

BESM

COLD HANDS DARK HEARTS



BESM

COLD HANDS, DARK HEART

"THE SEVEN SEALS"

story and art by
David Okum



OH NO!
SHE'S LOOKING AT
THE BOOK!



I'M SORRY MISS,
THAT BOOK IS NOT
FOR SALE...

IT'S, UH, ONLY
FOR DISPLAY. IT'S
VERY OLD AND
VERY RARE.



I'M SORRY
I WAS JUST
READING IT.

YOU, UH, YOU
CAN ACTUALLY
READ
IT?



YES,
OF COURSE.
I WILL STOP
IF YOU LIKE.

NO! NO!
READ!

I, UH, I MEAN
PLEASE READ, I WOULD BE
HONOURED IF YOU COULD
TRANSLATE FOR ME!

I CAN PAY YOU
TO TRANSLATE THE
BOOK FOR ME!

YOU MAY
NOT LIKE WHAT
YOU HEAR.

VERY WELL.
IT BEGINS AT THE
DRAWN OF TIME.



IN THE FIRST
DAYS THE HEAVENS RUMBLER
WITH CONFLICT AND
UNREST.

THE ANGELIC HOST DARKENED THE SKIES WITH
BLOOD-STAINED WINGS AND SWORDS OF FIRE.

THE TARGETS OF DIVINE WRATH WERE THE DJINN
THE FIRST PEOPLE GIVEN DOMINION OVER CREATION.

THE DJINN HAD ABUSED THEIR LINK TO THE DIVINE POWER
OF THE COSMOS AND HAD SET OUT TO RE-MAKE CREATION...

IN THEIR OWN FLAWED IMAGE.

UNABLE TO REPRODUCE, BUT FEELING A NEED TO BE A GREAT AND POWERFUL
PEOPLE, THE DJINN CREATED A CURSED RACE OF DAEMONS, CREATURES
OF UNNATURAL POWER AND CHAOS WHOSE
SINISTER AURAS THREATENED TO TEAR
APART EARTH'S FLEDGLING REALITY.

AS REALITY BECAME CHAOTIC AND
UNPREDICTABLE, THE DJINN LOST
CONTROL OF THEIR CREATIONS.

SEVEN DEMON LORDS ROSE
TO LEAD THEIR FELLOWS:

A STAROTV

EMPUSA

M EPVISTO

S UTEKV

V ASUKI

A ZAZEL

A MEMAIT





AS PUNISHMENT FOR THEIR
MOCKERY OF CREATION...

THE DJINN CIVILIZATION
WAS SWEEPED OFF THE FACE
OF THE EARTH.



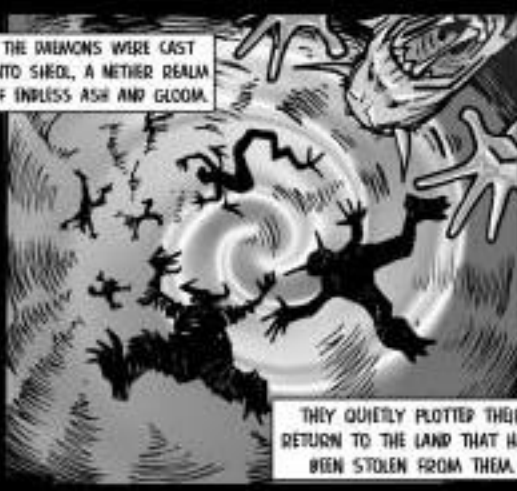
THE DJINN WERE
ROUNDED UP...

FOREVER CURSED...

TO SERVE THE NEXT RACE
TO INHERIT THE EARTH.

AND BOUND INTO THE OBJECTS
OF THE MUNDANE WORLD.


HUMANS.




THE DRAGONS WERE CAST
INTO SHEOL, A METHER REALM
OF ENDLESS ASH AND GLOOM.

THEY QUIETLY PLOTTED THEIR
RETURN TO THE LAND THAT HAD
BEEN STOLEN FROM THEM.







SOME OF THE ANGELIC ARMY KNOWN AS THE WATCHERS REMAINED ON EARTH TO HELP THE NEXT INHABITANTS ADJUST TO INDEPENDENCE IN A MORE PRODUCTIVE WAY.



THEY TAUGHT HUMANS HOW TO USE FIRE, FARM THE SOIL AND FORGE WEAPONS AND ARMOUR.




TWO HUNDRED WATCHERS CHOSE TO REMAIN ON EARTH AND TAKE HUMAN SPOUSES. THEIR OFFSPRING WERE KNOWN AS THE NEPHILIM...




THE HEROES OF THE ANCIENT WORLD

"THE FALLEN DOWN ONES."


THEIR GLORY WOULD NOT LAST FOR LONG.



WHEN THE FIRST MORTAL TAKEN AS A SPOUSE BY A WATCHER DIED THERE WAS MUCH GRIEF AND SORROW. THE INEVITABILITY AND FINALITY OF DEATH SHOCKED AND SAPPENED THE FALLEN ANGELS MORE THAN THEY COULD BEAR...



IN AN ACT OF COMPASSION, THE WATCHERS USED THEIR ANGELIC POWERS TO RAISE THE DEAD. AS THE WATCHERS WERE NOW IMPERFECT BEINGS OF SPIRIT BECAME FLESH, THE RESURRECTION WAS NOT AS SUCCESSFUL AS THEY HAD HOPED.



THE WOMAN NEEDS TO CONSUME BLOOD TO SURVIVE AND SHUNNED THE DAYLIGHT. THE WATCHERS HAD CREATED THE FIRST KYUKETSUKU, A BLOOD-SUCKING VAMPIRE NAMED GOJIMMO. SHE FEASTED ON HER PEOPLE, FEELING THE POWER OF THE COSMOS RACE THROUGH HER VEINS. THE WATCHERS AGREED THAT SHE HAD TO BE DESTROYED.



EKIMAWU WAS HUNTED TO
THE GATES OF SHEOL...

THE DAEMON LORD EMPUSA
ADOPTED AND PROTECTED HER
AS ONE OF HIS OWN.

EKIMAWU ACCEPTED EMPUSA'S HELP
AND SLIPPED INTO SHEOL.



EMPUSA USED EKIMAWU
TO PREY ON HUMANITY.

MORE KYOUKETSUKI WERE CREATED FROM THE
VICTIMS. SOON AN ENTIRE ARMY OF UNDEAD AND
DAEMONS WAS RELEASED INTO THE WORLD.

THE CALL TO DEFEND HUMANITY WAS ANSWERED BY TWO UNLIKELY FORCES...

BAKEMONO WERE A HYBRID RACE OF HUMAN-HEAST SHAPESHIFTERS CREATED BY THE WITCHERS TO LEAD HUMANITY INTO BATTLE AGAINST THE FORCES OF SHEOL.

ONI WERE THE OFFSPRING OF HUMANS AND DEMONS. THEY JOINED WITH HUMANITY TO BEAT THEIR DEMON PARENTS BACK INTO THE DEPTHS OF SHEOL. THEY WERE HALF-HUMAN AFTER ALL.

THE ENSUING WARS THREATENED TO DESTROY ALL OF CREATION.

THE WORLD SOAKED IN A SEA OF BLOOD.

AND THEN...

SUDDENLY...

IT ALL STOPPED.

A NEW WRATH
FELL UPON CREATION...

WITH HORRIFYING
CONSEQUENCES...

THE WATCHERS WERE BOUND FOR ETERNITY
AS PUNISHMENT FOR UNLEASHING THE
SECRETS OF THE COSMOS UPON CREATION.



THE NEPHILIM WERE HUNTED
DOWN AND DESTROYED.



THE TENSIL, OFFSPRING OF
HUMANS AND NEPHILIM, WERE
SUCCESSFULLY HIDDEN FROM
THE ANGRIC ONSLAUGHT.



LORD ANEWAIT FEASTED ON THE SOULS OF THE VANQUISHED, GATHERING ENERGY FOR THE BATTLE THAT WOULD SEE THE DEMONS RECLAIM THE EARTH.



ONE YORE, A JUST SOUL, WAS ABLE TO RETURN TO EARTH AND WARN HUMANITY OF THE IMPENDING ATTACK.



THE SECRETS PASSED ON BY THE WARRIORS ALLOWED HUMAN MAGES TO CREATE AN ARMY OF ZOMBIE FROM THEIR FALLEN COMRADES.





IN A LAST ATTEMPT TO CHEAT THE FINALITY OF DEATH, HUMANITY DEVELOPED IMMORTALIZATION. THE PRESERVED BODY WOULD RETURN TO LIFE AS LONG AS PROPER RITUALS WERE OBSERVED.

FROM THEIR ISLAND KINGDOM OF ATLANTIS, THE MUMMIES USED THE BORROWED TIME OF SERIAL IMMORTALITY TO DEVISE A CONNING TRAP FOR THE DEMONS.

AS DEMONS EXISTED BEFORE THE FIRST DEATH, THEY COULD NOT BE KILLED, JUST CONTAINED.



SEVEN SEALS WERE CREATED, EACH DESIGNED TO TRAP AN INDIVIDUAL DEMON LORD.





THE FINAL ATTACK ON EARTH
WAS OVER BEFORE IT BEGAN.



AS THE DAEMON LORDS
MANIFESTED ON EARTH THE
SEVEN SEALS ACTIVATED...

ONE BY ONE THE DAEMON LORDS DISSOLVED
AND WERE TRAPPED IN THE SEALS. BAKEMONO,
TENSHI, ONI, ZOMBIE, YUREI AND MUMMY FORCES
DROVE BACK THE REMAINING DAEMON LORDS AND SEALED
THE GATES OF SHEOL.

KYUUKETSUKU FORCES WERE FREED
FROM EMPUSA'S CONTROL AND TURNED
AGAINST EKIMMO, FORCING HER TO FLEE
INTO THE DEPTHS OF SHEOL.

CIVILIZATIONS OF GLOBE-SPANNING POWER FLOURISHED IN THE BRIEF ERA OF PEACE THAT FOLLOWED, BUT WITHOUT A COMMON ENEMY TO UNITE THEM, EARTH'S SUPERNATURAL ENTITIES SOON TURNED UPON EACH OTHER.




OLD HATREDS AND NEW RIVALRIES ERUPTED INTO FIERCE BATTLES...



THE SEALS WERE DAMAGED IN THE HEAT OF BATTLE.

UNLIKE TO EVERYONE'S SURPRISE, THE DRAGONS DID NOT RETURN.



WITHOUT WARNING, MIGHTY COSMIC FORCES RAINED DOWN UPON THE EARTH IN A FINAL DELUGE OF DESTRUCTION...


THE GLORIES OF THE ANCIENT CIVILIZATIONS WERE WIPED FROM THE FACE OF CREATION...

THE PLANET HEAVED, SHIFTED AND THEN SETTLED. HUMANITY WAS LEFT TO FINISH THE STORY.

HEY!
YOU'RE NOT FINISHED!
YOU ONLY READ HALF
OF IT...

WHAT HAPPENS
TO HUMANITY?

THAT DOESN'T
REALLY CONCERN ME...
I'M NOT HUMAN.





BESM

COLD HANDS DARK HEARTS



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CHAPTER ONE

INTRODUCTION



INTRODUCTION

Over the years, a stable of classic monsters has emerged in western literature and film. Evolving from the gothic horror novel, creatures like Frankenstein's monster and Dracula leapt to film and have crept through our collective imaginations ever since. Supernatural Entities have become a modern mythology in our popular culture. New generations of authors, artists, and filmmakers ingeniously re-invent the stories and tap into our subconscious with these archetypes of our darkest fears. The traditions and stories surrounding angels, demons, vampires, werewolves, ghosts, and the restless dead are embedded into our imagination from an early age. From the tinsel of a Christmas pageant to the Halloween costumes we wear as children, we embrace supernatural beings and their accompanying mythology into our lives and imaginations every day. The difficulty with this is that familiarity breeds contempt. Stories and ideas that once gave us a chill eventually lose their magic and fall out of fashion, becoming predictable and boring. Then, one day, often quite by accident, we encounter something that is at once recognisable and innovative at the same time. Japanese *manga* and anime have, on occasion, tackled some of the West's best known folk myths, with mixed results. It is fascinating to re-discover what we take for granted and realise that when we see the familiar through the lens of fresh eyes the results can be breathtaking.

Japanese culture is no stranger to interpreting supernatural stories and beliefs from other parts of the world. Stories of horror and the supernatural have permeated life in Japan from the Ancient Period to the present day. Shinto, with its animistic nature worship and over eight million deities merged fantasy with everyday reality. Everything, no matter how mundane, possesses the ability to provoke awe; this is the soul of the animal, mountain, tree, or emotion. The introduction of Buddhism added to the indigenous supernatural beliefs and created a population explosion of more spirits and deities of varying origins. The Japanese integrated and rationalised beliefs introduced from foreign sources. Taoism, Confucianism, Hinduism, and Christianity have all been integrated and re-interpreted in a style unique to Japan.

This attitude of adaptation and re-interpretation served Japan very well in industry and turned the chaos of the Second World War into an impressive economic industry. Western myth and monsters have been successfully integrated into anime and *manga* for years. The result is often a unique and unexpected "take" on mythology that has often become cliché in western fiction.

One Japanese anime series that dealt explicitly with western supernatural material was *Devilman*. The series followed the exploits of a young man who merged with a demon in order to stop a demon invasion of earth. The inspiration for the story may come from Judeo-Christian beliefs and *Dante's Inferno*, but the approach to the story, characters, and the supernatural is characteristically Japanese. The demons in the show appear to be firmly rooted in Japanese depictions of villains who traditionally possess complex motivations such as empathy and compassion. Instead of a clear delineation of good guys and bad guys, anime bravely tells both sides of the story.

The theme of supernatural horror seems a natural extension of *kabuki* theatre and traditional woodcuts, two great inspirations for several *manga* and anime. Both theatre and printmaking preserved and defined the legends of supernatural beings and traditions. The role of demons, vampires, ghosts and shape-shifters are often explored in anime series such as *Vampire Princess Miyu*, *Urusei Yatsura*, *Silent Mobius*, and *Tenchi Muyo!* Indigenous Japanese legends and supernatural beliefs are often woven into the fabric of the story such as *oni* and *kappa* in *Urusei Yatsura* or space faring *oni* in *Tenchi Muyo!* *Vampire Princess Miyu* tackles

INTRODUCTION

Western vampire stories with a traditional and respectful nod to *kabuki* theatre and Japanese beliefs. The result is at once familiar and new.

Adoption of Western horror legends can not only be seen in *manga* and anime, but also in video games such as Capcom's popular *NightStalkers* and Konami's *Castlevania*. These games (as well as their spin-off products) depict several traditional western monsters like vampires, demons, mummies, and werewolves. The popularity of the game characters and concepts with western *otaku* may stem from an initial familiarity with the basic archetypes, but what intrigues us is the unique anime approach to the characters.

Many anime have confronted Western horror in spirited and original approaches. A stand-out series, *Vampire Hunter D*, retells the Balkan legend of the Dhamphir. A



INTRODUCTION

Dhamphir is the son of vampire and human parents who sell their services as a slayer of undead. This theme of becoming what you fear in order to overcome it is very common in the anime horror genre. *Vampire Hunter D*'s "take" on vampires is matched only by its unique visual style, thanks to the talents of Yoshitaka Amano. Personal vision and cultural tradition create original and unforgettable epics that take on lives of their own, independent of its source of inspiration.

Another influential series that dealt with western horror is the moody and disturbing *X: 1999* by Clamp, which blends the angelic battles in the Christian book of Revelation with the millennial tension of the late 1990s. Setting a Western religious story detailing the end of the world in modern Tokyo (complete with a ubiquitous Tokyo Tower) works in a way that is familiar to the Western audience, but maintains a unique stamp of Japanese character.

Silent Mobius was inspired by the look of the western film classic *Blade Runner*, but the spirit of the story has much to do with the *Ghostbuster* films as does with cyberpunk angst. Other Western influences include a strange hodgepodge of angel lore, Greek mythology, and European mystic symbols. The adversaries run the gamut from classic *kabuki*-inspired demons (complete with theatrical mask and costume) to cyborg killers with dangerous high tech weapons. *Silent Mobius* has many unique Japanese elements integrated with the western monster hunter story, including calligraphic spell casting, Shinto purification rites, and invoking the Sun Goddess.

Other anime and *manga* such as *Oh, My Goddess!* and *3x3 Eyes* gain inspiration from foreign sources. *Oh, My Goddess!* details the adventures of a Norse deity who just happens to live in a Buddhist temple. *3x3 Eyes* draws inspiration from Buddhist, Hindu, and Tibetan doctrine, but each show offers a unique and original story unlike any other.

The shojo obsession with cute can be found in the magical girl themed shows such as *Sailor Moon*, *Cardcaptors*, *Kiki's Delivery Service*, *Magic Users Club (Mahou Tsukai Tai)*, and countless others. Cute horror or supernatural shows usually involve the evolution of the female heroine(s) into capable magicians or warriors. Cute horror is usually played for laughs and the conventions of the horror genre itself are toyed with to exaggerate the humour or the pathos of the heroine's plight.

Western horror and supernatural themes then become a recognisable framework upon which to build original stories. The initial recognition of characters, mythology, and genre conventions allows writers to play with our expectations and turn them inside out.

Western media has not ignored the developments made by the Japanese re-invention of supernatural horror. Shows such as *Buffy the Vampire Slayer* and *Highlander* owe much to the traditions developed and established by Japanese sources. Films such as the *Matrix*, *Tomb Raider*, and *Crouching Tiger, Hidden Dragon* also owe much to anime's visual approach to fantasy and the supernatural. This symbiotic give and take approach keeps the genre fresh and allows us to see these old stories with fresh eyes.

CHAPTER TWO

CHARACTER

CREATION



CHARACTER CREATION

Cold Hands, Dark Hearts (CHDH) is a gothic horror anime setting in which the player characters control supernatural entities, not helpless victims. In the secret battles raging below the radar of popular culture, the characters are taking an active role and making a difference. Each player should read the *CHDH* Campaign introduction comic to get a sense of the legends and history of the setting. Players should also read the Supernatural Entity Templates and choose the Entity types they each wish to play and develop the character in consultation with the GM using the Character Creation Outline, as detailed in *BESM*.

The starting total of Character Points used to create Characters can vary to reflect the campaign level the GM is running. Unlike standard *BESM* games, the power levels of *CHDH* characters are generally higher than those found in most other campaigns. Use the following guidelines when determining the point values with which players may create their characters:

Low-powered	30-35 points
Average-powered	40-45 points
High-powered	50-55 points

Starting Character Point totals will have a huge impact on the type of campaign the GM is running. Low-power campaigns have a more moody, realistic feel, while high-powered campaigns have a wilder, comic book atmosphere. It is important for all player characters to be built on the same starting Character Point totals.

TABLE 2-1: CHARACTER CREATION OUTLINE

STEP 1: GM DISCUSSION

Players should consult with the GM regarding any specific rules used, campaign-specific duration of the game and time commitment. See below

STEP 2: SUPERNATURAL ENTITY TEMPLATE

Players should choose a Supernatural Entity Template and spend the required Character Points to play that type of character. See page 25.

STEP 3: FINISHING TOUCHES

Any remaining Character Points may now be used to assign values to the character's Mind, Body, and Soul Stats as well as selecting Attributes for the character. This is important because these choices will make the character stand out from other Supernatural Entities constructed with the same template

Defects other than the ones listed in the Entity Template will further develop the character and provide Bonus Points to raise Stats or acquire further Attributes.

Skills provide another method of creating a character that is unique and three-dimensional. See page 76 for details on finishing the character.

STEP 1: GM DISCUSSION

The GM should make the concepts and expectations of his or her specific campaign very clear. Sample campaigns could include an all Zombi group or a "Monster High School" campaign. The GM can veto any character concept that would undermine the campaign story arc or disrupt role-playing opportunities.

STEP 2:

SUPERNATURAL ENTITY TEMPLATE

Characters created in CHDH should conform to the setting as described in the Campaign Background Comic and Chapter Four. The GM will advise players on what character type is appropriate to the campaign.

The following provide suggestions for playing some of the major Supernatural Entities in a CHDH campaign setting. GMs may modify the specific details to better suit an existing campaign or concept. There should, however, remain some consistent logic that players can rely on while they create characters and begin adventuring.

TABLE 2-2: SUPERNATURAL ENTITY CHARACTER TYPES

- Bakemono (shape-shifting beast men)
- Kyuuketsuki (vampiric undead)
- Mummies (serial immortals)
- Oni (half human/half daemon)
- Sennin (immortal humans)
- Sorcerer (magical humans)
- Supernatural Beasts (creatures of myth)
- Tenshi (half human/half fallen angel)
- Yurei (spirits of the dead)
- Zombi (reanimated corpses)

The various entities in this book are presented as racial templates. Each template has a Character Point cost associated with it — the Character Point cost incurred when selecting the template. When a player wishes to create a member of a given race, he or she subtracts the Point cost for the given race from the Character Point total the GM provides for character creation. Then, with the remaining Points, the player creates the base character — he or she purchases base Stats, Attributes, Skills, and assigns Defects. Once the base character is completed, the player adds the entity template, adjusting Stats, Attributes, and Defects as indicated to finish his or her character.

GMs may veto the use of any template for a player character should it be inappropriate for a campaign. For example, if Tammy wanted to create a vampire for Nancy's CHDH campaign, Nancy may decide to disallow the template, believing that the character will not fit into the vampire hunter campaign she is running.

If a template has a Point cost higher than the number of Character Points provided by the GM for character creation, then players obviously may not create a character of that particular type.

TEMPLATE AVERAGE

An "average person" is one with a Body, Mind, and Soul of 4 with the Unskilled Defect at 2 BP — a truly average person is worth 10 Character Points. Thus, by adding 10 Character Points to the templates and a base of 4 to Body, Mind, and Soul, GMs will have an average member of

CHARACTER CREATION

each race. For example, Nancy requires a pack of average Kitsune warriors to throw against her players. She simply adds a Body, Mind, and Soul of 4 to the Basic Kitsune Template (see page 43), resulting in a pack of Kitsune with the following statistics:

AVERAGE KITSUNE

Template Cost: 20 Character Points

Body 5, Mind 4, Soul 6

ATTRIBUTES

Heightened Awareness Level 3, Magic (Kitsune Magic, see below) Level 1, Metamorphosis (Into Human form, see page 42) Level 1, Natural Weapons (Fangs) Level 1, Special Movement (Cat-like, Balance, Light-footed) Level 3

DEFECTS

Easily Distracted (2 BP), No Arms (2 BP), Not So Strong (2 BP), Not So Tough (2 BP)

The template represents the average member of a race that player characters are likely to meet in their adventures. There are certainly below average members of each race as well. If the characters, for example, came across a young Kitsune who had not yet reached maturity, he may not be as strong or capable as indicated by the Kitsune template. GMs can reduce the Stats or Attributes of below average characters or monsters when necessary. Similarly, player characters may also encounter exceptional members of each race. For example, the pack of Kitsune arrayed against the characters may all be average Kitsune with Stats reflected by the racial template. The pack leader, who is even more capable than the player characters, may be in charge of the pack, however. In such a case, the GM would create the pack leader as a character and then apply the racial template, creating a villain to stand against the player characters.

To determine the Character Point total of an average creature, simply add 10 to the Character Point cost of the template (4 for each Stat, minus 2 for the Unskilled Defect). For example, an average Kitsune is a 20 (10 + 10) Character Point creature while an average Kyuuketsuki is a 30 (10 + 20) Character Point creature.

HIGHLY SKILLED AND UNSKILLED

All templates assume that Stat values of 4 are applied to Body, Mind, and Soul and the Unskilled Defect is applied at 2 BP (for a base Character Point total of 10 plus the total additional Point cost). Consequently, templates do not indicate the Unskilled Defect as it is inherently implied.

Player characters (or exceptional NPCs) do not operate under this rule since they are not created with the Unskilled Defect — they are created with 20 starting Skill Points in addition to their Character Points. Apply any indicated bonus from the Highly Skilled Attribute provided by the template directly to the character, thereby increasing the Skill Points with which the character is created.

FREE ATTRIBUTE — SIXTH SENSE

All player characters and supernatural entities innately possess the Sixth Sense Attribute for Magic and Spirits at no Character Points cost. Normal human NPC characters do not possess the Attribute (unless they invest Character Points in the Attribute).

NEW DEFECT — RUDIMENTARY MANIPULATION

Some animals and creatures do not have hands, as humans think of them, yet have the ability to grasp items. Birds, for example, have talons with which they can grasp, hold, and carry objects. A bear has four legs but possesses the ability to grab and hold fish while eating. Neither animal is able to open a door, though, or pick a lock or write a message — they only have rudimentary ability to manipulate things. These animals possess a unique Defect called Rudimentary Manipulation. It is worth 1 Bonus Point and allows the animal to make grappling attacks or simply to lift and carry objects. It cannot perform any action requiring fine motor control (GM discretion). Some supernatural templates similarly possess this Rudimentary Manipulation Defect.

If the template completely lacks arms (or front legs, as the case may be), such as a bird, this Defect replaces the No Arms Defect. Though a bird lacks arms, the limited dexterity of its legs and talons compensates for the absence of arms. If an animal, such as a horse, possesses four legs and has no ability to manipulate objects it possesses the No Arms Defect at 2 BP as normal.

BAKEMONO

Bakemono are humans tainted with a supernatural shape-shifting curse. Created by fallen angels, the first Bakemono were terrifying beast-men who defended humanity from the Daemons of Sheol. The curse empowered humans with the fierceness of wild beasts. The result was a warrior who was unstoppable, but also uncontrollable. The Bakemono forces served their initial purpose and then dispersed into the fringes of world. Humanity feared the Bakemono's wild and unpredictable nature while they did not trust themselves around human beings. Bakemono were created for battle and they had a difficult time adjusting to "civilian" life. They also chose to remain apart from humanity because their shape-shifting curse could be accidentally passed on to humans.

Bakemono appear as normal human beings, but often have a trait that hints at their animal nature. Upuaut (Wolf Bakemono) may have a single eyebrow, sharp canine teeth, pointed ears, or other wolf-like traits. The ability to change shape into an animal-human hybrid is based upon the cycles of the moon. Powerful individuals may be able to transform at will, but all Bakemono transform during a full moon. Less powerful Bakemono totally lose their humanity when transformation occurs, turning into a horrible killing machine and forgetting their actions when transformed. Such beings have a way of getting themselves killed by eager monster hunters.

Bakemono metamorph into a supernatural hybrid of animal and human. Transformation takes one full non-combat action and is an intense, bone-crunching event. Much of the reasoning ability and knowledge of the human is replaced by instinct and supernatural abilities in Bakemono form. As the character learns to control his or her transformation (increases Levels in the Metamorphosis Attribute), he or she develops more finesse and power in their bestial form. Bakemono may return to human form when they choose, if they fail a Shock Value Check, are reduced to zero Health Points, or falls asleep, except when the moon is full.

The curse of the Bakemono is a genetic trait that passes from generation to generation — most mothers of Bakemono children die in the childbirth process. Not all carriers of the genes will exhibit shape-shifting powers, however. Some individuals will only gain animal senses, attacks, or partial transformation. Bakemono may pass on the curse much like the disease rabies — saliva,

CHARACTER CREATION

blood, or other bodily fluids must come into contact with the bloodstream of the victim. Infection can occur through intimate relations, being bitten, or a direct blood transfusion. The newly-infected person's first transformation will occur at the next full moon — at that point, add the appropriate Bakemono template to the infected character. The new Bakemono will not be able to control his or her metamorphosis and will be consumed by the beast, losing touch with humanity until the character is trained to control his or her shape-shifting abilities. There are many cures, but they are only effective if action is taken before the first transformation. A competent healer, priest, or spell-caster could, if given enough research time and materials, perform one of the rituals or create one of the potions to rid someone of the curse.

Killing a Bakemono can be a difficult task. If slain by conventional means (gun, sword, falling, etc.), the character will appear dead, but will not decay as a normal corpse, returning to life during the next full moon. The moon is associated with myths of change and transformation because it too undergoes changes through the course of the lunar cycle. Silver has a disastrous effect upon the Bakemono. Considered the purest of all metals, silver was also known as the lunar metal by medieval alchemists. Bakemono all possess the Defect

Vulnerability to Silver. Silver attacks can utterly destroy the Bakemono forever. Decapitation, burning, or removing the heart of the Bakemono will also stop reincarnation from occurring. Bakemono concepts do not have to be limited to the classic werewolf (Upuaut). Bakemono can adopt characteristics of other animals such as felines (Pakhet), bovine (Minotaur) or avian (Tengu).



TABLE 2-3: METAMORPHOSIS CHART

- **METAMORPHOSIS LEVEL 2**

This is the minimum Level required for a character to be considered a Bakemono. The character has a 10 Character Point Bakemono form. The player may use any of the four basic Bakemono forms (Upuaut, Pakhet, Tengu, or Minotaur) as written. The character is virtually a mindless beast with little self-control.

- **METAMORPHOSIS LEVEL 3**

As Level 2, but use the following adjustments: +1 Level of Magic, decrease Easily Distracted Defect by -1

- **METAMORPHOSIS LEVEL 4**

As Level 3, but use the following adjustments: +1 Level of Magic, decrease Cursed Defect by -1

- **METAMORPHOSIS LEVEL 5**

As Level 4, but use the following adjustments: +1 Level of Magic, decrease Easily Distracted Defect by -1

- **METAMORPHOSIS LEVEL 6**

As Level 5, but use the following adjustments: +1 Level of Magic, decrease Involuntary Physical Change Defect by -1

BAKEMONO TEMPLATE

Template Cost: 10 Character Points

Soul +1

Heightened Awareness +1, Metamorphosis (see Chart below) +2

Involuntary Physical Change (During full moon) +1, Vulnerability (silver) +1

METAMORPHOSIS

The Bakemono's shape-shifting abilities depend the character's Level in the Metamorphosis Attribute. As the character's Level in Metamorphosis increases, the character's control over his or her Bakemono form also increases. Use the individual templates provided in the Bakemono Types section as a guide and modify them with the following chart.

