

2
Issue

DUE VIGILANCE

BLACK Chapter



Vigilance Press

Jack Norris



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Due Vigilance Issue 2: Black Chapter

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James Dawsey
Vigilance Press Publisher and Owner



The Library: Special Collections

The Purpose of the Library

The Library is an ancient organization dedicated to the preservation, protection, and control of mystical knowledge. First formed to protect and collect all knowledge, past tragedies caused the organization to narrow its focus. Library agents now work to collect arcane texts, study magical artifacts and, when necessary, monitor individuals with mystical powers. They are both a great source of aid and a great source of frustration for mystic-themed heroes—sometimes both simultaneously. The organization's stated mission is historical research, information preservation, and self-defense. The truth is somewhat more complex.

A Brief History of the Library

The Library's origin begins in the fabled city-state of Shambhala. Located in a hidden valley high in the Himalayas, the Scholar-Kings of Shambhala and their advisors devised a grand plan: they would create a vast repository of knowledge, encompassing all topics and open to any who desired education and enlightenment. Their agents traveled the globe looking for texts, artifacts, and even rare creatures to bring to Shambhala for study. The Great Library of Shambhala was to lead humanity into a golden age that would last thousands of years—an era of magic, super-science, peace, and enlightenment.

The dream ended when Shambhala was attacked by a veritable army of supernatural threats. These villains saw an enlightened humanity as a threat and the Library's archives a treasure trove for looting. They attacked without warning, aided from within by Shambhalan agents converted to their cause. The great city-state burned; texts and artifacts were destroyed, damaged, or stolen; great scholars died at the hands of unspeakable things. The dream of a golden age was broken, but it was not destroyed.

This attack caused a shift in the surviving Shambhalans' focus. Unable to protect all human knowledge, and now acutely aware of the threat malevolent supernatural forces posed, they devoted themselves to the accumulation and reclamation of mystical knowledge. They reasoned that if they could keep dangerous arcane lore locked safely away, mankind would have a chance to create an enlightened civilization on their own; moreover, should evil supernatural forces again gather, they would stand ready to aid in humanity's defense.

Newly motivated, the survivors left their ruined home and scattered. They recruited new agents and settled near places of mystical and academic significance, creating local headquarters known as Branches. They gathered, studied, cataloged, and protected various arcane texts and items. They monitored individuals and items of great magic power in case they ever become a threat. They provided information to heroic occultists and mystics in need, though they did not always agree with those seeking aid as to what constituted necessity. Over time, the branches linked together into a worldwide network. And so the Library was born.

Operational Structure

The Library is run by the Librarians. These individuals are usually powerful

mystics or mythological beings with a talent for both academics and organizational logistics. Librarians run the various branches, determine research focus, and oversee most of the important operations. They are organized into Head, Senior, and Associate ranks. The most powerful and influential of the Head Librarians form the Library Council, which meets periodically to make decisions that affect the organization as a whole.

Most of the organization is made up of Clerks and Agents. Clerks assist Librarians on projects, organize and catalog collections, and track Library resources. Anyone trying to get access to a text or artifact the Library has usually meets with a Clerk first. If the request is deemed appropriate, it is passed along to the Librarians for approval. Clerks are also trained in various self-defense arts, from martial arts to magic, and assist in protecting Library resources from attack. They are similarly ranked as Head, Senior, and Associate: Head Clerks run the logistics of most major projects and branches, with Senior and Associate Clerks working under them.

Agents exist a bit outside of the normal structure. They are field researchers, liaisons, and retrieval experts, the ones who raid tombs for powerful items, reclaim stolen or unreturned Library assets, and eliminate potent threats. They are highly trained and accustomed to unusual and dangerous assignments. Some Agents also hold other positions in the organization, and the heads of most Agent Operations Teams are Associate Librarians or Senior Clerks.

The (unofficial) fourth Library rank is Patron. Patrons are trusted outsiders who aid and support the Library through information and other resources. They are granted access to Library assets commensurate with their contributions, and are valued allies of the organization as a whole. Patrons have no ranks, though more powerful and helpful Patrons are treated with greater respect and deference.

BENEFIT (Library Membership)

You are a member of the Library, and have access to the organization's resources and personnel. Your rank in this Benefit determines the amount of clout you have with the Library, how much red tape you have to go through to get things done, and how many people you have to answer to.

Title	Rank	Effect
Patron	1	Supervised Library access commensurate with contributions
Agent/Clerk	1	Access to resources required to accomplish assigned tasks
Senior Agent/Clerk	2	Lead teams of subordinates to enforce Library policy
Associate Librarian	2	Run specific collections or projects
Senior Librarian	3	Oversee local operations, control access to branch resources
Head Librarian	4	Head a major department or branch
Library Council	5	Dictate organizational policy and run Library-wide operations

Library Branches of Note

Branches

Library branches can be found in most major cities or near prestigious universities. The branch is usually hidden through mystical and mundane means. For example, the Chicago branch is disguised as a rare book store found in a back alley near Northwestern University. The store is open to the public but members and patrons can access a secret portal in the rare science fiction and fantasy section leading to the Library's branch office. Other branches are disguised as teahouses, privately owned libraries, storefronts, or similarly themed locations.

Special Collections

Operating entirely outside the normal branch structure of the Library is Special Collections. When a task is deemed too dangerous, too important, or too sensitive to trust to normal Library personnel, Special Collections is called in to deal with it. These Agents hunt down rare artifacts, monitor exceptionally powerful or dangerous mystics, and, when necessary, proactively eliminate threats to the organization and world at large. They also track down defectors, thieves, and those who delve into forbidden areas of study. More than most Library members, they are dedicated to preparing for coming threats of mystical origin and apocalyptic significance.

Special Collections agents are organized into teams called Chapters. These Chapters are color-coded, and consist of a field leader, liaison officer, and regular agents. Since the head of Special Collections has total discretion to form, disband, and reorganize teams, the exact number of these teams changes regularly.

The rest of this supplement is devoted to Special Collections, their Head Librarian, and one of their most longstanding and effective teams—Black Chapter. Black Chapter is representative of the power and versatility typical of the Chapters. Finally, Brother Wilhelm, a.k.a. the Mad Monk, is also detailed; he is less a team member, and more a secret weapon, only used in extreme circumstances.

GMs using the Library are encouraged to come up with local branches near locales that best suit their needs. Some example Library branches are:

New York: Located under the New York Museum of Natural History. Known for its vast number of mystic artifacts and maps to strange locations, the Head Librarian is an ageless Native American shaman notorious for his great mystical skill and appreciation of fine clothing—he is partial to Brooks Brothers suits with a subtle pin striping.

NEW YORK BRANCH • 23 points

Size Huge, **Tou** 12, **Features:** Concealed 3 (DC 30), Defense System, Fire Prevention System, Holding Cells, Laboratory (magical), Library, Personnel, Power System, Sealed, Secret 3 (DC 30), Security System 2 (magical) (DC 25), Workshop

London: Located inside the British Museum, with sub-branches found throughout London. Hosting an eclectic collection and heavily research oriented, it is run by a curmudgeonly giant who claims to have assisted in the construction of Stonehenge. His subordinates include a young Pakistani boy who is the reincarnation of Sir Gawaine and the ghost of a Shambhala warrior monk. This branch recently upgraded security to incorporate both mystical and mundane protections.

LONDON BRANCH • 21 points

Size Medium, **Tou** 10, **Features:** Communications (magical), Concealed 5 (DC 40), Defense System, Dimensional Portal, Fire Prevention System, Laboratory (magical), Library, Personnel, Security System 3 (magical) (DC 30) Security System 3 (electronic) (DC 30), Workshop

Hong Kong: Located in the Kowloon District, this branch is in a small curio shop that is bigger on the inside than the outside. This branch specializes in support for operations throughout the Pacific Rim. The Head Librarian is an unassuming old Chinese woman who is actually the host for a reformed demon that is fond of green tea and American football.

HONG KONG BRANCH • 22 points

Size Large, **Tou** 10, **Features:** Dual Size (Small), Dimensional Portal, Holding Cells, Infirmary, Library, Living Space, Personnel, Power System, Secret 5 (DC 40), Security System 2 (magical) (DC 25), Self-repairing, Temporal Limbo

Library Cards & Other Gear

In addition to the vast amount of occult lore and support the Library provides its members, there are also various common mystic pieces of Equipment they issue agents to aid in missions. Library agents, and occasionally even patrons, carry this gear; assume that all characters in this book have these items as needed, even if they are not included directly in their statblocks.

Library Card: The Library realizes that communication and cooperation between its members increases effectiveness; they also realize their agents are often called on to travel to areas far outside normal cell phone service, like the high Himalayas, the Vatican's secret sub-basement, or the Chinese Hell of the Seven Demon Virgins. To maintain contact with the branches and fellow agents, all members of the Library carry an enchanted card that acts like a mystic smartphone, able to get service anywhere that is without mystic shielding or interference. The cards are bonded to the aura of the user, meaning they cannot be easily used by others (re-bonding a card requires a specific ritual with a DC of 25).

LIBRARY CARD • 3 points

Feature (mystic Smartphone with supernaturally good service)

Arcane Firearms: The Library never sends its people out to retrieve dangerous books and artifacts unarmed. A number of enchanted firearms are issued to agents, ranging from light pistols to repeating rifles. These weapons use bullets that can harm spirits and correct course in-flight to track targets. The process to manufacture these weapons means really high-tech guns are harder to produce; because of this, most arcane firearms are revolvers, older style automatic pistols, and bolt or lever action long guns. These weapons are further enchanted to appear as mundane objects—such as books, briefcases, and the like—when not in use (in rules terms, they all have the Subtle extra). A few commonly used models are:

ARCANE FIREARMS • *varies*

.321 Melville Arcane Light Pistol: Ranged Damage 3, Accurate, Affects Insubstantial (Half-Effect), Homing, Subtle • 10 points

.262 Milton Arcane Repeater Carbine: Ranged Damage 4, Affects Insubstantial (Half-Effect), Homing, Multiattack, Subtle • 15 points

.413 Shakespeare Arcane Heavy Pistol: Ranged Damage 4, Accurate, Affects Insubstantial (Half-Effect), Homing, Subtle • 12 points

Magic Lens: Not every Library member can easily detect mystical forces; the organization's Magic Lens gets around this. Specially-treated glass is formed into glasses, magnifying glasses, and even camera lenses, allowing users to detect mystic energies in an area. The user must concentrate, making it unsuitable for use in combat.

MAGIC LENS • 1 point

Ranged Detect Magic, Acute, Analytical, Concentration, Distracting

GMs are encouraged to create similar devices as needed for Library members in their campaigns. As a general rule, this Equipment works like a mundane object, altered and improved to reflect the minor enchantments bonded to it.

METHODS OF MAYHEM

The exact culprits behind the attack on Shambhala are intentionally left vague; GMs are encouraged to pick whichever villainous force, or collection of forces, make the most sense for his campaign. Some options are:

The Devils You Know: Fearing an enlightened and empowered mankind, demonic forces and their worshippers attacked Shambhala. They were mostly focused on destroying rituals and artifacts that could be used to banish or control their kind. Note that this category could easily include powerful eldritch horrors and ancient evil deities.

