. The trip takes about an hour. After some time, the mansion can be seen on the horizon. Immediately upon entering, a butler will take the PCs to a gothic-styled living room, where he will ask that they wait (3). After a little more than half an hour, he will return to lead them through corridors and stairs towards the second floor’s central hall (17), where a generous meal awaits them.

Once all are seated, the Marques of Cavalcanti will make a triumphant entrance, welcoming them to his mansion and his island. After sitting down in an enormous stone chair carved in the shape of a gargoyle, he says that it is a pleasure to have guests at his table and that he is always happy to see new faces. During the meal, the Marques will begin to ask all kinds of questions. In reality he is very interested in the circumstances that have brought them there, and would like to know more about the PCs and their goals. Cavalcanti will be very courteous at all times, although with certain air of superiority that anyone could attribute to his noble origin. If they ask about his past, he will respond succinctly that he became tired of the hustle and bustle of the big city and that he has decided to retire to the country.



MAP 2: CORVINUS

During the meeting, Cavalcanti will advise them not to pay attention to any of the villagers' gossip, since they are nothing more than a bunch of superstitious peasants. He will comment to them ironically that they even thought that he was a vampire and laugh, looking at himself in the great mirror of the hall. He will try to reassure them that in a couple of weeks a boat will arrive and they will be able to head off for the continent, although of course he hopes that in that time they grow to like the island and choose to stay, instead.

After supper is finished, he will thank them amicably for their attendance and he will ask them if they want to use the carriage to return to the village. He will leave courteously and he will have some of his soldiers accompany the PCs back for "security."

And Now...

From this point on, the characters are free to act as they wish, interacting with the townspeople or waiting passively for the days to go by, until the theoretical arrival of the commercial boat. However, after the first night they will begin to have nightmares, strange dreams that they will be incapable of remembering when they wake up. Each night it will be harder to get a solid night's sleep. If they let a week go by, the situation will become extreme enough that the PCs will suffer negative modifiers (between a -10 and a -40, determined by the GM).

The Village and its Relevant Places

The village does not have a name, but the people refer to it as Corvinus, since it is the only community on the entire island. It is relatively big, with more than 100 stone houses and about 500 inhabitants. The majority of the inhabitants are farmers, cattle ranchers, or fishermen, which allows them to earn an honest living and to live without economic problems. They have normal file for Farmers and Hunters (see **Chapter 25** of *Anima: Beyond Fantasy*), except some have 40 in Navigation.

Corvinus is a quite traditional rural town, with lots of small wooden and stone houses. The streets are not paved, except for the main road and the grand square. In the several kilometers surrounding the community, there are close to a dozen farms in which the well-to-do cattle ranchers. In spite of not being part of the village, they also consider themselves members of the community.

SALLY'S SHOP

This is the village's general store, with a variety of tools and other items. Within it one can find a little bit of everything, from grain for the fields to rope and climbing equipment. It does not have weapons or armor, with the exception of a few daggers and arrows for hunting. Sally, the owner, is a middle aged woman who is fun and clever. Likely, she's one of the few people on the entire island not that affected by the pessimistic atmosphere that surrounds everything. She always walks with a smile on her face and she likes to speak with people. If the PCs want to converse with her, she'll be more than happy to oblige.

THE CHURCH

The church is an old building located on the outskirts of town. Since the death of Father Scott masses are not celebrated and it remains uninhabited. However, the populace makes sure to keep it well maintained, waiting for a new priest to arrive. Like many similar Christian constructions, the floor plan is laid out in the shape of a cross. The main area is full of images of saints and angels, although a great majority of the images have been destroyed long ago, with only two or three remaining relatively intact. Behind the center area are two more rooms: the sacristy, where the father kept all his books, and the bedroom. Also there are stairs that lead to the bell tower, from which the whole town can be seen.

Neither the Marques nor his minions like to enter the church, since doing so makes them uncomfortable. This does not have anything to do with the religious symbols nor what they represent, but because it is the only place on the entire island that still gives some hope to the villagers, a feeling that weakens the Dark Ones. For that reason, while they remain in the interior, they apply a negative -30 All Action Penalty.

THE INN

The inn is an ample stone building, three stories tall, with a comfortable and cozy interior. On the lower floor there are only three areas: the discreet vestibule, the kitchen, and an ample room that functions as a dining room. The two upper floors are exactly identical, a long corridor with four bedrooms and a bathroom.

The locale is called "the Small Castle," although currently it is an inn in name only, since it has been a long time since it has received customers. The proprietor should already be known to the PCs, the young Miriam Moonflow. She has long brown curls and gray eyes, and is about six or seven months pregnant. She is a very pleasant young girl, but at the same time exceptionally hardheaded.

If the characters can pay for their stay, she will treat them like kings, with the due respect that they deserve as the first customers she has had in years. If they cannot pay, she will still welcome them, but they will have to break their back working in exchange for the bed and the food. The PCs will spend the whole morning cleaning, cutting firewood and repairing any flaw, no matter how small, that the inn has.

Generally, Miriam can be a lot of help to the players. She will remain slightly withdrawn during the first few days, but if the PCs show kindness or inspire confidence in her, she will open up to them. Only if they ask about her child's father will she become gloomy, she will say that he has died and request that they not speak on the subject.

Miriam's history is quite tragic. From a young age, she had been in love with friend of hers, Casius, who lived on a nearby farm. Though he loved her in return, his parents had committed him to another woman, and the young boy did not want to go against his family's wishes. However, when the arranged marriage drew near, the couple's feelings overcame their compunctions, and they married without worrying about the repercussions. The morning after the wedding night, Casius awoke early. Hearing strange noises, he climbed onto the roof, but he slipped down the ladder and fell, breaking his neck. Miriam was the first to see the lifeless body of her husband with an expression of terror on his face. Unbeknownst to her, the fall was caused by Galael, who used a group of crows to scare Casius at the appropriate time to make him lose his balance. Miriam's despondence strengthens Galael, and he plans to deepen her depression by causing her child to be stillborn. The complete misery that would result would strengthen him greatly.

Stories like Miriam's do not have too much to do with the central plot of the game, but serve to give the players a rough idea of the darkness that surrounds everything going on in Corvinus.

MARCUS FELL'S BLACKSMITH SHOP

Marcus Fell is the town's blacksmith, as were his father and his grandfather before him. He is an older man that is quite serious and, though he might not seem like it, has been born with a special gift for the forge. If he had been born elsewhere, it is likely he would have become a legendary weaponsmith. Marcus loves a challenge and will accept any commission to forge or repair anything the characters ask of him for a price.

MARCUS FELL

Level: 3

Life Points: 100

Class: Freelance

STR: 7 **DEX:** 8 **AGI:** 6 **CON:** 6 **POW:** 6 **INT:** 6 **WILL:** 7 **PER:** 5
PhR: 45 **MR:** 45 **PsR:** 45 **VR:** 45 **DR:** 45

Initiative: 70 Unarmed, 40 Hammer

Attack Ability: 40 Hammer

Defense Ability: 40 Dodge

Damage: 35 Hammer

Wear Armor: 5

AT: None

Size: 13 Medium

Movement Value: 6

Regeneration: 1

Fatigue: 7

Secondary Abilities: Notice 50, Search 40, Animals 50, Herbal Lore 20, Medicine 10, Appraisal 80, Feats of Strength 30, Forging 200.

THE CEMETERY

One of the most sinister places on the island, this location produces the most desperation, sadness, and fear in the villagers, and therefore, it is almost within the Wake. It is an immense holy field filled with headstones dedicated to different old pantheons. In general, people do not visit the cemetery except to celebrate a funeral and since there are no gravediggers, everything is very neglected. The only one that goes with any regularity is a young girl named Catherine. It is possible to find her seated at one of the headstones, close to where Father Scott rests. For her it is a calm place and she also likes to put flowers on the grave of the parish priest.

In reality it is a place more depressing than dangerous, although the PCs might think otherwise. If they visit it at night, they will not see the dead rising from their tombs, but it is possible to hear strange whispers or see some shadows move between the tombs.

Unknown to the general population, Father Scott's tomb holds an object that troubles the Marques – Scott's diary, in which he chronicled his investigations into the condition of the island.

CITY HALL

A great three story house rising proudly above the central square. It is the town's most prominent building, where mayor Raymon and his numerous family live. Raymon is a good person, although his spirit has been dampened with the passing of the years and the island's condition. At the beginning he will not know if the arrival of the characters is good or bad, and therefore will try and remain disinterested in the matter. The building has an enormous enclosed room on the ground floor, where the villagers hold their meetings.

THE SANATORIUM

Near the city hall is the sanatorium of doctor Ferringo, a middle-aged man with white hair and a worried look. He is the only doctor in the village, however his knowledge is fairly limited (treat him like any other farmer, but with Medicine 30). The doctor will not become personally involved in the PCs' adventures; after losing his wife, he cares very little about others. If the characters go to him with medical concerns, he will say vaguely that their ailments are produced by the climate and shrug his shoulders.

The Thieves

Within a few days of the PC's arrival, they will begin to be followed surreptitiously by a man who records their habits. Victor Maccordagar is a member of a family of thieves who are interested in seeing what they can obtain from those just arrived. As a general rule he will follow the PC that seems to be the most affluent, but he can also change his opinion during his observations.

The PC's may notice Victor's presence – a Difficult Notice Check is required to spot him, if he has already spent a few hours following them.

In case the PCs try to approach him, Victor will attempt to avoid them, fleeing if necessary. If caught, Victor will say he was only taking a walk and ask to be left alone. He will come across as abrasive, but the truth is that he does not want to establish a confrontation he's not sure he can win.

If they ask about him in town, people will feel reluctant to speak about the Maccordagars. The best the PCs can learn are vague rumors about the Maccordagars being an anti-social group that practice black magic. A few villagers suspect they have something to do with the death of the Father Scott. Only Sally, the owner of the shop, knows anything more; the night in which the priest died she saw Bill, the youngest child of the clan, running through the rain with an expression of absolute terror.

One way or another, Victor will decide after a few days that the risk of attacking the PCs is not worth it.

The Strange Dream

After a few days, one of the PC's nightmares will be replaced by an unusual dream. It will be a strange vision, and remain vividly in their mind when they wake up.

Treat the scene as if it were like the sequence to a movie, in which the character is relegated the role of a mere spectator. In this case, the cinematography is fundamental. Describe things with detail and in a slow and solemn way.

First, everything will be the dark and silent. Slowly, the character begins to glimpse an old wooden door full of twisted dark metal engravings. Slowly, the inner door will begin to open, showing an ample room full of candles. It is an enormous room, very old and full of dust. At the end of the room there is a huge window, and leaning against it there is a girl, whose dark hair billows in a non-existent wind. At first she seems like a teenager, but quickly the character realizes she is a small girl no more than 10-years-old. Slowly the character will approach her, when he is close, the small child will turn towards him, parting her hair with her hand. At first she will seem surprised, but seconds later she will smile sweetly, as if she had received an unexpected gift.

"And who are you?" She speaks with feigned anger, but mostly seems amused. "It is not polite to frighten a young lady, you know?" Next, she will rest her head between both hands and will continue speaking: *"I am really glad to see somebody after such a long time, but I do not believe that this is the most appropriate place to speak. It does not seem like you have that much time either, so...why don't you come see me? I will be waiting for you..."*

Scott's Phantom

This unusual encounter takes place after PCs have spent several days on the island. This event can take place at dusk or during the night but there should be no villagers present when it occurs.

When the PCs find themselves on the outskirts of town, one will feel a strange chill and will spot a stranger watching them from a distance. It is a middle aged man, soaked from head to toe, studying them with a sorrowful look. Moments later, he will disappear around a corner, disappearing from their view. If they decide to follow him, they will see him in the distance entering the church and leaving the doors open...