BAKEMONO TYPES

The character must choose one of the following types of Bakemono

UPUAUT: WOLF BAKEMONO

Upuaut were the first to transform as Bakemono. The power and intelligence of the wolf created excellent warriors in the defence against Sheol. The wolf is also known for its loyalty and complex social order. Upuaut often work in packs, helping each other learn to control their metamorphosis and magic powers.

The Upuaut form is much larger than the original human form. The character appears to be an eight to nine foot tall bipedal wolf. The true Upuaut form is a fearsome monster with very few human features.

CHARACTER CREATION

UPUAUT TEMPLATE

Template Cost: 10 Character Points

Body +1 Mind -2, Soul -2

Contamination (“Easy” conditions, see above) +2, Heavy Armour (Hidden, Unique Defect, see below) +1, Heightened Senses (Smell and Hearing) +2, Magic (Lycanomancy) +1, Natural Weapons (Claws and fangs) +2, Regeneration (Unique Defect, see below) +1, Reincarnation (At next full moon, Unique Defect, see below) +1, Speed +1, Super Strength +1

Awkward Size +1, Bane (Silver) +2, Cannot Talk (Limited vocalisations) +1, Cursed (Repels all animals but canines) +1, Easily Distracted (Mayhem) +2, Involuntary Physical Change (Cannot assume human form during full moon) +1, Marked +2, Rudimentary Manipulation +1, Vulnerability (Silver) +1, Unique Defect (Heavy Armour provides no protection against silver weapons — Regeneration does not heal wounds inflicted by silver weapons — Reincarnation does not work if killed by a silver weapon or magic) +2

MAGIC POWERS (LYCANOMANCY)

Lycanomancy is a collection of magic powers developed by the Upuaut of old to enhance their combat effectiveness and wolf powers.

PAKHET: CAT BAKEMONO

Pakhet means “she who scratches” and is used as a general term used for feline Bakemono. Pakhet was an Egyptian lion goddess identified by the Greeks with Artemis, the huntress. Pakhet prefer to avoid contact with others of their kind and so they lack the complex hierarchy normal for the Upuaut. Pakhet are still social beings — they just need their space. The human form of the Pakhet is often cat-like in appearance and movement.

Transformed Pakhet appear as large bipedal cats. The individual feline features may vary depending upon the cat species that is emulated. Tabby cats would not be as physically powerful as a lion Pakhet. Cheetah Pakhets would be faster and sleeker than a bulky tiger. Natural weapons normally include claws and fangs. Pakhet have tails, but they are used for balance, not manipulation. Ancient Pakhet were reputed to possess spike attachments that they wore on their tails for close combat.

PAKHET TEMPLATE

Template Cost: 10 Character Points

Soul +1

Contamination (“Easy” conditions, see above) +2, Heavy Armour (Hidden, Unique Defect, see below) +1, Heightened Senses (Smell and Hearing) +2, Magic (Nekomancy) +1, Natural Weapons (Claws and fangs) +2, Regeneration (Unique Defect, see below) +1, Reincarnation (At next full moon, Unique Defect, see below) +1, Special Movement (Cat-Like) +1, Speed +1

Awkward Size +1, Bane (Silver) +2, Cannot Talk (Limited vocalisations) +1, Cursed (Repels all animals but felines) +1, Easily Distracted (Curious) +2, Involuntary Physical Change (Cannot assume human form during full moon) +1, Marked +2, Rudimentary Manipulation +1, Unique Defect (Heavy Armour provides no protection against silver weapons — Regeneration does not heal wounds inflicted by silver weapons — Reincarnation does not work if killed by a silver weapon or magic) +2, Vulnerability (Silver) +1

MAGIC POWERS (NEKOMANCY)

Similar to Lycanomancy, Nekomancy was developed by the Pakhet of old to enhance their abilities.

TENGU: AVIAN BAKEMONO

Tengu are shy but dangerous creatures that appear as a strange hybrid of bird and human. Tengu live in the most inaccessible locations and tend to behave in the manner expected of their bird form. Individual variations include crows (like the classic Japanese Tengu) which are both tricksters and scavengers, vultures who are the scavenging Harpies of Classical Greece and ancient Turkey. The falcon or hawk is related

to Horus or Osiris in ancient Egypt, and is a fierce and noble hunter while the owl has a shape-shifting history in China.

The human form of the Tengu often seems dishevelled and lost in thought. Some bird-like characteristics are adopted, like perching on the edge of chairs or walls and moving with short, sharp actions.

Transformed Tengu appear humanoid, but their arms become wings, their legs and feet become bird's legs with huge talons, and their faces have a long, pointy, beak-like appearance.

TENGU TEMPLATE

Template Cost: 10 Character Points

Body -1, Mind -1

Contamination ("Easy" conditions, see above) +2, Flight (Can hover) +1, Heavy Armour (Hidden, Unique Defect, see below) +1, Heightened Senses (Sight and Hearing) +2, Magic (Avimancy) +1, Natural Weapons (Claws and beak) +2, Regeneration (Unique Defect, see below) +1, Reincarnation (At next full moon, Unique Defect, see below) +1, Speed +1

Awkward Size +1, Bane (Silver) +2, Cannot Talk (Limited vocalisations) +1, Cursed (Repels all animals but birds) +1, Easily Distracted (Loud noises) +2, Involuntary Physical Change (Cannot assume human form during full moon) +1, Marked +2, Rudimentary Manipulation +1, Unique Defect (Heavy Armour provides no protection against silver weapons — Regeneration does not heal wounds inflicted by silver weapons — Reincarnation does not work if killed by a silver weapon or magic) +2, Vulnerability (Silver) +1

MAGIC POWERS (AVIMANCY)

Similar to Lycanomancy, Avimancy was developed by the Tengu of old to enhance their abilities.



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MINOTAUR: BOVINE BAKEMONO

Like the classic Minotaur of Greek mythology, the transformed bovine Bakemono appears as a monstrously large human with a bull or cow's head and sharp hooves. Minotaur are known for unmatched fury and the ability to navigate complex mazes. The Minotaur is a monstrous adversary in combat, often running boldly into battle, winning the day with brute strength and power.

Minotaur, in human form, are rather graceless and clumsy and their bodies are usually stocky and muscular. Male Minotaur have thick and plentiful body hair. They are keen intuitive problem solvers, but will rely on the forces of fate and brute strength most of the time.

MINOTAUR TEMPLATE

Template Cost: 10 Character Points

Body +3 Mind -1

Contamination ("Easy" conditions, see above) +2, Heavy Armour (Hidden, Unique Defect, see below) +1, Heightened Senses (Smell and Hearing) +2, Magic (Daedelomancy) +1, Natural Weapons (Hooves and horns) +2, Regeneration (Unique Defect, see below) +1, Reincarnation (At next full moon, Unique Defect, see below) +1, Speed +1, Super Strength +2

Awkward Size +1, Bane (Silver) +2, Cannot Talk +2, Cursed (Repels all animals) +1, Easily Distracted (Mayhem) +2, Involuntary Physical Change (Cannot assume its human form during full moon) +1, Magical Restrictions (Accidental magic) +2, Marked +2, Rudimentary Manipulation +1, Unique Defect (Heavy Armour provides no protection against silver weapons — Regeneration does not heal wounds inflicted by silver weapons — Reincarnation does not work if killed by a silver weapon or magic) +2, Vulnerability (Silver) +1

MAGIC POWERS (DAEDELOMANCY)

Minotaur Magic powers appear to be spawned by random, accidental events that produce unexpected and wide-ranging effects. Minotaur legends relate that the mythic architect and engineer Daedelous taught his technical know-how to the Minotaur when he was trapped in the Labyrinth.



Daedelomancy is the study of cause and effect on a cosmic scale. Spells often affect one small element of the world causing a ripple effect chain of events over time that produces the desired outcome. Some attacks do not strike the target for many rounds after they were initially started. This chaos-theory approach to magic requires some creative connections and explanations on the part of the player and the GM, but it can be rewarding and fun. If the caster cannot explain how the effects of the Magic Power occur in an indirect way the GM may alter the effects in unexpected ways or declare that nothing eventful occurred.

KYUUKETSUKI

When Ekimmu, the first of the mortals taken as spouses by the Watchers died, the Fallen Angels were confused and saddened by the event. The Watchers used their angelic powers to bring her back to life but, because they were fallen beings of spirit become flesh, the resurrection was incomplete. Ekimmu shunned the light of day and required fresh blood for nourishment. The Watchers had created a vampiric entity not truly dead or alive. Fearing her powers and thirst for blood, her community plotted to destroy her. Ekimmu fled into the wastelands, ready to die at first light. As the first light of day threatened to reduce her to ashes, the ground opened up below her feet and she found herself in Sheol, the Daemon underworld. The Daemon Lord Empusa cared for her and won her trust and loyalty. Empusa used Ekimmu to prey upon humanity to create entities known as Kyuuketsuki (blood-sucking demon). Soon an entire army of undead was unleashed upon the world and the first of a series of Daemon invasions was underway.

Ekimmu eventually grew weary of the horror that her unlife had become. She fled Sheol and wandered the wastes and ruins as the war raged around her. Confronted by Empusa, she called upon her undead offspring, now a sizeable army and attacked the Daemon Lord. Empusa was surprised by the assault and lost a lot of blood before he destroyed Ekimmu and dispersed her army with blasts of fire. Ekimmu was gone forever, but her legacy of Vampirism and the taint of Daemon blood created a powerful culture of undead that built a civilisation on the northern coast of modern Antarctica. Kyuuketsuki helped create the first of the Seven Seals used to imprison the Daemon Lords, but they were dispersed during a series of cataclysms that changed the face of the earth sometime during the last ice age. They relocated in The Middle East, migrated to Asia, and finally settled in Eastern Europe in the sixth century. Over time, Kyuuketsuki have become parasitic nobility, stagnant and paranoid, their power weakening with every century.

Kyuuketsuki must drink blood or the character will waste away and “die” over a 3-day period. After 24 hours, if they do not feed, they will lose half their energy points. After 48 hours without feeding, they will lose half their health points. In 72 hours, they will lapse into a comatose state and will then enter a state of suspended animation. The bodies will not decay, but the skin will shrivel to the bone and they will appear like desiccated corpses. They can be revived if they have their mouth filled with fresh blood.

Victims of Kyuuketsuki are not automatically contaminated. A specific sequence of events must be followed to create a Kyuuketsuki. After being slowly drained of blood and drinking the Kyuuketsuki’s blood over a three-night period, the victim must agree to proceed to the next stage. Many people agree to become Kyuuketsuki out of fear of death or through mind control. When the victim agrees and the last of his or her blood is drained, the character’s soul or spirit merges with that of the Kyuuketsuki and becomes trapped. Known as “Kuraku,” this mingling of souls connects the creator and created for the rest of their “lives.” It also creates a spiritual light and

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wind show as parasitic daemon spirits whip around the couple. Blood is returned to the victim through a kiss. A hollow spike hidden under the tongue embeds under the victim's tongue and pumps blood back into the body. Part of the spike remains embedded under the tongue of the victim after "Kuraku" completing the transformation. The empathic and intuitive connection is subtle and psychological with the complete details of the victim's life revealed to the creating Kyuuketsuki. The new Kyuuketsuki is not, however, a servant; they retain the free will and personality that they had in life.

Kyuuketsuki can only rest on a "bed" of soil from their homeland. This bed need only consist of a handful of earth, but without it the Kyuuketsuki cannot properly rest and will be unable to use their special Attributes until they do rest. If the character cannot get a minimum of four hours of sleep, he or she will lose the ability to recover Health and Energy Points. While sleeping the Kyuuketsuki is totally vulnerable and will appear to be dead, unaware of their environment and unable to respond to danger.

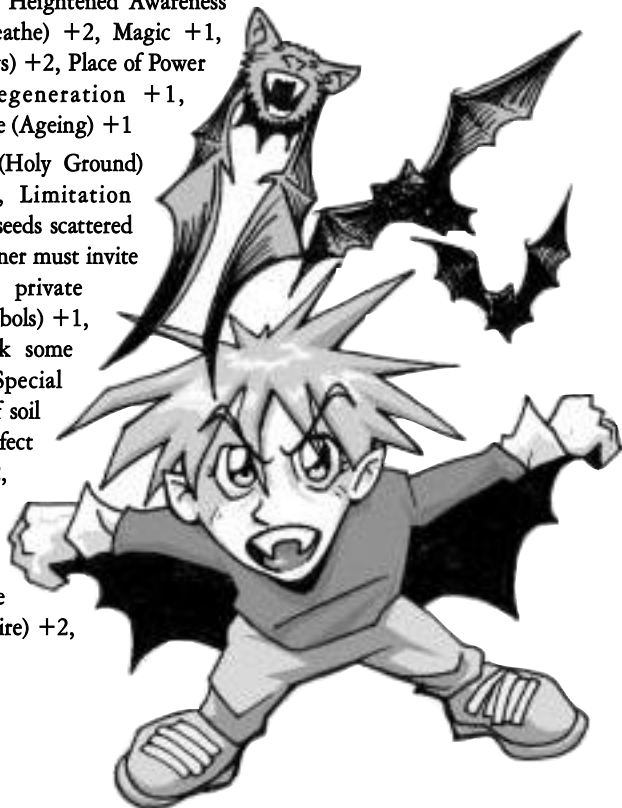
KYUUKETSUKI TEMPLATE

Template Cost: 20 Character Points

Body +1 Soul +2

Contamination +3, Features (Longevity) +1, Features (Longevity) +1, Heavy Armour (Hidden, not effective against magic or fire) +1, Invisibility "Dark Soul" (Sensors. The effects of the invisibility are not total. The character will appear as a blob of light, a blur, or a sound distortion on an audio file.) +2, Heightened Awareness +2, Life Support (Does not breathe) +2, Magic +1, Natural Weapons (Fangs and claws) +2, Place of Power (Lair and/or coffin) +1, Regeneration +1, Reincarnation +1, Special Defense (Ageing) +1

Bane (Sunlight) +2, Bane (Holy Ground) +2, Bane (Holy Items) +2, Limitation (Compulsion: Must always count seeds scattered in their path) +1, Limitation (Owner must invite character in before entering a private residence) +2, Phobia: (Holy Symbols) +1, Special Requirement (Must drink some blood every 24 hours) +1, Special Requirement: Must rest on bed of soil from burial land +1, Unique Defect (Must sleep during the day) +2, Unique Defect (Regeneration and Reincarnation does not work against fire, magic, or holy weapons or damage to the character's heart), Vulnerability (Fire) +2, Vulnerability (Holy Items) +1



MUMMY

Mummies are the remnants of a culture that existed long before the Ancient Egyptian civilisation. Egyptians copied and transformed the rituals of the Mummy and replaced much of the original characteristics with indigenous beliefs of prehistoric northern Africa. Rulers of Atlantis, the Mummies ancestors fled the destruction of their island civilisation and settled in South America and Northern Africa. The South American colony floundered and lost their ancient teachings quickly, but the Egyptian settlements flourished until they were assimilated by the local culture after 13,000 BC.

Elusive and mysterious, Mummies are the behind-the-scenes driving forces of the supernatural world. They lead the charge against the yoke of the Seven Daemon Lords and are currently working to again imprison them. Mummies control some of the world's largest corporations and esoteric research organisations. They have amassed unthinkable wealth and knowledge, but their rigid codes of conduct and thought, unchanged for thousands of years, have limited what they can do with it. Most of the resources of a Mummy are spent to maintain a tomb and fund priests and lackeys that will enact the proper rituals to ensure rebirth.

United by a common cause and faith, Mummies lend an element of stability and culture to the world of *Cold Hands, Dark Hearts*. Mummy society is not entirely free of conflict. The Brothers of Sutekh have made an unholy alliance with the Daemon Lords and will work tirelessly to enact the whims of their masters. Paranoia permeates the decadent lifestyle of the Mummy; anyone could be a spy or assassin waiting for the right time to strike. Mummies surround themselves with allies, supporters, and followers to help spot potential dangers. Mummies are rarely surprised by treachery; they have grown to expect it.

Mummies have two abilities that have allowed them to be tireless Daemon hunters over the millennia.

SERIAL IMMORTALITY

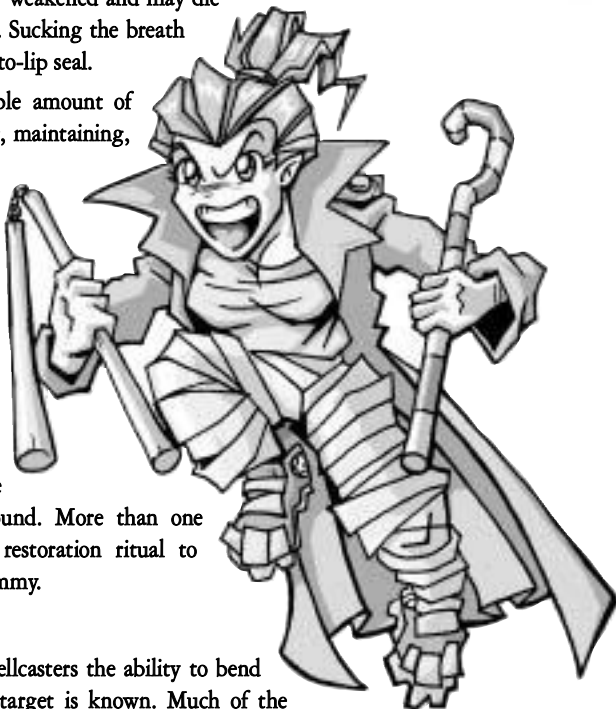
Mummies developed the process of serial immortality — dying and then being reborn through magic and ritual. The ability to preserve a corpse through mummification and the return of life to that body was a secret passed down from this mysterious culture, but eventually forgotten by the Egyptians. Egyptian mummification rituals mimicked the knowledge of true serial immortality that this ancient society possessed.

Serial Immortality has very specific rituals and procedures. There are no shortcuts in the elaborate process of mummification. Mummies require an intact tomb and sarcophagus made specifically for them. The Ka or spiritual essence of the Mummy returns to the body at dawn after being summoned from the land of the dead by a priest of Osiris. The prepared body is soaked in a special herb bath; organs are removed from canopic jars and replaced into the body. Songs and prayers are chanted as incense burns and rituals are enacted. The rituals take twelve hours to complete and culminate in the call of the True Name as the sun rises. Upon hearing the True Name spoken aloud, the memories and personality of the past lives flood back into the body and the Mummy is restored to human form. The Mummy will appear 16-60 years old depending on his or her spiritual health, antiquity, and personality. A restored Mummy gets sick, needs to eat, sleep, breathe, and ages normally. They are quite mortal and vulnerable. As a side effect of the mummification ritual, Mummies may need to suck the breath out of living beings once a lunar month to survive — if they do not, rapid ageing will catch up with them and they will turn to

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dust. The victim will feel seriously weakened and may die from the assault if weak or infirm. Sucking the breath from a target requires a direct lip-to-lip seal.

Mummies spend an incredible amount of their time and energy establishing, maintaining, and protecting their tombs (Places of Power). They rely on a staff of priests and scribes to jump into action when they die. Mummification must occur within 24 hours of death for a successful reincarnation to occur. If the mummified body and the canopic jars are ever destroyed, the Ka can reside indefinitely in a specially prepared tomb statue until a suitable body can be found. More than one Mummy has awakened after a restoration ritual to rudely discover he's become a mommy.



THE GIFTS OF THOTH

The Gifts of Thoth allow spellcasters the ability to bend reality if the True Name of the target is known. Much of the Mummy's magical research is spent memorising the True Name of everything the character may possibly encounter. Each person, place, or thing in the universe has two aspects: a True Name and a Good Name. The Good Name is made public and is used in daily reference and conversation. The True Name, however, is a carefully guarded secret. A person's True Name was previously known only by a child's parents, attending midwife, and priest. Mummies have used torture and telepathic powers to discover True Names. Lovers or close friends would tell each other their True Names as a sign of trust and devotion. Mummies find it amusing that, now, everyone and everything is named, classified, and carefully catalogued. Mummies prefer to be addressed by their title, profession, or a short one-syllable name. Only ignorant or powerful people allow their True Names to become public. Today True Names appear on driver's licences, credit cards, birth certificates, and many other locations. Mummies are careful to use a Good Name for all official purposes and retain their True Name for personal and ritual purposes. The True Name must be spoken aloud, for example when the mummification process is used to bring Mummies back to life. Mummy magic does not affect unknown people or objects. The full name of the target must be known. Nicknames and titles are not "true" True Names.

Mummies are not limited to classic Egyptian concepts — there is evidence of Celtic, Central and South American, and ancient Chinese practices of mummification. Most Egyptian mummies have become the power brokers of the world, surviving thousands of years. Mummies age, die, are brought back from the brink of death, and are again in their prime. They exert influence, shaping the destiny of the earth as they see fit.

MUMMY TEMPLATE

Template Cost: 15 Character Points

Mind +1 Soul +2

Flunkies (Scribes and Priests) +2, Highly Skilled +2, Magic (“The Gifts of Thoth”) +1, Place of Power (Tomb) +2, Reincarnation +1, Special Attack “Breath Vampire” (15 Damage, Soul Attack, Stun, Vampiric, Melee, Slow x2, Static, Toxic, Unreliable) +1

Magical Restrictions (Know the True Name of the target) +2, Special Requirement (Breath Vampire) +1, Skeleton In The Closet (Hides True Name) +1, Owned By Global Antiquities Society +1

ADDITIONAL COMMON ABILITIES

Mummy Wrappings: Own A Big Mecha Level 2 (8 Character Points) (see page 92)

Servant: Clockwork Scarab Level 3 (3 Character Points) (see page 92)

Servant: Guardian Sphinx Statue Level 6 (6 Character Points) (see page 92)

MAGIC POWERS “THE GIFTS OF THOTH”

The caster must know the True Name of the person, place, or thing directly affected by the spell. The Gifts of Thoth are meticulous and complicated spells that require dramatic gestures and movement along with shouting the name of the god invoked, the name of the target, and the effect desired (“Sutekh, consume your enemy Bartleby Fink with creeping flame!”).

ONI

Oni are the offspring of Daemon and Human. Originally created by the Daemon Lords to counter the Tenshi and poison the earth with Daemonic presence, Oni turned on their Daemon parents and supported Humanity. The following Daemonic vengeance that the Oni endured reduced their numbers and drove them into hiding. The surviving Oni have very little to do with each other, preferring a nomadic or hermit lifestyle of paranoia, meditation, and contemplation. A fusion of two distinct races, Oni must constantly battle the corrupting influence of their Daemon selves. Some Oni have embraced the corruption and support the Daemon Lords, but the majority resists the temptation of darkness and pursue nobler ideals. Oni see Humanity as their poor, ignorant cousins, unaware and unable to protect themselves from the secret war that rages around them.

Despite their best intentions, Oni have a damaging, poisonous influence on the fabric of reality. Like the Tenshi and their Daemon parents, they possess genetic material that existed before the creation of Humanity. Access to this genetic code allows them to alter the rules of logic and nature because they reflect a creation that existed before the rules of our world’s reality were set. With Force of Will, Oni can sculpt reality to their whims. Reality, as we know it, is a collective conceit created by Humanity to grasp and understand the world around us. As our knowledge of how the world works grew, certain possibilities became excluded from our reality (such as magic), but that doesn’t mean they can’t exist outside of our reality. The conflict of human reality and supernatural power can cause quite a powerful psychic ripple. The collective belief structure of humanity is powerful enough to shield humans from the reality of the supernatural. Attempts to change nature through Force of Will challenges the collective will of over six billion individuals, all linked by a hard-wired concept of reality. If reality is altered in a fundamental way (e.g.

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changing the colour of the sky), the psychic ripple can snap back, destroying the desired effect and quite possibly the Oni.

Much of the wisdom and history of the Oni has been systematically destroyed by their enemies. Oni civilisation once thrived on the mainland of what is now Antarctica. A vast collection of kingdoms sprawled across this once temperate continent shared with the Kyuuketsuki. Civil war and global catastrophe forced the continent of Antarctica into its current arctic region. Over the years, a vast sheet of ice covered the land and the Oni kingdoms were lost forever. Oni society never recovered — they became the solitary wanderers and hermits that they are today.

The Mephisto Alliance is made up of Oni who support the goals of the Daemon Lords and are the main reason Oni have been given such a bad name. Working to cause maximum chaos and destruction, they have wandered the globe, destroying Oni civilisation. The Library of Alexandria, a vast warehouse of Oni supernatural knowledge and history, was burnt to the ground in 272 AD during a Mephisto Alliance attack. Oni are plagued by attacks from Supernatural Human Daemon Hunters who rarely recognise the difference between Daemons and their half-human offspring. A Tenshi faction known as the Michaelites also fanatically hunts Oni. Thousands of years of being constantly hunted has created a siege-like mentality among the Oni. Some Oni have set out to repair their reputations. A modern culture of noble Oni called Ronin wander the globe in an effort to undo Daemon schemes and help unfortunate humans. Ronin are tenacious and dangerous warriors who often ally themselves with other beings to destroy the forces of the Daemon Lords.

The Daemonic side of the Oni is immortal, created before the rules of reality were imposed with the creation of Humanity. Access to this part of a Daemonic “oversoul” also gives the Oni ability to warp reality and use Force of Will Magic Powers. Oni bodies are temporary constructs that rapidly turn to dust when they die. Violent death is a dramatic process for Oni. When the spirit is released, an explosion of light, fire, and smoke will consume the surrounding area destroying everything in its path. Analysis of Oni tissue samples is next to impossible — when blood or flesh is removed from the Oni it rapidly decomposes to dust that will not reveal anything conclusive about what it is made of. If a living Oni is analysed, they will appear to be made out of everything and anything, animal, plant, and mineral. If they are killed, an Oni’s spirit creates a new body out of the “stuff” of reality. The process of Reincarnation takes three days and usually occurs in a nearby location where ample biological material is available, such as a graveyard, battlefield, or hospital. The body will re-form first as a skeleton, then with organs and knitted with muscle. A layer of flesh forms on the third day and, at the end of the process, the Oni will appear as they did before they were destroyed. If anything disrupts the process by destroying the body, the Oni will remain trapped in the nether world and be unable to contact or affect this plane of existence.

The social organisation of the Daemon Lords is strict and static — because of genetic and supernatural links, Oni are honour bound to conform to the laws and regulations of the community in which they live. Oni genuinely respect authority and will obey even the smallest bylaw, but their twisted sense of logic can permit them to kill, yet never litter. They must follow the letter, not necessarily the spirit of the law. An Oni hunting a human mage, for instance would not openly assault and kill his prey, but perhaps confront the mage and wait to be attacked so that he could claim self-defence. Other indirect methods of attack could also push the envelope of what is “legal,” but the Oni are excellent lawyers and can argue their case eloquently. Oni who openly break a law run the risk of retribution from other Oni and local authorities, including Supernatural Human Daemon Hunters.

ONI TEMPLATE

Template Cost: 10 Character Points

Body +2, Soul +1

Heavy Armour (Hidden) +1, Features (Longevity) +1, Heightened Senses (Smell) +1, Magic (Force of Will) +1, Regeneration +1, Reincarnation +1, Special Defence (Ageing) +1, Super Strength +1

Bane (Holy Ground) +2, Bane (Holy Items) +2, Marked (Daemonic features) +2, Nemesis (Mephisto Alliance) +2, Unique Character Defect (Must follow local laws and customs) +2, Volatile +2, Vulnerability (Holy Items) +2

MAGIC POWERS (FORCE OF WILL)

Oni Magic rearranges the structure of reality. The fabric of reality is modified, but the true power of the Oni is limited because of their human blood. The human factor can create the psychic ripple that could conceivably destroy the magic effect as well as the Oni. Mortal blood also leaves the Oni vulnerable to madness if they are overwhelmed by the magical powers that they wield.



SENNIN

Based on the Japanese Sennin and Chinese Hsien, who used combination of magic, supernatural powers, and Taoist enlightenment to achieve immortality, the Sennin can theoretically live forever. The character may be an aesthetic who has studied and meditated to achieve physical and moral perfection or uses alchemy, a repulsive and unusual diet, the manipulation of Ki flow through prolonged meditation, possession of an Item of Power, or even advanced science such as gene therapy. The catch to the character's immortality is that he or she becomes dependent upon the activity or item that grants eternal life. Failure to maintain the activity or item leads to a sudden, horrifying death as the character ages rapidly, turning into a pile of dust. Reincarnation can not occur if the character dies this way, is killed by magic, beheaded, vaporised, or if his or her heart is removed. Further, every Sennin has a specific "weak point" or "Achilles heel" that could lead to his or her destruction if discovered. The weak point could be a pressure point on the body, a birthmark, an old wound, or the like.

The Sennin may only use his or her magical powers if the character remains true to a strict regime of morality, study, and practice. This could be a code of chivalry, abstinence from alcohol or sex, intense daily physical training, or other similar codes of conduct. If any of the taboos are broken, the character must undergo a long and arduous ritual of purification and contemplation. The ritual usually requires 24 hours to complete, after which the character use his or her magical powers again.

Traditionally, Sennin have a magical servant such as a giant wolf, toad, or flying carp. This servant is usually an animal of unusual size and intelligence. It symbolises the Sennin's connection to the elements of nature and the primal forces of the earth. The servant may even be a disembodied spirit or cute sidekick. The details are left up to the player and GM to decide and a character sheet should be completed for this NPC.

Throughout history, Sennin have arisen to defend humanity from supernatural threats. The specific codes they follow to maintain their powers somehow shield them from the usual damaging effects that contact with magic has on humans. Unlike Sorcerers, Sennin maintain their sanity over time and are less likely to succumb to evil. Evil Sennin, who drew their power and inspiration from the Daemon Lords, were once a horrifying problem for ancient humans. Today, with the Daemon Lords maintaining a lower profile, a new generation of evil Sennin are subtly unleashing waves of atrocity and terror upon the world.