Fight of the Living Dead: Vampires, liches, and other evil undead attacked Shambhala for much the same reason as demons. Such creatures were more interested in controlling the collected artifacts rather than outright destroying them, giving them great power and influence in the mortal world and preventing mankind from developing ways to detect and destroy them.

That Old Black Magic: Fearing the spread of knowledge would counteract their hard-won arcane power, various sorcerous cabals banded together to attack Shambhala. Information devoted to technological or spiritual advancement was destroyed while mystic texts and artifacts were stolen to further grow the attackers' power.

Monster Mash-up: Unseelie fae, mythological monsters, and other fantastic beings allied to destroy humanity's ability to defeat and master them. The treasures of Shambhala were taken as trophies or destroyed, with little thought taken into what was stolen and what was destroyed, though impressive looking artifacts and ornately decorated texts probably fared better than most.

The default assumption in this text—and any future materials about the Library—is that the bad guys were a loose alliance of all of the above options. Changing that will not seriously affect the material; it is just a matter of personal taste and utility for your specific campaign.

FORBIDDEN AREAS OF STUDY?

Perceptive readers will note the information on Special Collections leaves the exact description of which areas of study are considered forbidden vague. This is not accidental. What sorts of mystical study the Library seeks to curtail and control will have a large impact on how they are used and how PCs perceive them. GMs seeking to use the Library in an antagonistic role will want to have the organization clamp down on studying various topics and have Special Collections make no distinctions between those studying for offensive, defensive, or purely academic reasons. If the Library is more neutral or heroic, they should take a more situational approach to such things. Using the example of demonology (magic related to the demons):

Antagonistic: Any but the most basic study of demons is deemed too dangerous to be left in outside hands. A basic warding spell against demonic beings might be allowed, but a ritual to exorcise a possessed human would be seen as too risky, since it contains knowledge on how to control or compel a demon. Those wishing to use such magic would need to consent to Library supervision or risk ending up on the agency's "potentially dangerous" list.

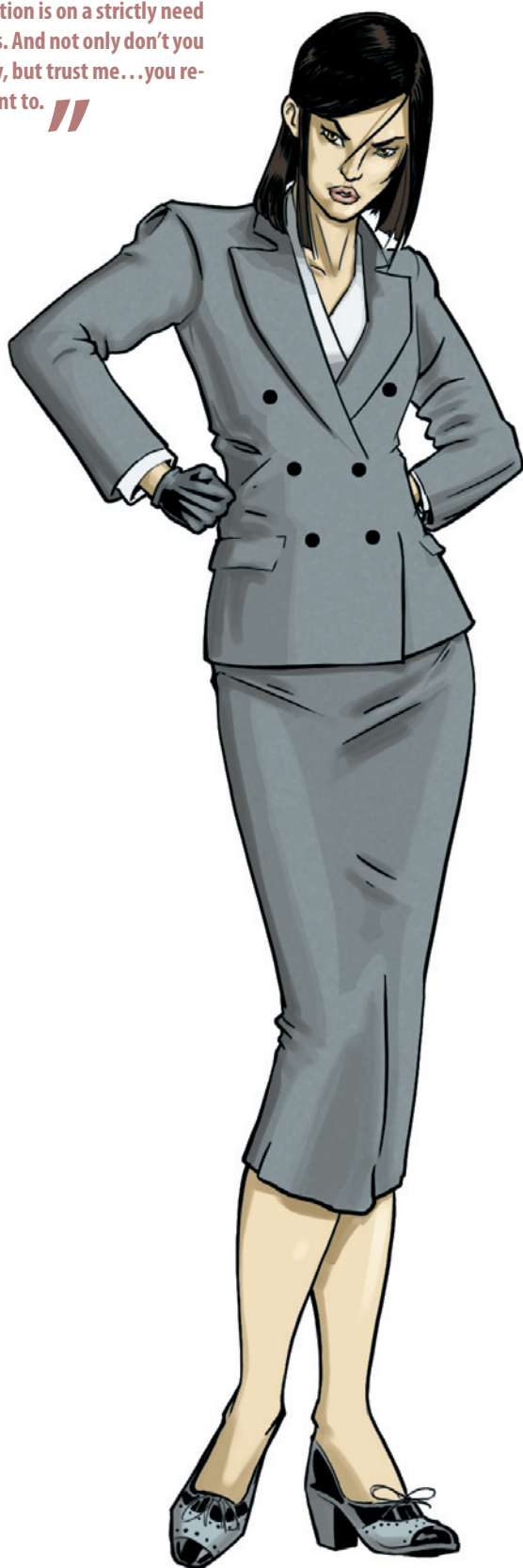
Neutral: Most academic study of demons and infernal dimensions is okay. Exorcism rituals are fine, too, but anything that ends up asking a demon to do more than go away would be closely monitored, regardless of underlying motivation. The organization might be sympathetic to a mage using that demon-controlling artifact to defeat a possessed mob in Rio, but they would feel better if he found a safer way to do it.

Helpful: As long as someone has shown themselves to be a positive and responsible force for good, the Library is interested in helping. They might want to send someone along to monitor extremely dangerous stuff, but they understand that, sometimes, desperate times call for desperate measures.

Note that using magic to murder, torment, or cause great destruction is always going to raise a red flag; even if such uses are deemed necessary, the organization will watch those who do so just in case. For example, Bookbinding (magically trapping someone inside a story) can easily result in death, maiming, or permanent psychological damage. Hence, it is heavily monitored and controlled.

Oracle Sphinx PL12

// That information is on a strictly need to know basis. And not only don't you need to know, but trust me... you really don't want to. //



History:

Oracle Sphinx is the current head of Special Collections for the Library; in fact, due to a unique version of mystic longevity, she is the founder of Special Collections and has been the head for much of its existence. Her origins relate back centuries; she remembers the attack on Shamballa, the founding of the Library, and various events of mystical and historical significance. Oracle Sphinx is not her true name, but it is how she began— a mythical creature of riddles and vast knowledge, lion-limbed, winged, and immortal, she was slain by evil forces during the raid on Shamballa.

After her physical death, her spirit refused to perish and instead reincarnated as an Egyptian peasant girl. She regained full knowledge of her past lives during early adolescence, and eventually joined the newly founded Library; she has been a member since. After centuries of death and rebirth, the organization has honed tracking her reincarnation down to a science, and when her current incarnation dies, teams are dispatched to secure the next.

Oracle Sphinx's current incarnation is that of a young Korean woman. Now in her twenties, she has been back at the head of Special Collections since she was twelve. Recently, she has begun to have terrible prophetic dreams the likes of which she has not experienced since the Legion of the Forgotten Gods' 1938 invasion in Grover's Mill, New Jersey. She is still fuzzy on the specifics, but is certain it involves a grave future threat of incredible power and evil. Her fellow Head Librarians are largely unwilling to act on her dreams without more information, but Oracle has begun to use her agents to investigate threats of apocalyptic significance.

Personality:

Oracle Sphinx's countless lifetimes have given her a number of personality quirks; for example, though largely polite and reserved, she will often curse viciously in obscure languages when annoyed. She enjoys good companionship and conversation, but often drifts into strange topics, seemingly at random. She is almost impossibly experienced and wise, though her emotions and preconceptions plague her, and her eccentricities often make her seem cryptic. She can be ruthless when necessary, but honestly cares for humanity and wishes to help it reach a more enlightened state—by any means necessary.

Powers & Abilities:

Oracle Sphinx's immortality manifests as serial reincarnation: every time she dies, she is reborn in another place and time. Her memories of past lives are fuzzy at first, but become complete and crystal clear by mid-adolescence. She literally has lifetimes of mystical knowledge, history, and secrets locked away in her mind. She speaks every known language, including the secret tongues of beasts and spirits. Perhaps her most impressive ability is her mastery of conundrums, riddles, and puzzles; she can pose a question, task, or challenge to someone and compel them to respond. Those who cannot are often frozen in place, locked inside a maze of questions, ideas, and concepts they cannot unravel.

STRENGTH

3

STAMINA

3

AGILITY

3

DEXTERITY

1

FIGHTING

6

INTELLECT

8

AWARENESS

8

PRESENCE

3

POWERS

Enlightened Mind: Comprehend 12 (Animals, Languages (Read, Speak, Understand All), Machines, Objects, Plants, Spirits, Spirit Medium); Quickness 4, Limited to Mental Tasks; Senses 2 (Postcognition, limited to Past Lives); Feature 1 (Serial Reincarnation)

Riddle of the Sphinx: Perception Range Affliction 12 (Resisted by Will; Entranced and Dazed, Defenseless and Immobile, Unaware and Paralyzed), Extra Condition, Progressive, Selective, Quirk (Being given answer to riddle/puzzle ends effect), Hearing-dependent

ADVANTAGES

Assessment, Attractive, Beginner's Luck, Benefit 4 (Head Librarian for Special Collections), Connected, Contacts, Defensive Attack, Defensive Roll 3, Eidetic Memory, Fascinate (Expertise: Riddles & Enigmas), Fearless, Jack-of-all-trades, Leadership, Luck, Ritualist, Seize Initiative, Set-up, Skill Mastery 3 (Expertise: History, Expertise: Riddles & Enigmas, Insight), Trance, Well-informed

SKILLS

Acrobatics 1 (+4), Athletics 1 (+4), Close Combat: Swords 4 (+10), Deception 9 (+12), Expertise: History 6 (+14), Expertise: Literature 2 (+10), Expertise: Magic 6 (+14), Expertise: Riddles & Enigmas 12 (+20), Insight 7 (+15), Intimidation 5 (+8), Investigation 7 (+15), Perception 7 (+15), Persuasion 5 (+8), Stealth 2 (+5), Technology 2 (+10), Treatment 2 (+10)

OFFENSE

Riddle of the Sphinx —
Swords +10

Initiative +3

Perception, Affliction 12, Resisted by Will
Close, Varies based on sword used

DEFENSE

Dodge 13
Parry 13
Will 14

Fortitude 6
Toughness 6/3*
*Without Defensive Roll

POWER POINTS

Abilities 70 + Powers 100 + Advantages 27 + Skills 39 + Defenses 26 = 262

COMPLICATIONS

Cryptic: Even when she is trying to be helpful, her love of mysteries, puzzles, and riddles means Oracle Sphinx is often exceedingly subtle, frustratingly indirect, and vexingly mysterious.

Devoted Visionary: Sphinx has devoted lifetimes to the Library and their goals; there is nothing she will not do to serve these interests.

DON'T I KNOW YOU?

GMs using the Library for legacy, long running, or time-travel featured campaigns might have heroes meet Ms. Sphinx in her past incarnations. These are usually female, though there have been exceptions. It is even possible that she reincarnates as the child of a PC hero or an important NPC. Her current statistics can serve for other incarnations, with some small differences for flavor. This could be a dramatic way to introduce the usually secretive Library to a group of heroes.

To make it easier on those who choose not to come up with their own previous incarnations, some are included below, along with their birth names. These incarnations are from popular periods for supers gaming or historical periods where something interesting was happening.