If they enter the building they will find themselves face-to-face with the mysterious man, who is none other than Father Scott, the deceased priest. This is not a true ghost, but rather a shadow of his spirit, left behind when he died but still compelled to try and help the island. It manifests due to the island's proximity to the Wake.

Scott remains upright behind the altar, observing the characters. He still wears his old cossack, completely soaked by the rain on the night on which he died. At first, nobody is able to realize that it is not alive, not even with the advantage of See the Supernatural.

The man will remain silent, eyes fixed on them, although he will remain quiet. After a few seconds, he will smile with grief and say to them with sorrow: *"Don't you see it...? Salvation... Our condemnation..."* At that moment he will cross his arms over its chest like a corpse and, lowering its head, it will say in a faltering voice; *"The truth... The darkness... Everything... Everything is bound by these hands..."* Suddenly, the bells of the tower will begin to chime, and a sudden gale will blow through the broken windows. The priest decomposes without leaving a trace, turning into sheets of paper that scatter to nothing.

If the players give the description of the mysterious man in the church, people will tell them that the only person who fits it is Father Scott, but that he died years ago and was buried in the cemetery. Naturally, it is not likely that they will believe the PCs have seen a ghost.

The encounter with the specter can be especially useful to spur players into investigating the graveyard and Father Scott's tomb (as well as the journal he left there), and Catherine, who can lead them to the same plot point. However, if the PCs' investigation is going well, this encounter can be skipped, since it can kill a suspenseful and mysterious atmosphere with something obviously supernatural.

Night Attack

If the PCs visit the cathedral without finding Seline or begin to make inquiries into the Marques and what is happening on the island, Cavalcanti will consider them an annoyance to be eliminated. To do so, he will dispatch his secret forces, five Darklings.

This confrontation can take place anywhere, but a logical location would be at the inn during the night. If so, the Darklings will sneak inside the inn and attack the PCs (a Moderate Notice Check for those that are awake, and an Absurd Notice Check for those that are not will be required to notice them). If the attack takes place outdoors, the PCs will notice they are being followed by three peasants. When they turn to confront them, two more will approach from behind, and the attack will begin.

BOX III: RUMORS IN CORVINUS

This is a series of comments and rumors the GM provide players with if they decide to question the villagers or other inhabitants on the island. All of the rumors are true unless otherwise indicated.

1. The climate on the island is horrible. It's been too many years since the last time we saw the sun.

2. The Marques of Cavalcanti is a vampire. He has hidden the sun behind the clouds so that its light does not destroy him. (False)

3. Cavalcanti is a good man, only a little bit solitary and introverted. People misjudge him because he's a foreigner. Many blame him for all the bad things that happen in Corvinus just because they are eager to have somebody to blame. (False)

4. The Marques is not interested in money. He always reinvests all the taxes that he collects back into the town, and tries to turn it into a true metropolis. Who knows, maybe soon we can be an important island.

5. About ten years ago, a couple of weeks before the Marques arrived, there was an extraordinary storm that lasted more than two days. I heard that dozens of boats that traveled through the Inner Sea sank because of it.

6. My son says that along the island's northwest coast there's an old boat that ran aground on the reefs. I have never seen it personally, but it must have been there many years, because Father Scott, who God gathered to his bosom, mentioned it to me once.

7. They say that Cavalcanti was sent to this island as punishment, for having slept with the daughter of a personal friend of the prince. I have heard, even, that he is an incorrigible womanizer. (False)

8. There exist some old ruins in the east of the island, that predate the founding of our village. Many believe they are cursed, although when I was small I played in their outskirts and nothing ever happened to me. Even so, they are in bad shape, and I believe they are dangerous to visit.

9. Have you slept poorly? Don't worry, it must be something involving the climate. It also happened to Father Scott at times, since he always seemed tired. I seem to remember seeing Catherine with sunken eyes as well. As I have already told you, it is something normal. (Partially false)

10. The only way off the island is the commercial ship that comes here about once a year. Our local fishing boats are not equipped to make long voyages, even if you ignore the wildness of the sea around our island.

11. It seems that the Marques has become infatuated with young Catherine. The old townfolk say that he goes to visit her frequently, although she always rejects his advances.

12. I suppose that it sounds like the ranting of a crazy person, but I am sure that something dark and terrible is going on in my house. At night I hear strange noises and I have even seen strange shadows in my room. I am very scared...

13. On one occasion a boat arrived originating from the very same Vatican Dominion, and Father Scott received them. Surely they were important people, because they were too well-dressed to be simple priests. They were very interested in the ruins to the east, and even went to visit them in person. I believe that they thought that it was a kind of church constructed shortly after the death of Christ, but apparently it was not. The delegation said that it was a site for heretics and ordered it closed to people of the faith. That was long ago, about twenty years I calculate, because at that time Scott was still young.

14. The members of the Cavalcanti's guard are former villagers. Now they live with him in the mansion, and they behave in a cold and cruel way. They do not look like they did before. I assure you that sometimes they scare me.

15. Emil Zolt is the worst of them all. Even before he served the Marques, he was an unbalanced and cruel person. Now... well, I believe he is simply possessed. But don't tell him I said that!

16. Catherine is not very sociable. Years ago her parents died in an accident, and since then she has kept herself isolated. She has always been very strange, even when she was just a young girl. It is rumored that she could be a witch, but frankly I do not believe so.

17. The entire island is cursed. I have seen and heard things... things that are not normal. I could almost swear that Mrs. Renard, who died years ago, passes by my fence from time to time. I assure you that something horrible is slowly growing here...

18. God has abandoned us. After Father Scott died, the entire church seemed defiled, as if it had been sacked by vandals. I believe that they were from the Maccordagar farm, but I do not have any proof. Those people scare me. (partially false)

19. The head of the Marques's guard is called Emil Zolt. He is not a good person, so if you run into him, the best thing that you can do is to stay out of his way. Seriously, it's good advice.

20. It was not long ago that misfortune visited Miriam Moonflow. Just a few months ago, she lost her husband the day after being married. She is a wonderful person, although if it wasn't for the child she is bearing, she would have cracked long ago.

If the fight unfolds in or near the town, it is likely the noise will attract the attention of some villagers (or at least Miriam's, if they fight at the inn). If the PCs are victorious, the villagers will inform them (with no small amount of trepidation) that the corpses are old inhabitants of the island. Strangely, each of them left the island two or three years ago on the commercial ship and haven't been seen since.

If the PCs capture a Darkling, it will convulse, then expire. Any character who succeeds at a Very Difficult Magic Appraisal Check will realize their death was due to a supernatural influence.

The encounter should take place before the characters have found out what's happening on the island.

Things of Interest

These are some details important to this part of the adventure.

THE FEAR OF THE SUPERNATURAL

Unlike the previous chapter, the people of Corvinus are fairly accustomed to the supernatural. Since Father Scott was gifted with certain special abilities during the time he spent in Albidion, the villagers clearly understand that not all "strange powers" are necessarily bad. Just as the parish priest preached, "*It does not matter what you can do, but what you really do,*" they will be more worried about the characters' actions than their special abilities. However, if they suspect that one of the PCs wields fell powers or is a 'warlock' they will likely blame him for their troubles and come after him. Of course neither Cavalcanti nor his guards will be intimidated by supernatural abilities, given their own supernatural nature.

SUPERNATURAL AFFINITY

It is possible that some characters, like Sylvain or Duk'zarist Nephilim, have certain affinities to light and darkness that provide additional information about places or inhabitants of the island.

Although at the beginning they will not be conscious of it, the longer they remain in Corvinus the more they will become aware of the darkness that surrounds everything. The most powerful negative force is given off by Galael, although he will make an effort to hide it from the PCs. On the other hand Seline is slightly different. She certainly radiates some sort of power, but PCs cannot determine if it's positive or negative.

THE COMMERCIAL BOAT

There are no commercial vessels that visit the island. Twice a year, Galael gathers all of his forces and uses the contained energies of Seline in the Flauros to make the villagers believe that a ship visited their community a few days ago. Nobody has caught on to the deceit, and the Marques has taken advantage of this by abducting villagers, while convincing their neighbors that they left on the boat.

MOUNTS

There are very few horses on Corvinus. If the PCs want to obtain one, they will have to find a willing seller – very unlikely – and even then, they will be charged an unreasonable sum.

THE DARKLINGS

The Darklings are the servants of Galael, former villagers dominated by his powers. They are his guards and agents, the first peons of the army that he dreams about forming in the future. The Marques does not obtain any power from them since they do not feel any fear, which is why he has limited their numbers.

Nine openly work for the Marques as soldiers and servants, and five of them serve him secretly. These last are villagers Galael has abducted secretly, and he uses them to perform acts he does not want traced back to his guards.

Physically they seem like normal people, except that they have strange growths – like hives – on their hands and necks. The garrison dresses in blue military clothes wrapped in long black leather strips, whereas the other five wear dirty rags, wrapped around their bodies like shrouds.

As long as they are in the presence of Zolt or the Marques, they behave normally. Otherwise, they seem a little slow and stupefied.

The statistics of the Darklings are found in the Appendix.

THE DARK WOLVES

Galael has dominated these three wolves, treating them like pets or mascots. Thanks to the dark power of the Marques, the creatures have grown huge and their coats have changed to a dull black color, which gives them a beastly and frightful appearance. Two of them remain near the cathedral ruins, while the third, an enormous animal called Merkenis (Galael's favorite), remains near his master at all times (except when he meets with visitors).

EMIL ZOLT

The leader of the Darklings is Emil Zolt, a cruel and ruthless man who enjoys his position. He gave himself willingly to the darkness to obtain power. He faithfully serves the Marques because he likes the way his master thinks. He is more powerful than the other Darklings, and is gifted with a certain amount of self-determination. Emil is about thirty years old. He is tall and deathly pale, with dark greasy hair. He has a habit of grinning humorously and acting superior. In fact, he believes that he is better than the rest of the inhabitants of the village. The arrival of the characters, and the interest that his master has put in them, makes him somewhat indignant.

The statistics of Emil Zolt are gathered in the Appendix of this adventure.

Clues to Follow

Next there is a series of clues that the characters can follow to discover what it is happening on the island.

THE DEATH OF FATHER SCOTT

If the characters want to know how Father Scott died, the people of the town will explain to them with grief that he suffered an accident one rainy night. Apparently, he slipped in the mud and struck his head while he went to his church. Of course, Father Scott was actually killed by Cavalcanti when the priest tried to enter the ruined cathedral.

CATHERINE ABSOLOM

Without a doubt, Catherine Absolom can be one of the best allies the PCs can have in Corvinus, if they interact properly with her.

Catherine is a very beautiful young girl with long golden hair, a pale complexion, and blue eyes. She is around 26 years of age, although she does not look more than 19. She is not a native of Corvinus, but she arrived on the island long ago, before Galael arrived. She was brought to the village as a girl by her mother, after her father was accused of practicing witchcraft on the continent and executed by the Inquisition. Fearing that her child could possess her husband's abilities, Catherine's mother preferred to take her to a remote place where both could live peacefully. Unfortunately, when they had been but a year in Corvinus, Catherine's mother's health deteriorated greatly and she passed away, leaving the girl paradoxically in the care of the local parish priest, Father Scott. The small one grew up alone, without interacting too much with the rest of villagers, although the people did not take long in gaining a lot of affection for her. Luckily, her father left her well provided for financially, and she was always able to live comfortably without working.

She and her tutor were the only ones who felt something strange the night Galael tried to submerge Corvinus into the Wake, and they were the first ones to realize that things did not sit well with the Marques. Catherine tried to help Scott in his investigations, but the priest almost always acted secretly so as not to put her in danger. The night in which the priest died, he went to see her to give her his diary, requesting that if something befell him, to bury it with him.

In truth Catherine is a Nephilim Sylvain, although she herself does not know it. Also she was born with the Gift, and even though nobody has taught her magic, she unconsciously has the ability to use an ample range of spells while she sings. These spells are a reflection of her previous life, melodies that she dreams from time to time and that come to her mind when she most needs them.