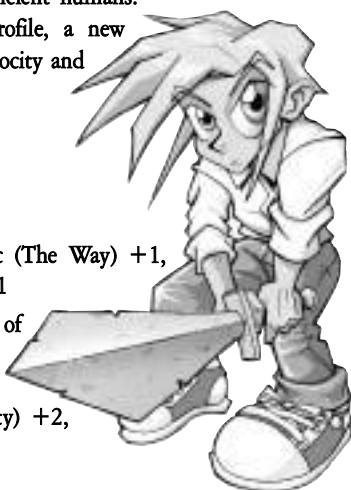
SENNIN TEMPLATE

Template Cost: 10 Character Points

Body +1 Mind +1 Soul +1

Features (Longevity) +1, Item of Power +1, Magic (The Way) +1, Reincarnation +2, Servant +3, Special Defence (Ageing) +1

Magical Restrictions (Magic only works if strict regime of morality, study, and practice are maintained) +2, Skeleton In The Closet (Immortality Conditions) +2, Special Requirement (Whatever is needed to maintain immortality) +2, Unique Special Defect: Weak Point +1



SORCERER

Sorcerers are Supernatural Humans who gain the ability to manipulate magic and maintain their longevity through magical bloodlines. Sorcerers trace their bloodline to the legendary King Solomon, who was given the “Secrets of Heaven” from a Watcher. Knowledge of these secrets became ingrained in the genetic code of the child born of King Solomon and the Queen of Sheba. When the Queen of Sheba returned to Africa, she was able, through the power of her daughter and her daughter’s three daughters to build a fantastic theocracy. The centre of her power was located in Yemen and Ethiopia. The bloodline spread throughout the world when a civil war between the siblings destroyed the new civilisation. The three sisters and their offspring are the origin of all modern Sorcerer families. Today most aristocratic and secretive Sorcerers are locked in family squabbles and clan wars. Sorcery is an inherited ability — people cannot study to become Sorcerers, but they can marry into a Sorcerer Clan, ensuring that their children will possess magic powers. Sorcerers have a matriarchal structure; the eldest female leads the clan. Current strife has made them vulnerable to discovery and clashes with organisations such as Pandora and The Knights of St. Michael. Sorcerers fear that the Knights are close to another Inquisition and will seek revenge for the damage done in the fifteenth century by the Medicis, one of history’s most notorious Sorcerer families.

The key to Sorcery is a genetic modification that allows reality to flow in the direction desired by the spell caster. Sorcerers require specific rituals, trappings, and conditions for their magic to work. Traditional images of bearded men in flowing robes and pointed hats may seem cliché to us, but this representation came about for a reason. Pointed hats focus power and make an unmistakable fashion statement. Evidence of pointed hats used for magic or ritual has been found in bronze-age burials. Wands or other wooden objects are required to focus and direct energies that flow around the Sorcerer. Some link or protective barrier between caster and magical energy is necessary because playing with the fabric of reality would tear a normal human being to shreds. Wooden brooms make handy flying mounts, but Sorcerers have flown on everything through the ages including scythe handles, branches, and mortars and pestles. Sorcerers may also channel magic by brewing potions, creating talismans, seals and wards, and constructing places of immense magic significance like Carnac in France or Stonehenge in England. More details on Places of Power and Global Hotspots can be found on page 81.



CHARACTER CREATION

The greatest danger that the Sorcerer faces is from his or her use of Magic. Being a channel of such mind-rending power can take its toll on even the heartiest person. Many Sorcerers break under the pressure and succumb to madness. Humans were just not meant to toy with reality and, when they do, there are consequences. Further details on the nature of magic and its effects on humanity can be found on page 86.

SORCERER TEMPLATE

Template Cost: 10 Character Points

Mind +2 Soul +2

Item of Power (Magical focus: broom, wand, clothes, etc.) +1, Magic (Sorcery) +1, Servant (Familiar — See page 44 for cat template) +3, Special Defense (Ageing) +1

Magic Restrictions (Head covering, wooden wands, and objects needed to cast spells) +2, Marked (Sorcerer Mark) +1, Nemesis (Rival Sorcerer Clan) +2, Owned by Sorcerer Clan +1, Wanted (Knights of St. Michael) +1

MAGIC POWERS (SORCERY)

The collected knowledge of Sorcerers over the ages (or grimoire) is so vast and individual that there is no way to produce a complete listing of spells. Players are encouraged to create individual spells to suit the needs and personality of the character. Sorcery demands that an object be used to focus the magic, as it is unleashed into reality. Magic using a Focus requires half as many Energy Points to cast.

SUPERNATURAL BEASTS

Supernatural Beasts are animals or animal-like beings who are sentient and magical. Examples may include talking animals, creatures that magically turn into human form (as opposed to Bakemono who are humans that can assume bestial forms), or mythical beasts of legend. Legendary Supernatural Beasts often provide guidance, information, or power for their “masters.” Magical familiars or “pet monsters” all fit into this character concept and often provide comedy relief or kawaii (cuteness) for the angst-ridden protagonists.

During character creation, it is important to keep in mind that Supernatural Beasts are not human beings, even if they can magically appear human and even sire or bear a human child. The Human persona will always maintain aspects of the Supernatural Beast. Subtle Beast characteristics such as whiskers, tails, body fur, scales, claws, or teeth may be present while in Human form, but these can usually be hidden or explained away. Characteristic beast habits such as scratching, eating mice, or grooming oneself are also usually transferred to the Human form causing all manner of social faux pas.

The Human form retains skills and memories, but Magic Powers or special animal Attributes cannot be used. Character Stats remain unchanged. Returning to Animal form may occur at any time, but it takes one non-combat action to transform.

HUMAN FORM TEMPLATE

All Supernatural Beasts can change shape into a human form. This template is used to represent the character’s human form. When creating a Supernatural Beast, however, the player is creating the animal, not the human. Thus, the player must pay the Template Cost of the animal. For example, a player creating a Kitsune pays 10 Character Points for the Kitsune Template. The

CHARACTER CREATION

character can then, through the Kitsune's Metamorphosis Attribute, transform into the human form described by this template.

Template Cost: 2 Character Points

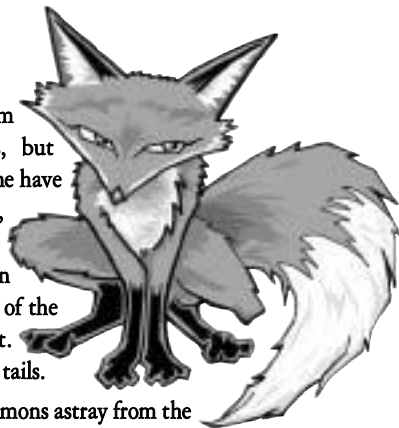
Animal Friendship +3, Appearance +2, Heightened Awareness +1

Easily Distracted (Animal habits) +2, Marked (Animal eyes) +1, Skeleton in the Closet (Animal nature) +2

Some campaign specific Supernatural Beasts follow, but anime and mythology provide many other options and ideas for characters.

KITSUNE

Kitsune are trickster foxes who are able to transform into human form. Fox pranks are often harmless, but occasionally they can lead humans to distraction. Kitsune have been known to take the form of a maiden, get married, have children, and then abandon the family. Many people encounter Kitsune every day without even knowing it. Most Kitsune appear as regular foxes most of the time and only turn into humans when they feel like it. Powerful Kitsune have a snow-white coat and multiple tails.



Kitsune acted as spies in ancient times and led Daemons astray from the paths in the forest with a mysterious light known as a FoxFire. Easily distracted and quick to pursue frivolous pursuits, the Kitsune is not always a reliable candidate for espionage.

BASIC KITSUNE TEMPLATE

Template Cost: 10 Character Points

Body +1, Soul +2

Heightened Awareness +3, Magic (Kitsune Magic, see below) +1, Metamorphosis (Into Human form, see page 42) +1, Natural Weapons (Fangs) +1, Special Movement (Cat-like, Balance, Light-footed) +3

Easily Distracted +2, No Arms +2, Not So Strong +2, Not So Tough +2

CAT

Cats are ancient defenders of humanity against the Supernatural, possessing an innate ability to sense supernatural forces at work. Cats rarely use their Sixth Sense for anything but getting out of the way at the right time, or for always landing on their feet. For countless millennia, some cats have devoted their lives to the pursuit of knowledge and esoterica. Often associated with Wizards and Witches, the Cat is a dark and mysterious creature, reputedly

tainted with corruption and evil. In medieval times Cats were hunted and killed as witches. In Chinese folklore, a corpse that had a cat jump over it would return from the dead as a vampire.

Cats can transform into human shape to seek information, power, and even love in human circles. While transformed, Cats cannot access their special Cat abilities and Magic.



CHARACTER CREATION

BASIC CAT TEMPLATE

Template Cost: 10 Character Points

Mind -1

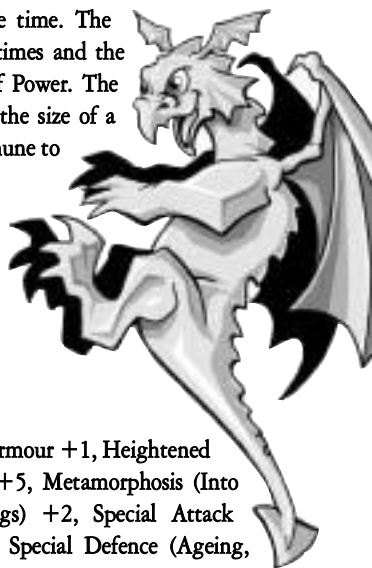
Heightened Awareness +2, Heightened Senses (Night Vision and Hearing) +2, Jumping +1, Magic (Nekomancy, see page 52) +1, Metamorphosis (Into Human form) +1, Natural Weapons (Fangs and claws) +2, Reincarnation +1, Special Movement (Cat-like, Balance) +2, Speed +1

Easily Distracted (Things that Distract Cats) +2, No Hands +2, Not So Strong +2, Not So Tough +2, Unique Defect (Reincarnation can only occur a total of nine times) +1

MINI-DRAGON

All Dragons were able to take human form at one time. The Daemon Lords decimated the Great Dragons of ancient times and the survivors were destined to become guardians of Places of Power. The Mini-Dragon, while not a true Great Dragon is roughly the size of a German Shepherd. A Mini-Dragon is an eternal being, immune to disease and age as well as most normal fires.

Mini-Dragons try to remain out of humanity's way, they know they would be hunted down as a threat or a curiosity if their existence was ever widely known.



BASIC MINI-DRAGON TEMPLATE

Template Cost: 25 Character Points

Body +1, Soul +1

Extra Arm (Tail) +1, Flight (Can hover) +1, Heavy Armour +1, Heightened Awareness +2, Light Armour (Optimised against Fire) +5, Metamorphosis (Into Human form) +1, Natural Weapons (Claws and fangs) +2, Special Attack "Hellmouth" (15 Damage; Burning, Short Range) +1, Special Defence (Ageing, Disease) +2

Marked (Dragon) +2, Not So Strong +1, Not So Tough +1, Vulnerability (Iron) +2

RAVEN

European mythology and legend has not been kind to the Raven. Larger than a crow, the Raven has become a monster at the hands of authors like Edgar Allan Poe, a symbol of evil and mystery. True Ravens play the role of spy, trickster, warrior, and creator. The Celtic Raven of Battle, Badb Catha could inspire combatants with fear or courage. Norse Ravens Huginn and Muninn sat on Odin's shoulders whispering the information they gathered in the world. Japanese Ravens were connected to the shape-shifting Crow Tengu who often kept crows and Ravens as subordinates. Native North American stories of the Raven reveal a creator trickster figure that inadvertently created humanity and saved the world in many comical ways.



Ravens are proud, boastful creatures, but they often wallow in indecision and self-doubt. They constantly feel like they are about to be found out. This is such an overwhelming obsession that a Raven in Human form automatically turns back into a bird if they feel his or her humanity is ever questioned.

BASIC RAVEN TEMPLATE

Template Cost: 5 Character Points

Body -1, Soul +1

Flight (Can hover) +1, Heightened Awareness +1, Metamorphosis (Into Human form) +1

Not So Strong +2, Not So Tough +2, Involuntary Change (Back into beast form if their Raven nature is questioned) +1

TENSHI

Legend accounted that two hundred angels descended to Earth and took human wives. These fallen angels were known as Watchers, originally mankind's guardians and teachers; they had become beings of flesh out of love for Humanity. Scholars of legend and myth have theorised that this union of human and divine beings created the archetype of the demigod as detailed in Greek myth and known by some as the Nephilim, literally "the fallen down ones." Not all divine/human offspring were wonderful to behold; indeed, many became the horrifying monsters that hide in the dark boundaries of civilisation to this very day. Bloody civil war, angelic genocide, and the cataclysms that culminated in the great flood wiped out the majority of the Nephilim and imprisoned the Watchers for all eternity. Tenshi are the offspring of Humans and Nephilim, individuals who carry the divine bloodline through the ages.

The early Tenshi were the mystic statesmen who ruled the continent of Atlantis with punishing cruelty. They suffered greatly through civil wars, angelic purges, and the subsequent global catastrophes. It was reputed that the surviving Tenshi took refuge underground in specially designed tunnels as the world was swept clean in divine wrath.

In order to protect Humanity from further catastrophe, the Tenshi revealed the knowledge of heaven to King Solomon, making him the wisest man on Earth. The Queen of Sheba, attracted by Solomon's knowledge and power, bore him a daughter and went on to build a great civilisation in Africa. The Queen's empire eventually withered and died, but the Witch bloodlines she started spread the secret knowledge across the globe and allowed Humanity the chance to wield cosmic power.

In ancient times, Humanity began to fear the power of the Tenshi and they sought to challenge the divine by making Mankind the measure of all things. The Tenshi gradually lost control over the Humanity they adored.

Fear and paranoia overwhelmed the Tenshi in the middle ages. A wave of crusades, inquisitions, and the rise and fall of the Knights Templar, created an era of persecution and destruction. The great Tenshi storehouses of esoteric lore were sacked in Jerusalem during the first crusade in 1099. French crusaders took what they could carry and torched the rest. The written records of the Tenshi were lost forever when the fleet sank in the Mediterranean, en-route to France. The crusades and inquisition decimated the Tenshi who were unable to infiltrate the church and were forced to affect change from the outside. Hunted down like rabid dogs, many were burned at the stake as heretics.

CHARACTER CREATION

The glory of the Tenshi had to wait until the late 18th century. At that time mystic organisations, partially inspired by the promise of the new world's "New Jerusalem," began to settle the Americas in the hopes of creating a utopian state that would usher in another chance for these divine beings to control the affairs of mortals. The Tenshi joined and infiltrated Illuminati groups throughout Europe and supported revolutionary movements in the hopes that the feudal model of church and state would be destroyed. The Tenshi soon found themselves on the winning side for a change. They supported political and social reforms in the 19th century, particularly the emancipation of slaves, the improvement of working conditions, and the suffragist movement.

The revolutions continued into the 20th century in Russia and China. The two world wars, devastated the faith of the masses, but the power of atomic doom has given Tenshi the faith to continue their work through social and moral regeneration. New Age angel worshippers, white witches, and dabblers in the occult have pledged more support than the Tenshi truly believed existed in the modern era. The new millennium opened before them like a pristine page, just waiting for the right people to write the mystic history of the future.

Tenshi are made up of two hundred clans, each able to trace their own bloodlines back to one of the original Watchers. Some Tenshi clans, most notably the Azazel, turned against humanity's best interests and allied themselves with the Daemon Lords. These "fallen" clans see humans as usurpers who have stolen Earth from the Daemons.



They do not seek humanity's destruction; they just want to return the Daemons to their former power. One powerful faction of Tenshi clans known as the Michaelites has launched a modern holy war on the Oni, claiming that they are corrupting the world and enacting the whims of the Daemon Lords. Fortunately, the majority of Tenshi are more moderate and less hostile in their outlook.

The Messenger of the Word is a powerful divine legacy that allows the Tenshi to alter Earth's reality. Unlike an Oni's Force of Will, Tenshi do not radically twist reality to their whims — they use a much gentler “reality friendly” method that is less destructive and less obvious. Tenshi remain linked to the forces that created the Earth. They often find themselves in the middle of a quest against their better judgement, instructions arriving during a dream or in random snippets, such as a book mysteriously falling and opening to a useful page or as unidentified e-mails providing clues and information. If they stray from the task at hand or reject it, they will become less able to use their abilities and eventually cease to exist in this reality. Most Tenshi take their lot in life very seriously.

Tenshi cannot be killed by regular means; they possess a form of Spiritual Immortality similar to the Oni. They are immune to ageing and could conceivably live indefinitely. Tenshi tissue samples decay quickly when removed from the body and reveal little when analysed. The biology of the Tenshi reveals that they are comprised of the “stuff” of reality: plant, mineral, and animal. If a Tenshi is killed, his or her body will disintegrate in a damaging maelstrom of light, wind, and lightning, leaving only dust, feathers, and gratuitous property damage. A new body will re-form over three days, usually in biological material rich sites such as graveyards, or hospitals. The new form will appear exactly as they did in the prime of his or her youth. Like the Oni, the Tenshi's spirit will remain forever trapped in the nether world if the process of reincarnation is interrupted.

TENSHI TEMPLATE

Template Cost: 10 Character Points

Body +1, Soul +2

Divine Relationship +1, Features (Longevity) +1 Heavy Armour (Hidden) +1, Magic (Messenger of the Word) +1, Regeneration +1, Reincarnation +1, Special Defence (Ageing) +1, Super Strength +1

Easily Distracted (Protect innocents and right wrongs) +2, Magical Restrictions (Magic ceases if they do not pursue their “quest”) +2, Marked (Angelic features) +2, Nemesis (Daemons) +2, Owned by the Will of the Creator +2, Volatile +2, Vulnerability (Holy Items) +2

MAGIC POWERS (MESSENGER OF THE WORD)

Messenger of the Word Magic Powers construct and alter reality as the caster sees fit. Tenshi change the reality of their surroundings by simply stating their wishes for a new reality in words. The Tenshi's human ancestry limits the extent of their power and can create a psychic ripple that can destroy or stop the desired effect and endanger the caster.

YUREI

Yurei are the ghosts of the restless dead. The spirit of the deceased, instead of moving on “into the light” and possible rebirth, becomes trapped in a place between life and the eternal. Yurei often manifest in the living world to express their anger or confusion and haunt their homes and surviving relatives. Many Yurei have unfinished business on earth, or fail to realise or accept that they have died. All Yurei have an obsession or compulsion that links them to the land of the living — this is their hunger, their unquenchable thirst that can never truly be satiated. The nature of the Yurei’s hunger is based upon the nature of their death; those who starve to death often return to consume food, murder victims seek revenge on their killers, etc.

Yurei are unorganised entities, shades that lurk almost unnoticed by other supernatural beings. They lack a physical form. Being a collection of low-level electrons, they may not directly interact with the physical world. Yurei may only interact with the physical world through Attributes and Magical Powers — they may never exceed Insubstantial Level 1. Yurei are naturally undetectable to human senses in both sight and sound — they do not “become” invisible. Only someone with spells, special equipment, or the Sixth Sense Attribute (Spirits) can see or hear a Yurei. Yurei reveal their presence with some distinct clues, but these vary from individual to individual (some Yurei emit foul or pleasing odours, drip ectoplasmic goo, change the temperature in an area, make strange noises, fill people with anxiety or dread, etc.). These clues may be ignored, explained away, or misunderstood by people encountering them. Animals, young children, the dying, the intoxicated, and the insane may sense the Yurei and interact with them. Magic Spells and Psionics can affect the Yurei as can magic or holy items and weapons. When Yurei are seen, they are transparent and ethereal visages, rarely appearing to touch the Earth as they glide effortlessly through the air.

As creatures of pure spirit, the only true way for a Yurei to cease existing is for them to accept that they have died and to feel that their affairs of life have been put in order and they are ready to move on to the next stage of existence. The exact details of this next stage remain a mystery, but it seems to end the Yurei’s contact with the physical world.

YUREI TEMPLATE

Template Cost: 15 Character Points

Mind +1, Soul +2

Insubstantial (Incorporeal Form) +1, Invisibility (Sight) +2, Magic (Spectremancy) +1, Stealth (Hearing) +4

Bane (Holy ground) +2, Bane (Sunlight) +2, Marked (Spirit) +2, Obsession +2, Vulnerable (Holy items) +2



ZOMBI

Zombi are the re-animated bodies of the dead who contain some of the spirit and personality they possessed in life. The majority of Zombi are mindless Thralls, subject to the whims and orders of a Voodoo priest or Necromancer. These Thralls do not make appropriate player characters because of their subservience and lack of personality. More powerful Zombi are created through a combination of magic and frighteningly strong willpower. Regardless of how the Zombi was created, the character is no longer alive. Bodily functions cease and a steady stream of black ichor oozes out of bodily orifices. The Zombi's body is in a perpetual state of decay with shrivelled greenish-grey flesh, marked by black stains of pooled blood, sunken eyes, pulled back lips, festering wounds, and a shuffling gait. The voice is laboured and inhuman and a sickly stench of death and decay clings to the Zombi in unlife.

Zombi do not age or die from normal wounds or illness. If killed by conventional methods, the Zombi will regenerate until they are conscious. Zombi can be permanently destroyed if they are killed by fire, their head is destroyed, or if they are slain by holy weapons. A classic method of finishing off a Zombi requires rendering it immobile, filling its mouth with salt or iron shavings, and sewing up its mouth. Decapitation or dismemberment does not kill the Zombi, but it slows it down, hampering its

quest for human flesh. Some unfortunate Zombi have a difficult time holding on to loose limbs and must constantly stop to reattach an arm or hand. A Zombi can conceivably exist forever as long as they feed on a steady diet of human flesh each day. No nutritional value is taken from what they consume, but human flesh provides the necessary chemicals needed to replicate the process of living systems for healing and maintaining flexibility. Failure to eat human flesh each day results in a sudden catastrophic decay. The Zombi will fall to dust in a complete and final death. More humanitarian Zombi avoid killing humans for food and scavenge on those who have already died, feeding in graveyards and morgues.

Zombi can survive in extreme conditions including radiation and a vacuum. An illness or disease may be spread by the Zombi, but they are not hindered by it. Zombi do not produce body heat and they may freeze up with prolonged exposure to freezing temperatures. They would be unable to move or act until thawed, entering a state of suspended animation where they may exist indefinitely in hibernation. While hibernating, Zombi do not need to consume human flesh, but they remain fully aware of their surroundings.



CHARACTER CREATION

The history of the Zombi was poorly recorded, because the original Lich kingdom was lost over 4000 years ago under what is now the Mediterranean Sea. The remaining Zombi became scattered throughout the world, leaving terrified survivors and spreading disease in their wake. Humans and Zombi have an interesting relationship; Zombi realise that humans are important for sustenance and must be respected while humans, out of fear and disgust will try to destroy undead once they are aware of them. At one time, Zombi Lich Kings harvested humanity with an insatiable appetite. In South and Central America, the powerful Lich Lord known as the rain god Tlaloc demanded constant human sacrifice to feed his army of undead. Thousands of years after Tlaloc was destroyed, the Spanish still found his death cult sacrificing hundreds of thousands of people in his name.

Zombi Player Characters are divided into three different types of Concepts: Constructs, Lich, and Revenants.

ZOMBI TYPES

CONSTRUCT

Constructs are Zombi created by alchemy, science, or technology. Early constructs, such as the mythical Golem, were created through mysticism, necromancy, and alchemy. As medicine and technology improved, Constructs became less crude and more powerful. Technological additions such as built-in weapons systems and computer processors make the modern construct a very dangerous undead cyborgs, often more machine than flesh.

Constructs are unable to use their Magic Powers without their technological enhancements and often take the Defect Magical Restrictions: Technology must be operational.

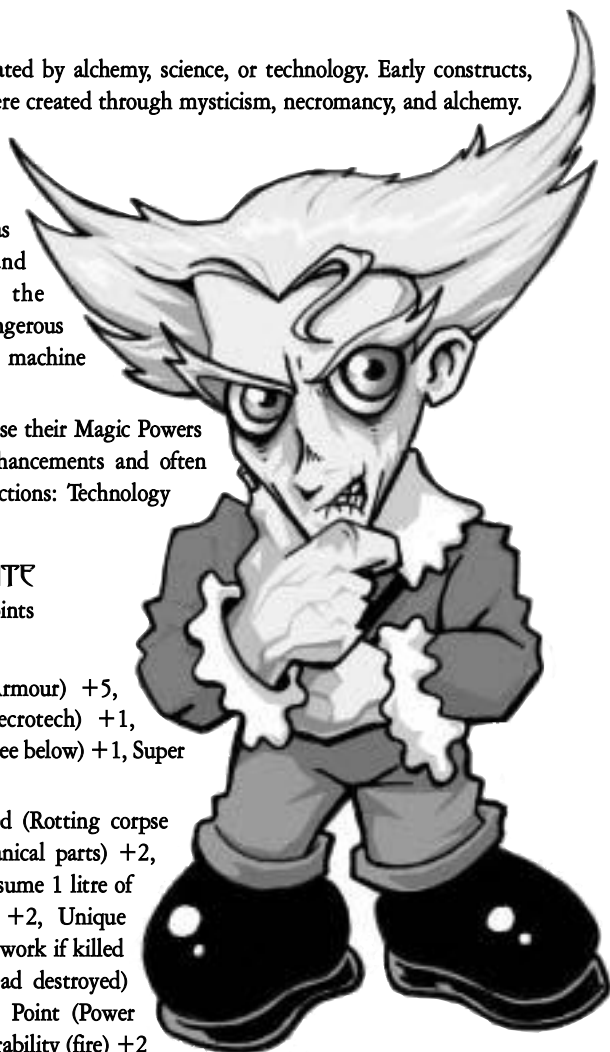
CONSTRUCT TEMPLATE

Template Cost: 10 Character Points

Body +3, Soul -1

Light Armour (Partial Armour) +5,
Life Support +2, Magic (Necrotech) +1,
Reincarnation (Unique Defect, see below) +1, Super
Strength +2

Bane (Water) +2, Marked (Rotting corpse with bulky armour and mechanical parts) +2, Special Requirement (Must consume 1 litre of human blood once per day) +2, Unique Defect (Reincarnation does not work if killed by fire, holy weapons or if head destroyed) +1, Unique Defect — Weak Point (Power source) +1, Volatile +1, Vulnerability (fire) +2



LICH

Lich are undead incarnations of those who have magically prepared themselves to return, as a Zombi, after death. Lich were often powerful occultists when they were alive, using their knowledge to extend their life into the unlife. A Necromancer may create Lich but, most often, they are people who prepared for their own death, becoming undead through their own knowledge and power. Entire families of nobles were often transformed into Lich after death. It did not take long for family feuds and infighting to decimate the ranks of the Lich. Crusades and Inquisitions fought against the Lich in Medieval Europe because of the abomination of undeath.

Lich magic is traditionally known as Necromancy, the magic of death.

LICH TEMPLATE

Template Cost: 10 Character Points

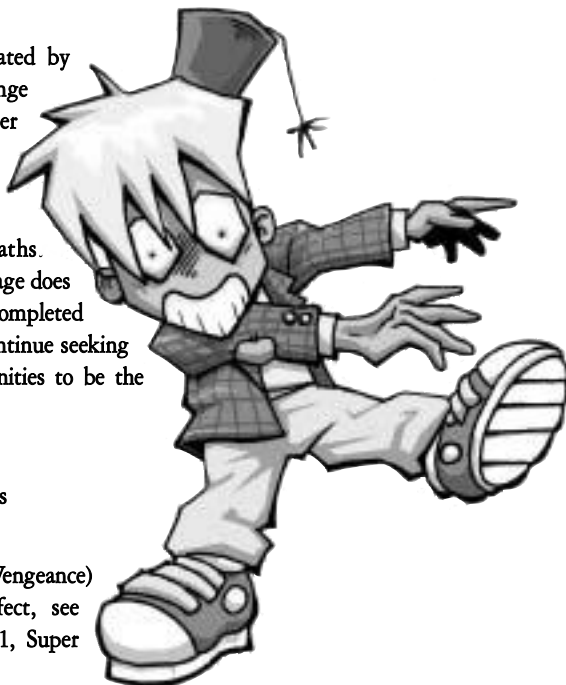
Mind +2, Soul +2

Life Support +2, Magic (Necromancy) +1, Reincarnation (Unique Defect, see below) +1, Sixth Sense (Life) +1, Super Strength +1

Bane (Holy ground) +1, Marked (Undead) +2, Special Requirement (Must consume human flesh once per day) +1, Unique Defect (Reincarnation does not work if killed by fire, holy weapons or if head destroyed) +1, Vulnerability (Holy weapons) +1, Vulnerability (Fire) +1

REVENANT

Revenants are corpses animated by the overwhelming desire for revenge in the deceased spirit. Created under mysterious circumstances, Revenants often appear as Supernatural payback against those responsible for their deaths. Destroying the target of their outrage does not mean that the Revenant has completed its mission on earth. Revenants continue seeking injustices to remedy and opportunities to be the avenger of the oppressed.



REVENANT TEMPLATE

Template Cost: 10 Character Points

Body +1, Mind -1, Soul +1

Life Support +2, Magic (Vengeance) +1, Reincarnation (Unique Defect, see below) +1, Sixth Sense (Life) +1, Super Strength +2

Marked +2, Special Requirement (Must consume human flesh once per day) +1, Unique Defect (Reincarnation does not work if killed by fire, holy weapons or if head destroyed) +1, Vulnerability (Holy weapons) +1, Vulnerability (Fire) +2

CHARACTER CREATION

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CHARACTER CREATION

Following are some sample magical powers that *Cold Hands, Dark Hearts* characters can use with their Magic Attribute. Each school of magic is listed with the suggested spells for that school, followed by the complete spell list. Players may select any spells, appropriate to their character's given school of magic, using the Power Points provided by the Magic Attribute. Each spell indicates the Power Point cost, as well as the Attributes gained via the spell. Players and GMs are free to create additional spells that are in theme with the school of magic.