Kushi (1190-1288): Born to one of the concubines of Genghis Khan, Kushi used her powers and knowledge to advise her father until she left to rejoin the Library. During this period, the organization drew operatives from warriors, mystics, and heroes from across her father's empire.

Patience Prudence Poole (1692-1718): Though ancient enemies attempted to murder young Patience by unleashing an earthquake in her hometown of Port Royale, Jamaica, she escaped and eventually found her way to the Library. Patience was killed alongside Captain Edward Teach (aka Blackbeard), a notorious

pirate and sometime ally who was working with her and North Carolina chief justice Tobias Knight on rooting out a dangerous occult threat in the Caribbean. It is unknown if Teach's killer, Lt. Robert Maynard, was aware of the Library or the threat, or was merely seeking to bring Blackbeard to justice for his many crimes.

Victoria Benton (1901-1945) Born to a wealthy East Coast American family, Benton's countless battles to keep Nazi occultists, eldritch horrors, and other threats resulted in unfortunate but often necessary exposure for the Library during her tenure. She died leading a Special Collections team confronting a Nazi-spawned horror during the firebombing of Dresden, Germany.

Euclid Jones (1955-1984) One of Oracle's few male incarnations, Jones was born in Harlem, New York, and used the Library to aid various heroes and mystics in isolating and removing occult threats during the 1960s and 1970s. He was killed in 1984 by an unknown assailant. His predecessor, a young French girl named Babette Lemarche, was also killed while still a child, possibly by the same killers.

When needing to carry a weapon, most of these incarnations carry swords or long blades of various types as over the centuries she has become quite adept with their use.

Black Chapter

Black Chapter is the codename for one of Special Collections most capable and effective teams. Like all Special Collection Chapters, the team is tasked with retrieving rare texts and artifacts. The team is frequently assigned to interact with various outside individuals as well, from demonic crime lords to mystical super heroes. Those deemed allies are aided, often without them even knowing the extent of the Library's involvement. Those deemed threats are dealt with.

Team Dynamics

The team works together well, and generally gets along, though personality conflicts and tactical disagreements do occur. The basic relationships between the team members and their feelings for their boss, Oracle Sphinx, are detailed in the following section.

Elizabeth Tower

Elizabeth Tower handpicked the current team to avenge her mortal death at the hands of "old-friend-turned-renegade-agent" Emily Bradford, a.k.a. Bookbinder. She blames the woman for her mortal death and loss of much of her magical powers. She generally trusts her team, but her own personal issues make her an impatient and sometimes inflexible leader. Her closest friend on the team is Talespinner, though the two often butt heads over appropriate use of force. She respects Weaver for her professionalism and skill, though she is uncertain of Weaver's loyalties. She respects Ms. Sphinx, but sometimes wonders if she truly appreciates the terrible occult threats present in the world.

Sister Hyde

Sister Hyde is a loyal member of the team, and generally cooperative. Well, Jennifer Eckles is; her Hyde persona is greedy, ambitious, and more compatible with the beings the team fights than its members. As long as Eckles' meditation techniques and control charm keep this persona in check, everything is fine. If not, the effects could be disastrous. Sister Hyde gets along best with Caballero and Elizabeth Tower, though her darker impulses favor Lockleann's methods and approach. Ms. Sphinx's support of her field testing and refining of her transformation formula ensures her continued loyalty.

Lockleann Sheeramanneth

Lockleann does not like anyone on the team and says so, often loudly. She does not dislike Mirka, mostly because he is not human, but does not actually like him either. She finds Elizabeth Tower amusing, having met the actual Dracula at one point in her history. She is drawn to Caballero and secretly admires his spirit and consistency of character, but that just makes her treat him even more poorly. She is wary around Talespinner, a subconscious reaction to the involvement of mages in the corporeal death she does not remember. She respects Ms. Sphinx as a fellow immortal, but does not trust her, and is constantly wary of being used or hindered by her.

Mirka

Trained in covert operations and infiltration, Mirka tends to operate outside the normal team framework in the field; that said, he generally gets along with everyone on the team, and tries to accept his teammates as they are and not as he wishes them to be (though Lockleann sometimes makes this difficult). This philosophical outlook and his physical appearance often make him seem detached and even threatening, though Weaver and Bookbinder, his closest confidants on the team, understand that beneath his shaggy Zen-like exterior is a keen sense of humor and an artist's sensitivities. Better than anyone else on the team, Mirka understands the nature of Ms. Sphinx's serial reincarnation and sees her as a fellow tulku, or enlightened being.

Caballero

Almost everyone likes Caballero; most of them just do not want him on the team. Some, like Elizabeth Tower and Weaver, see him as too naïve to be an asset outside of combat; others, like Talespinner and Mirka, respect his enthusiasm and desire to help, but fear for his safety. Caballero, for his own part, generally likes and respects most of the team. He finds Lockleann a painful reminder of the girl he was falling in love with, but holds out hope that she is still somewhere inside that dragon-transformed body. He enjoys talking about great heroes and old stories with Talespinner, though the generation gap between the two is noticeable. He appreciates Ms. Sphinx pushing for him to join the team, though he sometimes wonders at the reasons why.

Talespinner

Talespinner is probably the most respected member of the Library on the team, largely because he keeps an eye on balancing the team's needs with the good of the organization; this makes him the natural liaison between Ms. Sphinx and the rest of the team. Elizabeth Tower and he are old friends who have a great deal of respect and affection for each other, but he is worried about her well-being since her transformation. This relationship is further complicated by his desire to capture and, if possible, reform Bookbinder, the Library renegade that Elizabeth Tower very much wants dead. Talespinner gets along well with the rest of the team, and especially enjoys discussing music and philosophy with Mirka and heroic tales with Caballero. He also finds Weaver more interesting than he will easily admit.

Weaver

Weaver is on the team to do a job, first and foremost. She is not unfriendly to the rest of the team, but she has a hard time making friends with most of them. The exceptions to this are Talespinner, whose intelligence she finds both alluring and soothing, and Mirka, whose similar "outsider" status and calm personality put her at ease. The consummate security expert, she is uncomfortable around Sister Hyde and Lockleann, as both women are incidents waiting to happen. She respects Ms. Sphinx a great deal, though she often feels the Special Collections leader's cryptic nature makes it harder for her to do her job.

Team Tactics

Black Chapter is an experienced, well-trained unit used to working together. Over time, they have developed various tactics to deal with a variety of threats. Some of their more common and effective tactics are detailed in this section.

Book Jacket

Talespinner will often use his magic to hinder or disorient powerful opponents, though casting tends to leave him vulnerable. To protect him, Tower will have Weaver or Mirka bodyguard him. The rest of the team will assist by engaging foes in close combat to prevent them from beating the mage down.

Don't Know Why There's No Sun Up in the Sky...

Tower tends to lead from the front, using her vampire powers and super-strength to battle foes. When retreat or retrieval is the goal, however, she will often summon up a fog or storm to give cover to the stealthier members. Even Sister Hyde can operate fairly well under such conditions, striking from ambush, while Lockleann and Caballero provide further distraction, since sneaking is not among their talents.

Outside Help

Black Chapter is not above calling for backup or using other resources. Several team members are skilled ritualists, and the Library has a better collection of magic rituals than anyone. If a particular talent is called for, Talespinner can even summon up a great detective, doctor, or other expert from literature to aid them. And, of course, there is always the Mad Monk...

Over There! No Wait...

The team is not exceptionally mobile, but they are hard to pin down. Mirka can teleport himself and another teammate around a battlefield to strike from ambush, or disappear from sight and appear as someone else, while Tower can use her mist form to maneuver for a tactical advantage. Sister Hyde, Caballero, and Lockleann usually provide clear targets in this situation, distracting foes and making it easier for them to be brought down from behind.

Scorched Earth

When discretion and precision fails, Black Chapter will seek to destroy all opposition and evidence rather than abandon their goals to a powerful enemy. In these situations, the Mad Monk is deployed to the team's location, Talespinner evacuates most of the team, then the Mad Monk and Lockleann purge the area with their potent destructive powers.

Who Ya Gonna Call?

Spirits, ghosts, and mystics traveling astrally require special tactics to defeat or detain. In these circumstances, Weaver's webs are used to ensnare or immobilize the targets so Caballero's spiritword can finish them off. Talespinner will use his magic to support these two, often using his Reality Edits to aid these attacks and hinder enemy defenses.

SPECIAL TEAMS

Often, especially in the early phases of an operation, there is no need for Oracle Sphinx to send an entire team to deal with a situation. Other times, members will be deliberately excluded because of some aspect of their abilities or personality that makes them more of a hindrance than an asset. These special teams are assigned code names and train to deal with a variety of situations using only their diminished membership. Oracle or even Tower might create new special teams as necessary, but some of the most common and useful are detailed below.

Fitzgerald: When the Library wants to send a team to put on their best diplomatic face, they send Fitzgerald. This team helps recruit potential allies, work out exchanges of information and assistance, and basically play nice with others. Power is less important here than personality, though each of Fitzgerald is capable of defending themselves.

Members: Caballero, Talespinner, Weaver

Hammett: Hammett deals with fact-finding, investigation, and field intelligence. They are not supposed to engage targets, just find out what is going on with a mystic situation or threat and report back. Of course, things do not always go so smoothly; the Hammett is more than capable of defending themselves when necessary.

Members: Talespinner, Mirka, Weaver

Leblanc: Focusing on scouting, infiltration, retrieval, and surveillance, Leblanc might need to engage targets at times but the goal is to generally avoid ever being detected. This is the team that gets sent to steal dangerous artifacts, determine the size and power of potential enemies, and get dirt on those who will not take gentle hints to stay out of Library affairs.

Members: Tower, Mirka, Weaver

Hemingway: Designed for straightforward combat and shock tactics, the Hemingway configuration is used when facing opponents who do not require the whole team but are still dangerous to engage. Hemingway's standard operating procedure is to identify and take down the biggest threats among adversaries as quickly and efficiently as possible.

Members: Caballero, Lockleann, Tower, Sister Hyde

Poe: Sometimes, Black Chapter needs to get their hands dirty. Really dirty. This is where Poe comes in; they deal with operations requiring wetwork, large amounts of property damage, and eliminating targets with overwhelming force. Poe is only employed as a last resort, and less cold-blooded Black Chapter members like Caballero are often not given details on their missions.

Members: Lockleann, Mad Monk (with special permission), Sister Hyde, Tower

Ellroy: Ellroy has actually never been used in the field. It is more of an idea sitting in the back of Oracle's head in case it ever needs to be used. Ellroy is to be employed in the case a member of Special Collections goes rogue or is compromised in a way that precludes saving them. In addition to the members themselves, Sphinx would equip operatives with restricted and dangerous artifacts and magic from the Special Collections vaults. Thus armed, Ellroy is to take down their former ally using any means necessary. Obviously, if any member of Ellroy is the target, they will be excluded from membership in this special team.

Members: Lockleann, Sister Hyde, Mad Monk, Talespinner, Tower

Caballero PL10

// What have we here? Demons? Zombies? Evil Cultists? No matter (draws sword), I come equipped to deal with whatever we face! //



History:

Jorge Santos was always a special kid. A gifted athlete, dutiful student, and generally likeable young man, he made his diplomat parents proud, until he lost them at the age of twelve, devoured by shape-shifting ogres. This attack kicked Jorge's destiny into overdrive, as he instinctively summoned the Edge

of Destiny, a sword of spiritual energy. Using the blade, Jorge saved himself and slew his parent's killers before fleeing the police who happened on the scene.