She is a loner and melancholy by nature. She has had many suitors, but she has rejected them all without being too interested in finding a husband. She lives on the outskirts in a small cabin, although she does not stay much at the house. Normally she can be found at the cemetery or near the beach, singing some beautiful song in an unknown language. Of all the villagers, she is the only one who has an idea of approximately what is going on, although only in a very vague way. She is conscious of the fact that there is no commercial boat visiting the island annually and that the Marques is the origin of the evil. At the moment she does not have problems sleeping, since her condition makes her especially resistant to the power of Galael.

If the characters become interested in her, she will do exactly the same that she does with the rest of the world: ignore them. She will never lie, but she will answer their questions in a vague way or with a lengthy and sepulchral silence. Nevertheless, it is possible to gain her confidence in many ways: being very amusing (deep down inside Catherine is a young girl that needs to laugh), showing certain musical talent (something that nobody in town possesses and that she admires), or being extremely insistent (enough so that she considers them to be very irritating). If she finally decides to help them, she will explain to them that Father Scott discovered strange things in regards to the arrival of the Marques to Corvinus, and that he was trying something very dangerous when he died. She does not know exactly what that "something" was, but one thing she is sure of: nobody can leave Corvinus. The only clue that she has is found in the diary of the priest himself, which is safe within the coffin of the priest.

CATHERINE ABSOLOM

Level: 2

Life Points: 80

Class: Wizard

STR: 4 **DEX:** 8 **AGI:** 6 **CON:** 5 **POW:** 9 **INT:** 9 **WILL:** 8 **PER:** 7

PhR: 40 **MR:** 65 **PsR:** 55 **VR:** 40 **DR:** 55

Initiative: 65 Unarmed

Attack Ability: 20 Unarmed Combat

Defense Ability: 20 Dodge

Damage: 5 Unarmed Combat

Wear Armor: 0

AT: None

MA: 50 **Zeon:** 520

Magic Projection: 100 **Magic Level:** 40 Light

Advantages and Disadvantages: The Gift, Aptitude in a Subject (Music), Natural Knowledge of a Path (Light), Action Requirement (Singing)

Size: 8 Medium

Movement Value: 6

Regeneration: 2

Fatigue: 5

Secondary Abilities: Jump 10, Climb 10, Notice 20, Search 10, Animals 15, Occult 25, Magic Appraisal 40, Dance 30, Music 120

THE MACCORDAGARS

The Maccordagars are another one of the many red herrings that the PCs can follow. They are a family of farmers that have never maintained very good relations with the rest of villagers because of their wild and violent behavior. The clan is made up of six members: John Maccordagar, the father and leader; Meggan, his wife; and her children Victor, Anton, Sandra, and Billy. To tell the truth, they are thieves who survive as they can by poaching their fellow citizens' property. It is easy to see them rummaging through other people's trash or watching the neighboring plantations and animals. The only place that they visit with any certain regularity is Sally's shop, and they normally only do that to rob it. Sally has known they steal from her for a while, but she feels a mixture of compassion and fear towards them, which is why she has never denounced them before the rest of the villagers.

There are many who accuse them of having sacked the church of Father Scott after his death, which is false in part: the youngest of the family, Billy Maccordagar, headed that night towards there with the intention of taking something of value, but he stopped suddenly when he saw the guards of Cavalcanti inside, destroying everything. Billy has never told this to anybody, not even his parents, since they are religious and would not have approved of him trying to steal from the church.

Their farm is completely surrounded by signs of "No entry," which leaves little doubt about the poor hospitality of the family. If the characters enter without having given warning first, it is very probable that John and some of his children will come out to cut off their advance, weapons in hand, and give them an ultimatum. The reaction of the Maccordagars depends on the attitude of the PCs. If they behave in a threatening way or they accuse the Maccordagars of being thieves, the whole family will throw themselves on the PCs with clubs to teach a deserved lesson. Nevertheless, they are not very difficult to bribe, and they will think twice before attacking if they see that they can obtain some benefit by speaking with the PCs. Deep down inside, the Maccordagars are just as scared as the rest of the villagers and will help the characters if the PCs can manage to convince them that the PCs really are trying to do something to end the streak misfortune that is bearing down on the town.

Billy might admit that he was near the church that night (but never that he went to rob it) and might even tell that he saw how the guards, commanded by Emil Zolt, searched frenetically through the parish priest's belongings. In fact, he heard this last one say aloud, "Come on, find that damn book! That damned priest cannot have hidden it so well. Lord Galael needs to know what wrote in it." Needless to say, the boy does not have any idea what the meaning of those words is.

The four male members of the Maccordagar family have similar attributes and abilities that are slightly different from the rest of villagers. Meggan and Sandra will never enter combat, save to protect their own lives.

THE MACCORDAGARS

Level: 1

Life Points: 90

Class: Freelance

STR: 7 **DEX:** 5 **AGI:** 7 **CON:** 6 **POW:** 5 **INT:** 5 **WILL:** 5 **PER:** 6

PhR: 35 **MR:** 30 **PsR:** 30 **VR:** 35 **DR:** 35

Initiative: 50 Unarmed, 30 Club

Attack Ability: 50 Club

Defense Ability: 50 Dodge

Damage: 35 Club

Wear Armor: 0

AT: None

Natural Abilities: Bandit Module

Size: 13 Medium

Movement Value: 7

Regeneration: 1

Fatigue: 6

Secondary Abilities: Athleticism 30, Climb 10, Intimidate 25, Hide 40, Theft 35, Stealth 40, Notice 60, Search 20, Appraisal 30

The Shipwreck

Be it that the PCs are attracted by the rumors of the villagers or because they are able to get a hold of the priest's diary, there exists a great possibility that, sooner or later, the group will decide to go examine the old ship from Tol Rauko in which Seline and Galael arrived at the island. The aforementioned ship is blocked between the reefs of the eastern coast, not that far from the mansion of the Marques (two or three hours from the town). In its interior there are no corpses, since Galael got rid of the bodies a long time ago and took everything that he considered of value. Even so, he avoided as best he could the Axix Chamber where it was locked up, since that place was so unpleasant to him.

MAP 3: THE SHIPWRECK



Illustrated by © Rafi Kocell



If the PCs visit the area during the day, it is very possible that they are sighted by one of the Darklings and that this one will inform Cavalcanti (which could, without a doubt, end in the events related in the section **Night Attack**).

The following describe each section of the ship (see **Map 3**).

1. THE CLIFF WALL

Since the reefs make it impossible to approach this area by sea, the only way to go to the shipwreck is to climb down the rocky wall, which is about 50 feet high. Climbing down is not especially difficult, since there are numerous handholds, but it is still dangerous. With the appropriate equipment, which can be acquired without problems at Sally's shop, climbing down requires an Easy Climb Check (or Difficult if they have no ropes or spikes). Nevertheless, the area is not safe, and a fall can be fatal, since the sea is full of sharp reefs.

2. THE REEFS

Luckily, it is not necessary to reach the boat by swimming (something that is extremely dangerous due to the constant surges of water), since there exists a chain of reefs by which it can be reached by jumping from one to another. If the characters use this method, it will require an Easy Jump or Acrobatics Check.

3. THE DESTROYED ARCHIVES

The great rock on which the ship has run aground has opened an enormous gap in the wall of this area, allowing easy access to the interior. The enclosure and everything inside there has been damaged due to the effects of the moisture, which is why it is not possible to find anything worthwhile. Either way, judging by the bookcases and the papers scattered throughout, it is not difficult to suppose that this place had to be some type of archive where all types of notes, now useless or destroyed, were stored.

4. THE CORRIDOR

This is a large corridor that has not been severely affected by the moisture. By the way in which the walls are wrought and the strange military motifs everywhere, this corridor does not seem to be the interior of a simple cruiser. There are several oak doors that lead to the rest of the boat, and lateral stairs that head to the upper deck.

What most stands out about the corridor is the door that leads to the Axix Chamber (7); it is an enormous half-opened black metal inner door, covered by mystical marks and broken chains. If a character makes an Easy Notice Check or an Easy Tracking Check, he will be aware that something apparently very heavy, like a large chest or a coffin, was dragged towards the outside long ago, leaving deep marks in planks of the floor.

5. CABINS

Most of these quarters are very well preserved, although they seem to have been sacked after the boat ran aground. They are crew, storage, and weapons rooms. Everything is disheveled and destroyed, and it is impossible to find anything of value.

6. THE COMMANDER'S CABIN

This luxurious room without a doubt belonged to some important nobleman. On the wall, there is an antique painting of an old man of noble bearing who is wearing a medallion with a cross in an unusual way (the cross of Tol Rauko). If by chance the PCs have in their background some relationship with the templars, they will need to pass a Moderate History Check to recognize the mark. In this room, under some loose planks, are hidden notes that explain the operation of the Flauros, although not its history nor why it was used on the boat. Even so, there is a pair of underlined paragraphs that, in form of Chronos, indicate it serves to rob the dark powers from a creature and grant them to its current owner. In order to find the notes, a PC must pass a Difficult Search Check, unless the searcher knows specifically what is hidden in the area (if he had read the priest's diary), in which case success is automatic.

7. THE AXIX CHAMBER

This is the main area of the boat, a prison prepared for subjugating and chaining any supernatural entity that is held within its interior. All the walls are lined with a dark metal full of red runes. To the walls are attached four enormous black cylinders, which served as containers to transport the trapped creatures. One cylinder is open because of a great dent produced by reefs; apparently, the impact deformed the metallic wall and demolished the cylinder. If the PCs examine it, they will see that in this container the word "Galael" appears inscribed (it is the only one of the four that has a name).

In the center of the room, there is a black marble pedestal full of chains, with a spherical gap (where the Flauros was) and the marks of a fifth container, much bigger and more advanced than the others. That cylinder has been dragged towards the exterior, and its trail coincides with the one found in the corridor.

Although in reality there is no longer anything left in the room that can present a danger, when the characters enter it they feel a strange sensation of uneasiness, a certain darkness that saturates the atmosphere. Also, all those who have some type of supernatural ability are enormously affected and realize that their powers in this area are drastically reduced.

While they are inspecting, the character who dreamed about Seline will have a strange vision: the room will become empty and the girl will appear sitting in the middle of the pedestal, looking directly into their eyes. Then, with the same innocent smile as before, she will say, "Why did you take so long? You have picked the wrong place... I am still waiting in the ruins..." Afterwards, everything will return to normal, without any of the others realizing what has happened.

The Priest's Diary

The diary of the priest is little more than a small writing tablet in which Father Scott scribbled notes of what he managed to find out. It can be found within his tomb, held by the hands of the corpse, exactly where Catherine left it by Father Scott's request.

Normally, finding the diary puts an end to this segment of the game, although it is also possible that the characters will want to return to the run-aground boat (or visit it for the first time, if they still have not had the opportunity to go) for the notes on the Flauros. On the next page appears an exact transcription of what is written down in his diary.

Experience

Here are some guidelines for experience points that should be given at the end of this section. The points granted for ideas, confrontations, and interpretations of the characters are given following the general guidelines that are presented in **Chapter 15** of *Anima: Beyond Fantasy*.

For obtaining the instructions for the Flauros	3
For obtaining the aid of Catherine	3
For obtaining the priest's diary	5
For discovering the information that the Maccordagars have in their power about the priest's diary	2
For surviving the night attack	3
For finishing this segment of the game	5

THIRD PART: THE END OF THE STORM

Sooner or later, the characters will realize that something dark and supernatural is going on in Corvinus, and that the cathedral is a key piece to the puzzle. When they finally go there, that is the moment the third part of the adventure begins. The change is not as radical as the one that happens between the first and second chapter, but it is the moment in which a series of events is set in motion that leads them to face the darkness that dominates the island.