Magic Powers drain Energy Points from the character equal to the Power Points cost of the spell for each use of the spell (or round they are active for spells that have a duration effect).

AHH-CHOO

Magic Schools: Sorcery
Power Points: 1
Abilities: Mind Control Level 1 (Sneeze)

Using this Power makes the target sneeze uncontrollably. The target not only gives away his or her location, they also lose an action while sneezing.

ANIMAL SUMMON

Magic Schools: Kyuuketsuki Magic
Power Points: 2
Abilities: Servant Level 1

The exact type of animal summoned should be defined when the character is created. Common Kyuuketsuki choices include bats, rats, or swarms of insects. Using Mind Control and Telepathy, the Kyuuketsuki can use the animal as its eyes and ears when investigating a location.

ANIMATE DEAD

Magic Schools: Necromancy
Power Points: 6
Abilities: Servant Level 3

This powerful spell turns a corpse into a mindless servant of the Necromancer. The undead creature that is created is not a self-aware Zombi, but a temporary servant who will collapse when the caster's Energy Points no longer support them. Some of these animated servants can exist indefinitely in Places of Power or if they wear a magic talisman that provides them with the Energy Points they need to exist.

ARMOUR OF SHEOL/HEAVEN

Magic Schools: Force of Will (Sheol), Messenger of the Word (Heaven)
Power Points: 8
Abilities: Heavy Armour Level 2

A bulky and ornate suit of armour, complete with iridescent breastplate and helmet covers the character for the duration of the spell.

AURA OF THE RIGHTEOUS

Magic Schools: The Way
Power Points: 9
Abilities: Force Field Level 3 (Stops 30, Offensive, Both Directions)

The aura of the Sennin ignites in a blinding flame that provides defence from attacks and will burn anyone who touches it.

AUTOMATIC WEAPONS SYSTEMS

Magic Schools: Necrotech

Power Points: 4

Abilities: Special Attack Level 1 (15 Damage, Auto-fire, Limited Shots)

This weapon system, built into an arm or torso of the Construct, can leap into action at any time. The small clip holds 30 rounds of 9mm ammunition. The spell generates enough ammo for 6 auto-fire bursts.

BAD THOUGHTS

Magic Schools: Force of Will

Power Points: 12

Abilities: Mind Control Level 3

This Power can make people do things that they would normally be opposed to doing such as battling friends. Oni usually use this power to make good people do bad things.

BANSHEE CRY

Magic Schools: Spectremancy, Vengeance

Power Points: 12

Power Points: Special Attack Level 3 (45 Damage, Soul Attack, Drain Soul, No Damage, Unreliable, Toxic)

The blood-curdling cry of the Banshee was reputed to mean that death was not far off. Victims of a Banshee Cry lose 3 Soul for each successful attack. The cries quickly undermine the listener's confidence and willpower.

BAST'S ASPECT

Magic Schools: The Gifts of Thoth

Power Points: 5

Abilities: Metamorphosis Level 1 (Into Cat)

Use the Cat Template given on page 44.

BEAST FORM: BAT

Magic Schools: Kyuuketsuki Magic

Power Points: 5

Abilities: Metamorphosis Level 1

This power actually transforms the character into a bat. The character retains his or her Stats and gains the following Attributes and Defects, but cannot use any Attributes he or she had in non-bat form.

BAT TEMPLATE

Flight (Can hover) +1, Heightened Awareness +2, Sensors (Sonar) +1, Stealth +3

Cannot Talk +1, Diminutive +2, No Hands +2

BLOOD TONGUE

Magic Schools: Kyuuketsuki Magic

Power Points: 9

Abilities: Telepathy Level 3

Blood Tongue allows the caster to communicate telepathically and read the minds of an individual as long as he or she is within sight.

BLUR

Magic Schools: The Way

Power Points: 3

Abilities: Speed Level 3

The character is suddenly able to move three times faster than normal.

CHARACTER CREATION

BODILY WEAPONS

Magic Schools: The Way

Power Points: 4

Abilities: Special Attack Level 1 (30 Damage, Penetrating: Armour, Melee)

The character charges his or her hand to hand and melee attacks with powerful energy.

BODY SCULPTING

Magic Schools: Kyuuketsuki Magic

Power Points: 12 points total

Abilities: Elasticity Level 2 (2 Points), Special Attack "Entangling Limbs" Level 1 (Damage 30, Tangle, Flexible, No Damage, Short Range, Static, 4 Points), Special Attack "Body Spikes or Sword" Level 1 (Damage 30, Aura, Flexible, Penetrating: Armour, Melee, Slow, Unreliable, 4 points), Shape Change Level 1 (2 Points)

Body Sculpting is actually a package of magical powers that the character may use to manipulate his or her body by changing its appearance, creating weapons from bone and flesh, or stretch to amazing reaches.

BONE SPURS

Magic Schools: Necromancy

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Aura, Melee)

The caster shapes, hardens, and sharpens hundreds of tiny spurs of bone that tear through the flesh of the caster's body. These spurs twist and twirl like cruelly barbed drills, tearing and destroying whatever they with which them come into contact. The spurs exist only while the Energy Points are spent to maintain them.

BONEYARD

Magic Schools: Necromancy, Vengeance

Power Points: 2

Abilities: Place of Power Level 2

When this spell is cast in a place such as a graveyard, or a morgue, the caster may tap into the energy of the spirits of the dead and use it as Energy Points.

BROOM CRAFT

Magic Schools: Sorcery

Power Points: 8

Abilities: Flight Level 2

The character needs a long wooden object to focus on while they fly. The object acts as a counter-balance and energy conduit for flight. Without a broom (or similar wooden object), the character cannot control the direction and speed of flight.

BUNNY HOP

Magic Schools: The Way

Power Points: 2

Abilities: Jumping Level 2

The character leaps 10 times the normal jumping distance by focusing bursts of energy directly below him or herself, angled to propel them through the air.

CAT FORM

Magic Schools: Sorcery
Power Points: 4
Abilities: Metamorphosis Level 1 (Into Cat)

The Sorcerer turns into a cat. Use the Cat Template given on page 42.

CAT'S MEOW

Magic Schools: Nekomancy
Power Points: 4
Abilities: Telepathy Level 4 (works on cats or Pakhet only)

The caster can use this power to psychically communicate with cats or Pakhet, perceive what they perceive, and access memories.

CAT-WALK

Magic Schools: Nekomancy
Power Points: 6
Abilities: Stealth Level 6

Cat-Walk makes the caster harder to detect.

CLAWS OF LYCANOS

Magic Schools: Lycanomancy
Power Points: 8
Abilities: Special Attack Level 2 (30 Damage, Penetrating: Armour, Short Range)

This power creates a bio-electric envelope of power emanating from the claws of the caster. The power may be used to enhance hand to hand attacks. It may also be launched as a short-range attack — blue streaks of energy erupt from the hands as the caster while he or she mimics the action of clawing and howls.

CLOAK OF FEATHERS

Magic Schools: Avimancy, Messenger of the Word
Power Points: 14
Abilities: Invisibility Level 2 (Sensors and Vision)

The caster disappears from normal vision and is not detected by electronic sensing equipment or abilities. The character may move and attack while invisible.

CLOUD STEED

Magic Schools: The Way
Power Points: 6
Abilities: Flight Level 2

The character rises on a wispy cloud. The character must remain on the cloud — if he or she moves off the cloud, the character will fall.



CHARACTER CREATION

CONTROL THE BEAST

Magic Schools: Lycanomancy
Power Points: 9
Abilities: Mind Control Level 3 (Controls anger only)

The emotion of anger may be instilled or removed from a target. When a target is instilled with anger, the rage is unfocused and uncontrollable — friend and foe are attacked with equal fury.

CORRUPTION

Magic Schools: Force of Will
Power Points: 6
Abilities: Environmental Control (Gloom) Level 3

Oni blood has a direct link to the Daemons that were banished to Sheol because of their corrupting influence on the Earth and the mockery of creation that they had become. The Oni have retained some ability to directly influence nature through corruption of reality such as simply spoiling a serving of food or turning a sunny day overcast. The gloom is a physical change in reality. Things just “feel” wrong when this power is in use and the psychological effects can last much longer than the Magic.

CREEPING FLAME

Magic Schools: The Gifts of Thoth
Power Points: 8
Abilities: Special Attack Level 2 (30 Damage, Burning, Homing, Short Range, Slow, Stoppable)

Creeping Flame leaps from the hands of the caster and moves across the ground as a rolling wave of fire that does not explode into a fireball until it reaches its intended target.

CURSE

Magic Schools: Force of Will
Power Points: 4
Abilities: Special Attack Level 1 (15 Damage, Burning: Slow-burn, Drain Soul, Soul Attack, Extra Energy, Melee, Limited Shots: 1 per day, Slow)

The curse of an Oni is a wasting blight that ultimately sucks all of the energy and willpower out of the intended victim. The victim will grow emotionally weak and eventually become paralysed with fear and despair.

DEATH WALK

Magic Schools: Spectremancy, Vengeance
Power Points: 16
Abilities: Dimensional Portal Level 3 linked to Special Attack Level 1 (15 Damage, Linked (Dimensional Portal), No Damage)

The character can open a rift to a personal pocket dimension through any reflective surface. The target will be sucked into a gloomy catacomb-like structure, possibly populated by Servants of the caster. Some users of this power use the pocket dimension as a convenient location to engage in personal battles with individuals, without fear of interruption. The trapped characters are released when the caster fails to provide Energy Points for the Magic Power. Some permanent “Death Walk” sites can exist in actual Places of Power, where Energy Points are focused on still pools of water or polished stone.

DIG DUG

Magic Schools: Daedelomancy
Power Points: 8
Abilities: Tunnelling Level 4

Dig Dug causes sections of earth and rock to shift, creating a permanent tunnel.

DOUBLE TROUBLE

Magic Schools: Sorcery
Power Points: 2
Abilities: Illusion Level 1 (Sight)

This power creates a mirror image of the character. The double is not solid and is limited to mimicking the actions of the caster. Double Trouble can be used as an effective decoy or distraction.

THE EARS OF ANUBIS

Magic Schools: The Gifts of Thoth
Power Points: 9
Abilities: Telepathy Level 3

This spell lets the caster communicate telepathically and read the minds of an individual as long as they are within sight.

EARTHFLOW

Magic Schools: Kyuuketsuki Magic, Vengeance
Power Points: 8 Points total
Abilities: Flight Level 1 (Move through Earth only, 4 Points), Meld Level 2 (Earth, 4 Points)

Earthflow is a package of magical powers the character uses to meld into and move through soil. Earthflow is used to travel through sand, soil, or gravel without displacing it, but it cannot be used to move through solid stone.

ELECTRO MAGNETIC PULSE: EMP

Magic Schools: Spectremancy
Power Points: 8
Abilities: Special Attack Level 2 (45 Damage, Incapacitating, No Damage, Melee, Static)

The Yurei can, by moving through a target, focus an Electromagnetic Pulse to overload central nervous systems and electronic circuitry. Individuals overwhelmed by EMP will have a seizure as their electrons fire in synch with the pulse. Complex electronic equipment is very vulnerable to EMPs and may be permanently damaged.

EMOTION CONTROL

Magic Schools: Spectremancy
Power Points: 6
Abilities: Mind Control Level 3 (Emotions only)

The Yurei can instil specific Emotions into unsuspecting people.

ENCHANTMENT

Magic Schools: Kyuuketsuki Magic
Power Points: 12
Abilities: Mind Control Level 3

Anything with a mind may be compelled to follow any orders of the caster. Up to six individuals may be given non-aggressive commands.

CHARACTER CREATION

EVIL EYE

Magic Schools: Force of Will, Sorcery

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Burning: Slow-burn, Incurable, Soul Attack, Extra Energy, Inaccurate, Limited Shots: 3 per day, Short Range, Slow, Static, Toxic)

The Evil Eye is an ancient power that unleashes some of the wild cosmic energy that damages a specific target. If the victim is aware of the attack and they have a combat action, they may make a sign with his or her hands (often the sign of the cross) that will defend him or her against the Evil Eye (assuming they know the appropriate sign). If the target performs the sign and makes a successful Mind Stat Check (modified by any appropriate skills), the attack has no effect upon them.

EYES OF FLAME

Magic Schools: The Way

Power Points: 2

Power Points: Sensors Level 1 (Indirect)

The character's eyes burn allowing them to see infrared levels of heat and heat radiation. This power allows the character to even "see" heat patterns through walls and other barriers. Eyes of Flame has an effective range of only 10 metres.

FAR STRIKE

Magic Schools: The Way

Power Points: 4

Abilities: Special Attack Level 1 (15 Damage)

The character mimics standard melee attacks, affecting targets that are normally out of reach.

FETCH

Magic Schools: Spectremancy, Vengeance

Power Points: 4

Abilities: Illusion Level 2

The Yurei may visually manifest in a form of someone they have seen in the past 24 hours. The form remains silent and intangible, but the results can be unnerving.

FIST OF GLOOM

Magic Schools: Kyuuketsuki Magic, Necromancy, Spectremancy

Power Points: 6

Abilities: Telekinesis Level 3

A large spectral hand appears when the power is used with which the caster may grab, manipulate, and lift objects.

FLAME APOCALYPSE

Magic Schools: Force of Will, Sorcery

Power Points: 4

Abilities: Special Attack Level 1 (30 Damage, Area Effect, Burning, Backblast, Inaccurate, Limited Shots)

Flame Apocalypse engulfs an area with a massive fireball. A character may only use this Magic Power 6 times a day.

FLAME FEATHERS

Magic Schools: Avimancy

Power Points: 12

Abilities: Special Attack Level 3 (15 Damage, Autofire, Burning, Slow, Short Range)

The caster can ignite and launch a handful of burning feathers at a desired target.

FLOCK

Magic Schools: Avimancy

Power Points: 6

Abilities: Swarm Level 3

The caster breaks apart into a flock of birds.

FOXFIRE

Magic Schools: Kitsune Magic

Power Points: 12

Abilities: Illusions Level 2 (All Senses)

Kitsune delight in creating fantastic illusions to impress others and make themselves look important. Traditionally, Kitsune used Foxfire to mislead travellers and cause mischief.

FOX WHISPERS

Magic Schools: Kitsune Magic

Power Points: 9

Abilities: Telepathy Level 3

Fox Whispers lets the caster communicate telepathically and read the minds of an individual as long as they are within sight.

FREAK OUT

Magic Schools: The Way

Power Points: 1

Abilities: Size Change Level 1

When the caster focus energy correctly, he or she increases in size by 25% and adds +2 to damage with muscle-based attacks. The character's clothes are always reduced to tattered rags.

FUNNY FEELING

Magic Schools: The Way

Power Points: 1

Abilities: Precognition Level 1

Strange impressions and odd dreams sometimes provide vague clues to the character about what the future will bring. The visions can come at any time and are not very specific in detail or meaning.

FUR OF STEEL

Magic Schools: Kitsune Magic, Lycanomancy, Nekomancy

Power Points: 3

Abilities: Light Armour Level 3 (Not against Silver)

This impressive-looking power turns the caster's existing fur into metal strands that protect the caster from harm. The armour lasts so long as Energy Points are spent.

GARGANTUA

Magic Schools: Force of Will

Power Points: 3

Abilities: Size Change Level 3

The character can increase in height by 100%. This change adds +6 to damage with muscle-based attacks and gives the character +1 BP of the Awkward Size Defect.

CHARACTER CREATION

GET GONE

Magic Schools: Messenger of the Word

Power Points: 4

Abilities: Exorcism Level 4

The Tenshi is often called upon to purge the evil influence of Yurei, Daemons, and evil spirits from a location or item.

GLOW

Magic Schools: Sorcery

Power Points: 1

Abilities: Environmental Control Level 1 (Light)

The wooden focus used by the character glows with enough brilliance to illuminate a room. With some practice, the light level can be modulated from the brightness of the sun to a soft phosphorescent glow.

GOOD MEDICINE

Magic Schools: Sorcery

Power Points: 8

Abilities: Healing Level 2

The Sorcerer can brew a potion in a cauldron from an esoteric selection of herbs and magical ingredients that will cure wounds and illnesses.

GORGON FLESH

Magic Schools: Daedelomancy

Power Points: 3

Abilities: Light Armour Level 3 (not against Silver)

This power uses handy objects or materials to help deflect attacks and protect the caster from physical damage.

GREYMALKIN

Magic Schools: Nekomancy

Power Points: 18

Abilities: Illusions Level 3

Greymalkin transforms an area the size of a house into an alternate reality created by the caster. Greymalkin is usually used to throw enemies off the caster's trail. Greymalkin fools all senses.

HATHOR'S SONG

Magic Schools: The Gifts of Thoth

Power Points: 3

Abilities: Exorcism Level 3

By singing a hymn to the goddess Hathor, the caster may Exorcise any supernatural entity.

HEALING TOUCH

Magic Schools: Messenger of the Word

Power Points: 8

Abilities: Healing Level 2

The Tenshi, through skin-to-skin contact, may heal an injured or sick individual.



HELLMOUTH

Magic Schools: Force of Will

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Burning, Spreading, Static, Slow)

The character can create an intense stream of flame and brimstone that leaps from his or her mouth. It takes one combat action to prepare the blast and the character must be standing still, concentrating, unable even to make a Defence roll.

HELLO KITTY

Magic Schools: Nekomancy

Power Points: 3

Power Points: Servant Level 3

The caster may summon a cat for assistance. Supernatural Beast Cats, even in human form will not be able to resist the summons and may come to help. If used multiple times, the caster must pay the cumulative Energy Cost for each cat summoned.

STRAY CAT

15 Character Points

Body 5 Mind 4 Soul 5

Attack Combat Value 4, Defence Combat Value 2, Health Points 30, Shock Value 6, Energy Points 45

Heightened Awareness Level 3, Heightened Senses (Night Vision and Hearing) Level 2, Jumping Level 1, Natural Weapons (Claws and fangs) Level 2, Sixth Sense (Spirits and magic) Level 2, Special Movement (Balance and Cat-like) Level 2

Cannot Talk (1 BP), Easily Distracted (Things that distract cats, 2 BP), Marked (Cat, 2 BP), No Hands (2 BP), Not So Tough (2 BP), Not So Strong (2 BP)

These cats may be replaced between adventures.

HIDE IN PLAIN SIGHT

Magic Schools: Kitsune Magic, Lycanomancy

Power Points: 7

Abilities: Invisibility Level 1

Characters with this power are invisible to sight and sensors while they are not moving. Attacking or moving makes the character visible again.

HISSING FIT

Magic Schools: Nekomancy

Power Points: 8

Abilities: Extra Attacks Level 2

The caster attacks in a blur of hissing fury.

HORNS OF PAN

Magic Schools: Sorcery

Power Points: 1

Abilities: Natural Weapons (Horns)

Large ram horns grow from the character's head and may be used for charging and butting targets in melee combat.

CHARACTER CREATION

HORUS ASPECT

Magic Schools: The Gifts of Thoth
Power Points: 10
Abilities: Metamorphosis Level 2
The Mummy turns into a falcon.

Use the Mummy's Stats, but use only the following Attributes and Defects while in falcon form.

FALCON TEMPLATE

Flight (Can Hover) Level 2, Heightened Awareness Level 2, Heightened Senses (Sight x2) Level 2, Natural Weapons (Beak and Claws) Level 2

Cannot Talk (1BP), Rudimentary Manipulation (1 BP), Not So Tough (1 BP), Not So Strong (1 BP)

HOSSENPEPPER'S FIERY TOMB

Magic Schools: Necromancy
Power Points: 4
Abilities: Special Attack Level 1 (15 Damage, Auto-Fire, Burning, Stoppable, Static)

This impressive pyrotechnic display engulfs the target in an envelope of fire. The process to create the dramatic effect is slow and difficult to control. The target may extinguish the initial flames and stop the attack.

KARUS WINGS

Magic Schools: Daedelomancy
Power Points: 1
Abilities: Flight Level 1 (Glider)

The character gains the ability to fly through the use of wings created from mundane objects. An example of this power would be a Minotaur leaping out of a hotel window. The character finds himself wrapped up in the drapes and venetian blinds. The spell is cast, the blinds twist, contort, and open, wrapped around the drapes, creating a make-shift glider that allows the character to sail over to the balconies on the other side of the hotel courtyard.

IDENTITY CRISIS

Magic Schools: Sorcery
Power Points: 6
Abilities: Shape Change Level 2

The Sorcerer can disguise his or her age, gender, height, build, and appearance after applying a specially treated mud to his or her bodies. Sorcerers can cause others to change their appearance as well if they expose them to the mud.

I KNOW HOW YOU FEEL, LITERALLY

Magic Schools: The Way
Power Points: 1
Abilities: Sixth Sense Level 1 (Empathy)

The character can reach out and detect how other characters feel at a given time.

INVOKE THE TRUE NAME

Magic Schools: The Gifts of Thoth
Power Points: 6
Abilities: Mind Control Level 3

This Mind Control power only works on targets when their True Name is invoked.

IRON FEATHERS

Magic Schools: Avimancy
Power Points: 3
Abilities: Light Armour Level 3 (Not against Silver)

This impressive-looking power turns the caster's existing feathers into metal that protects the caster from harm. The armour lasts each turn Energy Points are spent.

ITCHY WHISKERS

Magic Schools: Nekomancy
Power Points: 5
Abilities: Spirit Ward Level 5

The Spirit Ward stops supernatural entities from passing through a portal marked by the caster. The caster must rub his or her face and whiskers on the area (door jam or windowsill) and scratch patterns with his or her claws. Objects such as pillows, books, and furniture can also be turned into Spirit Wards in this way.

JUMP JETS

Magic Schools: Necrotech
Power Points: 2
Abilities: Jumping Level 2

Jump Jet packs located in the torso, pop out the back and sides of the Construct allowing for amazing leaps.

KALI'S DANCE

Magic Schools: The Way
Power Points: 2
Abilities: Extra Arms Level 2

The character temporarily grows two extra arms.

LABYRINTH

Magic Schools: Daedelomancy
Power Points: 12
Abilities: Illusion Level 4 (Sight and touch)

Powerful illusions, created to confuse and trap victims, have been a speciality of Minotaur for thousands of years. Labyrinth temporarily confuses travellers by making an architectural location appear more complicated than it really is. The cause in this case can vary widely depending on the location. An office building may seem confusing if corridors seem longer, door numbers are mixed up, or characters suddenly find themselves confronted with a dead end in what seemed to be a normal hallway.

LIFE FORCE DRAIN

Magic Schools: Kyuuketsuki Magic, Force of Will, Necromancy, Vengeance
Power Points: 8
Abilities: Special Attack Level 2 (60 Damage, Vampiric x2, Backblast x2, Short Range, Static)

This Magic Power opens a channel of psychic energy between the caster and the target. Arcs of ambient energy leap around the characters in a 1-2 metre radius. Health Points are drained from the target's mouth and leap, as a bluish white bolt of power, to engulf the caster. The lost Health Points are transferred into Energy Points. The Energy Points are added to the caster's total, but they may not exceed twice the normal maximum.

CHARACTER CREATION

LITTLE VOICES

Magic Schools: Messenger of the Word

Power Points: 9

Abilities: Telepathy Level 4

This Magic Power gives the Tenshi an impressive ability to reading minds and transmitting thoughts to others.

LONG ARMS

Magic Schools: Necrotech

Power Points: 1

Abilities: Elasticity Level 1

The Construct may extend its arms into long metallic tentacles. This increases the reach, but also creates flexible limbs that can grab and constrict targets.

MARK OF SHAKUJO

Magic Schools: Avimancy

Power Points: 4

Abilities: Spirit Ward Level 4

Written characters must be drawn or scratched on the area that is to be protected (doorway, window, etc.). If an object marked with the ward touches a supernatural entity, it will suffer damage for as long as the object remains in contact with the entity.

MIGHT OF HERCULES

Magic Schools: The Way

Power Points: 6

Abilities: Super Strength Level 2

Immense muscles ripple and grow on the character and they gain superhuman strength as long as Energy Points are spent.

MIRRORWALKER

Magic Schools: Spectremancy

Power Points: 5

Abilities: Teleport Level 1 (Mirror to Mirror)

Yurei can jump from mirror to mirror if they are within the Teleport range and in sight. Memorised locations are also possible, such as a "home" mirror in a haunted house.

MIST FORM

Magic Schools: Kyuuketsuki Magic

Power Points: 12

Abilities: Insubstantial: Gaseous Form Level 3

The character is still visible, but appears wispy and cloud-like. The character may slip under doors or through keyholes if they are not sealed or air tight.

MOONLEAP

Magic Schools: Kitsune Magic, Lycanomancy, Nekomancy

Power Points: 2

Abilities: Jumping Level 2

The character may jump incredible distances under the light of the moon. Spectators may claim the caster is riding the moonbeams up into the sky.

NEPTUNE'S TRIDENT

Magic Schools: Daedelomancy
Power Points: 8
Abilities: Special Attack Level 2 (30 Damage, Area Effect, Indirect, Quake, Slow, Static, Unreliable)

This power creates a moderate earthquake in the local vicinity of the caster.

NOCTURNE

Magic Schools: Kyuuketsuki Magic, Necromancy, Spectremancy, Vengeance
Power Points: 13 Points total
Abilities: Environmental Control (Darkness) Level 2 (4 Power Points), Teleport Level 1 (From shadow to shadow, 5 Power Points), Special Attack "Dark Tendrils" Level 1 (15 Damage, Affects Incorporeal, Auto-fire, Flexible, Tangle, Inaccurate, Short Range, Slow, Static, 4 Power Points)

Nocturne is a package of Magical Powers that manipulates the dark energy of the shadows.

OPEN MIND

Magic Schools: Kyuuketsuki Magic
Power Points: 9
Abilities: Telepathy Level 3

The caster may read and transmit thoughts as well as experience what the individual experiences.

PADFOOT

Magic Schools: Kitsune Magic, Lycanomancy
Power Points: 1
Abilities: Special Movement Level 1 (Silent Movement)

The movements of the caster will be strangely silent while the power is in effect.

PENTAGRAM

Magic Schools: Sorcery
Power Points: 6
Abilities: Spirit Ward Level 6 (30 Damage)

The Pentagram is a powerful spell cast as the Sorcerer draws the shape of a five-pointed star in a circle with a specially prepared chalk. Proper casting of this ritual requires at least an hour per Pentagram. Each Spirit Ward can protect an individual location, object, or portal. The Sorcerer may also choose to draw a Pentagram large enough to stand in as protection against supernatural entities. Supernatural entities that enter the area protected by the Pentagram will take the damage indicated, ignoring armour or other defences. The Sorcerer is still susceptible to ranged attacks when they stand in the Pentagram.



CHARACTER CREATION

PHANTASM

Magic Schools: Kyuuketsuki Magic, Necromancy, Sorcery, Vengeance

Power Points: 12

Abilities: Illusions Level 2 (All senses)

This Magic Power creates an illusion imagined by the caster. The image may be as subtle as a typo on a page of text or as blatant as a rampaging rhino crashing down Main Street.

PHONEY

Magic Schools: Sorcery

Power Points: 1

Abilities: Features or Accessories Level 1

This spell allows the caster to use a mundane object such as a shoe or wristwatch to operate as a regular cell phone. The character can send and receive regular phone calls.

PILLAR OF KHEPHRI

Magic Schools: The Gifts of Thoth

Power Points: 8

Abilities: Swarm Level 4 (Scarab beetles)

The Caster transforms into a writhing pillar of scarab beetles.

PLAGUE

Magic Schools: The Gifts of Thoth

Power Points: 4

Abilities: Special Attack Level 1 (30 Damage, Contagious x2, Burning: Slow burn, Incurable: Healing spell or potion, Extra Energy, Limited Shots: 3, Melee, Toxic)

This dangerous power spreads a rotting pestilence that sickens the target over a number of days.

POSSESSION

Magic Schools: Force of Will, Kitsune Magic, Spectremancy

Power Points: 28 Points total

Abilities: Meld Level 2 (Living beings, 16 Power Points), Mind Control Level 3 (12 Power Points)

Possession is a package of magical powers the character uses to physically “leap” inside a person or animal and control them from within.

POWER CLAWS

Magic Schools: Necrotech

Power Points: 4

Abilities: Special Attack Level 1 (30 Damage, Penetrating: Armour, Melee)

The Construct may activate huge metal claws, hidden within the hand or forearm. The claws are charged with bioelectric energy that arcs from the construct with a brilliant shower of blue sparks every time this power is used.

RAT PACK

Magic Schools: Kyuuketsuki Magic

Power Points: 18 Points total

Abilities: Swarm Level 4 (A swarm of rats, 8 Power Points), Special Movement (Wall-Crawling, Untrackable) (2 Power Point), Massive Damage Level 4 (8 Power Points)

This package of powers enables the character to assume a deadly swarm of rats.

REINFORCED CHASSIS

Magic Schools: Necrotech
Power Points: 3
Abilities: Super Strength Level 1

This power uses hydraulics and advanced cybernetics to temporarily boost the already awesome strength of the Construct.

RIGOR MORTIS

Magic Schools: Necromancy
Power Points: 8
Abilities: Special Attack Level 2 (60 Damage, Incapacitating, No Damage, Short Range, Slow)

Rigor Mortis is a powerful paralysis ray that incapacitates the target for several minutes.

SANDMAN'S GIFT

Magic Schools: Sorcery
Power Points: 8
Abilities: Special Attack Level 2 (15 Damage, Incapacitating: Sleep, Soul Attack, Limited Shots, Melee, No Damage, Static)

The Sorcerer must blow a grainy powder into the eyes of the target, potentially causing the victim to fall asleep

SANDSTORM

Magic Schools: The Gifts of Thoth
Power Points: 14 points total
Abilities: Environmental Control: Increase Temperature Level 1 (1 Power Point), Meld Level 2 (With Earth, 4 Power Points), Special Attack "Sand Fist" Level 1 (30 Damage, Tangle, Short Range, Slow, 4 Power Points), Telekinesis Level 5 (Earth, 5 Power Points)

Sandstorm is an awesome package of Magical Powers that call upon powerful and ancient forces that existed before the Sahara desert was a lush jungle. This powers kicks up a dry, hot, dusty wind. Waves of sand and energy are controlled by the Mummy to create not only attacks, but also creative transformations and constructions. The sand spontaneously appears where it is needed at an incredible rate and leaves an incredible mess behind.