Jorge spent months on the run, experiencing strange dreams and visions that revealed he was the latest in a long line of chosen champions. Various monsters, evil sorcerers, and other threats tried to destroy him before he could fully master his new abilities, until he came to the attention of the Library when he was saved from a small army of cultists and demonic assassins by a Special Collections team. Unwilling to abandon the young man but reluctant to recruit a child, Ms. Sphinx arranged for Jorge to live with the Shermans, Library officials based out of Chicago.

Jorge benefitted greatly from his time with the Shermans; he continued his education, was cared for and supported, and grew very close to the Sherman's daughter, Lillian. After several years, he started to believe that maybe he could have a normal life and let someone else handle the heroics. Unfortunately, it did not last—the cult, acting on a prophecy that warned Jorge would destroy them, managed to track him down. Their attack nearly killed Lillian and, in a desperate move to save her, Jorge managed to transform his love into a vessel for an ancient dragon (see page 14). Realizing he could not hide from his destiny without endangering those around him, he accepted Ms. Sphinx's offer to join Special Collections. Taking the Spanish word that means knight as his codename, he hopes, with the Library's help, to realize his destiny without losing anyone else he cares for.

Personality:

Jorge chose the name Caballero wisely. He is brave, self-sacrificing, and romantic. He is also young, inexperienced, and idealistic. These latter traits sometimes cause trouble when he does not fully consider the long-term implications of his actions. He also feels guilty when those around him get hurt, fearing that, in protecting him, the forces of fate sacrifice them instead.

Jorge still loves Lillian Sherman dearly, and tries to find some spark of her inside Lockleann Sheeramanneth. He is also a bit blind to some of the group's covert actions; he is far from stupid, just a young man whom past tragedy has pushed to desperately find higher purpose and happy endings.

STRENGTH

3

STAMINA

4

AGILITY

4

DEXTERITY

3

FIGHTING

9

INTELLECT

1

AWARENESS

1

PRESENCE

4

POWERS

Edge of Destiny: Strength-based Damage 6, Affects Insubstantial 2, Incurable, Penetrating 6, Linked to Weaken Destiny 9, Affects Insubstantial 2, Broad (Fortune advantages & luck-based powers), Incurable

Linked Destiny: Senses 1 (Communication Link (Empathic) to Lockleann Shermanneth)

Protected by Fate: Enhanced Defenses 10 (Dodge 4, Parry 4, Fortitude 2), Enhanced Advantages 18 (Beginner's Luck, Benefit, Cipher, Defensive Roll 3, Diehard, Evasion, Improved Defense, Jack-of-all-trades, Luck 5, Redirect, Ultimate Defend, Ultimate Toughness, Uncanny Dodge)

Visions of Destiny: Senses 7 (Danger Sense (Mystical), Postcognition Limited to Great Heroes of the Past, Precognition); Precognition is Tiring, Uncontrolled

Weirdness Magnet: Feature 1 (Being favored by Fate brings with it all manner of unusual coincidences; sometimes, they might even be beneficial.)

ADVANTAGES

All-out Attack, Assessment, Attractive, Beginner's Luck, Benefit (Cipher), Close Attack, Defensive Attack, Defensive Roll 3, Diehard, Evasion, Extraordinary Effort, Favored Foe 2 (Monsters, and Undead), Fearless, Improved Critical (Edge of Destiny), Improved Defense, Improved Initiative, Inspire, Interpose, Jack-of-all-trades, Languages 2 (English, Portuguese; Spanish is native), Luck 5, Power Attack, Redirect, Takedown, Ultimate Effort: Defend,, Ultimate Ultimate Effort (Toughness), Uncanny Dodge, Weapon Bind

SKILLS

Acrobatics 1 (+5), Athletics 6 (+9), Close Combat: Edge of Destiny 1 (+10), Deception 1 (+5), Expertise: Pop Culture 3 (+4), Expertise: Streetwise 3 (+4), Insight 3 (+4), Intimidation 2 (+6), Perception 5 (+6), Persuasion 4 (+8), Treatment 1 (+2), Vehicles 2 (+5)

Powers & Abilities:

Jorge has been chosen to serve some heroic purpose and wield one of seven legendary weapons, the spiritsword "Edge of Destiny". Edge of Destiny is essentially weaponized virtue, able to cut not only flesh but also cleave through a target's own connections to fate. In addition to this potent weapon, Jorge is protected by his unfulfilled destiny and is hard to seriously injure or kill until his purpose is fulfilled. His connections to past heroes similarly chosen grant him keen fighting instincts coupled with occasionally exhausting visions of past mysteries and future dangers. Jorge is also a skilled athlete and naturally charismatic.

OFFENSE

	Initiative +8
Edge of Destiny +11	Close, Damage 9, Linked to Weaken Destiny 9
Unarmed +10	Close, Damage 3

DEFENSE

Dodge	13/9	Fortitude	11/9
Parry	13/9	Toughness	7/4*
Will	9	*Without Defensive Roll	

POWER POINTS

Abilities 58 + Powers 69 + Advantages 18 + Skills 16 (32 ranks) + Defenses 18 = 179

COMPLICATIONS

Great Destiny: Jorge is destined to be a great hero of this age. In particular, he is destined to face down and defeat a terrible evil and save the world. If he ever fulfills his destiny, he will lose his Protected by Fate powers. Fate will often lead him into dangerous or undesirable situations to push him further towards this destiny

Guilt: Jorge feels responsible for both the injury that nearly killed Lillian Sherman and for turning the young woman into a vessel for the spirit of the dragon Lockleann Shermanneth. Hunted: Various cults, evil sorcerers, and monsters are hunting Jorge in hopes of preventing him from realizing his destiny, using his blood in some arcane ritual, stealing the Edge of Destiny, or otherwise make his life difficult. Motivation: Responsibility: Jorge feels that, despite his own wishes, he must press on and try to use his powers for right and good.

Power Loss: Edge of Destiny can be disarmed like a normal weapon. Jorge can call the spiritsword back to his hand, but he must use a move action to do so.

THE SEVEN LEGENDARY WEAPONS

Edge of Destiny is only one of seven weapons of similar ability. Each weapon takes a different form and channels the power of a different virtue. Edge of Destiny embodies courage, while the other weapons each channel love, balance, sacrifice, hope, justice, or loyalty. The other weapons take various forms, among them a hammer, a staff, and a spear. Each is bound to their wielder in the same way the sword is to Caballero, passing to a new wielder once the old one dies.

Elizabeth Tower PL11



// I want a three block perimeter around this site and standard investigation and misinformation protocols are in effect, people. Also let me know if you see a homeless guy, I'm feeling peckish... That was a joke, stop staring and get to work. //

History:

Elizabeth Tower was a naturally gifted mystic and dedicated member of the Library. Her aptitude with warding and sympathetic magic made her a valuable and admired Librarian. She was often employed as a traveling expert, sent to various branches to assist with sensitive tasks and projects. Eventually, she was assigned to Special Collections as a member of Black Chapter, a group that investigated internal violations and dangerous breaches of Li-

brary policy. During one such investigation she discovered fellow Librarian Emily Bradford engaged in the forbidden art of bookbinding. Confronting Emily, Elizabeth was caught unprepared for her panicked assault. The next thing she knew, she was drawn into the story world of the nearest book Emily could grab—Bram Stoker's *Dracula*.

Despite the Library's efforts to locate and free her, Emily spent two years inside the narrative. When she finally escaped the story, she was forever changed. Captured, dominated, and transformed by the novel's title character, Elizabeth emerged as a vampire taken straight from fiction, with all the powers and vulnerabilities of Stoker's monster. This altered existence severed her connection with conventional reality's magical forces, stripping her of her former powers and further damaging her psyche. When she then discovered her old team had been wiped out trying to retrieve Emily (now calling herself Bookbinder), something inside her shattered. She became obsessed not just with hunting down the woman who ended her former life, but also with eliminating any similar threats. Unable to dissuade her vengeful purpose and realizing the occasional need for such action, Ms. Sphinx offered Elizabeth a team. Tower accepted and formed a new Black Chapter, selecting members who would allow her to best deal with Bookbinder and her new allies, the occult mercenaries known as the Oktobermen.

Personality:

Elizabeth Tower is driven but emotionally fragmented. She suffers from post-traumatic stress disorder, stemming not only from her vampiric transformation, but also her time spent as *Dracula's* thrall and the severing of her mystical abilities. Her general demeanor is cool, uncompromising, and ruthlessly professional, tinged with gallows humor. Despite a myriad of mental issues, Tower has developed an impressive façade of stability; however, she loses objectivity when dealing with renegade mages, wielders of forbidden magic and artifacts, and similar threats. Her undead bloodlust only complicates matters, driving her to embrace violence and intimidation more easily than she did as a human. Though she never expresses it, she is concerned with what it means to be a creature, taken from a story, now existing in the real world.

Powers & Abilities:

Tower possesses most of the abilities and weaknesses of the literary vampire. She has superhuman strength, incredible speed, is functionally immortal, can turn into mist, summon storms and fog, and control animals and weak-willed humans. She is mostly powerless in sunlight, vulnerable to holy objects, repulsed by garlic, and cannot cross running water unaided. Her transformation from human mystic into a creature drawn from fiction has weakened her connection to traditional reality; she retains a few minor mystical talents and all her occult knowledge, but can no longer cast the spells and enchantments she was capable of. Elizabeth is still a trained Library agent and formidable combatant, and she has been given an artifact known as the Nightstone, allowing her to fully function in daylight.