Perhaps the most advisable approach for the GM is for the existence of the Cathedral of Erebus to not be known during a large section of the second part of the adventure, allowing plenty of time for the players to get involved in other events. (If, from the beginning, the characters hear that there is a mysterious ruin in a place separated from the island, more than one would wish to explore it just by mere curiosity.) Knowledge of the cathedral can be hidden from the PCs until the right moment (after all, the townsfolk do not connect the cathedral to their misfortunes).

The Cathedral of Erebus

The Cathedral of Erebus is an ancient Duk'zarist construction that was erected in offering to the Lord of Dreams. The true name of the place is Tel'Hal Ru, which means "Passage between worlds." It predates the war of Rah, but was built after the machine was activated and part of the islands of the inner sea were destroyed. The ruin is but a reflection left of the cathedral's old glory. Almost demolished, now only the center body remains, an enormous metal and black marble construction of considerable size. From outside, the place continues being very impressive: a kind of dark cathedral that rises between hundreds of feet of ruins. If Catherine accompanies the group or some of its members are attuned to the Light, it will not take them long to feel that something terrible comes from deepest part of the construction, a feeling of unease that accompanies them all the time that they are in the interior.

26th of February

That night, I really felt it. For three years I lied to myself, convincing myself that it had been nothing more than a bad dream. But as they say, dreams are a reflection of reality. I write these lines to process through my ideas...and in case I fail, hoping that in the hands these notes fall into that they are of use.

4th of March

Today I have visited the remains of the boat. It was not just a simple freighter, nor a military ship. It was a floating prison. They were carrying something...something that was freed when it became shipwrecked. The ship's log has disappeared, but I found some texts in which they talked about two captives and of an artifact used to contain one of them, the most dangerous one. There were also a few notations on its operation, but I heard a strange sound and was filled with panic, which is why I hid them under some loose planks below the commander's cabin and left running.

18th of March

The Marques walks like a man but is not. It feeds off of our fears and our desperation, which make it strong and powerful. It is trying to drag us to some place. It is neither hell nor purgatory, but be it where it may, it is full of the darkness. The entire island is sinking slowly in that nightmare, and sooner or later, there will be no possible escape for anybody.

3rd of April

I have suspected it for a long time, but I have confirmed my fears. It enters people's dreams, and it swallows them in the darkness, turning them into its servants, into "Darklings," as it calls them. Eagerly, it wishes to take control of the strongest of us, and Catherine and I have become its new prey. I do not know the reason why, but she does not seem to be affected, although it is costing me more and more to sleep in peace. I do not know how much longer I can stand it.

I must hurry.

8th of April

I do not believe that it can die by conventional means, but I know that there must exist some way to completely destroy it. I have not yet discovered how, but if it is still possible to avoid the fate it intends, I need to find the way.

12th of April

Its secret is in the old cathedral. I know it. Somehow, I have always known it. It hid something that is of extreme importance to it there, but that it is also afraid of. I have surreptitiously observed it with my telescope as it entered the ruins on more than one night, although it always goes alone and carries a strange watch in its hands. The watch looks slightly like the device that appeared in the schematics that I found on the boat, but now that I am being watched I cannot return to gather them.

My time is ending...

15th of April

I cannot wait any more. Cavalcanti, if that is truly what that thing is called, has realized what I am doing and has sent its "Darklings" after me. I have spent several days studying the notes that the Inquisition made of the cathedral; I must enter it to discover how to end our danger. If I have understood the notes correctly, the numbers on the panel of the central room indicate which are the correct letters needed to find out what the three names are that open the entrance to the inner sanctuary. I have decided to leave these notes for Catherine, in case I fail.

If you are the one that reads this, little one, always remember that I loved you like a daughter.
May God guide my hand...

~Scott Johanson

The entrance to the interior is an extraordinary wood door that is preserved almost intact in spite of the passage of time and the humidity of the island.

The following sections describe each area of the Cathedral of Erebus (see Map 4, below).

1. CENTRAL CHAMBER

The main area of the cathedral is an enormous room of about 300 feet in length by 120 feet wide. The room has an unusual architectural style and is filled with windows, which gives the place a tenebrous and chilling appearance. Everything is dirty and abandoned, as if it had been several years since the last time somebody had entered there. In the center of the area, there is a huge column with three strange metallic panels. Each one of them has a strange combination lock (similar to the combination lock of a suitcase) with eight digits, where letters, numbers, or spaces can be put. This lock is what limits access to the inner sanctuary of the cathedral, the place where Cavalcanti keeps Seline locked up. There is also a pair of doors on the other corner of the room, which leads to other parts of the cathedral.

A successful Moderate Tracking Check can reveal two things: that there are some animals living in the place and that something heavy, similar to what was in the Axix Chamber of the boat, has been dragged towards the central column, where the trail suddenly becomes lost.

2. THE CHAPEL OF DREAMS

In ancient times, this place was used by the Duk'zarist to try to decipher dreams and their meanings. It is a large area without windows, full of columns distributed chaotically throughout. In the center there is a structure made of crystal, threads and wood, similar to an immense dream catcher, with bows tied to all the columns. When the PCs enter this area, all the accumulated unease that they have accumulated because of the influence of the Marques will disappear, as well as any penalties that this caused them. The dream catcher also works like a container of Zeon; it has about 600 points accumulated that any spell caster can absorb to recover his energies. Naturally, if anyone removes the dreamcatcher from the room, it stops working and becomes completely inert.

3. CLOISTER

The inner cloister of the cathedral is a garden of considerable size. Without anyone to take care of them, the vegetation has grown wild throughout the centuries until the garden resembles a small forest. In middle of the garden there is an immense fountain, from which a trickle of water still flows. Surrounding the area there is a less overgrown corridor through which it is possible to walk through without too much difficulty.

MAP 4: THE CATHEDRAL OF EREBUS



Illustrated by © Ral Rosell

Here one of the two wolves Cavalcanti left to guard the cathedral, which have been imbued with some of his supernatural power. They are hidden between the thickets, waiting for the PCs to pass by so as to pounce on them. In order to detect them, a PC must make a Very Difficult Notice Check or a Moderate Search Check. If they are not noticed, they will make a surprise attack against the PC's backs (applying a +170 bonus, which could end up being fatal for the PCs). The animals, gigantic and savage with bloodshot eyes, will fight until they die or finish off all the intruders.

4. THE HALL OF MIRRORS

A large room constructed entirely with black marble, with large mirrors hanging from the wall. The entire place is quite spooky. If the PCs examine the room thoroughly, they will see that in center of the North wall there is a metallic panel full of numbers and letters (see **The Enigma of the Three Names**, below).

5. SACRISTY

A reasonably large meeting room that was used by the high priests. The thing that most sticks out in the place is that it is filled with huge stone carved chairs in the shapes of gargoyles, similar to the ones the PCs may have seen in Cavalcanti's house (in fact, the Marques took a chair from here for his personal collection).

6. THE INNER SANCTUARY

This circular room is immediately above the central body of the cathedral, although to access it, it is necessary to first activate the mechanism that lowers the great column. The sanctuary has hundreds of chains that hang from the ceiling, and that swing from one side to another as if rocked by a nonexistent wind. The floor is made of tinted glass, allowing the PCs to see into the temple below them. In a corner of the area there is a huge iron maiden that seems to have been dragged here, and in another one, a small wood door with twisted engravings of dark metal (that the character that has been dreaming about Seline will recognize as the door that they saw).

In truth, the entire room is an entrance to the Wake, which the characters have entered without realizing it.

7. SELINE'S PRISON

This room is the jail where Seline has been imprisoned the last few years. It is an old room, full of lit candles that never burn down. In the corner opposite the entrance there is a large window where the Lady of Nightmares, in the form of a girl, is waiting for them. When they enter this room, move on to the section below, **The Encounter With Seline**.

The Encounter with Seline

"Welcome... *Why have you taken so long?*" will be the first thing that the characters hear when they enter the room where the Lady of Nightmares is found. Leaning against the window as in the dream, Seline is waiting for them with a pleasant smile on her face. With an agile jump, the little one will approach them with curiosity and, when she is a little more than three feet away, she will curtsy, with an amused look on her face. "*I am pleased to meet you... My name is Seline Luna.*"

Seline will try to establish a conversation with the PCs bombarding them with all kinds of questions, acting like a curious and rambunctious little girl. If some of the PCs are distrustful or threaten her, she will shrug her shoulders and say that they need not worry, given that she has stopped being a danger to anybody for some time now.

Seline wants to know who exactly the PCs are, and if they can help her escape her prison. If the PCs give any indication that they have that ability (having made it to her prison is likely to be indication enough), she will request their help. Seline will behave in a likeable and childlike way, but she will not have any reservations in growing serious when she speaks of her plight and the Marques' plans. In broad strokes, she will explain to the characters some of the events that have led up to the dark situation that surrounds the island, and how Galael has obtained his powers by robbing hers. About herself, she will comment that she is a "dream" and that she was forced to take refuge in the real world, fleeing from a powerful lord of darkness. Either way, she will try to avoid speaking about anything related to her past or Malekith (in fact, the name of her antagonist is taboo for her).

MAP 5: THE ENIGMA



Seline does not know anything about the incidents on the zeppelin nor of Raptor, but she is sure that nobody normal could have been able to enter the barrier that protects the island, and that therefore, the PCs are “special.” She assumes this “special” status is why she could reach the PCs in their dreams. She does know that if the PCs are not able to stop to Galael, her destiny, as well as the rest of the inhabitants of Corvinus, is to become servants of him or to die trapped on the island.

Seline will try very hard to make the PCs understand that the barrier, as well as the force that keeps her captive in this room, comes from the Flauros, and that the only way to demolish those walls is to manage to recover the power robbed by the device. The PCs must obtain the object and bring it to her, because charged as it is, it is practically indestructible. Since it possesses a part of her essence, the girl feels that it is in the mansion of Cavalcanti, although she cannot tell where exactly.

Unfortunately, that will mean a direct confrontation against the Marques and, although his power is not yet too great, while he has the Flauros, the energy removed from Seline prevents his death by conventional means. Therefore, to truly finish him off, the PCs will need to use a weapon soaked with Seline’s blood, which will be enough to disrupt his bond with the artifact (at this point, Seline will look unhappy, but request a weapon from the PCs, which she will cut herself with then wrap in black cloth). She will clearly state, however, this does not mean that Galael cannot be wounded, but the blood-soaked weapon is the only one that can strike the killing blow.

Finally, she will take her leave of the PCs, suggesting that they hurry and not to sleep any more, because possibly her enemy has become aware of her encounter and invest a considerable amount of power in destroying them while they dream.

There exists the serious possibility that the characters do not want to help Seline, be it because they do not believe what she is saying or because of considering her a dark creature similar to Cavalcanti himself, or worse (this is not entirely false). Even so, the girl will be sure to explain that although she may not be a truly ‘good’ individual, she would never do something like what the Marques has set in motion. Also, without her aid, they will be unable to ever destroy the barrier that prevents them from leaving and they will inevitably die.

The Enigma of the Three Names

The panel of the wall in the Hall the mirrors (4) indicates the combination that is needed to open the way to the inner sanctuary of the cathedral. The code consists of three names, which must be inscribed on the security panels of the great column of the central room (1).



In order to solve the enigma, it is necessary to make note of the numbers written on the lateral sides of the previously mentioned panel, which indicate how many correct letters there are in each column or row (See the lower part of this page). That way, it is easy to realize that the three words in question are “JEDAH”, “MESEGUIS” and “EREBUS”, the names of the three most important Shajads of their time.

Once the three names are placed in the security panels (the order or the position is not relevant), the sound of machines in operation will be heard and the column of the central room will begin to descend, revealing the spiral stairs that lead up to the inner sanctuary.

Last Minute Aids

It is, of course, possible that the players will make decisions that lead them on courses away from the main plot. The GM can run with this, giving the players free rein. However, if he feels it important to steer the players back to the main story, or they are stuck at a particular point, he should feel free to use these possible aids.