Note: A character with this Magical Power Package can conceivably create structures and walls that provide defence against attacks. The earthen walls can absorb up to 20 Health Points of damage before they are destroyed.

SCRATCH

Magic Schools: Nekomancy
Power Points: 8
Abilities: Special Attack Level 2 (30 Damage, Penetrating: Armour, Short Range)

This power creates a bio-electric envelope of power emanating from the claws of the caster. The power may be used to enhance hand to hand attacks or it may be launched as a short-range attack. Blue streaks of energy erupt from the hands as the caster mimics the action of clawing and howls.

SECOND WIND

Magic Schools: The Way
Power Points: 8
Abilities: Regeneration Level 2

The character can call upon the forces within themselves and focus that energy to stop bleeding, knit wounds, and cure illnesses.

CHARACTER CREATION

SEE RED

Magic Schools: Daedelomancy

Power Points: 12

Abilities: Mind Control Level 3

This form of Mind Control incites or removes anger in a target. A spiralling sequence of events leads the character to act out in his or her anger and frustration or dissipates the targets anger, calming him or her down.

SENSOR ARRAY

Magic Schools: Necrotech

Power Points: 3

Abilities: Sensors Level 3

Sensor arrays allow the Construct to use a form of personal radar. Target movement, identification, and verification is possible with an on-board tracking system.

SHELL

Magic Schools: Necrotech

Power Points: 8

Abilities: Heavy Armour Level 2

Using Nanotech and magically enhances alloys, the Construct creates a shell-like armour that, when powered up, creates an almost invulnerable defence.

SHY PAWS

Magic Schools: Kitsune Magic, Lycanomancy, Nekomancy

Power Points: 1

Abilities: Special Movement Level 1 (Untrackable)

The caster's feet will leave no trace on any surface when this power is used. The power also removes any scent from the trail.

SIREN SONG

Magic Schools: Avimancy, Kitsune Magic

Power Points: 9

Abilities: Mind Control Level 3 (Affects only members of opposite sex)

Members of the opposite sex that hear the Siren Song are greatly susceptible to suggestion from the caster. Ancient Greek Harpies would sing to lure ships into dangerous rocks and plunder the treasure. One individual can be controlled and given aggressive suggestions. Alternatively, a small group (2-6 people) may be affected to perform non-aggressive activities.

SPIRIT HISS

Magic Schools: Nekomancy

Power Points: 4

Abilities: Exorcism Level 4

With Spirit Hiss, the caster leaps and attacks seemingly invisible targets, hissing and mewing horribly until the supernatural entity has no choice but to leave the area or lose Energy Points. The entity cannot attack the caster if a successful Exorcism Check is made. Entities reduced to 0 or fewer Energy Points will begin to lose Health Points. This Exorcism destroys the physical form of the supernatural entity.

SPIRIT TRAP

Magic Schools: Sorcery

Power Points: 6

Abilities: Exorcism Level 6

This trick is as old as humanity. Sorcerers use a small tube with elaborately carved faces on both ends as a Spirit Trap to capture incorporeal supernatural entities such as ghosts. Entities reduced to 0

or fewer Energy Points will become permanently “sealed” in the Spirit Trap unless the trap is broken, or they are specifically summoned by a magic spell.

SPIRIT WALL

Magic Schools: Messenger of the Word

Power Points: 6

Abilities: Force Field (Wall) Level 3 (Stops 30, Blocks Incorporeal, Offensive, Both Directions, Limited: Doesn't protect against damage from other Messenger of the Word attacks)

The Spirit Wall is a barrier of protective spirits that rises between the Tenshi and the attacker. The wall can be placed to defend people or objects up to 5 metres away from the character.

SPIT ICHOR

Magic Schools: Vengeance

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Burning, Penetrating: Armour, Irritant, Inaccurate, Short Range, Limited Shots)

The putrefying contents of the Revenant's stomach are dangerously acidic and diseased. The Revenant can expel a stream of black, steaming sludge out of his or her mouth. The sticky material then burns horribly; continuing until it is washed off or burns out.

STONE SKIN

Magic Schools: The Way, Sorcery

Power Points: 4

Abilities: Light Armour Level 4

The caster's skin turns grey and hardens like stone, but joints remain flexible.

STONE'S THROW

Magic Schools: Force of Will

Power Points: 3

Abilities: Telekinesis Level 3 (Earth)

Up to 100 kg of Earth can be manipulated, inflicting up to 30 points of damage if used as a thrown weapon. This spell may also be used to shape and repair stone structures such as tunnels or statues.

STORM CALL

Magic Schools: The Way

Power Points: 6

Abilities: Environmental Control (Weather) Level 3

The caster can manipulate and create localised weather systems.

STORMFRONT

Magic Schools: Messenger of the Word

Power Points: 6

Abilities: Environmental Control (Weather) Level 3

The character can alter and create weather patterns.

CHARACTER CREATION

STRANGER

Magic Schools: Messenger of the Word

Power Points: 4

Abilities: Shape Change Level 2

Tenshi are very distinctive visions, with a glowing halo and feathery wings. It is convenient, at times, to be a little less angelic. Stranger allows the Tenshi to shift into a variety of disguises of a normal human. They will still appear as supernatural entities to those with Sixth Sense (Supernatural).

SUMMON INNER FURY

Magic Schools: Lycanomancy

Power Points: 8

Abilities: Extra Attacks Level 2

The caster's attacks speed up to a blur.

SUMMON SPIRIT WOLF

Magic Schools: Lycanomancy

Power Points: 6

Abilities: Servant Level 6

The Spirit Wolf is the primal essence of the wolf that was fused with a human to create the first Upuaut. It appears as a large wolf of transparent blue and white energy. Powerful and fearsome, the Spirit Wolf will obey the caster as long as Energy Points are spent. When the caster stops investing Energy Points, the Spirit Wolf will disappear in a flash of light.

SPIRIT WOLF

30 Character Points

Body 6 Mind 3 Soul 6

Attack Combat Value 7, Defence Combat Value 5, Health Points 60, Shock Value 12, Energy Points 45

Combat Mastery Level 2, Features (Night Vision) Level 1, Extra Attacks Level 1, Natural Weapons (Fangs) Level 1, Heavy Armour (Stops 10 points) Level 1, Heightened Senses (Smell and Hearing) Level 2, Speed Level 2, Special Movement (Light-footed, Untrackable, Water-Walking) Level 3

Marked (Big, Glowing Spirit Wolf, 2 BP), No Hands (2 BP), Cannot Talk (1 BP), Awkward Size (1 BP),

Spirit Wolf is a manifestation of a primal force; it can be replaced between adventures.



SUN WALKER

Magic Schools: Kyuuketsuki Magic

Power Points: 2

Abilities: Special Defense (Protection from Sunlight) Level 2

This spell allows the Kyuuketsuki to move in sunlight as long as Energy Points are spent.

SWORD OF HEAVEN

Magic Schools: Messenger of the Word

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Burning, Penetrating: Armour x2, Melee, Unreliable)

The Tenshi can use any weapon and turn it into an agent of Divine Wrath. The weapon no longer does its regular damage, but is transformed by the spell into a Magic attack. This devastating strike ignores armour and other defences and continues to burn with purifying flame even after the initial damage.

TAIL WHIP SHOCK

Magic Schools: Kitsune Magic

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage, Flare, Stun, Inaccurate, Stoppable)

The Kitsune drags its tail across the ground quickly, building up a charge of electrical energy that it then releases as a ball of blue lightning, with a snap of the tail.

TAURUS CHARGE

Magic Schools: Daedelomancy

Power Points: 8

Abilities: Special Attack Level 2 (30 Damage)

This effect is a Special Attack in the shape of a charging bull formed from random debris.

TEA LEAVES

Magic Schools: Sorcery

Power Points: 2

Abilities: Precognition Level 1

By carefully analysing the shapes left by loose tea leaves in a cup, the reader can glimpse snippets of future events. The character cannot read tea leaves more than once per game session.

TEMPEST IN A TEAPOT

Magic Schools: Sorcery, Spectremancy

Power Points: 6

Abilities: Environmental Control Level 3 (Weather)

The caster can manipulate and create localised weather systems.

TERROR

Magic Schools: Necromancy, Vengeance

Power Points: 9

Abilities: Mind Control (Fear) Level 3

The caster may cause the target to flee in panic or become paralysed with dread.

CHARACTER CREATION

TOUCH OF DECAY

Magic Schools: Force of Will, Vengeance

Power Points: 8

Abilities: Special Attack Level 2 (45 Damage, Burning, Contagious, Melee, Slow)

The character must physically touch the target. Inanimate material decays rapidly: metal flakes with rust and collapses, plastic turns brittle and crumbles, water stagnates and becomes undrinkable, etc. Flesh and plants will wither and sicken. Objects may pass on the decay if touched before the attack has finished delivering damage. Individuals infected in this way must make a Body Stat Check or be affected by the attack.

TOUCH OF SEKHMET

Magic Schools: The Gifts of Thoth

Power Points: 12

Abilities: Healing Level 3

This power only works if the healer can actually touch the wound.

TREE SPIRIT

Magic Schools: Sorcery

Power Points: 2

Abilities: Meld Level 1

The character can merge completely into a tree. The trunk must be wide enough to house something as large as the character. While merged with the tree the character cannot interact with the outside world.

TRUTHTELL

Magic Schools: Force of Will

Power Points: 1

Abilities: Sixth Sense Level 1 (Sense Truth)

The character can tell if he or she is being lied to, but will not know the exact details of the lie.

VAMOOSÉ

Magic Schools: Sorcery

Power Points: 14

Abilities: Invisibility Level 2 (Vision)

The Sorcerer can blend into the surroundings by turning a specially prepared cloak inside out. If the cloak ever falls off, the character is visible again.

VISION

Magic Schools: Messenger of the Word

Power Points: 4

Abilities: Precognition Level 2

The Tenshi may actually initiate a precognitive vision through intense prayer and contemplation.

VOICE OF THE WOLF

Magic Schools: Lycanomancy

Power Points: 9

Abilities: Telepathy Level 3

Voice of the Wolf lets the caster communicate telepathically and read the minds of an individual as long as he or she is within sight.

WEATHER CONTROL

Magic Schools: Avimancy, Kitsune Magic, Kyuuketsuki Magic

Power Points: 6

Abilities: Environmental Control Level 3 (Weather)

The caster can manipulate and create localised weather systems.

WHIFF OF BRIMSTONE

Magic Schools: Vengeance

Power Points: 1

Abilities: Sixth Sense Level 1 (Detect Evil)

The character can sense evil. The exact nature of the evil is not necessarily known to the Revenant, but the taint of guilt will mark a character as a target for revenge.

WHIRLWIND ATTACK

Magic Schools: Avimancy

Power Points: 12

Abilities: Special Attack Level 3 (45 Damage, Area Affect, Long Range, Low Penetration, Slow)

A mini-tornado is unleashed upon the target after a turn of summoning and focussing the elemental forces.

WILD HUNT

Magic Schools: Lycanomancy

Power Points: 8

Abilities: Special Attack Level 2 (15 Damage, Auto-Fire, Indirect, Drain Energy, Backblast x2, Slow, Stoppable)

Wild Hunt summons primal spiritual forces and concentrates them into an undulating host of spirit creatures composed of ethereal shadow and light. The forces Wild Hunt summons exist naturally and are relatively harmless. When they are focussed into a host, however, they can unleash powerful energy into this reality. The host arcs through the sky and bombards the target with multiple blasts of otherworldly energy. The target is invariably torn to pieces by the attack and the area surrounding the caster ripples with energy, causing backblast damage in curious shapes and patterns. Many of the patterns left behind in cornfields have become known in modern times as crop circles.

WINGS OF DESIRE

Magic Schools: The Way

Power Points: 4

Abilities: Flight Level 1

Brilliant wings of fire grow out of the character's back and allow the character to fly.

WRATH OF THE CREATOR

Magic Schools: Messenger of the Word

Power Points: 8

Abilities: Special Attack Level 2 (45 Damage, Area Effect, Auto-fire, Burning, Homing, Indirect, Long Range, Extra Energy, Inaccurate, Slow, Static, Stoppable, Toxic, Unreliable)

A shaft of heavenly energy lowers from above and cleanses the target area with fire and brimstone. Hosts of writhing spirits swarm across the area, tearing apart whatever stands in their way. Targets who flee or evade the initial blast remain targeted and have to avoid a second Attack in the next combat round.

CHARACTER CREATION

WRITING ON THE WALL

Magic Schools: The Gifts of Thoth

Power Points: 4

Abilities: Spirit Wards Level 4

Hieroglyphs and symbols must be drawn on the areas protected.

ZEPHYR

Magic Schools: Messenger of the Word

Power Points: 12

Abilities: Insubstantial Level 3 (Gaseous Form)

The character turns into a transparent bluish-grey mist.

STEP 3: FINISHING TOUCHES

Supernatural Entity Templates are necessary to maintain the internal logic of a campaign, but they can lead to cookie-cutter characters with little personality. Players and GMs should keep this in mind as they create their characters and feel free to adjust the templates if desired.

Supernatural adventurers often use research and background knowledge to defeat adversaries that are too elusive or powerful to meet in single combat. Knowledge is power in the world of *Cold Hands*, *Dark Hearts*. A piece of esoteric information could be what it takes to destroy a monster or stop a dangerous ritual from taking place. Players should invest in the Highly Skilled Attribute to allow for the unique mix of brains and combat efficiency found in the Supernatural Anime genre. Use the Occult Horror Skill table when determine Skill Point Costs.

It is typical in the genre for characters to be familiar with the lore and background of the occult. The Cultural Arts skill allows characters to specialise in Archaeology, History, and Occultism — all very useful skills when pursuing the forces of darkness. Linguistics lets characters translate mouldy scrolls and musty tomes that can provide key information in solving mysteries or making connections. Police Sciences can uncover important clues and Social Sciences includes the study of useful specialisations such as Anthropology, Psychology, and Theology. These specialisations come in handy when trying to understand what motivates other characters or remembering the incantation of your favourite exorcism.

Combat Skills should not be neglected unless it totally undermines the character concept. *CHDH*, like many Supernatural anime series, focuses on action and adventure, but the toughest adversaries are usually destroyed by indirect means such as destroying a statue, or reading a special spell. As many adversaries are more powerful than the characters, the player should focus on defensive Combat Skills such as Melee Defence, Unarmed Defence, and Ranged Defence.

The GM should reward players who seek to integrate their characters into the setting and specific campaign. The game will benefit from characters integrating themselves into complex webs of interpersonal relationships with other player characters and NPCs.

CHAPTER THREE

ROLE-PLAYING IN THE WORLD OF COLD HANDS, DARK HEARTS



Cold Hands, Dark Hearts campaigns are desperate struggles of good versus evil. Player characters represent the protagonists of the story, struggling against the cruel machinations of the Daemon Lords and trying to save the world from another Daemonic invasion. This chapter outlines specific campaign information on the kinds of challenges the player characters may face in a *Cold Hands, Dark Hearts* campaign.

It's a big bad scary world out there. The key to any successful role-playing campaign is giving the characters good reasons for risking life and limb and hanging around with shady shadow-creepers (other player characters). Saving the world is a popular, common goal, but other forces should motivate the characters to stick together. Given the nature of the genre, thousand year old friendships (and rivalries) are common. Supernatural entities also seek some level of normalcy in their day to day life. They form groups and organisations for social as well as political reasons. Once the GM has a sense of why the player characters are adventuring together, the story will make much more sense.

There are many reasons to explain why characters are involved in an adventure, but it is always better if the characters strive to consider why they are risking life and soul to undertake dangerous missions. Possible reasons for adventuring in *CHDH* may include:

TREASURE HUNTING

The character may be a collector, work for someone else, or seek personal power and riches. The individual reasons for hunting treasure should be considered before the characters risk their neck translating mouldy texts and deciphering crude maps. The character may be trying to stop lost treasure from falling into the hands of Daemonic forces. The Daemonic and magical treasures of old can provide a character with immense power. The race against a rival treasure hunter can be a frantic motivation for a character.

A character may be upholding a family tradition or duty of guarding items of power and renown. The character may have an ancestral link to a treasure's creator or be responsible for the treasure being lost or falling into the wrong hands.

The ultimate Treasure Hunter campaign is to reconstruct the Seven Seals (see page 95) that imprisoned the original Daemon Lords. This is treasure hunting for a noble purpose.

MONSTER AND DAEMON HUNTERS

Characters may have a personal or professional responsibility to keep the world safe or eliminate the competition. Hunting is a dangerous profession so the character's motivations should be very compelling. A loved one could have been killed or abducted by an entity or even transformed into a monster. The character may have the cure that could restore the person to his or her former state, or maybe the character is just seeking revenge.

UNWITTING ADVENTURERS

Very few of us can avoid our fate. Being at the wrong place at the wrong time or unearthing knowledge that was not meant to be known could thrust the character into a very hostile situation. The character may or may not even know why everyone seems to be out to get them. This can be a frustrating, but exciting situation for the player. Most of the fun occurs as theories are developed and paranoia sets in. Sometimes the speculation of the players can be more interesting than what the GM originally planned. A good GM will always feel free to modify their original plans and go with the better story. Sometimes, finding out the truth can be a real let down and feel somewhat anti-climatic. The GM should have more mysteries for the character to unravel and allow the character to evolve in a realistic and interesting manner.

THE FORCES OF EVIL

This motivation usually only succeeds if all the players are working for the dark side. An evil player character who betrays good player characters is bound to be the target of the group's outrage and revenge, but that can be a delicious moment of betrayal that will not soon be forgotten. Watch out though, bad guy campaigns often devolve into hack and slash bloodbaths. Endless plotting and second-guessing in behind-the-scenes politics is generally more rewarding for players. Anime is well-known for likeable villains and grey areas where the lines between good and evil are constantly blurred. Most anime villains don't see themselves as evil, they're just looking out for their own interests in the long run.

THE LIVES OF PLAYER CHARACTERS

Characters should do more than battle the forces of evil on a regular basis — they should have lives too. The world of *CHDH* is the modern world that we live in today. Most things operate as we expect they should — jets soar in the heavens and automobiles ply the highways — but hidden just below the surface is a secret world of evil Daemons, lost civilisations, and powerful magic. The existence of this world is unknown to most sane mortals. What knowledge does leak out is considered fantasy or legend and is usually dismissed as “fairy stories” or quaint folk beliefs. Explaining away the dark reality of the world has allowed supernatural entities to survive for thousands of years. They know that humanity would systematically destroy everything if the truth became common knowledge.

Some entities are more successful at integrating into human culture than others. It is difficult for *Kyuuketsuki*, for example, to make an impact in the media when they cannot be recorded in photos, video, or on audio tape. A supernatural subculture has evolved alongside mainstream human society. This subculture allows entities to meet and interact in a comfortable environment. Private after-hours nightclubs, closed museums, galleries, and theatres are often the front for supernatural entity activity. Most events in *Cold Hands, Dark Hearts* take place at night for a very simple reason: less mortals asking questions or seeing what their not supposed to see. Supernatural entities, hero or villain, respect the need to keep their activities secret from mortals. Mortals are rarely involved in supernatural exploits and doing so is considered “bad form.” This practice probably derived from the extremes of the Daemon Lords before they were bound in the Seven Seals.

MUMMIES

Mummies run the most influential subculture on earth. Spanning the globe and possessing multiple lifetimes of wealth and knowledge, the Mummies have entrenched themselves as leaders in the mortal and supernatural world. The major concern for Mummies is to maintain the conditions necessary for their mummification and re-birth after death. Vast amounts of archaeological, spiritual, and historical information are shared on a regular basis, but not all Mummies get along as well as they should. After death, Mummies rely on each other to bring them back to life. Someone also has to take care of legal and financial matters in the meantime. Priests and scribes are some of the most important professions in Mummy society. Global Antiquities Society (G.A.S., see page 87) is the leading global organisation dedicated to maintaining the labour-intensive existence of serial immortality. Mummies are the closest of all the supernatural entities to true humans. They have often lived many life-times and instead of growing world-weary and bored with life, they savour and anticipate every element of life like a favourite five course meal. Mummies love life, but to an outsider, they may appear to be obsessed with death.

KYUUKETSUKI

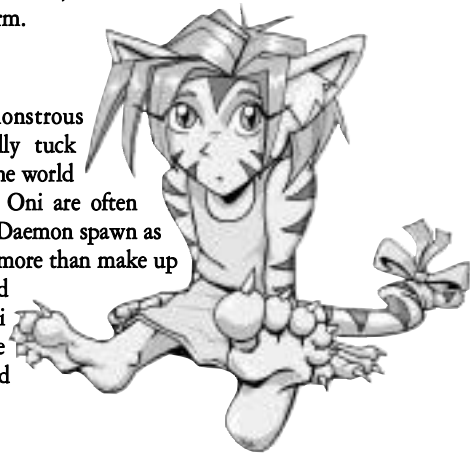
Kyuuketsuki stick to the dark underbelly of world events — they don't want to accidentally find themselves exposed in full sunlight. They crave some degree of control in mortal affairs and are classic manipulators, exerting their influence in sneaky and subtle ways. Their main concern is always where their next meal is coming from. Kyuuketsuki prefer the variety and easy pickings of city life. They often run nightclubs, bars, or hotels, preferring that their food come to them. Territorial by nature, they are solitary hunters and work in packs only when close emotional ties keep them together. Adventurous Kyuuketsuki hire out their services and abilities in return for creature comforts and a fresh blood supply. Tragic love affairs with humans inevitably occur, leading to all kinds of confusion and moral dilemmas. Kyuuketsuki angst is frustrating and tedious for most others.

BAKEMONO

Bakemono always seem to find each other. They like to work together and have a herd/flock/pack instinct making them very gregarious and friendly. This social nature naturally leads them into other people's business. They crave relationships and are usually part of any team that requires muscle. Bakemono maintain dynamic lives in the mortal community, as the moon will allow. They tend to stick to their bestial instincts, however, but obsess and daydream about their wilder natures when in human form.

Oni

Oni are hopelessly self-conscious of their monstrous appearance and their diabolical lineage. They usually tuck themselves away in the sewers and abandoned ruins of the world and sulk. This behaviour is not just about vanity — Oni are often hunted down by other supernatural entities who see all Daemon spawn as worth destroying. What Oni lack in social graces, they more than make up for in firepower. Oni enforcers are some of the most feared beings in the *CHDH* universe. More sensitive Oni embark on life-long quests to prove to everyone (including themselves) that they are not monsters and deserve respect.



SUPERNATURAL BEASTS

Supernatural Beasts maintain low profiles. They know that shape-shifting animals are cute, but ultimately distressing to most mortals. Other supernatural entities do not take them seriously and dismiss their importance. Without the respect of their peers, Supernatural Beasts are usually content to limit their activities to “harmless” pranks. Many adventurous groups have a Supernatural Beast as a mascot and comic relief.

SENNIN AND SORCERERS

Sennin and Sorcerers see themselves as humanity's ultimate evolution. The irony is that they are usually so obsessed with possessing supernatural power, that they lose their ability to connect meaningfully with others. They grow increasingly alienated from their human origins as they become more powerful. Sennin and Sorcerers squabble with each other terribly and often battle each other because they seek the same goals. Aside from Mummies, they are the main instigators of quests for knowledge and magic. The reality-rippling power they possess often drives them to madness and self-destruction. Power is addictive and they are constantly pushing themselves to develop and strengthen their supernatural abilities, often at the expense of their humanity.

TENSHI

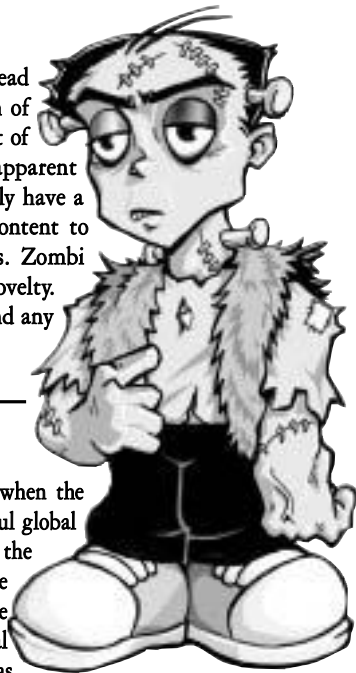
Tenshi are fatalistic and paranoid. They are cold and aloof, seeing mortals as lesser beings, but powerless to stop themselves from protecting their interests. Tenshi cannot refuse an adventure — literally — Tenshi are driven instinctively on specific quests and missions. Failure to comply with the call to adventure will result in loss of powers and abilities. Continued dismissal of duty will end their very existence — they will be wiped from the fabric of reality as if they had never existed. There is always a good reason for Tenshi to participate in an adventure and they know that as soon as one goal is reached another challenge will rise to replace it.

YUREI

Yurei generally mope around and make faces at people who cannot see them. They are frustrated that they cannot interact with the mortal world as much as they would like and get very excited when supernatural entities can see them. Yurei miss being alive and will let anyone who can listen know about it. Yurei tend to circle around other supernatural entities because they crave interaction and adventure. After putting the affairs of their former life in order, most Yurei drift without direction or purpose. They lack any sense of time or space and will “tag along” on adventures. Other supernatural entities avoid Tenshi, considering them bad luck or a curse. This tension only seems to intrigue the Yurei. There must be something interesting going on if they are avoided.

ZOMBI

Zombi resent the stereotype of the mouldy undead monster aimlessly wandering the countryside in search of fresh brains to eat. Most Zombi seek to make the most of their undeath and will test the limits of their apparent indestructible natures, whenever possible. Zombi usually have a mission as an agent of vengeance while others are content to locate a steady source of “fresh meat” or spare parts. Zombi embark on quests willingly, seeking adventure and novelty. Immortality is a weary row to hoe for the living dead and any distraction is attractive.



GLOBAL HOTSPOTS

The Earth today is a radically different place than when the Daemon Lords first attacked humanity. A series of powerful global catastrophes, culminating in the last ice age, devastated the ancient civilisations that arose after the imprisonment of the Daemon Lords. Today, the locations in the world where these civilisations flourished are nexus points for paranormal activity. Treat these places, or any that you create, as common Places of Power. Anyone who spends at least 1 hour per Level of Place of Power in this location will be able to access a pool of Energy Points. When the points are used up, the character may not access the pool until they replenish. The Energy Points recharge at a rate of 1 Point for each Level of Place of Power, per hour.

THE AVENUE OF CARNAC IN BRITTANY, FRANCE

Place of Power Level 1

Carnac is a powerful collection of over 3000 standing stones that are arranged in four groups that stretch over 8 km. The Stones have been dated to around 4700 BC and they are considered to be the oldest stone structure in Europe. A large megalith known as the Fairy Stone once stood an impressive 20 metres high. Evidence indicates that the stone once rose above a huge burial site. Astronomers have suggested that the site was once used to monitor the moon, possibly to control or defend against a Bakemono threat. In historical times, the area was christianised by the Michaelites in an attempt to better understand how to use the site properly.

The tampering and destruction of the site has weakened its power. Carnac's original power made it one of the key locations for magic and ritual in ancient Europe. Recent excavations make it clear that Carnac was once the location of one of the Seven Seals. The Seal itself has been removed, but local legends of the healing powers of the stones suggest that the secondary power seal has not been completely destroyed or removed.

NEWGRANGE, IRELAND

Place of Power Level 2

Newgrange is a powerful mound tomb sepulchre built by an ancient witch kingdom as part of a larger complex of stone circles and burial mounds that follow the river Boyne to the Irish Sea.

The process of preparing and protecting the dead may illustrate a long-standing struggle against waves of Zombi or Kyuuketsuki invasion 5000 years ago. Newgrange is famous for the striking spiral and diamond shaped motifs carved on many of the large stones. Their defensive positions around the entrances of the tombs indicate that these labyrinth-like symbols may have been ancient Spirit Wards or holy symbols. Elaborate tomb preparation and a fascination with the process of death and rebirth may indicate a connection to the Mummy cultures of Atlantis and Egypt. Modern Witches have adopted Newgrange as a protective site of power and fertility.

GIZA, EGYPT

Place of Power Level 3

Ancient Egyptians referred to Giza as Rostau, the "Gateway to the Otherworld." Giza is renowned for the Sphinx and a necropolis of tombs and pyramids including the Great Pyramid. The Sphinx is a half-lion, half-human being carved out of a single piece of limestone. Ancient Egyptians referred to the Sphinx as a guardian of the "Splendid Place of the Beginning of all Time" and saw it as a cornerstone of the area's powerful magic. The Great Pyramids of Giza were built between 2575-2467 BC by the Egyptian pharaohs Khufu, Khafre, and Menkaure, but the Sphinx appears to have been built thousands of years before the pyramids. Geologists have noticed rain weathering, which would date the Sphinx as being built well before 5000 BC when the Sahara was still green. The Mummies are evasive about the precise date, but will admit the survivors of Atlantis built it after the global catastrophes. Below the Sphinx is a massive underground warren of tunnels and chambers that are reputed to contain the lost knowledge of Atlantis. Modern Mummies have spent decades searching under the Sphinx since it was completely uncovered in the 1920s, but seem no closer to discovering their lost history.

TEOTIHUACAN, MEXICO

Place of Power Level 2

The large, well-planned city and pyramids existed thousands of years before the Aztecs invaded. Remnants of the original Mummy culture from Atlantis built the original site, but they were taken over by a Daemon force that finally destroyed the Mummy warriors in 700 AD. The site fell into ruin and was finally re-claimed by the Aztecs in the twelfth century AD. The Aztecs, terrified of the Daemon Lords, pursued a terrifying culture of human sacrifice that claimed over 10,000 human lives. Aztecs claimed to have descended from a tribe of "first men" who emerged from deep within the mountain Aztlan on a great island. Dispersed by the powerful deity Huitzilpochtli, they set out to conquer the world. The Aztec were remnants of a powerful Sutekh cult that supported the Daemon Lords and sought to rule Atlantis. The coup failed and they were driven from the lost Island kingdom well before its destruction.