STRENGTH

8

STAMINA

—

AGILITY

8

DEXTERITY

5

FIGHTING

6

INTELLECT

3

AWARENESS

4

PRESENCE

3

POWERS

Blood Drain: Grab-based Weaken Stamina 11, Resisted by Fortitude
Fictional Vampire: Feature 1 (All vampiric traits are defined by a literary work, not the setting)
Mist Form: Flight 3, Insubstantial 2
Mystic Sense: Senses 3 (Acute, Analytical Magic Awareness)
Nightstone Amulet: Eternal Night (Feature 2: it is always considered night for the Amulet's user), Immunity 2 (Darkness), Senses 2 (Darkvision), Removable
Undead: Immortality 2, Immunity 30 (Fortitude Effects); Protection 10, Impervious, Limited: Not vs. Silver or Blessed Weapons; Regeneration 5
Vampire Senses: Senses 3 (Acute Tracking Smell, Low-light Vision)
Vampiric Powers (32-point Array)

- **Call Children of the Night:** Summon 2, Active, General Variable Type (Nocturnal Animals), Horde, Mental Link, Multiple Minions 5 (32 minions)
- **Control Weather:** Environment 8 (Cold, Impede Movement (1 rank), Visibility (-5))
- **Entrancing Stare:** Perception Range Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Concentration, Cumulative, Incurable, Insidious, Sight-Dependent

Vampiric Prowess: Enhanced Advantages 9 (Close Attack 4, Evasion 2, Improved Initiative 2, Uncanny Dodge), Enhanced Defenses 8 (Dodge 4, Parry 4), Leaping 2, Movement 2 (Wall-crawling 2), Speed 4

ADVANTAGES

Assessment, Attractive, Benefit 2 (Senior Library Agent), Close Attack 4, Defensive Attack, Evasion 2, Extraordinary Effort, Fast Grab, Improved Disarm, Improved Grab, Improved Initiative 2, Languages 4 (Chinese (Mandarin), French, German, Greek, Hebrew, Japanese, Latin, Romanian; English is native), Leadership, Move-by Action, Power Attack, Ranged Attack 5, Ritualist, Takedown, Teamwork, Uncanny Dodge

SKILLS

Acrobatics 2 (+10), Athletics 2 (+10), Close Combat: Unarmed 4 (+10), Deception 3 (+6), Expertise: History 3 (+6), Expertise: Magic 9 (+12), Insight 4 (+8), Intimidation 9 (+12), Investigation 5 (+8), Perception 6 (+10), Stealth 4 (+12)

OFFENSE

	Initiative +16
Blood Drain +10	Close, Weaken Stamina 11, Resisted by Fortitude
Entrancing Stare —	Perception, Affliction 10, Resisted by Will
Unarmed +14	Close, Damage 8

DEFENSE

Dodge	12/8	Fortitude	Immune
Parry	12/8	Toughness	10
Will	11		

POWER POINTS

Abilities 64 + Powers 144 + Advantages 24 + Skills 26 + Defenses 9 = 267

COMPLICATIONS

Bloodlust: Elizabeth Tower needs blood to survive; without it, she grows weaker and risks falling into a death-like sleep.
Hatred: Tower despises traitors and users of forbidden magicks. She will easily go to extremes when dealing with them.
PTSD: The loss of her mystic abilities and current undead state causes Tower to sometimes fall into fits of depression, experience flashbacks, and suffer other ill psychological effects. This causes her self-control to slip, and makes it more likely she will succumb to her vampiric urges.
Storybook Vampire: Tower has all the limitations of the vampires from the novel Dracula—she loses many powers in daylight (keeps the Undead and Mystic Sense powers and her Strength and Agility drop to 5), cannot cross running water unaided, can be warded off by holy symbols and garlic, and cannot enter private residences uninvited.

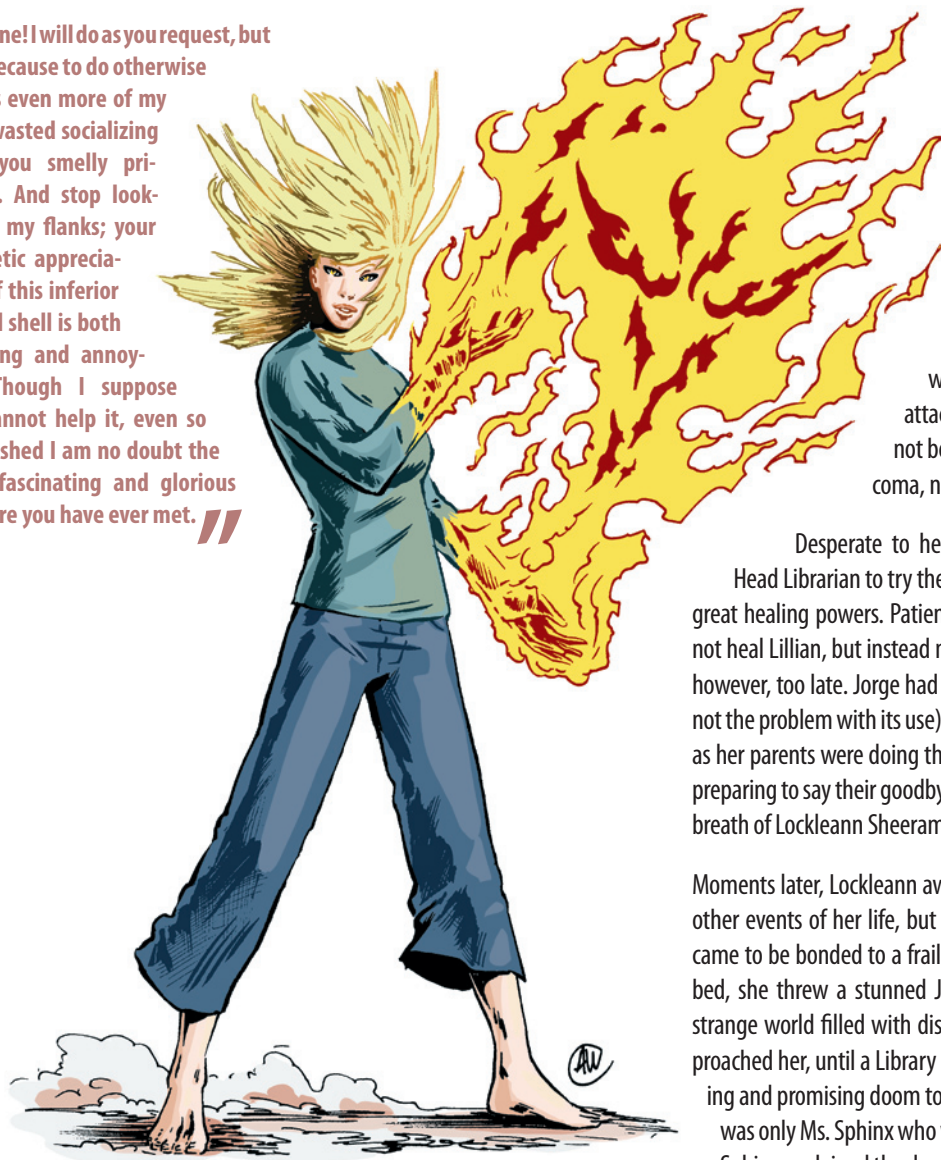
BUT VAMPIRES IN MY SETTING LOVE GARLIC!

One of the nice things about Elizabeth Tower is that her vampirism is explicitly not linked to whatever other vampires exist in a particular campaign setting. Her vampiric sire was spawned from the mind of an Irish theatre manager and novelist, not whatever ancient curse, alien parasite, or Nazi super-virus created all the other bloodsucking undead that might be running around. A particular setting might not even have its own vampires, yet Tower still works; in fact, if she goes mad or loses her grip on her fragile humanity, Elizabeth Tower might become the queen of a vampire race spawned from one of the world's most popular novels.

Assuming Tower did not escape her literary prison by running a stake through old Vlad, Dracula himself might find his way into the world. He has powers similar to Elizabeth's, though more powerful and able to transform into bats, wolves, and other "creatures of the night". He is also a terrible person, far worse than many of the modern romanticized versions of the character; this is the guy who feeds babies to his vampire brides, turns innocent girls into his undead spawn just to screw with the heroes, and turns guys trying to help him buy property into bug-eating slaves. In short, he's a jerk.

Lockleann Sheeramanneth PL12

// Ugh, fine! I will do as you request, but only because to do otherwise means even more of my time wasted socializing with you smelly primates. And stop looking at my flanks; your aesthetic appreciation of this inferior mortal shell is both insulting and annoying. Though I suppose you cannot help it, even so diminished I am no doubt the most fascinating and glorious creature you have ever met. //



History

Lockleann Sheeramanneth began her existence as a dragon. She was fearless, powerful, and respected by ally and foe alike. When the great shadow war between the Dragons and their human enemies occurred, Lockleann was mortally wounded by a hero wielding the fabled spiritsword, the Edge of Destiny. Striking her killer down in one final act of angry defiance, she fell. Neither hero nor dragon saw the mage who drew the final breath from the dragon and sealed it away in a magical urn. The mage believed the dragon's breath could restore life and grant great power; unfortunately for him, he was killed before he could use it— by a dragon, ironically enough. The urn passed into the possession of the Library, where it sat locked away for centuries.

Unaware of the dragon's breath, Lillian Sherman grew up a "Library brat" in Chicago. Both her parents were members; her father was the Head Clerk for the Chicago Branch, and her mother chief assistant to the Head Librarian. It was with Lillian's family that young Jorge Santos stayed when he came to the organization's attention (see page 10). Though things were tense at first, Jorge and Lillian eventually grew quite close. Any future the young couple might have had, however, was cut short when malevolent forces seeking to destroy Jorge attacked—Jorge was able to defeat his attackers, but not before Lillian was critically wounded and fell into a coma, never to awaken.

Desperate to help their daughter, Lillian's parents begged the Head Librarian to try the urn in their collection that was rumored to have great healing powers. Patiently, their superior explained how the urn would not heal Lillian, but instead make her the vessel for the dragon's spirit; it was, however, too late. Jorge had overheard the discussion of the urn's power (but not the problem with its use), and broke into the vault and stole the urn. Later, as her parents were doing the final paperwork to disconnect life support and preparing to say their goodbyes, the brash young hero opened the urn and the breath of Lockleann Sheeramanneth washed over the dying girl.

Moments later, Lockleann awoke. She had no memory of her death, or many other events of her life, but she certainly had no understanding of how she came to be bonded to a frail mortal girl's body. Rising from her host's deathbed, she threw a stunned Jorge through a wall and fled. Panicked by the strange world filled with disdainful humans, she lashed out at any who approached her, until a Library Collections team arrived to bring her down. Raging and promising doom to all who would dare bind her draconic majesty, it was only Ms. Sphinx who was able to calm her. Calmly and respectfully, Ms. Sphinx explained the dragon's situation, glossing over events pertaining to the death of dragonkind and Lockleann's own demise. She then promised the dragon-girl an exchange of services: Sphinx and the Library would assist her in adjusting to the modern world and seek a way to return her to her natural form; in return, Lockleann would aid the Library as part of Ms. Sphinx's Special Collections. Hiding any trace of vulnerability or fear, the dragon accepted. She has worked with Black Chapter since, providing both great power and angry, arrogant color commentary.