PROBLEMS WITH THE ENIGMAS: If the players are not that attracted to investigations or puzzles, many elements of the second half of the adventure can be quite boring for them. In this case, the GM should gloss over the investigative aspects, and focus on combat encounters with the Darklings or Maccordagars.

In the same way, the puzzle-key in the cathedral may prove to be a problem. The GM can avoid this in several ways. Perhaps the dust covering the mechanism has been worn away in certain places, and a Easy Spot Check will reveal how the mechanism is manipulated and the correct code entered. Or perhaps Father Scott could have written in his diary at length about the three Shajads, and how he thinks they are important to the cathedral somehow.

PROBLEMS WITH CAVALCANTI: It is possible that the PCs will confront Cavalcanti before learning who he really is, and without the weapon they need to slay him (one bathed in the blood of Seline). If this happens, the encounter should play out in the third part as described, but Cavalcanti will never lose his calm, and will even die with a mocking laugh and cold smile.

A few hours later, Cavalcanti will resurge completely recovered, publicly accusing the characters of having tried to assassinate him (if the people of the town had been present at the death of the Marques, they will seem to forget it after one nights sleep). The PCs will be hunted by Cavalcanti’s guard, as well as at least some of the townspeople (the more ‘law and order’ minded NPCs will be eager to help the Marques, and so will dregs like the Maccordagars, since the Marques will offer a reward). Their best bet will be to seek refuge with Catherine or possibly a friendly townspeople such as Miriam, but they will be fugitives and should be treated as such. In addition, their sleep will be plagued with nightmares as Galael even hunts them in their dreams.

The Marques Mansion

When the characters head towards the Marques Mansion, a powerful storm will erupt, as if a precursor to the confrontation. Just as Seline has mentioned, Galael will have perceived the incursion of the PCs into the Wake, although in his arrogance he will continue to not see them as a true problem.

The mansion is an enormous Victorian house with two floors, of an ostentatious appearance. The construction, baroque and ornate, clashes considerably with the rest of constructions on the island, since the Marques has constructed it over the years using the leftover power that he extracts from the people. It is built directly over the cliff, and may only be accessed from the front. The moment that they arrive, they will find everything in complete silence and without apparent signs of life. All the areas within the mansion will be in semi-darkness, and a lantern or lamp will be needed to see well (except during the supper with the Marques in the second chapter, in which everything is perfectly illuminated).

The following describes each area of the Marques Mansion (see **Map 6**, right).

1. THE OUTSKIRTS OF THE MANSION

The only way to enter the mansion is to use the main door, because all the windows of the first floor are grated and scaling the cliffs of the back part laterally requires an Impossible Climb Check. However, if the players come up with a creative way to enter the house, the GM should give them free rein. Surprisingly, the entrance is open, as if their arrival was foreseen. In one of the corners of the house the black carriage can be found that took the characters to the mansion a few days before.

2. THE GREAT HALL

This is the large entrance hall of the mansion, beautifully decorated with paintings of gardens and an immense carpet with needlework. The entrances to the waiting room (3) and the central corridor (5) are open, but the access to the guard's room (4) is blocked from the other side (although the door can be demolished or opened with a Difficult Lock Picking Check).

MAP 6: THE MARQUES MANSION

Illustrated by © Rafi Rosell



3. WAITING ROOM

A small waiting room, with several comfortable armchairs for the guests of the Marques. Nothing to point out. The characters waited here when they were invited for dinner.

4. GUARD'S ROOM

A narrow area, sparingly decorated. Normally it is full of Darklings, but at this time it is empty. If the bookcases are searched carefully, it is possible to find a pair of long swords, a lance, three well maintained sets of leather armor, 12 bundled arrows, and seven daggers of common quality.

5. THE GREAT CORRIDOR (FIRST FLOOR)

This is a long corridor in form of "U," laboriously decorated. The floor is made of wood and the walls are carpeted with red fabric. All the doors of the corridor are blocked the same way as the entrance to the Guard's room.

When all the characters enter the corridor from the hall (2) or the Guard's Room, (4) the doors behind them will close suddenly and lock (because of the influence of Galael). Suddenly, from the corridor's corners and the stairs, the Marques' soldiers will begin to emerge. In the darkness, their eyes emit a tenuous yellowish glow that is very disquieting. If Emil Zolt is still alive, his shrill voice will be heard from far away: "Now you will submit like the others! The time has come to die..." After that, the Darklings will throw themselves against the PCs without saying a word.

Unless the PCs have previously killed one of them off for whatever reason (something that is not very likely), the eight servants of the Marques will be present, two by each side of the corridor and two from each section of the stairs. In case the event Night Attack has not taken place, the PCs will also be attacked by the five Darklings that comprise the secret army of Galael.

Since the corridor is pretty narrow, only one person can fight on each side (two will suffer the penalty of reduced space), although if they remain near the door of the hall, those who are in the center will be able to face the soldiers who come down the stairs. If the PCs try to avoid the fight by opening one of the doors by any means, the Darklings will follow them through the entire mansion, trying to capture them. Unless they have a light source, they will suffer the penalties for fighting in darkness, but the Darklings will not no matter what the light level.

On his own, Zolt will remain at a distance, near the kitchen area (8), observing the development of the events. If he notices that his soldiers are going to lose the confrontation, he will run towards the stairs that are next to his room (11) and he will climb to the upper floor, trying to arrive at the dining room (17).

6. WAREHOUSE

A kind of great storeroom, where the Marques keeps many of the things that it could take from the boat from Tol Rauko. Everything is dark and very disordered, forming a kind of labyrinth of moldy furniture and all kinds of junk. When the PCs enter, they will hear the sound of ringing blows, originating from a closet in the farthest corner of the area. If some of them head towards there to investigate, just when they are near the closet, a huge pile of metal junk will collapse on them (again it is Galael, extending its presence at a distance). To spot the danger in time, the PC needs to pass a Very Difficult Notice Check. If the PC fails, he suffers a Very Difficult attack with a base of damage of 80 (blunt impact). There is nothing inside the closet.

7. BATHROOM

A great dark bath beautifully decorated with a floral motif. Nothing interesting, other than it seems that it has never been used.

8. KITCHEN

A large, well-equipped kitchen. Everything is very clean and well taken care of. In a corner, next to the furnaces, there is a metal door that leads to the pantry. Just as in the warehouse, the PCs will hear something striking together behind the door. If somebody approaches, a knife from the cupboards will fly at them. This is an Absurd difficulty attack that counts as a projectile thrown with Strength 11, dealing a base damage of 45 points. After that, there will be no more incidents here.

9. PANTRY

A sizable pantry of normal appearance, completely filled with succulent food.

10. SERVANTS' ROOMS

These are a series of dirty rooms, poorly furnished, where the Darklings rest. The room is filled with a depressing sensation so strong it is almost tangible. There is nothing of interest here.

11. THE ROOM OF EMIL ZOLT

Zolt's room is considerably more ordered than that of his companions. In his nightstand he keeps a personal diary, in which he relates with detail all of his experiences in the service of the Marques. Apparently, one evening some time ago, his master explained who he really was and of how it intended to turn the island into its private kingdom of nightmares.

12. THE GAME ROOM

A luxurious room full of several taxidermied animals. There is a card table, darts, and even a billiards table.

13. THE LIBRARY

In spite of its name, this room has very few books; only about twenty, that were saved from the water when the ship of Tol Rauko was shipwrecked. All are very well-taken care of within great crystal display cabinets that extend throughout the lateral side of the area, so that it seems more like museum than an authentic library. The great majority are books on history and heraldry without too much value, but at the end of the room there is a true gem: an incomplete copy of the Uroboros Dankel, one of the Books of Shadows.

14. THE DANCE HALL

This is the immense central hall of the first floor. The entire area is full of luxurious statues, great mirrors and an immense chandelier that hangs from the ceiling. In the back part of the area there are immense double doors that lead to the garden. They are exceptionally thick, and the lock, made by the blacksmith Marcus Fell, is of an incredible quality (Absurd Lock Picking Check). Like all the rooms of the mansion, it is dark, with a strange ambiance that makes it even more disquieting. If some character has the ability to see the supernatural, it will perceive strange shadows moving through the mirrors and will have the feeling that the statues are watching them. Whoever enters the hall and remains in it for more than half a minute will begin to hear strange whispers and will have to make a MR against 60. If they fail the control, they will begin to feel how an immense cold sinks into their bones and will receive an All Action Penalty equivalent to their level of failure, which will vanish at a rate of 5 points per minute once they have left the area.

15. THE GARDEN STOREROOM

Here are various pieces of gardening stuff that are used to upkeep the garden. In addition to the door that heads towards the corridor (5), there are some open grates that lead to the inner patio (20).

16. THE GREAT CORRIDOR (SECOND FLOOR)

A corridor similar in appearance and characteristics to the corridor on the first floor. All the doors are closed except for the one for the dining room.

17. THE DINING ROOM

The great hall where the PCs had supper with the Marques. It is an immense and luxurious area with large windows, where the continuous flashes from the lightning outside illuminate everything. In case Emil was able to reach this room and had some time before the characters burst into it, they will hear his shrill voice say: "Thank you for your Gift, master." When entering, they will find him atop the middle of the table, facing them and holding his longsword. In this combat, Emil will be able to use the ability Frozen Aura that will have been conferred to him by Galael.

18. CAVALCANTI'S ROOM

The ostentatious chamber of the master of the mansion, worthy of a nobleman of the first category. Except for expensive clothes and other necessities, there is nothing of relevance here.

19. GUEST'S ROOMS

Three identical rooms, for the guests of the Marques.

20. THE INNER GARDEN

Large beds of white roses, a few scattered trees, and a great statue of a gargoyle, similar to those which guarded the cathedral of Erebus. At the end the garden looms over the distant ocean. In the center of the garden there is a small tower, with a light burning on the second floor. The garden is full of hundreds of crows, which remain out of the rain in roofs and trees. In fact, they are another animal compelled by Cavalcanti, a lethal flock dominated by his powers. In complete silence, the birds will observe the PCs enter the area with their eyes fixed on them. When they have advanced a considerable stretch, the birds will launch into the air as one and attack violently. The PCs can choose to face them or to flee, although if they choose this second option, the flock will not follow them to the interior of any construction.

21. THE TOWER, FIRST FLOOR

An ample area full of shelves, with hundreds and hundreds of blank parchments. In the center there are some bronze spiral staircases, which ascend towards the upper floor.

22. THE TOWER, SECOND FLOOR

This is a kind of amphitheatre with the ceiling made of crystal. The floor is a huge blue carpet, and throughout the room hangs dozens of metallic spheres that vaguely simulate being a planetarium. Here their enemy is found, as well as what they had come to look for. Once they arrive, go on to the section below, **"The combat against the Marques."**

The Combat Against the Marques

Cavalcanti can be found in the middle of the area with a book in his hands. Next to him is Merkenis, an immense dark wolf, similar to the two that they saw in the cathedral. As if he feels the arrival of the characters, he will close the book and it will look at them maliciously. Then, calmly, he will begin to speak. *"Well, well. You've finally arrived. From the beginning I believed you would be a problem, but you've almost managed to exceed my expectations. So, it is time to end this, don't you think?"* After that, he will laugh and draw his rapier. Naturally, if the PCs want to ask it some questions, the Marques will indulge them, as he enjoys and is sustained by heightened emotions and drama. If Catherine accompanies them, he adds that it is a true shame that somebody like her must end up just like her dear priest, which will make the young girl explode with rage.

Eventually, Cavalcanti will face them showing off considerable martial ability. Merkenis will also engage the PCs, responding flawlessly to its master's direction. Of course, Cavalcanti will fight until the death, or more correctly, until the destruction of his physical form. Nevertheless, if he receives a wound with a weapon that has been soaked in the blood of Seline, he will be aware that he is actually in danger. He will fight on with redoubled ferocity, but his calm manner will vanish.