The Aztecs ruled Teotihuacan until the sixteenth century, when the conquering Conquistadors destroyed their culture. Today, the site of Teotihuacan houses a secret society of Sutekh worshipping Mummies who seek to return the Daemon Lords to their original glory on Earth.

ELDRITCH CHASM, CANADA

Place of Power Level 1

Scottish settlers founded the town of Eldritch in the early nineteenth century along an unremarkable river in Southern Ontario near a picturesque gorge known as the Eldritch chasm. Native shaman had used the gorge as a place of ritual and spirit quests for thousands of years. The gorge, once part of an ancient tropical coral reef, channels mystic energy and stores it in the rock and forests that surround the town. The mills and industries closed down in the early twentieth century and the town was transformed into a tourist centre soon after the Second World War. Many notable Sennin and Sorcerer families of Scottish descent established themselves in the town and today it is noted as a quirky, but hospitable retreat for supernatural entities. Thousands of Mortals mill through the streets everyday, shopping in the quaint stores and enjoying the natural beauty of the chasm, but few discover the mystic reality behind the tea houses and antique shops. Eldritch is notable for the many ornate churches that were once built by the prosperous mill owners. Many of the churches have fallen into ruin and some house a sorry band of grumpy Tenshi who monitor the activities of the Sennin and Sorcerers with great care. The true goals of these Tenshi remain a mystery, as they are uncharacteristically violent and rude to the curious.

ANGKOR WAT, CAMBODIA

Place of Power Level 3

Hidden in the Cambodian jungles of Southeast Asia lies the temple city of Angkor and the largest holy building in the world. By 1000 AD, Ankor was the world's largest city with terraces, houses, shrines, temples, reservoirs, and irrigation canals housing over half a million people. Mummies had reached Southeast Asia by the 7th century AD. A series of Mummy-led wars for independence freed the locals from Javanese rule. Egyptian icons and deities were adapted to the local Hindu and Buddhist culture. Angkor, a corruption of the Sanskrit word for town, can also be translated from ancient Egyptian as "the god Horus lives". There are many spiritual and physical similarities between Angkor and Giza in Egypt. Both sites are competent astronomical observatories and are covered with elaborate carvings. Statues were also built to house the spirits of the dead kings during rituals of rebirth. Much of the evidence that remains from Giza and Angkor indicates that both sites were important for rescuing souls lost after death and returning

them to life. Other species claim a connection to the site. The central building of Angkor Thom, is constructed of 54 towers, each covered with four huge faces of the Bodhisattva Lokeshvara. Some Tenshi recognise the faces as representations of the 200 or more Watchers, fallen angels of ancient times. Other carvings, depict beings such as Garuda, a bird-man similar to the Egyptian Horus and the Tengu and the Naga, many-headed serpent shape shifters who are linked to the Daemon Vasuki who was imprisoned in a seal by the Bakemono. Angkor remained a site of Mummy influence until the fifteenth century when Thai armies destroyed them after a seven-month siege. The Thais systematically destroyed the temples and equipment, priests, and scribes that were necessary to return the Mummies to life. Without the Mummies, the locals fled and allowed the temple to fall into ruin.

The secrets of Angkor are generally considered lost in time. How and why Mummies settled in Southeast Asia at this time is not yet clear. Today, Mummies, Tenshi, and Bakemono strive to unravel the mysteries of this massive complex.

KYOTO, JAPAN

Place of Power Level 2

Kyoto was the only Japanese city of note to be spared during the bombing of the Second World War. Many original wooden temples, shrines, palaces, castles, and villas survived. The city has an atmosphere that is refined, aristocratic, and feminine. Even the dialect, kyoto-ben, is uniquely feminine sounding. The city is surrounded by mountains and acts as a reservoir of mystical energy. Kyoto has over 1,500 temples and is graced with a thriving community of Yūrei and Zombi. There always seems to be something ancient lurking in the graceful wooden architecture and narrow streets. A large aristocratic villa with sprawling gardens and a collection of shrines and reflective pools hosts the current world headquarters of the Pandora organisation. The head of Pandora has remained hidden in his private wing of the villa for over twenty years and there is some speculation that he is no longer human, but has somehow merged with a daemon. Research facilities and offices are located in a modern complex of glass and steel buildings near the central train station. A thriving community of Sennin and Sorcerers has lived in the city since it was the capital of Japan from 794 until the twelfth century. The secretive mystical culture remains entrenched and bound to tradition and aristocracy. Recently, there has been a power struggle among the Sorcerers in Kyoto, with traditional magic losing out to the radical youth that thumb their noses at the old ways and seek to create a new culture of freedom and individuality.

STONEHENGE AND AVEBURY HENGE, ENGLAND

Place of Power Level 2

Stonehenge is the most recognisable Neolithic stone circle, or cromlechs in the world. Built upon an even older site of wooden markers, Stonehenge was constructed around 2000 BC, the same time as the Great Pyramid in Egypt. Stonehenge acted as a massive cosmic calendar for ancient humans, making agriculture and rituals more precise and fruitful. Stonehenge is actually only one of hundreds of stone circles and mounds built in England at this time. Avebury, 40 km to the north of Stonehenge is larger and older and is thought to be the centre of an ancient organisation of displaced beings, survivors of lost civilisations. Mummies, Kyuuketsuki, and tribes of nomadic Supernatural Humans built these sites as cruder versions of their lost sites of power to control the incursions of Daemonic forces. Abandoned around 1000 BC, the sites fell into ruin and much of their original purpose became a mystery. Today Stonehenge remains a focus of Witch and Daemonic activity in Europe.

EASTER ISLAND

Place of Power Level 2

Easter Island is a small shard of a much larger island that fractured and sank after a huge war between rival kingdoms ruled by powerful Zombi. The Lich kings and their human followers that survived worked together and settled the remaining island. A lone canoe arrived first containing seven sages prepared the island for settlement by building stone mounds and burial platforms known as Ahu sometime after 800 AD. The ancient people of the island laid the bodies of their deceased on these platforms as sacrifice for their Zombi overlords. The huge stone statues we associate with the island were not built until the fifteenth century. Over 600 humanoid statues cover the island. The construction of these ancestor images on Ahu, faces turned inland to watch the surviving islanders, was a subtle protest against the Zombi who were demanding more and more sacrifices. The conflict between humans and Zombi came to a head in the sixteenth century when a group of Tenshi arrived on the island and a "birdman" cult was founded. The Tenshi trained the humans for battle against their Zombi rulers. By the seventeenth century, a war erupted between the two tribes that consumed both sides and destroyed the civilisation forever. Today Easter Island is still used by Zombi to enhance the potency of rituals and spells.



HOW MAGIC WORKS

Magic is the manipulation of reality through sound, movement, and ritual. Reality is something that most inhabitants of Earth take for granted. The Djinn and their creations, the Daemons, had twisted Earth into a mockery of creation. Insulted, the Creator dispatched an Angelic force to bind the Djinn into servitude and imprison the Daemons in Sheol. Humanity inherited a wild world of Daemonic chaos and torment. Successive catastrophes seem to be evidence of reality snapping back to its original shape after it had been pushed too far out of balance. The current reality that conforms to measurable laws and principles is a collective conceit, a shared dream, made tangible by successive generations of human collective unconscious.

The elastic nature of reality has impressed generations of Sorcerers, and those who would try to bend and twist it to their whims. Reality keeps snapping back to how it was before things went awry and when it snaps, someone is bound to get hurt. An individual rarely has much hope of permanently changing the way the universe works — Magic is more like surfing waves than parting the Red Sea. The strong fabric of our reality didn't congeal until humans began walking the earth. The Djinn severely weakened the strands of time and space during their brief spree. After their binding, humanity was introduced as a way of rooting the earth into a static existence of predictability and logic. At least that was the plan. The main problem is the continued existence of beings that had once existed outside of the current paradigm. Their presence has poisoned reality and threatens the continued reality that we all work so hard to believe in. Tenshi and Oni have the purest connection to this proto-reality and are better able to effect more meaningful changes to the way things are. Kyuuketsuki and Bakemono were changed by forces outside of our reality and became something new within our existence. This type of awesome, world-building power is infinitely ancient and all but myth in our current reality.

Magic is real. Billions of humans have certain expectations of reality, but just because they don't believe in something doesn't mean it doesn't exist. Our modern era demands empirical proof and documentation in order to verify the existence of something. People believe that whatever does not fit into the puzzle must not exist, but science ignores the area above, below, and around the puzzle. Science explains our reality quite nicely, but it cannot measure the foundations and firmament that surround us. Science is a faith, like any other. It is an attempt to understand the universe from our unique perspective. Our experience of the universe is limited to a narrow spectrum of wavelengths and sensations. Like the blind men describing the elephant, humanity does its best to understand what is out there, but cannot see the whole picture. Those beings connected to the reality that existed before humans possess a Sixth Sense, a chance to glimpse the energies and beings that swirl under the noses of human beings.

Human beings are much too frail to handle the power of true magic — it would eventually tear apart their bodies and minds. There are only some beings capable of changing the true nature of the universe. The first created the universe and it's not talking. The choirs of angels are also strangely silent. The Djinn happen to be bound, hidden, and enslaved while the Daemon Lords of Sheol are also bound and hidden. Or so people hope. The binding of the Daemon Lords is a struggle whose story is all but lost to us today. Whispers and imaginings have wondered if the Daemons were truly trapped as thought or if they have ruled from the shadows, slowly changing the nature of reality into something they could live with.

ESOTERIC ORGANISATIONS

There are multitudes of expressions in response to supernatural activities on Earth. Some responses are religious or spiritual in nature; others are more scientific and calculated. Several Esoteric Organisations have risen and fallen over time. The following are some of the more influential groups currently at work in the world:

THE COVEN

The Coven's promotional material claims that the organisation is "a sane group of insane people." Founded in the 1960s by the counter-culture descendants of the Salem Witches, the Coven works hard to promote and popularise the pursuit of esoterica as a natural quest for all people to undertake. The Coven found some unusual support in the 1990s when New Agers and Chaos Theory Physicists drove the membership into the millions. The Coven is a very informal networking system for Sorcerers across the globe. Regular tutorials and research assistance as well as personal and moral support are provided to members who are often isolated and sometimes persecuted for their beliefs and abilities. The Coven is a true co-operative, non-profit organisation. It exists because it is needed and useful. All attempts to usurp control by private interest groups or ambitious individuals have always resulted in failure.

Coven members often hire freelance adventurers to recover lost items or locate missing people. The Coven also provides magical services when learning or performing spells. Sorcerers now have a global support system and with the internet, can research magical lore at any time, from anywhere.

PANDORA

Pandora is an organisation that studies and monitors the activities of supernatural entities in the world. Collecting legend and lore into a massive database of information, their goal is to separate myth from reality. Founded in the eighteenth century by a splinter group of the Bavarian Illuminati in England, their sole purpose is to collect esoteric information and provide the knowledge to all who seek it. Pandora members, known as Infernals, are tireless researchers and notorious conspiracy theorists. The current head of Pandora is a mysterious Japanese businessman who made his fortune by inventing roadside fortune-telling machines. Pandora's current world headquarters is based in Kyoto, Japan, but every major city in the world has a chapter house that researches and services the local community. Research topics are posted every week on the Pandora website and thousands of Infernals world-wide log on to investigate and share information. The motto of Pandora is "Hope" — hope that freedom of knowledge will enlighten humanity and free them from the danger of the ancient Daemons.

The problem with the Infernals is their susceptibility to madness. There are some things that human beings were never meant to know. Possessing that knowledge can often push people over the brink and turn them into dangerous adversaries. Pandora's current leader, for example, has not been seen in public for twenty years. Some claim that he is no longer human, but has merged with a Daemon. Other Infernals insist that he does not exist at all and that the charade of his leadership is part of the mystique of Pandora.

Pandora offers members and freelancers many opportunities for adventure and enlightenment. The characters should have some past history with Pandora or a Pandora operation. Pandora welcomes all supernatural entities — this open-mindedness has provided the organisation with unprecedented access to rare and obscure knowledge.

GLOBAL ANTIQUITIES SOCIETY

This organisation, run by Mummies, ensures the preservation of sites of antiquity, temples, tombs, art, and artefacts vital to the continuing existence of Mummy culture. G.A.S. operations are centred in Cairo and are known by the public as a non-profit society dedicated to recovering important archaeological and cultural artefacts plundered by foreigners in the nineteenth and early twentieth century. The organisation has almost unlimited access to resources and information around the world. Rumours abound that G.A.S. is gathering a private army to exert their influence in the Middle East to protect the ancient knowledge hidden under the desert sands. G.A.S. is a paranoid group, welcoming and helpful to fellow Mummies, but suspicious and rude to others.

G.A.S. exists because Mummies require the extensive network of support and contacts to remain immortal. Adventures involving G.A.S. are rarely boring and usually erupt into some massive conflict. G.A.S. paramilitary forces have connections with most governments and often work in tandem with the military to secure ruins and artefacts needed to assist the maintenance of mummification and reincarnation.

DAEMON PATROL INTERNATIONAL

Centred in China (Hong Kong), Daemon Patrol International is a flamboyant and active organisation funded by an unusual marriage of big business, Triad families and spiritual groups dedicated to exorcising and destroying Daemon infestations in Asia and the world. Daemon Patrol agents are superstars in Asia with big cars, corporate sponsors and the devotion of millions of fans. When Hong Kong was handed over to China in 1997, Daemon Patrol International became an officially sanctioned group within China's political bureaucracy. Active in North America and Europe since the early nineteenth century the Daemon Patrol is considered an Asian gang and has been forced to work underground on those continents. When Daemon Patrol International comes to town, expect pyrotechnics, bad weirdness, and massive property damage.

Daemon Patrol International Daemon Slayers are well-dressed, well-armed, and well-versed Sennin and Sorcerers who take their battles to the streets and the sewers of the world. They see their adventures as a game that is generously supported by the Chinese government. Daemon Patrol International can be indiscreet when they are ridding an area of a dangerous supernatural entity. Entire blocks have been destroyed in the ensuing rampages. Daemons and Oni are not the only ones that have to worry about being slain — all entities are fair game if the supervising council deems them “dangerous.” This organisation makes a wonderful third-party wild card that can be injected into an otherwise straightforward adventure.

THE MEPHISTO ALLIANCE

The Mephisto Alliance is a collection of Oni and other supernatural entities who support the goals of Mephisto and the other Daemon Lords. In the ancient world, they wandered the globe, destroying Oni civilisation. The Library of Alexandria, a vast warehouse of Oni supernatural knowledge and history, was burnt to the ground in 272 AD during a Mephisto Alliance attack. Today they work tirelessly to locate evidence of the Seven Seals in the hopes that their masters will return to rule the world.

Adventures involving this organisation usually involve finding information or items before they do, or stealing it back from them. Alliance members are bitter zealots who long for a lost “golden age” of Daemon rule that never really existed. The Michaelites are their bitter rivals and the two groups are on the verge of dragging billions of people into a holy war soon.

MICHAELITES

The Michaelites is a powerful Tenshi faction who fanatically hunts Oni. They see Oni as corrupting forces at work in the world and seek nothing less but the destruction of all Oni and the construction of a global theocracy. There is no true formal structure to the Michaelites — it is more of a philosophy than an organisation. Michaelites see themselves as modern crusaders, defending the remnants of all that is good from the forces of evil. They are able to excuse their own bloody excesses as necessary and justified, ignoring the destruction and mayhem they are inflicting. When in battle, or while worshipping, they often wear simple white robes emblazoned with a stark red cross. Most Tenshi will publicly denounce the Michaelites and their holy war against the Oni, but a growing number are secretly joining their ranks or privately support their mission. Some people claim that corrupted Tenshi clans like the Azazel are behind the movement and that they seek nothing less than the return of the Daemon Lords.

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It would be difficult for player characters to be active members of the Michaelites unless all of the players were Tenshi. The atrocities committed in the name of purity should be repugnant and horrifying to even the most jaded warrior. Michaelites are a good example of adversaries that believe they are somehow excused of their sins because they feel their cause is just. Adventures with the Michaelites could see the characters defending an innocent Oni or community of Oni who are victims of Michaelite intolerance and violence.



BLUE SKIES UNLIMITED CORPORATION

This multinational corporation was once a herbal tea distributor in the 1970s and has since become one of the largest publishers of magic books in the world. Blue Skies Unlimited operates out of Australia today and owns several publishing companies throughout Asia. They are known to supernatural entities as the publishers of "The Esoterica," a gossipy weekly magazine that details the trials and tribulations of the beautiful people of the supernatural world. Serious books of magical technique and collections of bestiaries round out the publishing catalogue that also includes hundreds of mundane titles including a children's book line and a series of successful cookbooks.

Player characters may find themselves working for Blue Skies Unlimited as writers or reporters researching phenomenon or getting the dirt on the rich and famous. Sorcerers rely on Blue Skies for keeping rare books in print. Finding ancient scrolls and lost manuscripts could keep any self-respecting group of adventurers very busy indeed.

ITEMS OF POWER: ARTEFACTS AND RELICS

Artefacts and relics are not just useful gadgets and gizmos for characters to play with — they also make great excuses to have exciting adventures. There should be an aura of mystery or awe surrounding the objects. The GM should feel free to alter or add to the objects listed here to maintain the wonder and keep everyone guessing what the item is all about. If an Item of Power is ruining a campaign, the GM should tell the Player his or her concerns and come up with a mutually satisfying compromise. The old item could be lost or destroyed and a new item could replace it. If the power of a technological or magic item unbalances the game, the GM should remember that power attracts attention, and NPCs with even more powerful abilities could be on the way to relieve the owner of the item.

MANY HATS

Item of Power Level 1

Highly Skilled Level 2

In the mid 1800s a collection of exquisite hats mysteriously appeared in esoteric circles throughout Europe. An anonymous London milliner had sold the strange-looking, but otherwise mundane hats at an outrageous price. The initial attraction of the hats was the strange effect they seemed to have on the wearer. The entire personality and character seemed to change, adapting to the hat worn. A fisherman's cap, for example, would make the wearer speak in a dialect and adopt typical traits of fishermen. A further effect, not noticed until later, was that the hat also imparted professional knowledge and skills usually possessed by those who would wear that type of hat as part of their profession. What initially began as a party novelty was recognised as a useful and powerful item. New hats appear, even today, with modern skills and personalities. A failed Soul Stat Checks by the wearer means that the character is overwhelmed by the new Skills and personality and will behave as the hat suggests, without memory or knowledge of their regular selves for as many game turns as the Margin of Failure of the Soul Stat Check. Some hats may impart dangerous or aberrant behaviours, but most are just embarrassing or annoying.

Hats with Skill Levels that are already possessed by the wearer add to the existing Skill Levels. Specific details of Skills the hat provides should be worked out on a hat-to-hat basis. Some examples include:

POLICE CAP

Skills: Gun Combat 1, Interrogation 1, Melee Attack 1, Melee Defence 1, Law 2, Police Sciences 2, Urban Tracking 1

Defects: Marked (Police attitude and mannerisms, 1 BP), Easily Distracted (Upholding law and order, 1 BP), Owned By A Megacorp (Subject to orders from HQ, 1 BP)

STRAW HAT

Skills: Unarmed Attack 2, Unarmed Defence 2, Linguistics (Chinese) 1, Acrobatics 1

Defects: Marked (Bad dubbing and mannerisms of stereotypical movie martial artist, 1 BP), Easily Distracted (Fighting, 1 BP),

THE BLADE OF GADREEL

Item of Power Level 1

Broadsword (Weapon Attack Level 1, Damage 30, Melee, Drain Body, 4 points)

This weapon appears as a finely crafted sword, made from pure silver, but the actual metal is not of Earthly origin. The sword is lightweight and carved with runic markings, which can be identified as Angelic script. Translated, the markings read "Gadreel's blade, Gadreel's soul." The blade inflicts an impressive amount of damage, but it is known for its ability to weaken its target.

PARTICLE ACCELERATORS

Item of Power Level 2

Particle Accelerator (Weapon Attack Level 2, Damage 45, Affects Incorporeal, Short Range, Limited Shots: 6, 8 points)

Particle Accelerators fire charged atoms at their target. These charged atoms can affect characters or entities who are Insubstantial. This can be a very nasty surprise for a Yurei, who can be forever destroyed if they are "killed" in this way. Particle Accelerators are uncommon items, but a character with the proper para-psychological connections should be able to acquire the device as an Item of Power. Particle Accelerators are composed of a bulky backpack with enough energy for 6 shots and an attached rifle-sized output device with a pistol grip and a trigger.

ENTITY DETECTOR

Personal Gear Level 1

Entity Detector (Sixth Sense Level 2, sense spirits and magic, 2 points)

Entity Detectors identify the unusual energy signatures supernatural beings possess and the ripples in the fabric of reality that occur when Magic is used. The character must make a successful Mind Stat Check to accurately interpret the readings to detect Magic or Spirits within a 5 metre radius when the Detector is activated. The Detectors are very rare, but may be acquired by para-psychologists or people connected with the high tech industry as a Major Item.

MAGIC POWER CRYSTALS

Personal Gear Level 1

Sorcerers and powerful magic users tend to lose energy very quickly over the course of an adventure. Sorcerers create magic Power Crystals as rechargeable batteries for magical energy. It takes 15 hours and a successful Cultural Arts (Occultism) Skill Check to enact the ritual required to charge a specially prepared crystal before it can provide the character with 60 extra Energy Points. Magic Power Crystals count as a Major Item and are available to characters connected with an Esoteric Organisation or Coven.

SPIRIT TRAP

Item of Power Level 3

Spirit Trap (Weapon Attack Level 3, 15 Damage, Affects Incorporeal, Incapacitating: Soul Roll, trapped in tube, Incurable, Vampiric, No Damage, Toxic Unreliable, Uses Energy x2, 12 points)

A Spirit Trap is a foot-long tube of bone, ivory, or polished stone with two carved heads or designs on either end. The Trap is used to capture Exorcised Daemons or Spirits. Once bound into

the item, the caster can use the device to drain up to 20 Energy Points from the trapped entity. This item is created when an exorcised Daemon is properly exorcised (below 0 Energy Points) and forced into a specially prepared Spirit Trap.

GUARDIAN SPHINX STATUE

Item of Power Level 2

Servant Level 6 (Cannot be replaced between adventures), 6 Character Points.

Guardian Sphinx Statues are huge, twenty foot long stone Sphinx with huge wings. The owner can ride on its back and even have it attack enemies in combat. The statue is only animated when the owner activates a talisman worn around his or her neck. The statue sits quietly in a designated location until it is needed.

Body 7, Mind 2, Soul 4

Attack Combat Value 6, Defense Combat Value 4, Health Points 55, Shock Value 11, Energy Points 30

Combat Mastery Level 2 (4 Points), **Heavy Armour Level 2** (Stone construction, 8 Points), **Flight Level 2** (Wings, can hover, 8 Points), **Natural Weapons Level 2** (Claws and Beak, 2 Points), **Super Strength Level 2** (6 Points)

Awkward Size (5 tonnes, 2 BP), **Cannot Talk** (2 BP), **Marked** (2 BP), **No Hands** (2 BP), **Physically Unappealing** (1 BP), **Vulnerability** (metal weapons, 2 BP)

CLOCKWORK SCARAB

Item of Power Level 1

Servant Level 3 (cannot be replaced between adventures) (3 Character Points)

Clockwork Scarabs are small, guinea pig sized metal and wood constructions built by some of the world's finest craftsmen. Ingenious clockwork mechanisms allow the scarabs to scurry around and even fly. Scarabs are often used for surveillance and recognisance, following the instructions of its operator by way of a two-way audio/visual-link crystal held by the user. They become rather "attached" to their owners and will behave in a pet-like fashion when activated. Scarabs are powered and operated by beetle-shaped magical crystals that are found only in the Egypt.

Body 3, Mind 3, Soul 3

Health Points 10, Energy Points 30, Attack Combat Value 3, Defence Combat Value 1

Features Level 3 (Two way audio and visual link crystal, Night vision, 3 Points), **Flight Level 2** (Can hover, 8 Points), **Light Armour Level 4** (Chitin shell stops 10 points damage, 4 Points), **Natural Weapons Level 1** (Bite, 1 Point), **Speed Level 2** (2 Points), **Special Movement Level 1** (Wall crawling, 1 Point)

Bane (water, 2 BP), **Cannot Talk** (1 BP), **Diminutive** (3 BP), **Hanger Queen** (1 BP), **Marked** (2BP), **No Hands** (2 BP), **Not So Strong** (1 BP), **Not So Tough** (2 BP), **Volatile** (1 BP)

MUMMY WRAPPINGS

Item of Power Level 2

Own a Big Mecha Level 2 (8 Points).

Wrappings are the original dressings used to preserve the Mummy's body after death. They are made of specially treated linen sails, magically enchanted for defence and enhancing the abilities of the wearer. A Scarab necklace is worn to use the Attributes possessed by the Wrappings. Partially sentient, the suit can act independently of the Mummy, scouting ahead for reconnaissance or to

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carry the wearer to safety. As long as the Mummy wears the Scarab necklace, the Wrappings will obey any commands. Wrappings can also appear as any type of clothing that the Mummy desires.

Body 5, Mind 5

Armour 12, Attack Combat Value 3, Defence Combat Value 1, Health Points 30, Energy Points 25

Armour Level 3: 12 points hidden, partial (10 MP), A.I. Level 3 (6 MP), Extra Arms +1 (1 MP), Elasticity Level 2 (2 MP), Regeneration Level 1 (4 MP), Special Movement: Light-Footed, Untrackable, Wall-Crawling (3 MP), Speed (1 MP), Super Strength Level 1 (1 MP), Transmutation (Mecha can appear as any type of clothing) Level 1 (1 MP), Summonable Level 2 (8 MP), Weapon Attack Level 2 "Wrapping Whip Strike and Grab!" (15 Damage, Concealable, Flexible, Tangle, Short Range, Stoppable, 8 MP).

Summoning Object (Scarab Necklace Required) (1 MBP), Weak Point (Necklace) (1 MBP), Mutual Damage (2 MBP), Not So Tough (1 MBP)



CHAPTER FOUR

GM SECTION



The GM has a great deal of influence on the kind of experience the players have when they participate in a *CHDH* campaign. A GM may decide to make the campaign dark and moody, with subtle horror and lots of mysteries to solve or could create a lighter and wilder game with outrageous action and a happy ending. Whatever the theme or tone of the campaign, the players must feel that their characters are the cogs that drive the story to its logical conclusion. Player characters should always have a sense of their goals or objectives as they embark on their adventures. Locations should be as detailed as necessary. If a location is not important and the characters insist on examining it inch by inch, the GM should not be afraid to sum up the time spent in one sentence and move on to the important parts of the adventure. This chapter provides the GM with some valuable tools for running Occult anime adventures, including campaign suggestions, monsters, and Daemons.

CAMPAIGNS

Most GMs have a good idea of the type of campaign they wish to create. Campaign guidelines allow the GM and players to work in unison, creating a carefully-considered and consistent gaming experiences. Players also need a reason to work together as a team. The myriad supernatural entity templates and Attributes available to the characters as well as the nature of anime as a genre tend to promote loners and tricksters. A group of loners, however, makes for a difficult game group. It is important that character concepts work well in a group situation. Ideally, the players and the GM should know why the character is participating in the adventure with the other player characters.

THE SEVEN SEALS CAMPAIGN

This campaign uses the background of *Cold Hands, Dark Hearts* to motivate the actions of the characters. The stakes are high and the goal of imprisoning the Seven Daemon Lords again may, at times, seem like an unattainable goal. The adventures should be filled with mystery and high adventure. The campaign is a globe-spanning epic that requires a great deal of travelling. Some species do not travel well. Kyuuketsuki do not “do” daylight and Oni might get curious stares in economy class on a 747. A sponsoring organisation can eliminate some problems by providing funding, transportation, local guides, and specialised equipment for the characters. It is a very dangerous world — players may need to replace fallen characters as the campaign progresses. The adventure at the end of the book, “Antarctica Mission” is the first step of a global Seven Seals Campaign.

Following are some suggestions on how to have player characters easily work with each other.

HOMOGENEOUS SPECIES GROUP

Players create unique characters but use only one type of entity template. This option creates a group of characters that have a basic familiarity and knowledge of each other and it encourages working together as a team. Zombi, Yurei, or Bakemono groups are some examples of the Homogeneous Species Group campaign. A common threat or background provides a believable motivation for banding together and embarking on an adventure.

COMMON BOND

This campaign can be difficult to set up, but it is very rewarding for players and GM alike. When players create their characters, they also develop a web of connections and relationships, linking each character in various ways. The longevity of some species often makes this straightforward (“Oh, I remember you, you saved my skin in a bar-fight during the Gold Rush!”).

The campaign should spur the characters into action for personal reasons: a character's lover is killed or kidnapped — he is the mentor of another character, the sister of another, the only person who can remove a curse from another, etc. The dynamics of the relationships between characters will lead to honest motivations for adventuring and satisfying role-playing.

SUPERNATURAL INVESTIGATION TEAM

The characters could work for a large corporation, government agency, police force, or intellectual group who investigate strange events throughout a city (or even the world). This option provides missions, resources, and opportunities for interaction with colourful NPCs. The team could also be freelancers who try to make ends meet working for clients while pursuing their individual goals.

SUPERCREEPS

The characters are a dynamic superhero group who challenges the forces of the Daemon Lords while busting crime and helping lost souls. Adversaries run the full range from purse-snatching thugs to apocalyptic threats. When scary monsters are humanity's last, best hope, things are bound to get weird real fast. The action should be over-the-top, comic book fun, with dramatic battles and snarling villains.