Personality

Lillian Sherman was a truly sweet girl, fun-loving, kind and passionate. Unfortunately, Lockleann Sheeramanneth is a bitchy, arrogant, angry dragon wearing Lillian's skin. As a dragon, Lockleann is positive she is the smartest, most evolved, and most important being around. She is not evil, she is just an alien intellect with a real complex regarding "lesser beings" like humans

STRENGTH

8

STAMINA

8

AGILITY

1

DEXTERITY

1

FIGHTING

5

INTELLECT

3

AWARENESS

3

PRESENCE

3

POWERS

Draconic Essence: Immunity 13 (Aging, Fire, Disease, Poison), Impervious Protection 4, Regeneration 1

Dragon's Breath (36-point Array)

- **Dragonfire Blast:** Ranged Damage 12, Secondary Effect
- **Dragonfire Breath:** Cone Area Damage 12, Secondary Effect
- **Dragonfire Cloud:** Ranged Cloud Area Damage 12
- **Draw Flames:** Burst Area 2 (60 feet) Nullify 12 (Fire), Simultaneous, Reduced Range (Close)

Dragon's Gaze: Enhanced Skill 4 (Intimidation 8), Enhanced Advantages 4 (Daze (Intimidation), Fascinate (Intimidation), Skill Mastery (Intimidation), Ultimate Effort (Intimidation Checks), Sight-Dependent)

Dragon's Tongue: Comprehend Animals 2, Limited to Birds & Reptiles, Comprehend Languages 3 (Read, Understand and Understood), Feature 1 (Mimic Voices)

Dragonfire Aura: Reaction Damage 6, Linked to Environment 1 (Extreme Heat, Light), Feature (Dragon-shaped: +2 circumstance bonus to appropriate interaction skills)

Linked Destiny: Senses 1 (Communication Link (Empathic) to Cabellero)

ADVANTAGES

All-out Attack, Attractive, Benefit (Library Agent), Daze (Intimidation), Extraordinary Effort, Fascinate (Intimidation), Power Attack, Ranged Attack 4, Skill Mastery (Intimidation), Takedown, Ultimate Effort (Intimidation Checks)

SKILLS

Athletics 1 (+9), Close Combat: Unarmed 4 (+9), Deception 3 (+6), Expertise: Ancient History 7 (+10), Expertise: Legendary Creatures 5 (+8), Expertise: Magic 5 (+8), Insight 5 (+8), Intimidation 7 (+18/+10), Perception 5 (+8), Ranged Combat: Dragon's Breath 7 (+8), Stealth 3 (+4)

and being forced to live as one. Though she refuses to realize it, she is at a crossroads—she will either learn to curtail her anti-human opinions, arrogance, and anger, or she will end up embracing them and becoming a terrible threat to those around her.

Lockleann is drawn to Jorge, much to her loudly voiced disgust and confusion. The link between the two is complex, stemming not only from the dragon's grim connection to the sword he now wields, but also from the bond between Jorge and Lillian's mortal spirit.

Powers & Abilities

Since Lillian's body only absorbed the dragon's breath, Lockleann does not possess the full power of a dragon. Despite this, she is superhumanly strong and durable, does not age, is incredibly hard to kill, and possesses the ability to bring forth dragon's fire and use it for a variety of effects. She understands every known language, can mimic sounds perfectly, and her gaze can enthral

OFFENSE

Initiative +1

Dragonfire Aura —	Close, Damage 6, Reaction
Dragonfire Blast +12	Ranged, Damage 12, Secondary Effect
Dragonfire Breath —	Close, Cone Area Damage 12, Secondary Effect
Dragonfire Cloud —	Ranged, Cloud Area Damage 12
Draw Flames —	Close, Burst Area 2 (60') Nullify Fire 12
Unarmed +9	Close, Damage 8

DEFENSE

Dodge	12	Fortitude	12
Parry	12	Toughness	12
Will	12		

POWER POINTS

Abilities 64 + Powers 103 + Advantages 10 + Skills 26 + Defenses 31 = 234

COMPLICATIONS

Attitude Problem: Lockleann is arrogant and prone to anger. She does not particularly care for humanity in general, either.

Denial: Lockleann is partially unaware and partially in denial about the death of her dragon body. She does not want to admit she is stuck in her human body, and people are not terribly keen on telling her.

Relationship: Lockleann is drawn to her teammate Caballero and tries hard to deny it, especially since it suggests that her mortal body's spirit may not be completely absent.

IS THERE ANYBODY IN THERE?

The party line is that when Lockleann Sheeramanneth's draconic essence took over Lillian Sherman's body, the young woman's spirit was already gone. This is not necessarily the case. It is possible that Lillian's spirit is locked away somewhere, kept in check by the sheer power of the dragon; maybe Lillian's spirit is mostly departed, but some faint echo remains. Perhaps Lockleann's willingness to work with humans and connection to Jorge stems from some part of the young woman that remains, or maybe not; these are questions for GMs wishing to explore Lockleann's personality and transformation to consider.

the fearful and weak-willed. Though her memory is fuzzy and damaged, Lockleann lived for centuries as a dragon; as such, she possesses great knowledge about mythical beasts, magic, and other subjects lost to the ages.

Mirka PL11



“I hope you will look inwards and see the wisdom of doing as we ask and parting on friendly terms. I have daily meditation and a Honeyboy Edwards bootleg studio recording I was hoping to listen to.”

History:

Taking his name from one of the human names for his people, Mirka is a member of the hidden hominids commonly known as yeti. Mirka's people were the protectors of ancient Shamballa, their monasteries serving as combination watchhouses and embassies for those seeking entry into the fabled kingdom. Their mastery of martial arts and spiritual energy manipulation made them great teachers and fearsome warrior monks. When Shamballa fell, the Yeti were nearly wiped out (even today, they are not seen in nearly the same numbers), scattered across the East, and were soon thought to only be the stuff of legend. Many chose to honor their past and joined the Library as guardians, scholars, and agents.

Mirka's clan currently resides in a monastery hidden in one of the most remote northern portions of Bhutan. These Yeti monks are isolationist and reclusive,

using their powers to cloud minds and bend perceptions to keep themselves hidden. Their only visitors are occasional members from other Yeti clans and the periodic stranger in need of aid. It was one such stranger that led to Mirka's current status as a Library Agent.

The man did not give his real name, even after the yeti found him wounded in a blizzard and nursed him back to health. He claimed not to remember, so the monks called him "Shadowed One". Mirka was assigned to tutor the visitor in their ways and see to his recovery. The man took to the training with surprising skill, and there was some talk of him being allowed to stay with the monastery even after he had recovered. This changed the night Mirka came back from investigating reports of an expedition in the area wandering too close to the monastery. He returned to find his human friend and pupil gone, several of his clanmates dead, and various sacred scrolls and artifacts missing. Concerned for their own protection and the misuse of the secrets the human learned among them, the clan elders sent Mirka into the human world to track, confront, and deal with the "Shadowed One." To aid him on his quest, the clan contacted their brethren among the Library and arranged for Mirka to stay with them in exchange for his assistance. The Yeti now splits his time between serving on Black Chapter and searching for the man who murdered his kinsyeti and stole their secrets.

Personality:

Despite his desire for justice and total devotion to his mission, Mirka is actually a laid-back individual. He meditates daily, is slow to anger, and quick to listen. He can be ruthless, but he does so out of necessity, not enjoyment. Though originally skeptical and critical of the human world, he has found things in it he greatly enjoys. He has a particular fondness for American blues and country, often belting out tunes on his kurpa (a seven stringed Yeti instrument).

...THE YETI KNOWS!

Mirka's quest for the human who disappeared after the death of his clanmates can provide a fun subplot for games. The obvious answer is that the "Shadowed One" is a bad guy who discovered the yeti, tricked them into taking him in, stole their secrets, and then killed any who got in his way when he left. This villain is probably out causing trouble in the world at large, either as a costumed type, highly paid assassin, or even a manipulative criminal mastermind.

Alternately, the "Shadowed One" could have been framed. The expedition that Mirka had been investigating the day of the murders and disappearance could have been the true culprits. They could have wished the yeti's secrets for their own, and the human guest attempted to stop them. He might have sworn vengeance himself, and is now out in the world trying to track down the killers and teach criminals the true meaning of fear! This might even make a good concept for a Player Character.

STRENGTH

6

STAMINA

6

AGILITY

5

DEXTERITY

2

FIGHTING

11

INTELLECT

2

AWARENESS

5

PRESENCE

1

POWERS

Heightened Senses: Senses 6 (Acute and Analytical Smell, Danger Sense (Hearing), Infravision, Low-light Vision, Ultra-hearing)

Simian Prowess: Leaping 3, Movement 5 (Environmental Adaptation (Arctic), Safe Fall, Sure-footed 2, Swinging), Speed 3

Thick Fur: Feature 1

Tulku Training (8 point Array)

- **Distance is Meaningless:** Perception Range Move Object 2, Damaging
- **Form is an Illusion:** Morph 2, Resistible by Will
- **Healing Trance:** Healing 6, Restorative, Stabilize; Check Required (Will, DC 15), Distracting
- **Move Without Steps:** Teleport 2, Change Direction, Change Velocity, Increased Mass 2 (200 lbs.)
- **The Clouded Mind Sees Nothing:** Concealment 8 (All Hearing, Olfactory and Visual), Resistible by Will

Worldspeaking: Comprehend 6 (Animals 2, Languages 3 (Read, Speak, Understand), Spirits 1 (Communicate))

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Assessment, Benefit (Library Agent), Close Attack 2, Defensive Attack, Defensive Roll 2, Equipment 6 (30 Points of Martial Arts & Melee Weapons), Evasion, Favored Environment (Mountains), Great Endurance, Hide in Plain Sight, Improved Disarm, Improved Grab, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Precise Attack (Close, Concealment and Cover), Quick Draw, Ranged Attack 7, Skill Mastery 3 (Acrobatics, Athletics, Insight), Takedown 2, Teamwork, Tracking, Trance, Uncanny Dodge

SKILLS

Acrobatics 7 (+12), Athletics 8 (+14), Close Combat: Unarmed 3 (+14), Deception 1 (+2), Expertise: Music 5 (+7), Expertise: Philosophy 7 (+9), Insight 7 (+12), Intimidation 5 (+6), Investigation 4 (+6), Perception 7 (+12), Ranged Combat: Throwing 5 (+7), Sleight of Hand 4 (+6), Stealth 7 (+12), Treatment 2 (+4)

Powers & Abilities:

As a yeti, Mirka is stronger, larger, and tougher than a normal human, with ape-like agility and heightened senses. As a warrior-monk of his clan, he is trained in weapons, martial arts, meditation, and herbal medicine. His spiritual training as a tulku, or “enlightened holy man”, allows him to alter perceptions, bypass various physical restrictions, move quickly over short distances, cloud minds to appear invisible or as someone else, move small objects with his mind, and heal himself and others. He often carries a variety of weapons when on missions, tailoring his arsenal to the needs of the operation.

OFFENSE

Initiative +9

Distance is Meaningless —
Throw +14
Unarmed +16
Weapons +13

Perception, Move Object 2, Damaging Ranged, Damage 6
Close, Damage 6
Close, Varies

DEFENSE

Dodge 14
Parry 14
Will 10

Fortitude 11
Toughness 8/6*
*Without Defense Roll

POWER POINTS

Abilities 76 + Powers 47 + Advantages 45 + Skills 36 + Defenses 22 = 226

COMPLICATIONS

Personal Mission: Mirka is devoted to finding the person who killed his clan mates and bringing them to justice. This mission takes precedence over all other obligations and desires.

Yeti: Mirka is a member of a reclusive race thought by many to be myth. He is protective of his people, and will try to safeguard them against discovery and exploitation.