Depending on the damage that causes its death, the effects of Cavalcanti's defeat will differ. If he does not die from a weapon anointed by the blood of the Lady of Nightmares, his body will fall to the floor and be still, with an empty expression on his face. However,

if the fatal wound is inflicted with a weapon "touched" by Seline (or the corpse is struck with an anointed weapon), everything will be very different; the body will raise slightly in the air, while lightning illuminate the area through the crystal ceiling. Suddenly it will turn into ash, and with an enormous explosion (that will produce an automatic impact of Strength 12, throwing everyone within a 15 foot radius across the room), Galael will reveal his frightful true form. Everything will darken around him, and the whole room will become a dark and macabre reflection of the planetarium, since the barrier between the Wake and the real world is on the verge of falling apart.

"Fools!" The living nightmare will shout angrily. *"Do not believe that you have won... Suffer the hell that you have unleashed!"*

This will be the final combat against Galael, in which he will use all his power against the PCs. He knows full well his existence is at stake. The combat should be very dramatic, and the players should feel the tension of the moment. However, it no longer matters what weapons they use to finish Galael off. If in the end they defeat Galael, he will begin to moan in unison with dozens of voices and will crack, while cutting

flashes of light seem to destroy him from within.

Then, in a truly Dante-esque spectacle, hundreds of spectral arms will leave his body and will begin to drag him towards a dark chasm that opens up behind him: they are the tormented souls with which he had been feeding off of... Finally, the players will catch a brief glimpse of Father Scott, who will smile sweetly at Catherine (if she is present) before vanishing.

For a moment, everything is silent. Then, where Galael disappeared, the Flauros appears in midair and falls to the ground like a simple metal block. When somebody picks it up, everyone will hear something; a kind of infantile moan, followed by the voice of Seline, that will resonate in the area. *"No... it is still not*

over. Something approaches from the outside... something much older and more powerful than Galael. Quick, I need...!" The phrase will be cut off, leaving the PCs wondering what has happened. Now they can only head towards the cathedral, since the Flauros is virtually indestructible for them. When they leave the mansion, they will notice that the storm, far from having lessened, is now stronger than before...

Note: All the Darklings, (in case some remain alive), will be free after the death of the Marques. Only Emil Zolt, in whose heart the darkness had opened an irreducible emptiness, will die due to the lack of its tenebrous sustenance. Additionally, the entire mansion and its belongings will begin to vanish slowly but inexorably, since Galael maintained it with his will. It will take a few hours to disappear, but it is very doubtful that the characters want to remain while everything comes down.

Final Combat Against Raptor

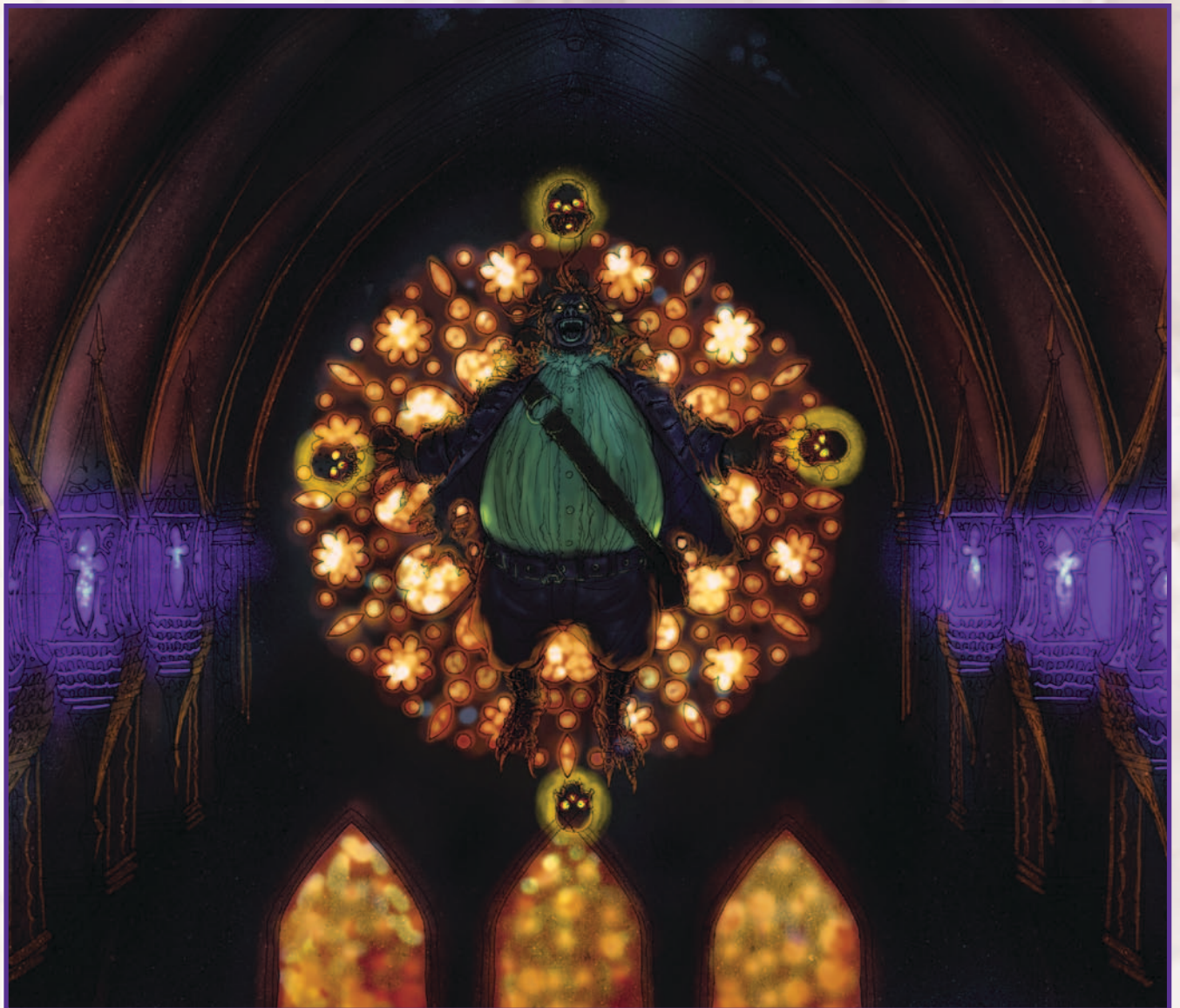
Raptor is in the immense central body of the cathedral, waiting for the characters with his arms extended in a cross. He is floating between the windows, surrounded by skulls that cry and moan; a truly frightening image. When he sees them, he will welcome and congratulate the PCs on their work. Without Galael's power, he has finally crossed the barrier surrounding the island.

If the PCs ask, Raptor will readily tell them who he is and why he's here. He explains that Galael was a lowly specter captured by humans, who wished to become as powerful as his "Master" (whom he will never mention by name). Now, he wants the PCs to be "good children" and give him the Flauros. If they do, he says, he will let them die quickly. Raptor will not make deals with the PCs. In his mind, they will submit and die, or resist and die. It does not matter. If the PCs threaten him, he will laugh riotously and say "You are mistaken. I am not like Galael. I am Death...and it is not possible to beat Death."

Keep in mind that Raptor is extremely superior to the PCs. If they fight him directly, they will very likely lose. Raptor was dangerous enough in the zeppelin, but now he has no desire to fool around.

The PCs have two options to beat Raptor: use the Flauros against him to weaken him, or reach Seline and release her. If the PCs use the Flauros to weaken Raptor, they must switch the Flauros to the 'position' of Chronos. If they do this, Raptor's body will begin to smoke as if it were being burned, and for a few moments he will sink to his knees. "That...is not enough...to finish me off..." he snarls, throwing himself into the battle. Luckily for the characters, his speed and skill will have diminished in a drastic manner, not being more than a shadow of its true self (now it suffers a -80 All Action Penalty).

If on the other hand if somebody takes the artifact to Seline (if the characters figure out how the Flauros works, they may want to switch it to the 'position' of Bhelphegor), she will thank them and dismantle it with a gesture. Upon doing so, her aspect appears to be shrouded in gloom, as if all the darkness on the island gathers around her. Then, amongst the absolute silence, she will look majestically at the PCs present, smile inscrutably, and vanish. Below, the face of Raptor recoils, perceiving the increasing powers of the Lady of Nightmares. Suddenly, Seline will enter through the doors of the cathedral arrogantly, as a dark queen, with her tenebrous silhouette illuminated by the brilliance of lightning strikes. For the first time in many years, Raptor feels the fear he inflicted on his victims. Raptor will try to escape the cathedral, but to no avail. Seline will raise her hand distainfully, making chains spring forth from around the room, piercing Raptor over and over.



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Be it at the hands of Seline or of the characters, at the moment in which Raptor dies, its body will begin to swell as if something in its interior was on the verge of exploding. Finally, with a blinding flash of light, Raptor will burst, leaving only a dark spot on the ground as proof of its existence.

After the Storm...

After so much blood, sweat and suffering, this story is about to arrive at its end. It is possible that the characters have decided to give the Flauros to Seline, but maybe not. Either way, the Lady of Nightmares is less influenced by the artifact now that Cavalcanti does not control it, and even without having it in its power, it is just a question of time before she is freed completely. If they continue to not trust her, the young girl will pout and generally act like a child, but she will not be overwrought, as she knows she will be able to escape sooner or later. The only way to block her escape is to close the access to the inner sanctuary, place the Flauros in the Bhelphegor mode and place it at the foot of the entrance. Eventually, a ship will arrive in Corvinus, surprised that the storms surrounding the island have dissipated.

On the other hand, if Seline gains control of the artifact, she will destroy it in the way described in the previous section and will replenish her lost strength. Once at full strength, she will focus on aiding the characters as payment for their aid. If some of them are dying or has suffered serious injuries, Seline will approach them and heal them with a gesture. She is even able to recuperate critical damage and lopped off limbs, although she can not resurrect the dead.

After taking care of the grave matters, she will speak with the characters. She will remind them that they are special in a way that not even she herself understands, and that it is people like them that possess the ability to influence the happenings of the times. In the end, she will say to them that the barrier is broken and that in one or two days a ship will be coming to the island (Seline will take care of that), which will take them where they wish.

Then, while everything is sunk in a sepulchral silence, the Lady of Nightmares will head towards the doors of the cathedral. Before leaving, she will turn for a moment. "It has been... pleasant meeting you..." And while she smiles, Seline will disappear amongst the last drops of rain.

When they leave the cathedral, they will realize that the storm has lessened, and that inexplicably it has become day. Finally, after almost a decade, the rays of the sun will filter through the heavy cloud layer, letting a glimpse of the beginning of a new era for the inhabitants of the island. However, for the characters, it is only the beginning....

Experience

Next, there are some indications on the experience points that should be additionally adjudicated when finalizing this section of the adventure.

For solving the enigma of the three names	5
For obtaining the Uroboros Dankel	3
For using the Flauros against Raptor	4
For releasing Seline from her captivity	2
For finishing the game alive	10

APPENDIX

This section contains the statistics of the artifacts and NPCs.

The Flauros

The Flauros is an artifact of extraordinary power, forged during the days of splendor of the empire of Solomon. According to the legend, it was made combining technology and magic by a master toymaker, who dreamed up the design after suffering an almost mortal accident. The man, who became crazy during its elaboration, took his own life the same night in which he finished it, setting fire to his mansion with all the servants inside. The object was found later amongst the rubbish and for centuries it passed from person to person, bringing misfortune to all those that possessed it. Finally it was lost, and its whereabouts were not known until a group of templars of Tol Rauko found it, by pure chance, amongst the ruins of an old city.

After discovering what it was about, Tol Rauko decided to seal it in one of the watertight vaults of their island, where it remained many years without producing negative consequences. However, the capture of such a powerful entity as the Lady of Nightmares, Seline, forced the organization to use the Flauros to contain her while they brought her to their stronghold.