MONSTER HIGH SCHOOL

The characters are teenagers at a high school who have banded together to fight the evil that threatens to consume the entire community. A high school is a traditional setting for many popular anime stories. Part of the fun of Monster High School is the crazy courses the students might take — "Hurry up and bind the Daemon, I'll be late for my Creative Curses class!" The campaign should be fun and chaotic, playing up the rivalries and conflicts between characters. The world should appear relatively normal, but it won't take much to reveal the creatures that lurk in the library ("Is that a tentacle under the supply teacher's blazer?").



MONSTER ARCHETYPES

Darkness conceals a night-time world of rich variety and power. Modern civilisation believes it has conquered the night with electric light, but the shadows writhe with ancient creatures from our mythic imagination. Monsters have always existed at the edge of humanity's perception, ready to pounce on the unwary or foolish. In myth and legend, they have traditionally existed as symbols of the hero's struggle. The following examples merely scratch the surface of what's out there.

GRIFFON

30 Character Points

Body 6, Mind 2, Soul 6

Health Points 100, Energy Points 40, Shock Value 20, Attack Combat Value 6, Defence Combat Value 4

Combat Mastery Level 2, Damn Healthy! Level 4, Extra Capacity Level 1, Heightened Awareness Level 5, Flight Level 1, Light Armour Level 2, Natural Weapons (Claws, Beak) Level 2

Awkward Size (2BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

Griffons are majestic hybrids of lions and eagles. They are predatory hunters who defend their nests and young vigorously. If raised from a hatchling, some Griffons can be trained as beasts of burden. It difficult to ride a flying Griffon, but not impossible with training and trust. Some enterprising Sennin and Sorcerers raise and sell Griffons as mounts.

WYVERN

45 Character Points

Body 8, Mind 3, Soul 6

Health Points 120, Energy Points 45, Shock Value 24, Attack Combat Value 7, Defence Combat Value 5

Combat Mastery Level 2, Damn Healthy! Level 5, Flight Level 2, Focussed Damage (Tail Strike) Level 1, Heavy Armour Level 1, Heightened Senses (Hearing, Smell) Level 2, Natural Weapons (Claws, Fangs, Tail Striker) Level 3, Speed Level 1, Super Strength Level 2

Awkward Size (2 BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

Wyverns are a serpentine form of dragon with leathery wings, a long snake-like body, and a poison stinger at the end of its tail. Wyverns prefer to hide in narrow caves, tunnels, and sewer systems and prey on animals ranging in size from a cat to a horse. They are social creatures who mate for life and usually hunt in pairs. If a Wyvern is encountered, it can be expected that its mate will be along shortly.

GARGOYLE

45 Character Points

Body 6, Mind 2, Soul 3

Health Points 85, Energy Points 25, Shock Value 17, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Damn Healthy! Level 4, Extra Attacks Level 1, Heavy Armour Level 1, Life Support Level 2, Natural Weapons (Claws, Fangs, Horns) Level 3, Flight (Glider) Level 2, Special Defence (Ageing) Level 2, Stealth (Vision) Level 5, Super Strength Level 2

Awkward Size (1 BP), Cannot Talk (1 BP), Cursed: Inanimate during the day (1 BP), Not So Fast (1 BP), Unskilled (2 BP)

The Gargoyle is a being constructed of stone and animated by old magics. They were originally designed as guardians without much need for independent thought. As most Gargoyles have outlived their creators, they have adopted territorial behaviour patterns and watch the world from the highest perch available. They will attack anything that they see as a threat to their territory.

**OGRE**

40 Character Points

Body 7, Mind 4, Soul 5

Health Points 90, Energy Points 45, Shock Value 18, Attack Combat Value 7, Defence Combat Value 5

Aura of Command Level 3, Combat Mastery Level 2, Damn Healthy! Level 3, Focused Damage (Mace Bash) Level 2, Light Armour Level 3, Massive Damage Level 2, Natural Weapons (Claws, Fangs) Level 2, Personal Gear (Great Mace) Level 1, Super Strength Level 2

Awkward Size (1 BP), Not So Fast (1 BP), Unskilled (2 BP)

Ogres are shy and solitary creatures. They live in remote forests, ruined buildings, or caves. Ogres have a fantastic sense of smell, but are generally mindless hunters who delight in destruction.

ANIMATED SKELETON

20 Character Points

Body 4, Mind 2, Soul 3

Health Points 55, Energy Points 25, Shock Value 11, Attack Combat Value 5, Defence Combat Value 3

Combat Mastery Level 2, Damn Healthy! Level 2, Heightened Awareness Level 2, Life Support Level 2, Light Armour Level 3, Meld (Earth) Level 2, Sixth Sense (The Living) Level 1, Special Defence (Ageing) Level 2, Special Movement (Light-Footed) Level 1

Bane (Holy Symbols) (1 BP), Bane (Sunlight) (2 BP), Cannot Talk (2 BP), Easily Distracted (Killing anything that lives) (2 BP), Not So Fast (1 BP), Unskilled (2 BP)

Animated Skeletons are mindless, soulless beings who have been animated to perform menial tasks for Necromancers such as carrying things and fighting. The skeleton can only be used for basic tasks with simple and specific orders. GMs can have fun alternating the weapons and combat abilities of individual skeletons to keep the players guessing — a Skeleton with Gun Bunny would be an interesting encounter. Animated Skeletons make up for their weakness through sheer numbers, often overwhelming a victim with a seemingly endless supply of bony allies.

SCARECROW

15 Character Points

Body 6, Mind 1, Soul 1

Health Points 35 Energy Points 10 Shock Value 7, Attack Combat Value 5 Defence Combat Value 3

Combat Mastery Level 3, Regeneration Level 1, Reincarnation Level 2, Sixth Sense 1 (Life forms), Special Attack Level 1 (30 Damage, Penetrating: Armour, Melee)

Cannot Talk (2 BP), Marked (2 BP), No Hands (2 BP), Phobia (Fire, 1 BP), Physically Unappealing (2 BP), Unique Defect (Reincarnation does not work if remains are scattered, 1 BP), Unskilled (2 BP), Vulnerability (Fire, 2 BP)

Scarecrows are mindless creatures with jack-o-lantern heads and rag and straw bodies that roam the countryside at night. Their origins are unclear, but they appear to be the construction of a deranged Sorcerer with too much time on their hands. They are terribly fragile, but can quickly regenerate and re-form after they are destroyed.

GOBLIN

20 Character Points

Body 6, Mind 3, Soul 3

Health Points 75, Energy Points 30, Attack Combat Value 3, Defence Combat Value 1

Damn Healthy! Level 3, Focused Damage (Spear) Level 1, Heightened Senses (Hearing) Level 1, Light Armour Level 1, Personal Gear (Skateboard, cell phone) Level 1, Mechanical Genius Level 1

Burglary Level 2, Melee Attack Level 1, Melee Defence Level 1, Stealth Level 1

Not So Strong (1 BP)



Goblins are small, shadowy creatures that emerge from the lost fairy-lands to seek their fortunes and cause as much trouble as they possibly can. Goblins usually prefer to steal what they can, but they have an uncanny knack for constructing dangerous and useful gadgets out of everyday objects. Goblins operate in loose clans or gangs that often fight amongst themselves. Modern Goblins have adopted the trappings and mannerisms of rappers and skaters and fill the night with madness, danger, and chaos. Some organised Goblin gangs have an Ogre or two that they can call upon if they require assistance. An angry gang of Goblins can be a formidable encounter.

DAEMON ARCHETYPES

The Djinn created the Daemons in every conceivable form and shape. The Daemon Lords who control Sheol, however, are unique individuals. Daemons can operate on earth indefinitely but they tend to attract the attention of Tenshi and Sennin, so they maintain a relatively low profile. Some Daemons are summoned due to accident or design. These accidental visitors are often the most dangerous, unpredictable, and frustrated by their surroundings.

HELL HOUND

50 Character Points

Body 6, Mind 2, Soul 5

Health Points 95, Energy Points 35, Shock Value 19, Attack Combat Value 6, Defence Combat Value 4

Combat Mastery Level 1, Damn Healthy! Level 4, Environmental Control (Darkness) Level 2, Heightened Awareness Level 4, Insubstantial (Incorporeal) Level 4, Natural Weapons (Fangs, Claws) Level 2, Light Armour Level 4, Speed Level 2, Stealth Level 3, Super Strength Level 2

Awkward Size (1 BP), Bane (Holy items, 1 BP), Bane (Sunlight, 2 BP), Cannot Talk (1 BP), Rudimentary Manipulation (1 BP), Unskilled (2 BP)

A Hell Hound is not actually a dog, but a four-legged Daemon. They tend to use their ability to become incorporeal to slip in and out of combat, wearing down their opponent with stealth and power. Hell Hounds communicate in short barks and hisses, but do not have a true language.

TENTACLED HORROR

30 Character Points

Body 11, Mind 4, Soul 5

Health Points 80, Energy Points 45, Shock Value 16, Attack Combat Value 6, Defence Combat Value 4

Extra Arms Level 4, Extra Attacks Level 3, Focused Damage (bite) Level 4, Heavy Armour Level 2, Natural Weapons (Beak, tentacles) Level 2

Awkward Size (2 BP), Bane (Holy Ground, 2 BP), Bane (Holy Items, 2 BP), Cannot Talk (1 BP), Marked (2 BP), Unique Character Defect (Must follow local laws and customs, 2 BP), Unskilled (2 BP), Volatile (2 BP), Vulnerability (Holy Items, 2 BP)

The Tentacled Horror exists to wrap things up in its tentacles and consume it. It is not fancy or diabolical — it just seems to pursue a steady diet of whatever it can catch.

POSSESSING DAEMON SPIRIT

25 Character Points

Body 3, Mind 5, Soul 7

Health Points 50, Energy Points 60, Shock Value 10, Attack Combat Value 5, Defence Combat Value 3

Insubstantial Level 1, Meld Level (Any living creature) 2, Mind Control Level 3

Bane (Holy Ground, 2 BP), Bane (Holy Items, 2 BP), Marked (2 BP), Unique Character Defect (Must follow local laws and customs, 2 BP), Unskilled (2 BP), Volatile (2 BP), Vulnerability (Holy Items, 2 BP)

This Daemon does not have a physical form — it is a murky spirit that possesses the bodies of living creatures so it can interact with the world. These Daemons have tremendous fun hopping from host to host, leaving chaos or dead bodies in their wake. Only holy items, exorcism, or attacks that affect incorporeal targets can harm it.



FIEND

25 Character Points

Body 5, Mind 3, Soul 8

Health Points 65, Energy Points 55, Shock Value 13, Attack Combat Value 5, Defence Combat Value 3

Features (Longevity) Level 1, Heavy Armour Level 1 (Hidden), Heightened Senses (Smell) Level 1, Magic Level 1 (Force of Will, see page 52 for details), Regeneration Level 1, Reincarnation Level 1, Special Defence (Ageing) Level 1, Super Strength Level 1

Bane (Holy Ground, 2 BP), Bane (Holy Items, 2 BP), Marked (2 BP), Unique Character Defect (Must follow local laws and customs, 2 BP), Volatile (2 BP), Vulnerability (Holy Items, 2 BP)

Gun Combat or Melee Attack Level 2

Fiends are the rank and file Daemons in Sheol. They are vaguely humanoid creatures capable of wretched cruelty. Fiends encountered on earth are usually on a specific mission or have been summoned by a misguided Sorcerer.

THE SEVEN DAEMON LORDS

The seven Daemon Lords were the first Daemons created by the Djinn. It was because of this offence that the Djinn were imprisoned to serve the subsequent race, humanity. All Daemons have a negative impact on their surroundings — the Daemon Lords inspired violence, madness, and confusion. Their sinister aura also undermines the perceptions of reality and experience that humans agree upon. These inconsistencies could lead to madness and despair on a global scale. When they manifest in our reality, they are huge 50-foot monsters stomping around, demoralising the pitiful humans at their feet. There are no game statistics for the Daemon Lords

— they exist mainly as a plot device and are more powerful than numbers and statistics can ever relate. It is also ultimately more terrifying for the players to know that the GM can do anything he or she likes with the Daemon Lord because nothing has been officially recorded. The GM must use the Daemon Lords very carefully. Due to their vulnerable state when they are manifested (they can be trapped in a seal), the seven Daemon Lords try to influence the events of the world at an arm's length.

AMEMAIT

Amemait the devourer must constantly feed upon the souls of the lost and unhappy, using them as nourishment and energy. Once devoured, the spirits lose their personality and individuality and wander the globe as lost souls. The Yurei trapped Amemait in ancient times.

ASTAROTH

The first Daemon, Astaroth, was created in the image of the angels that enforced the will of The Creator. He was considered an abomination and it was the refusal of the Djinn to admit that they were not trying to mock creation with Astaroth that lead to their eventual punishment. The Tenshi created the seal that eventually imprisoned him.

AZAZEL

Azazel appears as an emaciated old woman with wild hair, a skeletal face, and blue skin. Azazel appears to be made up of a horrifying collection of body parts. She does not talk but wails piteously like someone who has lost everything. She was imprisoned by the Zombi in ancient times.

EMPUSA

This Daemon Lord appears as a bat-like creature with powerful jaws. Empusa craves blood and will seek out places that reek of blood to exert his murderous influence. The Kyuuketsuki originally imprisoned him.

MEPHISTO

Mephisto bears the double honour of being the Dread Lord of the Oni and the second Daemon to be created by the Djinn. Mephisto is aloof and detached from the chaos and terror that he creates. Oni opposed him because he belittled and denied their "humanity," but he has recently become fashionable among Oni again.

SUTEKH

The most human of the Daemon Lords is Sutekh. He appears as a withered old man wrapped in filthy bandages. He wants to raise humanity up to the status of the other supernatural entities in the world. The Mummies devised the magic required to create the seals that trapped the Daemon Lords and imprisoned Sutekh in the first seal.

VASUKI

Wild and unpredictable, Vasuki is a scourge on the land destroying everything in sight and inciting fits of uncontrollable rage and desire, yet he is the least physically destructive. The Bakemono turned against him in the initial struggle before the creation of the seven seals.

CHAPTER FIVE

THE

SEVEN SEALS



THE SEVEN SEALS

Note: This section is for Game Masters (GMs) only! If you are a player and you read this section, you may spoil your GM's game.

Antarctica Mission is a multi-session adventure that initiates the players into "The Seven Seals" campaign. The adventure is designed for 3-6 players built with 40-45 Character Points, and is divided into three single-session adventures: "The Infernal Book," "Triton's Crown," and "The Seventh Seal."

SESSION ONE: THE INFERNAL BOOK

SETTING

A steady rain has fallen over Europe for the past week. November in London has rarely been as dark, or as cold as it has this year. London is the European capital of PANDORA, an informal organisation of occult investigators known as the Infernals. Currently based in Japan, PANDORA has chapters of Infernals in almost every major city of the world. Mundane humans rub shoulders with Tenshi and Oni at PANDORA meetings and nobody bats an eye. PANDORA was founded in the eighteenth century as a clearinghouse for occult learning by Tenshi scholars and Mummy scribes. The central building of the Infernals in London has been dealing with a flooded basement since the freakish rainfall began. Hundreds of years of clutter and lost documents have been moved to drier ground on the main floor and the Infernals have been working day and night to organise the mess the rains have created.

STORY BACKGROUND

The basement has yielded a large collection of hidden treasures. Lord Huntington, the chairman of London's Infernal chapter of PANDORA, realising that the security of the collection has been compromised, has appointed the player characters to investigate a theft that occurred during the clean-up operation. This is a simple matter if the characters are all Infernals, however Lord Huntington is willing to hire a neutral group of freelancers should the player character not be Infernals. The players and GM should work out the details of the characters' involvement with PANDORA.

The characters will uncover a ring of thieves led by an Oni named Garmond who are using the confusion of the flood to steal important scrolls and documents from PANDORA. Garmond has set himself up in a collection of abandoned warehouses and ruined factories along the Thames. Garmond will blame his rival and nemesis Lady Xanthe for the crime, but the connection will not seem realistic when the characters begin investigating.

In this first session the player characters will trace the thefts to Garmond's operation and find themselves face to face with Garmond and his forces. The player characters are told of the theft of a page torn from a book — a 9th century book of psalms copied out by the Irish monk Devin. Devin's Psalter was lavishly illustrated over the course of 30 years. The book has remained hidden since PANDORA acquired the text in the late 13th century. A servant of Garmond has torn a key page from the book and delivered it to him. This page is famous for its map of the world. The map is very accurate and even includes details of North America and Antarctica, two continents thought to be unknown in the 9th century. Devin notes, in Latin, that his map is a copy of an even older map he saw in Egypt during a pilgrimage. The map reportedly includes details of the location of a lost artefact, the Crown of Triton, created to find a lost city in the Southern-most continent. A standard legend about the Crown was that Alexander the Great used it to navigate the

deserts of North Africa. It seems to have been lost soon after this. The crown reportedly acts as a global positioning system with the lost Antarctic city as a centre.

CHARACTERS

This adventure is for 3-6 players, who should be working as security or investigators hired by Lord Huntington and PANDORA to find the thieves and retrieve the lost documents, especially the map from Devin's Psalter. Players may also wish to play characters with their own agenda and reasons for finding the map. At least one character should have close ties to either PANDORA or Lord Huntington — it would not make sense to send a group of untrustworthy thugs on this sensitive mission.

IMPORTANT NPCs

LORD HUNTINGTON

Tenshi chairman of PANDORA's Infernal chapter in London England (use the Basic Tenshi Template on page 47).

APPEARANCE

Lord Huntington is a typical British aristocrat with expensive tastes and unruffled elegance. Apparent Age: 60. True Age: 250. Hair: Blueish-white, short, and spiked. Eyes: Amber.

Huntington is always dressed in very conservative black formal clothing. His wings are neatly trimmed and tucked discretely under an overcoat when he in public, making him appear somewhat hunchbacked. He carries an ivory cane carved with scenes from the Book of Revelation. He has a small, well-groomed Van Dyke beard.

A distinguished man who is used to operating in the gentlemanly society of the 18th century, Huntington appears and acts as an old-fashioned grandfather. He will not directly attack if he can help it — his trusty bodyguards Vim and Vigor will step in if he feels threatened. His Dynamic Sorcery will be used as a means of defence, not violence. His chief rival, Lady Xanthe is a former chairperson of London's PANDORA operation. She has been a thorn in his side of late, stopping him from expanding the central building. He secretly blames her for the flood and the theft of the page.

VIM AND VIGOR

Zombi bodyguards of Lord Huntington (use the Basic Zombi Revenant Template on page 51 and add the Attributes: Focussed Damage (With pistols) Level 3 and Gun Bunny (Two Gun, Portable Armoury) Level 2 and Skills (Should include Gun Combat and Acrobatics).

Vim and Vigor are inseparable. Dressed in stylish Italian suits and covering the stench of their rotting flesh with expensive cologne, they natter with each other like a couple of old ladies. Their weapons of choice are heavy automatic pistols (10 Damage, Short Range) that they have hidden in various positions on and within their bodies. They fight constantly with each other and have been known to stop an important mission to duke it out among themselves at inopportune moments.

LADY XANTHE

Tenshi Infernal and former chair of the London PANDORA chapter (use the Basic Tenshi Template on page 47).

THE SEVEN SEALS

APPEARANCE

Mediterranean features and olive skin betray her Greek origins. Apparent Age: 40. True Age: 400. Hair: Black with Blue Highlights; long and wavy. Eyes: Black.

She dresses in smart red business suits, her impressive white wings hidden by Magic when she is out on the town.

Lady Xanthe once owned a shipping company that transported food to Spain, Portugal, and North African ports. She sold her company when she became the chair of the London Infernals. When she lost the position in a non-confidence vote twenty years ago she made it her personal mission to destroy Lord Huntington's reputation. She has had little success since she lost the chair and now ranges between manic indignation and severe depression. Her pathetic Yurei manservant, Wentworth, only succeeds in making her life more frustrating as he denies that he is, in fact, dead. She does not even see Wentworth and angrily denies his existence as a restless spirit. As much as she would like to take credit for Lord Huntington's latest problems, she is not responsible and she has no idea what is going on. She wallows in her country manor house lamenting her fall from grace and the rising cost of cosmetics.

WENTWORTH

Yurei manservant of Lady Xanthe (use the Basic Yurei Template on page 48).

APPEARANCE

Wentworth appears as a decrepit old man in a tattered tuxedo. Age: 79 (deceased). Hair: bald. Eyes: grey.

Wentworth has either forgotten or doesn't realise that he has been dead for the past ten years. He mutters constantly about his Ladyship's misfortunes and seeks to hatch schemes to cheer her up. All of Wentworth's schemes result in pathetic disaster. Part of the problem is his insubstantial nature and lack of control of his Yurei abilities. The other part of the problem is Wentworth's basic ineptitude and scatter-brained confusion. Wentworth performs his duties as best he can. Lady Xanthe cannot or will not see him and she will deny his existence claiming that he has been dead for ten years. This further inspires Wentworth to do something — anything — to be noticed.

GARMOND

Oni Occult Investigator (use the Basic Oni Template on page 39).

APPEARANCE

Garmond's skin has turned turquoise with age. Apparent Age: 50. Actual Age: 230. Hair: White. Eyes: Red. He has four stubby horns growing out of his forehead just below the hairline.

Garmond was born into French nobility. During the French Revolution he fled with his family to England and plotted revenge. His relatives all died of a cholera epidemic in 1799. His friend, William Blake, an artist, poet, and mystic, persuaded him to devote his attention to the arts and Blake worked for Garmond as an engraver for some time. The two fought, however, and although the friendship faded, Garmond's love of mysticism, history, and art grew. He made several trips to the Middle East and Asia and accompanied Napoleon's forces to Egypt in the 1820s. In Egypt, Garmond learned of the Crown of Triton, originally used by ancient sea mariners to navigate the world's oceans. Garmond was even more intrigued when he learned of the possible existence of a lost city in Antarctica. The city, reputed to be the original Oni kingdom, was destroyed in ancient

times by civil war, Kyuuketsuki attack, and global catastrophe. Garmond seeks his Oni heritage and has forsaken his links to human nobility. Garmond acquired the golden Crown of Triton by buying it from the Egyptian government for an outrageous price. He is currently looking for the original gems that will activate the crown and allow him to find the lost capital of the Oni. He will try to convince any Oni characters of the purity of his motives. In reality he will do anything it takes to get to Antarctica and contact the Daemonic forces that helped spawn the original Oni. Garmond is convinced that the ruins of the seal that trapped the Daemon Lord Mephisto are in the lost city. He plans to trap the Daemon Lord and use its power to create a new Oni kingdom on Earth.

CHARLOTTA

Mummy assistant researcher (use the Basic Mummy Template on page 37).

APPEARANCE

Charlotta is originally from Ethiopia and her family claims to have descended from the legendary Queen of Sheba. She is strikingly beautiful and elegant. She appears to be 20 years old, but has been mummified and brought back three times and is actually over 1000 years old.

Charlotta is a PANDORA operative who has infiltrated Garmond's organisation. She has been leaking Garmond's activities to PANDORA for the past month. Garmond has grown suspicious, encountering so much resistance and loss of surprise in his operations. Charlotta will directly contact any trustworthy player characters and will keep them informed of Garmond's progress. It would be dramatic, should a player character developed a close relationship with Charlotta during the course of the adventure, if her allegiance was uncovered by Garamond resulting in the characters being forced to rescue her from his wrath.

HILDEMAR

Upuaut Bakemono scout and warrior (use the Basic Bakemono Upuaut Template on page 30).

APPEARANCE

Hildemar's human form is a blocky Eastern European woman with blonde hair carefully styled into a single braid down her back. In Upuaut form she uses the braid as a club, striking her surprised enemies with it as she leaps into battle. Hildemar's age is a mystery and guesses range anywhere from 30 to 50 years of age. She, however, is not talking.

Hildemar is an efficient Upuaut Bakemono who is very loyal to Garmond. She is happiest when she is enforcing Garmond's will, but she is not reckless or frivolous. She does only what is asked of her. She takes everything literally and has no sense of humour. She speaks very little and frowns at everyone and everything.

CHARACTER GOALS

1. Discover who has been stealing artefacts from the PANDORA chapter house.
2. Pursue leads in the investigation and question suspects.
3. Collect the missing items and return them to Lord Huntington.
4. Learn of the Crown of Triton and make arrangements to acquire it.

PLOT ELEMENTS

1. THE RAINY DAY FUND

The characters are waiting in Lord Huntington's office. He is on the phone, arguing with some of the contractors about the expense of having the water pumped out of the basement and repairing the leaking foundation. He is angry, but composed, revealing his wit in his strategic, weighted words. As he speaks on the phone and the characters sit silently, desperately trying to stave off boredom and the urge to cough, the door bursts open, shocking everyone. How the characters react will tell Huntington much about their professionalism. Will they spring into action, attack blindly, or respond carefully? The poor maid at the door will look around apologetically and excuse herself. She is a human domestic servant employed by Lord Huntington. She will sheepishly serve tea to the characters. Huntington will not partake in tea, but will apologise for his long phone call and make sure the characters are comfortable.

Huntington explains that he wants the characters to expose the thieves who have made off with many priceless artefacts during the flood recovery and retrieve the lost items and the page torn from the Devin Psalter, in particular. He will only reveal that the page depicts a map of the world, a historical curiosity at best. If the characters investigate the book, they may notice a note in Latin on the page opposite of the map explaining that the map is a copy of an even older map found in Egypt in the 9th century. Another note discusses theories on the location of a lost artefact, the Crown of Triton. Characters with the skill Cultural Arts Occultism may be aware of the importance of this Item of Power. Huntington dismisses the Crown as a lost trifle used to guide ancient sailors. Huntington is positive that the thefts were the work of his long-time nemesis Lady Xanthe. He will suggest that the characters visit her residence and question her directly.

Investigation of the crime scene is hampered by the on-going commotion of workers tearing down walls, replacing floorboards, and treating flood-damage in the basement. Characters can count over 20 different workers coming and going under the watchful eyes of Vim and Vigor, Huntington's Zombi bodyguards. There is no electronic surveillance, but spirit wards of every kind defend the building from intruders. It becomes obvious that the thieves were workers or disguised themselves as workers to gain access to the building, but because so many days and so many individuals have come and gone the trail seems lost. Vim and Vigor will ask a lot of questions and get in the way of the characters whenever they can.

2. LADY XANTHE'S RUIN

At the urging of Lord Huntington, the characters pay a visit to Lady Xanthe, former chair of the PANDORA London Offices. She lives in a sprawling 18th century manor house just North of London. It is easy to find and the door will be wide open when the characters arrive. The house appears to lack electricity, but many candles, torches, and fireplaces illuminate the building. There should be several creepy, uncomfortable

moments where the characters wander through the house, finding nobody, but sensing that someone or thing is in the dark shadows of the house. Yurei or characters with Sixth Sense will eventually find Lady Xanthe's former manservant Wentworth, now a Yurei. He will respond positively to any attention he is given at first, but deny angrily that he has died and cause a big scene as he unwittingly uses Telekinesis to hurl furniture at the characters during any disagreement.

Xanthe will eventually emerge from her moping session in the attic. She will confront the characters, dressed in a fabulous red evening gown, her golden wings, shimmering in the candlelight. She will first demand to know what the characters are doing and will deny any knowledge of Wentworth. If pressed she will roll her eyes and admit that he was once employed with her, but he grew old and died over ten years ago. She quite honestly defends her honour if she is accused of stealing anything from Huntington, but she seems genuinely pleased to see his misfortune. It will become obvious to the characters that Lady Xanthe is a sad, alienated eccentric and not the mastermind or cat burglar they may thought she was.

3. DAMAGE CONTROL

The characters return to Huntington empty-handed. It appears that all they have done is anger Lady Xanthe even further. As the characters accompany Lord Huntington during an inspection of the repairs, Vim and Vigor notice one of the workers is wearing an overcoat. When confronted the worker attempts to walk away, but Vim grabs the coat and reveals an impressive set of black bat wings rising out of the man's back — he is an Oni (use the Basic Oni Template, page 39). A number of other workers (one for each player character) drop their illusionary facade and make a break for it. Vim and Vigour leap upon their discovery and it is up to the player characters to stop the others. To further complicate matters, at least ten normal human contractors are scrambling to get out of the way of the melee that ensues, rickety scaffolding is being knocked over, and priceless artefacts are fragmenting into ash as the Oni rain blasts of Hellmouth at their attackers.

The battle should be intense and dangerous. Play up the dangerous and slapstick nature of the surroundings by having bags of plaster fall as scaffolding collapses and characters step into open cans of paint and wallpaper glue. The battle should result in a horrible mess where everyone is singed, dusty, bleeding, and covered in paint, except for Lord Huntington who will emerge pristine and unruffled. He will cluck his tongue, muttering "shocking" as he wipes non-existent dust from his sleeves.

The Oni will try to escape or die. If any are captured, they will only say that they are working for a French Oni and give a London address where they were hired. The address turns out to be a series of ruined warehouses and factories along the south side of the Thames River. Huntington suggests that the characters hurry to get there before any of the escaped Oni inform their employer of events.

4. THE KEY TO THE CROWN

The ruined warehouses are condemned and awaiting demolition. Originally slated as a Millennium project, the site became embroiled in an ownership lawsuit that is still before the courts. If the characters have any knowledge of London history or law, they may know that Lady Xanthe once used the buildings to process fruits and vegetables imported from Spain, Portugal, and Northern Africa as recently as the 1950s. This connection to Xanthe is actually quite coincidental and she has no idea what the land is actually being used for.

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A cold rain is falling as the characters arrive. A ten-foot tall chain-link fence topped with barbed wire surrounds the entire compound of five huge warehouses, two processing factories, and docks. Some of the buildings are black from the many fires started by squatters and vandals. Thrown rocks have broken almost every window visible from the street. The area is well known for rats, litter, bags of garbage, and oily puddles. No lights are visible in any of the buildings.