MIRKA'S ARSENAL

Mirka uses a variety of martial arts weapons in combat; the exact ones depend on the needs of the mission and the threats being faced. He is not opposed to using conventional firearms and other modern weapons, but few are made for his yeti hands and he finds them overly noisy. Some of Mirka's favorite weapons are detailed below, and are suitable for use by other martial artist characters as well:

Brass Monk Hammers: Strength-based Damage 3 • 3 points (Large mace-like weapons shaped like a meditating monk—in Mirka's case, a yeti monk)

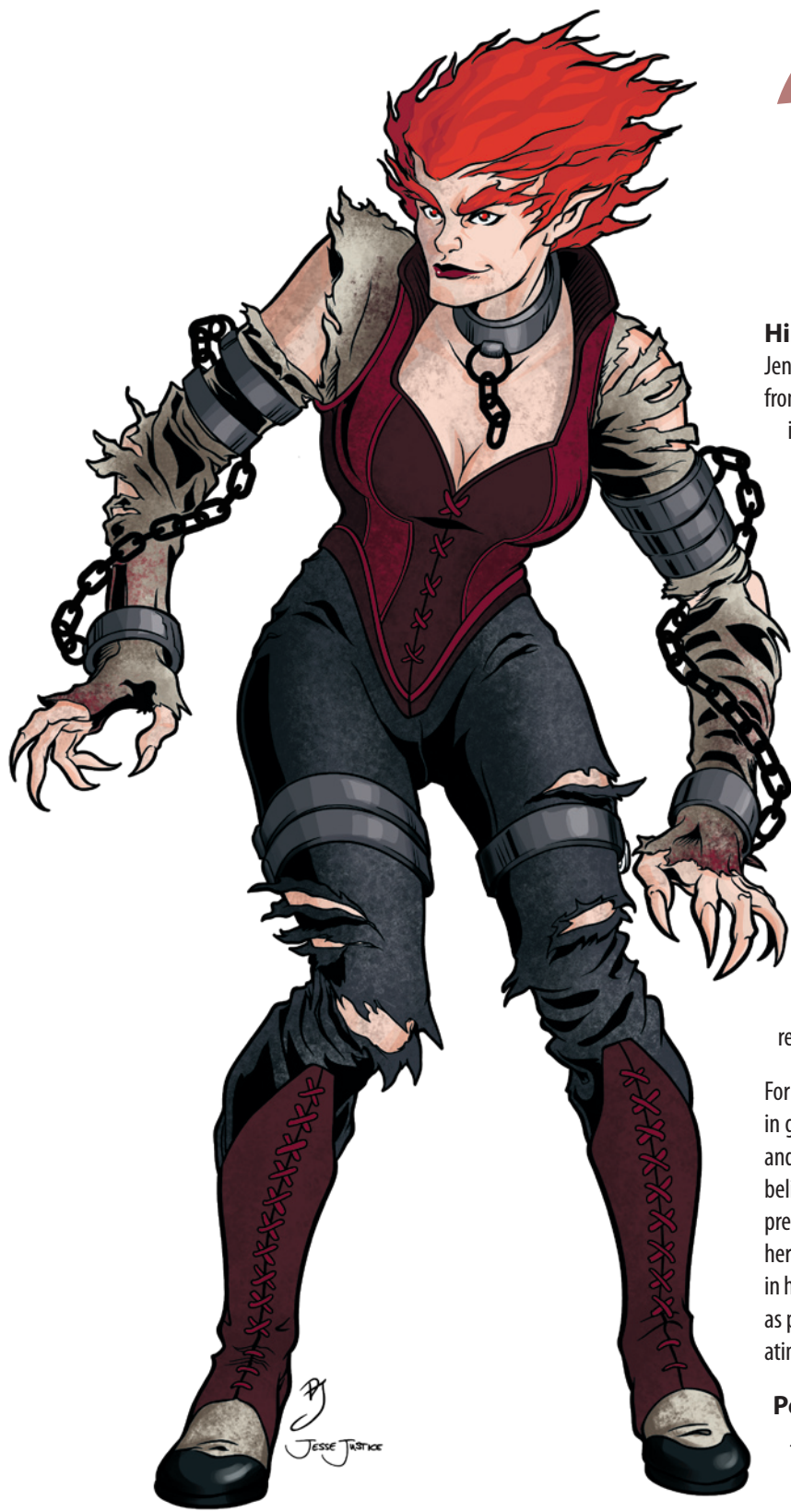
Extendable Staff: Strength-based Damage 3, Reach 1 (5 feet), Subtle • 5 points (Metal staff able to collapse for easy concealment)

Throwing Spikes: Ranged Strength-based Damage 2, Multiattack • 18 points (Short javelins that can be thrown in groups. Cost includes Increased Range and Multiattack extras on Mirka's strength)

Kukri Blades: Strength-Based Damage 2, Critical 18-20 • 4 points (Yeti-sized versions of traditional Nepalese knives)

Prayer Bead Chain: Strength-Based Damage 2, Reach 1 (5 Feet), Feature 2 (+2 to Disarm and Trip Attempts, +5 if user has Improved Disarm or Trip Advantages) • 5 points (Chain-like weapon appearing as a long string of metal Buddhist prayer beads)

Sister Hyde PL10



“Look, I don’t want to hurt you, but then again part of me really does. So how about you cooperate and I’ll make me play nice?”

History

Jennifer Eckles was never one to follow rules and regulations. She went from chemistry wunderkind to disgraced crackpot to would-be alchemist in less time that it takes most scientists to get through school. Still, she was determined to prove that the secret to unlocking man’s full genetic potential lay in the union between modern science and medieval mystical theory. After months of failed attempts and fruitless research, she discovered she was not the only person to ever attempt such a task. Unearthing the notes of a 19th Century physician who believed he could do the same, Jennifer attempted to replicate her predecessor’s formula, using modern scientific techniques and herself as a test subject.

The experiment was a glorious mix of success and failure. When Jennifer awoke in a secret holding cell below New York City, she was informed her version of the formula indeed transformed her into a physical powerhouse. She was also told her notes, and those of her predecessor, Dr. Henry Jekyll, were now property of something called the Library. Finally, she was shown crime scene photographs that depicted the results of the mental aberration the formula caused. After these revelations, she was offered a choice—either incarceration until such time it was confirmed she was no longer a threat, or recruitment into the Library. Jennifer chose recruitment.

For two years, Jennifer studied her transformation and alchemical theory in general. She became one of the Library’s foremost experts in identifying and locating alchemical formulae. She continued to perfect Jekyll’s formula, believing mystical protections and spiritual conditioning were the keys to preventing further mental instability. Submitting several requests to test her new process, she was met with curt refusal; then, Ms. Sphinx appeared in her lab. The enigmatic Librarian offered her the chance to test her formula as part of Special Collections. Jennifer quickly accepted, and has been operating as Sister Hyde since.

Personality:

Jennifer is not a bad person, but is an overly obsessive one. She believes the benefits of her research far outweigh any dangers, and will not willingly stop taking her formula or researching similar substances. Still, she tries to help her teammates, and the Library in general, as best she can.

STRENGTH

9

STAMINA

9

AGILITY

4

DEXTERITY

1

FIGHTING

6

INTELLECT

4

AWARENESS

1

PRESENCE

1

POWERS

Dark Instincts: Enhanced Skill 10 (Deception 8, Insight 4, Intimidation 8), Enhanced Advantages 6 (All-out Attack, Daze (Intimidation), Favored Foe (Demoralized or Afraid Opponents), Fearless, Improved Critical (Unarmed), Skill Mastery (Intimidation))

Physical Augmentation: Enhanced Strength 8, Enhanced Stamina 8, Enhanced Agility 3, Enhanced Fortitude 3, Enhanced Advantages 10 (Close Attack 4, Diehard, Extraordinary Effort, Great Endurance, Power Attack, Take-down 2), Leaping 3, Senses 2 (Darkvision), Speed 3

Recuperative Powers: Immunity 4 (Aging, Disease, Poison, Sleep, all half effect), Regeneration 4

ADVANTAGES

All-out Attack, Artificer, Benefit (Library Agent), Chokehold, Close Attack 4, Daze (Intimidation), Defensive Roll, Diehard, Extraordinary Effort, Fast Grab, Favored Foe (Demoralized or Afraid Opponents), Fearless, Great Endurance, Improved Critical (Unarmed), Improved Grab, Improved Hold, Improved Trip, Languages 3 (Chinese (Mandarin), German, Greek, Latin; English is Native), Power Attack, Redirect, Set-up, Skill Mastery (Expertise: Alchemy), Skill Mastery (Intimidation), Takedown 2, Trance

By contrast, Jennifer's Sister Hyde persona is a terrible person. She is wicked, selfish, sadistic, and supremely arrogant. Being held in check by Jennifer's control processes only makes it worse, and whenever she breaks loose, the results are unforgettably catastrophic. There are indications that prolonged use of the formula is permanently transferring Sister Hyde's personality traits and evil impulses to Jennifer. Jennifer has mostly ignored these warning signs, reassuring herself she has it all under control.

Powers & Abilities:

As Sister Hyde, Jennifer is superhumanly strong and tough. She possesses heightened agility and animal-like instincts that enhance her prowess in combat. Hyde is also naturally deceptive, depraved, and driven to wickedness, impulses that make her a skilled extortionist and liar. Jennifer's use of meditation techniques and a special control charm keep her in control when she is transformed, though damage to the charm can result in Sister Hyde's personality taking control. Jennifer Eckles is a skilled alchemist and chemist and has studied various martial arts and meditation techniques as part of her control regimen; she is far from a master in such arts.

SKILLS

Acrobatics 2 (+6), Athletics 4 (+13), Close Combat: Unarmed 1 (+7), Deception 3 (+12/+4), Expertise: Alchemy 9 (+13), Expertise: History 1 (+5), Expertise: Magic 1 (+5), Expertise: Philosophy 1 (+5), Expertise: Science 4 (+8), Insight 3 (+8/+4), Intimidation 3 (+12/+4), Investigation 2 (+6), Perception 5 (+6), Ranged Combat: Throwing 6 (+7), Stealth 3 (+7), Technology 3 (+7), Treatment 3 (+7)