Originally, the artifact had the form of a coppery metal plate beautifully carved and decorated. Although at first sight it seems like a solid block, a more detailed examination allows one to realize that it is filled with small gears, similar to those of a pocket watch. Many of them are movable, and activating them allows one to change the position they are in. Every time this happens, it alters its form completely as if it were a complex machine. The transformation process requires a complete round, during which it does not have any power.

The Flauros is charged with so much negative energy that it produces misfortune wherever it is. In game terms, the possessor automatically receives the disadvantages Unfortunate and Bad Luck while carrying the device. That is indeed the reason why Galael does not carry the artifact with him at all times, knowing the terrible consequences that its prolonged use could bring it (in fact, it is the reason why the boat of Tol Rauko was shipwrecked). When the characters find the artifact, it will be in a neutral position, although if they handle it awhile or have seen its instructions on use (those that are hidden in the interior of the run aground boat), they can activate any of its positions. The artifact is charged with power, and only someone like Seline can destroy it.



FIRST POSITION: CHRONOS

In this position, the Flauros takes the strange form of a cube of decorated metal with runes and symbols. With it, one obtains the ability to rob dark energy from the creatures whose blood had been spilled on it, or who are found close by physically.

Any being based on negative emotions (that includes Raptor and the servants of Cavalcanti) that is in its presence suffers a terrible adverse reaction that automatically gives them a penalty of -80 All Action Penalty. Only the entities with Gnosis 30 or greater may attempt a Very Difficult Magic Resistance Check to avoid it. If the process extends for a long period of time, the cube absorbs all the power of its victim and it stores it in its interior.

SECOND POSITION: ANDRAEL

The second form of the Flauros is a pyramid full of metallic eyes. In this position, it has the ability to open doors to other worlds and to manifest in reality beings and entities of the Wake. Without a doubt it is the most dangerous position and difficult to control of the artifact. If the characters handle it a long time while it remains in Andrael, they could attract unconsciously one or two Aberrations (see *Anima: Beyond Fantasy*, page 311) before them.



THIRD POSITION: BHELPHEGOR

In Bhelphegor, it takes the appearance of a sphere with four great clock hands that move at different speeds. In this form, the Flauros seals and contains, creating powerful invisible barriers with the energy that it has absorbed of other beings. This is the faculty that Galael used to contain the debilitated Seline in the interior of the cathedral. All the dark beings are incapable of approaching it within less than five meters of the sphere, except for if they have Gnosis 30 or greater and they pass a control of MR against 160. Naturally, using the appropriate ritual it is possible to project similar barriers in other sites, but the process requires time and a successful Almost Impossible Occult Check.

Uroboros Dankel, 6th Book of Shadows

Uroboros Dankel is the name of the sixth volume of the shadows, a series of twelve ancient grimoires dedicated to the dark. The books were made by Khaiel Sith, a member of the Brotherhood of Rah whom many of the time considered a fallen God. Mythically, in them all the secrets of darkness are revealed, even some that were lost generations before. This book in particular is only an incomplete copy put together by Tol Rauko (who possess the original 6th volume), but even so, the manuscript has a great power. Its cover, without any title, is of black leather, and their pages are made with a special paste that prevents it from burning or getting wet. In the upper part of all its pages is the mark of Tol Rauko, and if the PCs take it outside of Corvinus, it may cause them problems later.

As it has been said, the Uroboros Dankel contains information that is considered prohibited by many. Not only does it explain the magical basis that allows a person with the Gift to use spells, but its pages contain great knowledge on tenebrous magic. Any character equipped with mystical abilities who studies the grimoire with due time can develop the Path of Darkness up to level 70, as well as gain many spells. In the same way, Uroboros Dankel contains a literal transcription of all the spells of dark up to level 20, which the characters who possess the book can execute as if it was a grimoire of spells (all the spells are inscribed with their zeonic base value).

It also includes ample information on rituals, artifacts and dark creatures, as well as the secret names of many entities of very diverse levels of powers. While a character with an ability of Occult greater than 40 possesses the book and uses it as a reference, all the checks related to dark supernatural aspects are two degrees less difficult.

The Marques of Cavalcanti/Galael

Galael is nothing more than a minor nightmare, but with many aspirations. His desire is to become as powerful lord as his old master Malekith, for which he intends to use Seline. Unfortunately for him, he is incapable of claiming the energies of his captive, so at the moment he uses the Flauros to control her partially and to subtly influence the events of the island. Currently he feeds on the dark feelings of his servants, such as their fear, their sadness and their desperation, which allows him to slowly increase his power. When he is able to drag Corvinus in to the Wake, he plans on converting it into his nightmare kingdom.

His identity as the Marques of Cavalcanti is nothing more than a facade with which Galeal intends to accomplish two ends: to assure control of the island and to satisfy his enormous ego. Galael likes to impose respect and fear, by which he has begun to really enjoy his false position of nobility. He took his human aspect by possessing the corpse of the templar of Tol Rauko that was in charge of transporting them, through whom he also adopted part of the dead man's knowledge and etiquette.

He feels for Catherine a kind of a mix of fascination and desire. Given the supernatural nature of the young girl, Galael finds it difficult to influence her and, although he could simply kill her, he has other plans for her. Like a capricious boy who yearns for what it cannot have, he dreams about turning her into a dark creature, a powerful servant who accepts each one of his orders. For the time being he has learned to have patience, waiting for the moment in which the entire island is submerged in the Wake.

Appearance: Under his human appearance, the Marques is an older man around fifty years old. He has haughty characteristics, very clear eyes and a long grey-haired mane, very well maintained. It always dresses in a noble way, with attire as ornate and ostentatious as possible.

His true appearance is much more frightful. Somebody that is not accustomed to dealing with the supernatural will have to pass a Moderate Composure Check or find himself under the state of Fear for a few minutes, or of Terror if it is not even able to pass an Normal Difficulty. While in this form, the nightmare is about three and a half meters tall with completely black skin, a cadaverous face and eyes injected with blood. He has many sharpened ridges running along its back, several insect-like legs similar to those of a spider and in his arms he carries an extraordinary dark scythe. Even so, in spite of his monstrous aspect, Galael's appearance holds a vague similarity to what it truly is: a tenebrous buffoon.

Roleplaying Advice: As Cavalcanti, smile calmly, move slowly and act with courtesy. You are superior to those miserable mortals and you know it. You never stoop to their game, as it would be an insult for a creature of your power. Even if they offend or threaten you, it is not necessary that you take actions against them, since the passage of time will end your problem by itself. If things go against you and you are in true danger, become desperate. Move your arms frenetically and threaten the characters theatrically with sufferings far beyond their imagination... of anyone's imagination.

THE MARQUES OF CAVALCANTI

Level: 3

Life Points: 140

Class: Acrobatic Warrior

STR: 9 **DEX:** 8 **AGI:** 8 **CON:** 8 **POW:** 10 **INT:** 8 **WILL:** 9 **PER:** 7
PhR: 45 **MR:** 55 **PsR:** 50 **VR:** 45 **DR:** 45

Initiative: 90 Unarmed, 90 Rapier +5

Attack Ability: 120 Rapier +5

Defense Ability: 110 Dodge

Damage: 60 Rapier +5

AT: None

Essential Abilities: Physical exemption, Inhumanity.

Size: 17 Medium

Movement Value: 8

Regeneration: 2

Fatigue: 8

Secondary Abilities: Acrobatics 80, Jump 60, Style 60, Notice 40, Search 20, History 20, Occult 60, Slight of Hand 50.

Galael

NIGHTMARE FORM

Level: 3

Category: Between Worlds Being, Elemental 20

Life Points: 1,160

Class: Warrior

STR: 12 **DEX:** 8 **AGI:** 8 **CON:** 12 **POW:** 10 **INT:** 7 **WILL:** 8 **PER:** 6

PhR: 60 **MR:** 55 **PsR:** 50 **VR:** 60 **DR:** 60

Initiative: 50 Natural, 45 Arrakesh Scythe

Attack Ability: 110 Arrakesh Scythe, 105 Claws

Defense Ability: Damage Resistance

Damage: 100 Scythe Arrakesh (Cold), 80 Claws (Cold)

AT: Natural 4

Natural Abilities: Different Class Module (Scythe)

Essential Abilities: Physical Exemption, Inhumanity, Superhuman Physical Characteristics, Vulnerability (Light).

Powers: Spider Movement, Fear-eater.

Size: 24 Big

Movement Value: 8

Regeneration: 4

Fatigue: Untiring

Secondary Abilities: Notice 40, Search 20, History 20, Persuasion 40, Occultism 60, Feats of Strength 40, Dance 20, Style 35

Arrakesh: Arrakesh is an enormous scythe that Galael has manifested as an extension of his power. To all effects, it acts like an Enormous weapon of quality +5, but it is able to damage energy and it attacks on the Cold Table.

Claws: Even though in combat he always uses his enormous dark scythe, Galael is also equipped with powerful claws that he will use if, for whatever reason, he loses its main weapon.

Spider Movement: Thanks to his insect like legs and mystical abilities, he is able to move along the walls and ceilings with complete freedom.

Fear-eater: Galael has been feeding itself on the fears of people for years and has learned to obtain power from it. If any of the characters submit to a state of fear in his presence, the specter receives a bonus of +20 to his Attack Ability. If, on the other hand, somebody is able to remain completely calm, or feels noticeably positive emotions, Galael feels debilitated and instead of a bonus, it will suffer a penalty of -20.

The Servants of the Marques

These are the statistics for the different servants of the Marques that the players will have to face throughout the adventure.

THE LEGION OF CROWS

Level: 2

Category: Natural 5

Life Points: 915

Class: Freelance

STR: 3 **DEX:** 5 **AGI:** 3 **CON:** 3 **POW:** 5 **INT:** 2 **WILL:** 2 **PER:** 8
PhR: 25 **MR:** 35 **PsR:** 20 **VR:** 25 **DR:** 25

Initiative: 60 Natural

Attack Ability: 80 Fast Passing, 60 Pecking Cloud.

Defense Ability: Damage Resistance

Damage: 50 Fast Passing (Impact), 20 Pecking Cloud (Impact)

Powers: Natural weapon: Claws and beak, Fast Passing, Pecking Cloud, Legion of Birds, Natural flight (Type 12)

Size: 3/25 (Spe.)

Movement Value: 1/12

Regeneration: 1

Fatigue: 3

Secondary Abilities: Notice 120, Search 80

The statistics reflected in this file correspond to the flock of Dark crows that are controlled by the Marques from its tower. Since they act like a single cluster with a communal mind, they are all treated as a single unit. The legion of crows uses two attacks, Fast Passing and Pecking Cloud, depending on what is convenient at each moment. In order to go from one style of combat to another one, the crows must reorganize themselves, losing an entire turn in the process.

Fast Passing: The crows fly in line at full speed, making a nosedive on a single target and producing massive damage to them. The damage that they produce corresponds to the total number of birds that compose the legion.

Pecking Cloud: The crows spread out, attacking all the adversaries who are within their area of reach. The crows make one attack against each adversary.

Legion of Birds: By the dispersed nature of their flight, all the attacks that are made against the crows through natural weapons produce only

half damage. In case it suffers an area attack that covers an area completely (as in the case of explosions, or mystical effects like fireballs), the legion automatically suffers double damage. In addition, it is completely immune to criticals; in order to finish off the flock, it is necessary to destroy every last one of the crows.

Natural Flight: The crows move with flight 12. Nevertheless, given their nature, receiving a critical does not imply that the legion is demolished as a whole. The flight bonuses are already added to their statistics.