When the characters venture into the ruins, they will first confront several large, black dogs with glowing eyes and venomous fangs. The dogs are actually Daemonic Hell Hounds (see description on page 100) who protect the perimeter and serve as an early warning system for the Oni within the warehouses. A prolonged battle (3 or more rounds) with the hounds will unleash a massive attack as Oni warriors (2 per character) descend on the characters to buy time for their master. Garmond and Charlotta will attempt to flee the warehouses in an underground tunnel under the Thames, emerge in the office building across the river, and escape in a waiting car. They then hope to fly a private jet to Garmond's base of operations in Tangier, Morocco. Garmond plans to trade the ancient map pulled from Devin's Psalter for the original gems that once adorned the Crown of Triton. When the gems are replaced, the crown will activate and allow the wearer to use its powers. The success of his escape, of course, depends upon the effectiveness of the characters in defeating the attacking Hell Hounds and Oni.

When the battle is completed and the characters get into the warehouse, they will encounter Garmond and Charlotta entering the tunnel leading under the Thames. As soon as a character uses flashy magic or fires a weapon, the decaying 19th century tunnel will collapse down around the characters and cut them off from the fleeing Garmond. A Yurei character might slip through the rocks incorporeally, but no trace will be found of Garmond. Characters should have no time to go chasing after Garmond anyway — they should be helping their colleagues escape the collapsing tunnel. Charlotta will be trapped on the same side of the cave-in as the characters and will help them to safety. The characters should have a tension-filled close call with lots of falling beams and rock, dripping ceilings, walls of water rushing into the tunnel, and heroic rescues.

5. THE NEXT STEP

Any surviving Oni or Hell Hounds will not be very helpful about specifics, but Charlotta will reveal that Garmond is probably headed for Northern Africa. She identifies herself as a PANDORA operative and she will provide details of her involvement with Garmond to the sceptical characters. She claims to know very little about Garmond's ultimate goal, but is convinced that it is leading him to find a lost, ancient city. If the characters investigate the buildings, they will discover two trucks from the same company hired by Lord Huntington to repair the flood damage. They will also uncover a collection of books, artefacts, and other items stolen from the PANDORA chapter house by Garmond's men during the past month. Several books will be bookmarked and open to pages referring to Devin's Psalter, maps of the ancient world, and the Crown of Triton. The strangest find is a large Resonance Magnetic Imaging machine usually used in medical research. The computer hooked up to the machine will contain files of an object that has been repeatedly scanned and studied. It is a simple crown made of pure gold. Four slots on the crown where gems would normally be placed are empty. Charlotta's explanation and this evidence that Garmond actually has the Crown of Triton will increase the urgency of the character's mission. Lord Huntington will arrive with Vim and Vigour shortly after the battle. He will complain about the state of the building, but then

vouch for Charlotta and her ties to PANDORA. He knows very little of Garmond, but he knows that a few months ago Garmond was looking for four specific gems that were recently put up for auction in London. Huntington had bid against Garmond at the time, but the price was too great. An anonymous bidder from Morocco apparently won the bidding war and Garmond stormed out in a rage. Lord Huntington is grateful to have most of his stolen goods back, but the map and crown connection worries him. He will send Charlotta and the characters to Morocco on a mission to retrieve the map and stop Garmond from successfully completing whatever plot he is hatching.

SESSION TWO: TRITON'S CROWN

SETTING

Morocco is a mountainous country in Northern Africa once ruled by Carthage and later Rome. Garmond has a villa in an affluent part of Tangiers. The land can be linked to Lady Xanthe's former Importing business, but the connection is again coincidental. The city is poor, full of open-air markets and people. There does not seem to be an obvious supernatural sub-culture here, but rumours persist of winged daemons who fly over the city and steal children in the cover of darkness. This is, of course, just a legend to scare children and the tourists.

STORY BACKGROUND

The characters have been in Tangiers for a week, tracking down Garmond's residence while avoiding police and government forces. The characters will likely encounter hassles at the airport, being detained and told not to leave. Once free of the hassles at the airport, they were in contact with Lord Huntington and he claims that a meeting will take place between the anonymous buyer and Garmond tonight. Lord Huntington warns that Lady Xanthe may appear and try to stop the characters. He does not state any basis for his fears, but the connections seem to make the claim believable.

CHARACTER GOALS

1. Identify the anonymous bidder and stop him or her from entering the villa.
2. Find and acquire the Crown of Triton and the map torn from the Devin Psalter.
3. Discover Garmond's evil scheme.

PLOT ELEMENTS

1. WILD GESE

The adventure begins with the character's surveillance of Garmond's villa interrupted by a truckload of riot police and dogs who fan out across the neighbourhood. Since hiding from the dogs will be very challenging, the characters will probably flee. If the characters fight the police, it should be obvious to the characters that the chaos will alert Garmond. Also, the police onsite will probably summon more police and possibly even the military.

The players should lead the police and the dogs on a merry chase through open-air markets, cafes and narrow alleys. One by one the characters will disappear into the city, losing their pursuers and leaving Garmond's villa unwatched.

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The police are standard human beings with Body 5, Mind 4, Soul 4, an Attack Combat Value of 4, and a Defence Combat Value of 2. They have 45 Health Points and 40 Energy Points. They are armed with Heavy Pistols (10 Damage) and wear bullet-proof vests (stops 4 points of damage).

2. EMPTY HOUSES TELL TALES

Returning to the villa after slipping free of the police, the characters will find that it is uninhabited and probably has not been lived in for a week. It should be remembered that Kyuuketsuki are not able to enter a residence without an invitation from someone who lives there.

Some serious snooping and successful investigation will reveal that the last phone call from the phone was placed to a private airstrip near the villa. Calling the airstrip will further reveal that Mr. Garmond called three days ago regarding the special outfitting and delivery of a private jet he purchased. As the characters snoop around the house they should slowly realise that leaving the house might be dangerous. If Charlotta is with the characters she will alert them to the danger, otherwise the characters must succeed a Mind Stat Check modified by any enhanced vision abilities. Specially prepared wards and glyphs have been carved into every door and window of the house. A successful Mind-based Cultural Arts (Occultism) Check will provide more details about the nature of the carvings. The glyphs allow people to enter the building safely, but upon leaving, they activate the ward taking 60 points of damage as they are engulfed in a pillar of fire. The solution to this dilemma is to make a new exit by knocking a hole in one of the walls. The characters should then head to the airstrip.

3. LOOSE LIPS SINK SHIPS

The private airstrip is not far from Garmond's villa. It is little more than a collection of sad-looking huts used to store planes and a single airstrip scratched into the dirt. At night, the place is almost deserted. One lone worker sits in the rickety control tower, sipping coffee, smoking cigarettes, and fighting to stay awake. There are no records of Garmond's flight plans and it appears that the airstrip has less than professional operating standards. The worker will tell the players anything they want to know, even if he doesn't know what they are talking about. The characters may eventually learn that Garmond was heading to South Africa and he was preparing the plane for flight in polar conditions. Charlotta will identify his probable destination as Antarctica justifying his stop in Cape Town as a refuelling opportunity.

Before anything else can happen, the characters are shocked to meet Lady Xanthe in an outlandish khaki jumpsuit and ridiculously wide-brimmed hat. She explains that Garmond has used her good graces one too many times and despite her loathing of Lord Huntington, she is ultimately loyal to PANDORA and will do anything to preserve the goals of the organisation. Luckily for the characters, she has a private jet in Morocco and Charlotta can pilot it if needed.

4. BON VOYAGE

Travelling by private jet, the characters get some rest. The jet takes over five hours to reach Cape Town and fuel is dangerously low when they arrive. News at the airport confirms Garmond's refuelling and departure just hours ago. He indicated his destination would be New Zealand but, after viewing the skis and extra fuel tanks, the airport crew was convinced that he was going to Antarctica. The characters soon realise that they

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would not be able to land their jet at an Antarctic base without some serious modifications. The work can be done, but it would take at least two days.

Poking around the airport and asking questions will attract the attention of some of Garmond's supporters, most notably Hildemar the Upuaut Bakemono. She will gather up a force of Oni thugs (one per player character) and attempt to stop them from going any further. Hildemar will transform into her Upuaut form and the Oni will use their Magic Powers (Hellmouth). The characters will notice that something fishy is going on when the airport workers suddenly stop refuelling the jet and abandon their posts. Half of the Oni will storm the jet in an attempt to keep it from taking off. They will damage the controls and the engines. Hildemar and the remaining Oni will remain hidden near the jet. Their goal is not to kill the characters, but damage the jet and find out what they want from Garmond. If the battle becomes deadly, they will break off the attack and Hildemar will attempt to contact Garmond via radio (she will not be successful). Hildemar will act carefully — she is needed to fly a supply plane to Garmond when he sends her his GPS co-ordinates. The players should track her and the Oni to her supply plane. As the players confront her and both forces prepare for battle, Garmond will contact her on the radio, giving his precise longitude and latitude and requesting a supply drop. The characters should defeat Hildemar and her Oni. They can then use her specially modified supply plane to travel to the co-ordinates in Antarctica and find Garmond.



SESSION THREE: THE SEVENTH SEAL

SETTING

Antarctica was once joined to South America, Africa, India, and Australia, part of a large "super continent." More recently it was located in a climate similar to Australia, but a great upheaval and catastrophe, linked to the shift in the magnetic poles tens of thousands of years ago pushed the great continent into the polar region. The continent, once teeming with flora, fauna, and civilisation, was transformed into a frozen desert, barely able to support life. The great cultures of the Kyuuketsuki and the Oni were lost under miles of ice.

STORY BACKGROUND

The bright red supply plane takes over 6 hours to arrive over Antarctica. The sun is low on the horizon and it will remain daylight for six months from mid-September to mid-March. The plane has been modified for cold weather operation. Outside the plane's windows, characters see the open sea give way to icebergs, icebergs give way to solid ice, and solid ice gives way to even more solid ice. Mount Erebus rises majestically over McMurdo Sound below. The plane continues over McMurdo research station and then into the endless sea of ice and snow. A spine of sharp mountains is seen on the horizon and eventually flown over.

As the co-ordinates are approached, a blinding wall of wind and snow buffets the plane. The controls seize up and electronic devices fail one by one as if a massive electromagnetic pulse has hit the plane. The pilot may attempt to glide the plane in for a crash-landing, but it doesn't look good....

CHARACTER GOALS

1. Survive the crash and discover the ancient city.
2. Find Garmond and try to stop him from completing the ritual.
3. Trap the physical manifestation of Mephisto with a sealing ritual.



PLOT ELEMENTS

1. ANY LANDING YOU CAN WALK AWAY FROM

As the plane crash-lands and grinds to a halt, the characters must succeed a Body Stat Check to avoid damage in the impact. If the Check fails, the character suffers 40 points of damage. A successful Body Stat Check reduce the damage suffered to 20. Crawling out of the wreckage, the characters stumble into the same wind and snow that crashed the plane. Unless they are properly dressed for the weather, they will risk severe frostbite and possibly death from hypothermia. Fortunately, the plane was equipped with survival gear and extreme weather clothing. The wind and snow make visibility poor. After only a few short steps into the storm, the characters will not be able to see the plane and may get lost. The GM should stress the intensity of the moment, the driving wind, and bitter cold. Eventually, after what may feel like hours of trudging through the frozen waste, the lead character will notice towering spires rising into the murky gloom of the stormy sky. Flashes of purple lightning make the black stone towers glow eerily with St. Elmo's fire.

Climbing over broken rock and ice, the characters find themselves upon the lip of a huge crater where the winds begin to subside. Inside the mile-wide opening is an ancient city carved out of black stone. The city appears to have been risen out of a frozen tomb due to some geological shift. The city is huge and obviously ancient. Every building is damaged throughout the city. There are multitudes of black stone towers, some gleaming with polished facades and spiralling staircases. The centre of the city is an avenue of 21 ziggurat style temples. The largest temple has the remains of a giant stone disk and two supportive inverted arches. Characters with a background in mythology or Occultism will identify the remains as a great seal used in ancient times to trap the Seven Daemon Lords. This city must then be the great Oni city that was lost before the last ice age. Oni characters may be overwhelmed with a strange mix of joy and dread standing in the doomed city of their ancient ancestors.

This scene should reveal the profound majesty of the ancient city and the mind-numbing horror of Garmond's possible plans. If Garmond controlled the seal of Mephisto, he could bring the Daemon Lords back to take over the earth. Humanity would never survive the global destruction that would follow and the society of supernatural entities would collapse into civil war.

2. THE TOWERS OF MADNESS

Taking refuge in one of the many ruined towers on the way to the central avenue of temples, the characters will begin to bicker and fight about stupid things. Pass a few notes around to the players telling them that their character has secretly noticed another character whispering about their true motives and questioning their trustworthiness. The seeds of paranoia germinate quickly. A fight might break out among the player characters. It will take some strong convincing and willpower to avoid any serious bloodshed. Cool-headed characters may recognise the outburst as stress-related or the result of a curse. After the characters calm down, a strange grinding noise is heard outside. Climbing to the top of a tower or flying is too dangerous due to the strong winds so the characters must run through the wide streets and climb over the fallen cyclopean stone works to get to the temples.

3. THE RITUAL OF MEPHISTO

Garmond is standing on top of the central Ziggurat. A long, steep staircase leads to the upper platform where the seal of Mephisto now stands. Garmond has used his Force of Will Power "Stone's Throw" to piece the huge stone construction back into its original form. He is now weakened, but preparing to cast the Ritual of Mephisto that will summon the Daemon Lord and allow him to assume an organic form in this reality. As Garmond enacts the ritual, the characters notice that his Oni bodyguards have been sacrificed to bolster his energy resources and reconstruct the seal. The characters also notice an open backpack containing the map of Devin's Psalter as well as the Crown of Triton that Garmond used to find the location of the seal. The map was important because it showed where the city was located before the cataclysm as well as the locations of the other seals. Each continent has a seal that has fallen into ruins.

Garmond has completed two stages in the three stage summoning ritual; the sacrifice, the chanting, and now the formal summoning can commence. Garmond will use his Magic Powers to battle off anyone who attempts to stop him. As he uses his powers he becomes more powerful and Daemonic as Mephisto imparts some of his energy for Garmond's use. Garmond's attacks and defences are temporarily doubled if he is directly attacked. The entire ritual will be ruined if the seal is activated or damaged in any way. A character with Occult knowledge should realise that once the Daemon is summoned

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and assumes a physical form it would be possible to trap it again using the seal. The only trouble is that the Daemon Lords are well over 50 feet tall and incredibly powerful beings. Characters would have to work quickly to avoid being stomped by a giant monster as the spell of the seal was read aloud from the carvings on the temple.

Garmond should become a victim to the characters during a horrible exchange of damaging magic. As Garmond falls, the ground rumbles and shifts. The clouds swirl in an uncomfortable counter-clockwise motion and the physical manifestation of Mephisto crashes up through the frozen square that is surrounded by the 21 temples. Mephisto rises over 50 feet above the ruins. His skin is red and stone-like. His horns are twisted and he seems to emanate waves of confusion and terror. The characters have very little time to trap him. If three game rounds pass without the sealing ritual being performed properly or if the seal is somehow damaged at this time, the seal will not hold. Mephisto will be free to gather the other Daemon Lords and begin the destruction of humanity in an effort to reclaim their lost birthright.

Hopefully, the characters will succeed and Mephisto will become trapped by the seal. As the storm clears and the skies turn blue and sunny the city quakes again and begins to collapse into the crater with the characters. The only safe place is the top of the main temple. It will remain above the frozen stone that seems to swallow up the ruined city. The seal of Mephisto will rise gleaming above the frozen ground. Mephisto is trapped.

Several ski planes from the U.S. base at McMurdo and the New Zealand base at Scott arrive to rescue the survivors of the plane that flew over their bases and then disappeared from radar. In no time the characters are safe and warm and on their way back home.

4. THE QUEST

Now that the characters have the Devin's Psalter map and the intact Crown of Triton, there is nothing to stop them from locating the other six seals and ensuring the Daemon Lords remained trapped. Lord Huntington and Lady Xanthe make a rare appearance together at a party given by the PANDORA society in the character's honour. Huntington and Xanthe see the character's new quest as a perfect opportunity to co-ordinate their efforts and work together. PANDORA will be stronger for it; the characters would have steady employment and feel like they are accomplishing something worthwhile.

CAMPAIGN EXPANSION

The GM may wish to continue the adventure of the Seven Seals as an extended Campaign. The following section will give the GM some guidance for continuing the story beyond the adventure included in this book. Locating every seal is an epic task. It would be reasonable to assume that other threats may also arise to threaten PANDORA and the supernatural security of the world. The characters should also explore their individual interests and lives together as a team. Old adversaries may resurface with new schemes or new challenges, unrelated to the Daemon Lords, spurring the team in to action again. PANDORA will continue to have a profound impact upon the character's lives. Characters may die, move on, and be replaced, but the goal of the campaign will always be to locate the remaining six seals, repair them, and keep the Daemon Lords trapped.

THE SEVEN SEALS CAMPAIGN OUTLINE

The following adventure guidelines will give the GM a sense of how the campaign should proceed. The remaining six seals are scattered on the remaining continents. The first five adventures do not have to progress in any specific order, but the adventure set in Europe is to be played last.

THE AUSTRALIAN SEAL PLOT ELEMENTS

1. A group of Bakemono follow the characters as soon as they arrive in Australia. They were tipped off by a PANDORA source of the characters' mission and are just gathering information. If confronted, they will flee. If captured, they would sooner die than talk.
2. In a nod to the *Mad Max* films, a force of Bakemono and Oni punkers on motorcycles and jeeps will attack the characters. They are followers of Vasuki and want to stop the characters from finding the seal. The ambush should happen during the day making things difficult for any Kyuuketsuki characters. The characters may have to hitch hike the rest of the way if their vehicle is destroyed.
3. The map will lead the characters into the barren outback, far from any sort of civilisation. The vulnerability of the characters to the whims of the elements, poison snakes, and a creeping sense of ferocity should prelude the discovery of the Temple ruins. The remains of a University of Melbourne archaeological team lost seven years ago will reveal that after they gathered the remains of the shattered seal, they had torn each other apart in a terrible battle. One person is missing, however. This person will return as the characters attempt to seal Vasuki by reading the incantation. Even if the characters are successful, the transformed archaeologist will be a dangerous threat.



THE SOUTH AMERICAN SEAL PLOT ELEMENTS

1. The characters will find their research stymied by a Kyuuketsuki cult dedicated to the Daemon Lord Empusa. The cult will remain one step ahead of the characters, killing scholars, stealing maps and books, and destroying evidence that could lead the characters to the temple of Empusa deep in the rainforest.
2. When all seems lost, the characters will get a break. While searching for clues at a steamboat charter company, the characters will discover a drunk captain that escaped the Kyuuketsuki cultists by passing out and appearing dead. He knows of the temple the characters are searching for and will take them there. The journey upriver should be tense and creepy with snakes, bats, hostile natives, and end in the characters having to scramble when they arrive at the overgrown pyramid of Empusa which is being used as a military war games target.
3. The worst thing about finding the pyramid of Empusa should be the seemingly random carpet bombing and sniper attacks. The war games use live ammunition, helicopters, tanks, and bombs. The pyramid and surrounding temple complexes and overgrown avenues are housing tanks and a platoon of trigger-happy soldiers. Getting in and performing the ritual will be a dangerous task. The Empusa cultists will also be waiting.



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THE ASIAN SEAL PLOT ELEMENTS

1. Hong Kong should overwhelm the character group with all of its hustle and bustle. While researching in a PANDORA safehouse, the characters will discover that the Japanese removed the Asian Seal from Hong Kong during the Second World War. The Seal was hidden in the Japanese City of Kyoto and may explain why the city was spared from bombing. Just as the characters are off to Japan, a Daemon Patrol International attack squad will attack them in the flashiest of flashy battles. Martial arts mayhem and a pulse-pounding chase should ensue. Nothing will stop the insane property damage that the Sennin and Sorcerers will inflict as they attempt to destroy the characters. The characters should escape only when they explain their credentials and mission.



2. Arriving in Kyoto will be a confusing process. The PANDORA operations team that was to meet the characters at the airport will be notably absent and PANDORA cannot be contacted. This will be especially odd because Kyoto is the global headquarters of PANDORA. The PANDORA offices and campus will be closed — deserted in fact. The files have been purged and it would seem that everyone has simply vanished. PANDORA communications will be cut off around the world. The characters appear to be on their own. The abandonment of the city seems to continue. The characters will eventually notice they are the only “people” in town. Block after block of abandoned buildings and cars, stopped in the intersections with blinkers flashing, make it appear as if everyone was plucked out of the world at the same time. The reality is that the characters have been placed into a parallel dimension by an active Amemait who is fattening them up with fear and dread before he consumes their souls. The characters should become freaked out as they follow the clues to find where the Seal has been hidden (perfectly intact and submerged in a carp pond on the PANDORA campus). As the adventure continues, have a few characters disappear as well. The final character should be able to seal the Daemon Lord Amemait and break the dimensional barriers that isolated them from reality.

THE AFRICAN SEAL PLOT ELEMENTS

1. Cairo should welcome any Mummy characters with open arms. The Mummy subculture is entrenched here and GAS operatives are easy to find. PANDORA has amiable ties with GAS and the two groups often share information in Cairo. When the characters arrive, however, the discovery and looting of a forgotten tomb near the city has placed a wedge between the two organisations. The characters will be right in the middle of the bad feelings and will be unable to get any help from either group. To top this off the characters should get wind that a rival group of supernatural entities is at least two steps ahead of them on the quest for the African Seal. The motivations of this new faction are unknown, but they seem to possess a map that is leading them in the right direction.



2. While researching in the national museum’s rare books room, one of the characters will bump into a possible love interest — a Mummy who is working for the rival group. He or she will lead the character on a distracting romp through the night clubs and romantic hide-aways of Cairo. The other characters, meanwhile, will cross paths with the rival group. The group should be made up of the same types of entities in the player

character group. When the intentions of each team are revealed, a big fight should break out. The two lovers will soon realise that they are on opposite teams — the player characters working to stop the Daemon Lords and the other trying to protect Sutekh from being sealed again. Sutekh's forces know where the seal is and it may be possible to convince the smitten Mummy to reveal the location.

The rival group will flee if things look bad and will become a continuing thorn in the character's sides as the remaining adventures are played out.

3. The characters will be shocked to learn that the African Seal is in fact in a salvage yard along with several thousand priceless artefacts fished out of the ruins of ancient Alexandria which has been mostly submerged by the Mediterranean. Three powerful Stone Sphinxes will guard the seal as the characters approach it. Sutekh will also blanket the area in a freak sandstorm, but with a bit of effort (and some help from the new found love), the Seal should be activated.

THE NORTH AMERICAN SEAL PLOT ELEMENTS

1. PANDORA operatives have no idea where the Seal to bind Azazel, the Zombi Daemon Lord, is located in North America. The characters, based in Boston, will spend plenty of time researching and discussing their situation at the PANDORA chapter house. A chance visit to a rare map store will put the characters on the right track if they ask the owner about the Seal of Azazel. He had just finished putting away a collection of rare pirate maps from the late 1700s that he had shown a group of researchers the day before. Further questioning will reveal that the group was the rivals encountered in Egypt (either serving as a preview of the confrontation to come or continuing the feud, depending on which adventure plays our first). They were tracing the journeys of Captain Kidd and seemed very interested in a place called Oak Island in Nova Scotia, Canada.



2. Oak Island is located on the south shore of Nova Scotia. Its mysterious collection of tunnels and shafts attracted treasure-hunters since 1795, including American President Franklin D. Roosevelt in 1909. The island is connected to the mainland by a causeway, but it is closed off to the public. PANDORA contacts will allow the characters access to the island and will drop them off from Halifax airport with a helicopter. The island seems deserted, but is in fact crawling with Zombi who will destroy the helicopter and hunt down the characters. The rival group arrived earlier and can be found exploring a section of tunnel. The complex tunnel systems house a fragment of the Seal of Azazel. Exploration of the tunnels, some sections of which are almost totally filled with water, will reveal that the entire tunnel system under the island is actually a giant reconstruction of the Seal. The pirates had completed the seal as best they could, out of the entire island, but did not have an opportunity to activate it. Once the ritual and recitation is completed, the Zombi will crumble to dust and the rival group will attempt to escape using hidden motor boats

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THE EUROPEAN SEAL PLOT ELEMENTS

1. Occult legend located the European Seal in Brittany, France. The remains of the megaliths at Carnac are all that is left of the sprawling complex built by the ancient Tenshi. The Seal of Astaroth was lost centuries before Charlemagne entrenched the Tenshi in European politics in 800 AD. The characters will again find themselves the target of attack as they tour the megalith site in Brittany.

A respectable force of Goblins on motor scooters will ambush the characters. The characters will have to dodge more than gun shots because the Goblins seem to have enlisted the aid of a very dangerous Hell Hound (add two levels of Combat Mastery to make it really nasty). The battle should be very tense, but the love interest from the rival group should arrive and help turn the tide. After the battle the characters will be told the awful truth: the Seal of Astaroth was utterly destroyed in the twelfth century.

2. Apparently unable to complete their mission, the characters nurse their wounds in Paris and try unsuccessfully to contact France's PANDORA chapter. Further research, or dumb luck will lead the characters into a public sculpture garden, where modern abstract sculpture and ancient Greek and Roman sculptures sit side by side. A round stone table that the characters rest at is actually the central piece of the Astaroth Seal. The idea of reconstructing the seal using the existing parts should come to mind. The tension of the enterprise should be played up by having police and the rival group all try to stop the characters from successfully completing the sealing ritual. A final monster such as a Wyvern or Tentacled Horror would add to the tension and provide some variety to the climax of the adventure.

OUTCOME

When all the Daemon Lords have been trapped in their respective seals, there will be no obvious result or change in the world. The characters will continue their personal and professional missions and fight to maintain their humanity in the face of their inhuman natures and the horrors that they encounter.



APPENDIX



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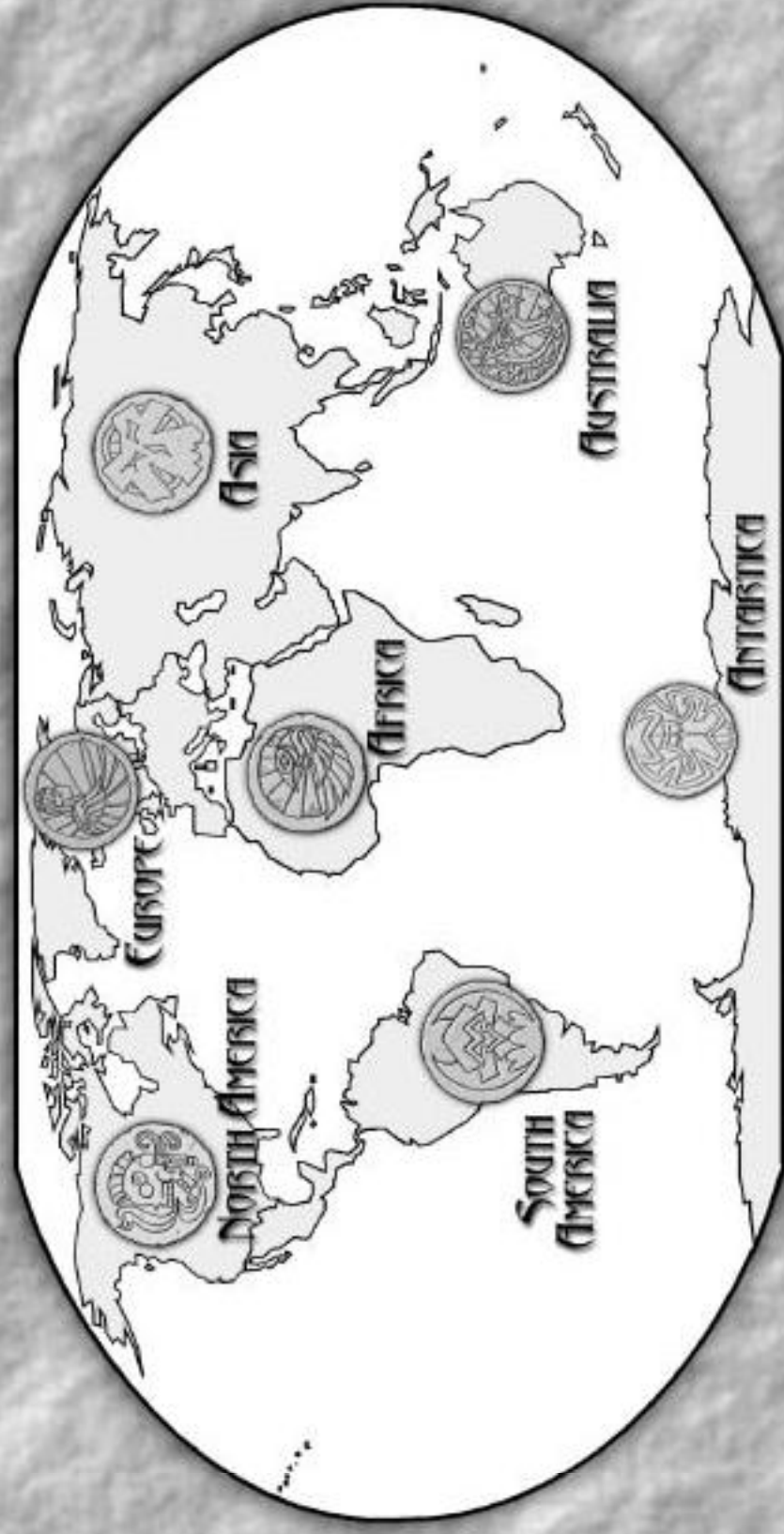
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BESM

COLD HANDS DARK HEARTS



Cold Hands, Dark Hearts is a gothic horror setting for *Big Eyes, Small Mouth* in which the players assume the roles of the supernatural monsters rather than the victims. Sound familiar? Think again — this is an anime game, after all! Bakemono shapeshifters, magical oni, immortal mummies, and powerful sorcerers search the world for the lost Seven Seals. Only after they are recovered can the seven daemon lords be returned to their prison.