EMIL ZOLT

Level: 2

Life Points: 100

Class: Shadow

STR: 6 **DEX:** 8 **AGI:** 8 **CON:** 6 **POW:** 7 **INT:** 6 **WILL:** 7 **PER:** 7
PhR: 40 **MR:** 40 **PsR:** 40 **VR:** 40 **DR:** 40

Initiative: 80 Unarmed, 50 Long Sword and Hardened Leather

Attack Ability: 90 Long Sword

Defense Ability: 80 Dodge

Damage: 55 Long Sword

Wear Armor: 20

AT: Hardened Leather (Cut 2, Impact 2, Thrust 2, Heat 2, Electric 2, Col 2, Energy 0)

Powers: Frozen Aura

Size: 12 Medium

Movement Value: 8

Regeneration: 1

Fatigue: 6

Secondary Abilities: Climb 50, Hide 60, Stealth 60, Notice 60, Search 60

Frozen Aura: This special ability, conferred by the Marques to his servants, allows Zolt to produce a powerful spiritual coldness around its body. Anybody who comes within 15 feet of him must pass a Physical Resistance Check against 80, or suffer a penalty of -30 All Action Penalty. These negatives will disappear automatically when Emil dies.

THE DARKLINGS

Level: 1

Life Points: 100

Class: Warrior

STR: 6 **DEX:** 6 **AGI:** 5 **CON:** 6 **POW:** 5 **INT:** 5 **WILL:** 2 **PER:** 5
PhR: 35 **MR:** 30 **PsR:** 10 **VR:** 35 **DR:** 35

Initiative: 50 Unarmed, 20 Long Sword and Hardened Leather

Attack Ability: 60 Long Sword

Defense Ability: 50 Long Sword

Damage: 55 Long Sword

Wear Armor: 20

AT: Hardened Leather (Cut 2, Impact 2, Thrust 2, Heat 2, Electric 2, Col 2, Energy 0)

Essential Abilities: Psychological immunity

Size: 12 Medium

Movement Value: 5

Regeneration: 1

Fatigue: 6

Secondary Abilities: Climb 20, Hide 20, Stealth 30, Notice 30, Search 30



These statistics can be used to represent all the darkling humans who serve the Marques. If any one of them remains separated from Emil or his lord for a prolonged period of time, he begins to lose its reasoning and his intelligence diminishes a point every four hours (up to a minimum value of 2), becoming a completely wild being. If the situation comes up, the Darkling would always be in the state of Rage (see **Chapter 14** of *Anima: Beyond Fantasy*) and would attack any human being in reach.

THE THREE DARK WOLVES

Level: 2

Life Points: 130

Class: Freelance

STR: 8 **DEX:** 8 **AGI:** 9 **CON:** 9 **POW:** 5 **INT:** 5 **WILL:** 4 **PER:** 10

PhR: 45 **MR:** 35 **PsR:** 30 **VR:** 45 **DR:** 45

Initiative: 60 Natural

Attack Ability: 70 Claws and Bite

Defense Ability: 50 Dodge

Damage: 50 Claws and Bite (Thrust)

Essential Abilities: Acute Senses (Smell)

Powers: Natural weapon: Bite and claws

Size: 17 Medium

Movement Value: 9

Regeneration: 2

Fatigue: 9

Secondary Abilities: Jump 30, Climb 30, Intimidate 20, Hide 80, Stealth 80, Notice 60, Search 30, Track 50

RAPTOR

Level: 6

Category: Between Worlds Being, Elemental 25

Life Points: 165

Class: Shadow

STR: 12 **DEX:** 10 **AGI:** 12 **CON:** 10 **POW:** 10 **INT:** 8 **WILL:** 8

PER: 9

PhR: 70 **MR:** 70 **PsR:** 65 **VR:** 70 **DR:** 70

Initiative: 135 Natural

Attack Ability: 180 Claws, 160 Nightmare Storm (4 attacks)

Defense Ability: 180 Dodge

Damage: 80 Claws (Cut), 60 Nightmare Storm (Heat).

MA: 20 Dark spells, 10 others

Zeon: 135

Magical Projection: 20

Magic Level: 40 Dark

Essential Abilities: Superhuman Physical Characteristics, Immunity to Pain and Fatigue, The Gift, Inhumanity, Acute Senses (Smell), Unnatural Size, Ambidextrous, Does Not Sleep.

Powers: Natural Weapon: Nightmare Claws (Increased damage +20, Increased critical +20, Armor -2, Damage energy), Free Movement, Tenebrous Immunity, Nightmare Eyes, Chaos Shout, Storm of Nightmares.

Size: 15 Medium

Movement Value: 12

Regeneration: 3

Fatigue: 10

Secondary Abilities: Persuasion 20, Hide 75, Stealth 85, Notice 80 (110 smell), Search 50 (80 smell), Track 30, History 20, Occult 120, Magic Appraisal 40, Feats of Strength 45.

Although Raptor is gifted with very basic magical abilities, he seldom uses them in combat, as his natural abilities and innate powers serve him much better. Raptor's tactics will change from the zeppelin to the final

combat. In the Lady he only carries out only a few random attacks, to sow fear more than cause carnage. On the other hand, in the cathedral he will behave in a mechanical way, following some strange battle guidelines motivated more by chance than logic. When initiating each turn, roll a D10 and consult the following lines as a reference.

From 1 to 4: Raptor will attack the same character with whom he was locked with in the previous turn, while laughing like a possessed person.

From 5 to 6: While shouting something like "I have tired of you..." or "Now you!", he will shift the target of its attacks.

From 7 to 8: With this result, he will use Chaos Shout on all those present.

From 9 to 0: He will use Storm of Nightmares while screaming something like "Feel true power!"

Nightmare Claws: In spite of their simple appearance, the claws of Raptor have the ability to cut spiritual, as well as physical level. They produce increased damage, lower the armor of the defender by two points, and increase any roll to calculate the level of a critical by +20.

Nightmare Eyes: Being an entity bound to the beyond, Raptor does not have penalties because of natural darkness. Also he has the ability to see magic, psychic matrices, and other spiritual entities.

Tenebrous Immunity: His essence as a nightmare allows him to obtain a certain amount of immunity in his physical form against conventional damages. Therefore, any attack that does not damage energy does half damage.

Chaos Shout: Raptor begins to take in air and swells up in a disproportionate way, almost as if he was going to explode. Suddenly, it triggers a heart rendering and inhuman shout that temporarily stuns whomever listens to it. All the characters who are around it must pass a Physical Resistance Check against 100, or will suffer a penalty -40 All Action Penalty until the following round ends. In order to carry out Chaos shout, Raptor cannot carry out any other attacks during that round.

Storm of Nightmares: Without a doubt, the Storm of Nightmares is the most dangerous attack of Raptor. When he uses it, he disappears from reality for a few moments leaving four spectral skulls expelled in all directions against its adversaries. This ability allows him to attack once with each skull as if they were supernatural discharges, freely choosing the target of each skull. Since he disappears momentarily from the real world during the execution of this ability, it is not possible to counterattack the blow directly, not even if the adversary of Raptor is in hand-to-hand combat with him. On the other hand, when finishing his attacks he will manifest itself in the same spot where he disappeared, and will be so disconcerted and weak that he will suffer a penalty of -30 to its defense until the turn ends (which is added to any other negatives that the executioner had because of the influence of the Flauros).

Seline Luna

Unlike most of the Lords of the Nightmares, Seline is not an especially evil entity. Originally she was a specter of a young girl that passed away under tragic circumstances and that, because of many reasons during its more than three centuries of existence, accumulated an extraordinary power. Seline feeds mainly on fear, since she rejects using other dark feelings like desperation or sadness, which would increase its abilities considerably.

Her personality is quite malicious and infantile, but not for that reason does it stop being extremely intelligent and reflective when it is necessary. Generally she meticulously plans each one of her actions, always hiding her true objectives, as well as a few 'aces' up her insubstantial sleeves.

Presently she finds herself captive in the Cathedral of Erebus in Corvinus, where she has been for more than six years without seeing anybody other than her demonic jailer. Her only desire has been to escape from captivity, and she is willing to risk a lot to obtain it. When with the characters she will feel happy at being able to speak with somebody, and will try to learn everything that she can about them. She will press them for aid with escaping.

If the PCs help her, she will make sure to aid them as much as possible. Deep down inside she is sentimental, and it is very probable that she will become very fond of them after so many years of solitude. It is even possible that, once released, she will keep an eye on them from time to time to make sure that everything goes well on future adventures.

If for some reason the PCs attack Seline, she will barely be able to defend itself, since its present abilities are similar to those of a normal and everyday girl. However, unless the PCs destroy her soul, she will simply manifest on the following night. If Seline regains her power, she will be powerful enough that nothing on the island (including the PCs) can face her.

Appearance: Currently, Seline has the appearance of a pale small girl who is about ten or eleven years old, with honey-colored eyes and long black hair. When she comes in contact with the characters, she will wear a white embroidered dress, similar to what a young girl would wear when taking her first communion. Her true aspect, in case they are able to free her, is very similar, although she appears to be about twenty years old and much darker and foreboding.

Roleplaying Advice: First of all, be sympathetic. It's been a long time since you have been able to speak with someone and frankly, you're bored to death. Feel free to perform childish pranks or a non-malicious joke. If there is a girl amongst the PCs, be next to her at all times and call her "older sister." If not, stay close to the youngest and most attractive male of the group. Show a certain melancholy when it comes time to speak of your confinement and entreat the PCs to aid you. If you free yourself, be much more serious, but from time to time makes some concealed joke that allows you to demonstrate that you are the same girl from before.

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EPILOGUE

"Shadows Within Dreams" has reached its end, but without a doubt it leaves many unfinished ends so as to continue the game, turning it into a campaign on a greater scale. In fact, there are many paths that the characters can follow, such as what has been the destiny of the Lady and all its survivors. Perhaps, in case they discovered the notes from Sadler's room, they would have an approximate idea where it was going to be handed over. Or perhaps, the worker that was in the engine room of the left wing, Dieter Helms, hides much more than what he was presenting. Perhaps, after the portal opened he took the zeppelin to an unknown location. But... Who was he? And what were his motivations? It is in hands of the characters to discover it.

Another possibility is to stick them completely in matters supernatural, since without a doubt they will have caught the attention of Malekith (or of some other powerful creature of the Wake), and the Prince of the Crows will hardly forget someone that has interfered in his matters. Perhaps, the Uroboros Dankel contains information of an old location that is related to the characters' pasts.

Whatever the future may hold, is likely to be full of adventure. After all, the characters have a destiny, and now it will unfold.

Dieter Helms entered the dark hall and watched the high figure that was on the other side of the room, turning his back to him. At the man's feet an extraordinary black panther lay languidly, raising his head to observe the just arrived individual. Its owner, however, did not move at all.

"Welcome, number thirty and seven. How has your trip gone?"

As each time it listened to that voice, Dieter remained frozen, and unconsciously he began to look at the ground. Somehow, it was impossible for him to maintain his gaze on the man in black, even when looking at his back.

"Very well, Sir. Everything has happened as you predicted. I have left the apparatus where you asked, and in my report you will be able to see that..."

He did not finish his sentence. Before he could continue, his interlocutor made a gesture of disdain with its hand to indicate that he should shut up.

"I was not referring to that. I did not have any doubts that it would turn out well. What I was asking you is if you have enjoyed your first trip on the zeppelin."

"Yes, Sir. It has been... interesting."

As always, Helms asked himself what was in the mind of that person, and inevitably began to feel more and more nervous. Neither the principality of Gabriel nor the Empire knew anything about his master, and even somebody like the Lord of Nightmares Malekith was more than a marionette in attaining objectives that Dieter did not even begin to glimpse.

"I am very glad," That indecipherable voice continued.

"Now, we can proceed to the second phase of the preparations.

Surely it is going to be very interesting to observe what is going to happen." The panther rose from the ground and it began to rub against his legs while he, distractedly, admonished it with some taps as if it was nothing more than a small sweet cat. Then, slowly, the man in black turned around and began to walk towards the exit of the room. Dieter remained in the same position, with his head down. But while the figure passed by his side, he could not avoid looking into his eyes for a moment.

And he felt cold...

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