OFFENSE

Initiative +4

Throw +7
Unarmed +11

Ranged, Damage 9
Close, Damage 9, Crit. 19-20

DEFENSE

Dodge 10
Parry 10
Will 8

Fortitude 12/9
Toughness 10/9*
*Without Defensive Roll

POWER POINTS

Abilities 32 + Powers 81 + Advantages 15 + Skills 27 + Defenses 17 = 172

COMPLICATIONS

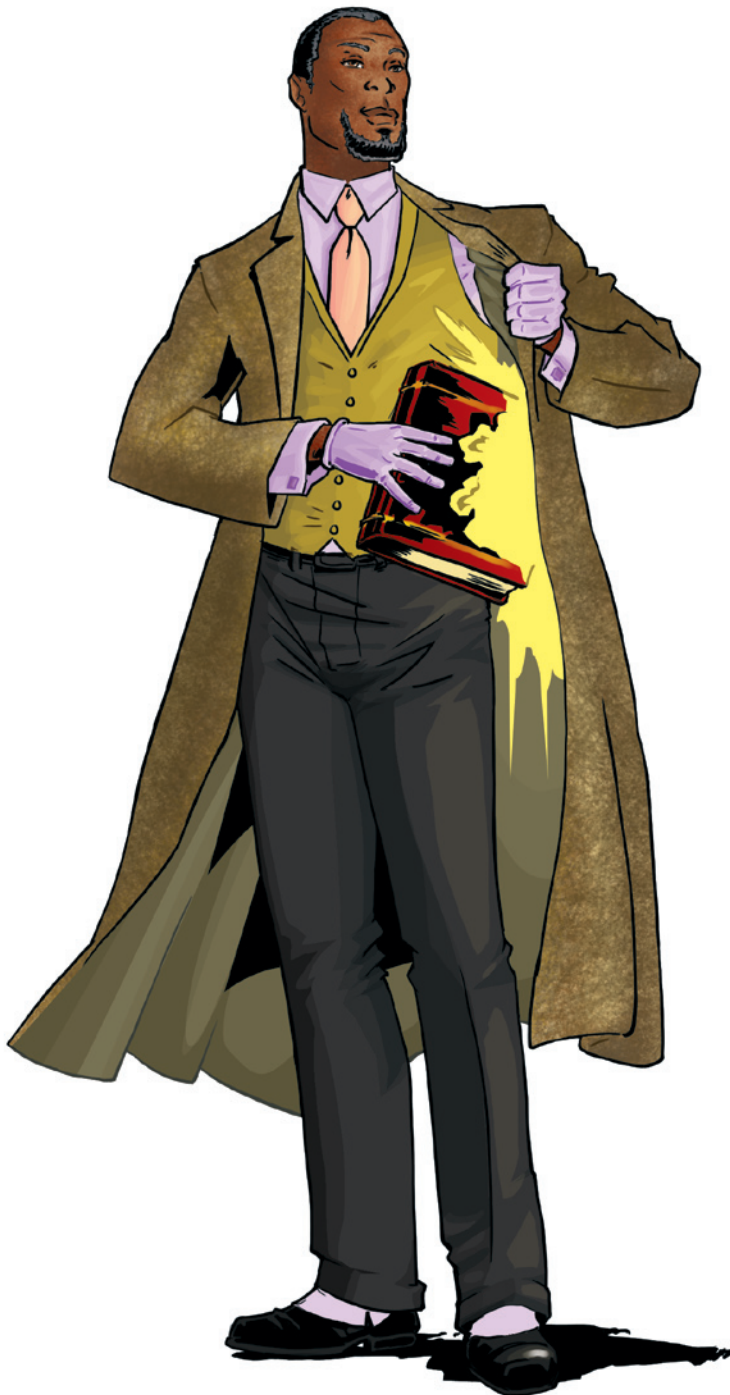
Addiction: Eckles is addicted to alchemical formulas and cannot easily stop using them, the Hyde formula being her preferred drug of choice.

Dark Influence: Even when Eckles' charm keeps Hyde's persona from being dominant, it still exerts some influence, causing dark thoughts, mood swings, and mercurial temperament.

Transformation: Eckles uses an alchemical serum to transform into Sister Hyde. Her Hyde persona is violent, twisted, and dangerous, requiring a special charm to allow Eckles to remain in control. If the charm is damaged or lost, the Sister Hyde persona takes over. Without the serum, she has no powers.

Talespinner PL11

// I suppose I could have used *Fifty Shades of Grey*, but there are regulations against that sort of unnecessary cruelty... //



History:

Jamal Hassan is a third generation Library member. After finishing his mundane education at Oxford, Jamal studied magic under some of the organization's most skilled instructors. Within a year, he had mastered the basics of magic; within three, he had mastered literary magic and was the first in his family appointed to the position of Librarian. For years, Jamal worked with the London Branch, primarily as a researcher and instructor. All this changed when he met Emily.

Emily was one of Jamal's students who showed a skill with magic rivaling his own. She was smart, ambitious, attractive, and before long the two became lovers. Jamal taught her all he knew, and was delighted when she transferred to the London Branch after her training was complete. This happiness was short-lived; Emily's boundless curiosity and youthful restlessness drew her into the study of forbidden magics. Jamal encouraged her interest, thinking it academic and not practical; by the time Jamal realized otherwise, it was too late. Emily used forbidden arts to assault a fellow Library member and fled. He volunteered to bring her in, insisting there must be some extenuating circumstances. He was curtly refused and informed he was suspended until an investigation determined he had not aided his lover's escape.

Though eventually cleared of any wrongdoing, it quickly became clear his co-workers no longer fully trusted or accepted him. Ten minutes before he tendered his resignation, Ms. Sphinx appeared and offered him a job with Special Collections. With nowhere else to go, he accepted. He was assigned to Black Chapter at his own request, hoping to one day confront the woman who broke his heart. Taking the codename Talespinner, he works as the team's chief magical support and liaison to Ms. Sphinx.

Personality:

Despite some rough times, Talespinner is a confident professional. He puts great stock in loyalty and friendship, working hard to make his companions like and respect not only him, but also each other. He is quick to assist, advise, and console. He has a dry wit tinged with world-weary bitterness. His chief weakness is with romantic affairs—he has been burned by love and still has not given up on Emily (now the villainess Bookbinder). This means that matters of the heart are the one field he feels uncomfortable aiding other with, though he will often (half-heartedly) do his best.

Powers & Abilities:

Talespinner is a skilled occultist with a number of mystical powers. He can read or speak any language, divine pasts and futures using books as a medium, and sense mystical forces. As a master of literary magic, he can use written works to perform incredible feats. He can summon illusions, or even actual characters, from stories to attack targets. He can travel through the Literary Realms—dimensions of imagination and creativity—to teleport great distances. His powers require great concentration, but his mastery of the arts makes his effects potent and reliable. Talespinner wears an enchanted topcoat that provides both protection and the ability to draw forth texts for use in his magic.

STRENGTH

1

STAMINA

1

AGILITY

2

DEXTERITY

2

FIGHTING

5

INTELLECT

4

AWARENESS

6

PRESENCE

2

POWERS

Enchanted Topcoat: Removable

Instant Library: Create 2, Continuous, Innate, Precise, Subtle, Limited to written works, Reduced Range (Close)

Protective Sigils: Impervious Protection 6

Literary Magic (50-point Array)

- **Literary Illusion:** Illusion 12 (All Senses), Independent; Distracting, Limited to requiring appropriate text to craft illusions from
- **Literary Illusion Attack:** Perception Range Damage 10 (Resisted by Will), Linked to Illusion 10 (All Sense Types), Distracting, Limited to requiring appropriate text
- **Reality Revision:** Burst Area Luck Control 10 (Bestow Luck, Force a Roll, Negate Luck, Spend on Other), Affects Insubstantial 2, Insidious, Luck 5, Selective, Subtle, 6 Extra Ranks, Distracting
- **Storyjumping:** Teleport 15, Accurate, Change Velocity, Extended, Increased Mass 4 (800 lbs.), Movement 2 (Dimensional: Literary Realms), Medium (books), Quirk 2 (Greatly different texts might cause delays or complications)
- **Summon Literary Character:** Summon 10, Active, Heroic, Broad (Literary Figures), Distracting, Limited to requiring appropriate text

Mystic Linguist: Comprehend Languages 3 (Read, Speak, Understand All)

Read Between the Lines: Comprehend 2 (Objects), Limited to books; Senses 8 (Precognition, Postcognition), Limited to requiring appropriate text

Speed Reading: Quickness 4, Limited to Reading

ADVANTAGES

Assessment, Attractive, Beginner's Luck, Benefit 2 (Senior Library Agent), Defensive Roll 2, Eidetic Memory, Jack-of-all-trades, Luck 5, Ritualist, Skill Mastery (Expertise: Literature), Teamwork, Well-informed

SKILLS

Athletics 2 (+3), Deception 3 (+5), Expertise: History 9 (+13), Expertise: Literature 13 (+17), Expertise: Magic 9 (+13), Insight 4 (+10), Intimidation 4 (+6), Investigation 6 (+10), Perception 6 (+12), Stealth 4 (+6)

OFFENSE

Initiative +2

Literary Illusion Attack —

Perception, Damage 10, Resisted by Will

DEFENSE

Dodge 12

Parry 12

Will 14

Fortitude 6

Toughness 9/7*

*Without Defensive Roll

POWER POINTS

Abilities 46 + Powers 82 + Advantages 13 + Skills 30 + Defenses 30 = 201

COMPLICATIONS

Relationships: Hassan wishes to save his former lover and pupil, Bookbinder. He is also concerned for the mental and spiritual wellbeing of Elizabeth Tower, and has an attraction to Weaver he's trying to resist.

RECOMMENDED READING

While Talespinner can conjure up nearly any text he needs, he definitely has some favorites. Some are books he simply enjoys, though others have proven exceptionally useful when combined with his magical abilities. GMs at a loss for a text to pull a fictional character or bit of book-related lore can use one of these in a pinch:

One Thousand and One Nights: This collection of Middle Eastern folk tales and adventures allows Talespinner to summon up everything from Jins to heroes such as Sinbad. It can additionally provide insight into magical phenomena originating in Middle Eastern cultures.

The Wonderful Wizard of Oz: L. Frank Baum's classic book and its sequels provide Talespinner with an array of bizarre creatures and individuals to summon. He often uses Carroll's *Alice's Adventures in Wonderland* and *Through the Looking-Glass* to similar effect. **The Dresden Files:** While many accuse Talespinner of being somewhat

"meta" for using a book about a mystic trenchcoat-wearing detective wizard, he finds Jim Butcher's parade of werewolves, vampires, mystic warriors, and other creatures a real boon when he needs to create useful allies in a pinch.

The Complete Adventures of Sherlock Holmes: If looking for assistance with a matter of deduction, investigation, or insight into the criminal mind, Talespinner usually sticks with the classic tales of Sir Arthur Conan Doyle's world's greatest consulting detective.

The Art of War: So seminal and influential is Sun Tzu's classic to military action and strategy that Talespinner finds it, if not always perfect, nearly always appropriate should strategic insight be needed. He often uses Machiavelli's *The Prince* in a similar way for matters of politics, deception, and intrigue. Unfortunately, he cannot use these books to summon anyone save perhaps literary constructs of the famous authors themselves.

Weaver PL10



// Relevant points of interest: there are three possible exits from this location should we need to evacuate, the security systems will be trivially easy to disable, and that woman by the bar's ensemble is absolutely brilliant, though it's wrong for her coloring. Oh, and she has a poisoned Ashanti dagger strapped to the small of her back... //

History:

Alexandra Alexakis is a member of the Cult of Arachne, a spider-cult dating back to ancient Greece that reveres both arachnids and those who challenge the gods (their namesake and patron saint, Arachne, dared to challenge the goddess Athena and was turned into a spider for her troubles). The cult has acted as assassins, spies, bodyguards, adventurers, and thieves for over two thousand years, seeking ways to strengthen humanity at the expense of powerful gods, spirits, and demons. To help accomplish this, the Cult has become adept at various mystical and martial arts involving spiders, webs, and other similar themes. Today, the cult exists as a largely hereditary organization based mostly in Africa, the Mediterranean, and East Asia.

Alexandra was born to the cult's high priestess and a Greek tycoon from a family that had long been allied to the order. She was trained and tested by the Cult of Arachne and showed a natural affinity for webweaving, a magical art based on creating and manipulating web-like energy strands. Within a few years, the young woman had become one of the Cult's foremost agents, specializing in security, retrieval, and counter-espionage. She even helped design various security systems for Library branches, which brought her to Elizabeth Tower's attention. When Tower sought to form a new Black Chapter, she offered Alexandra a long-term service contract on behalf of Special Collections. Believing the team's goals compatible with the cult and eager to test her skills against a variety of challenges, the young woman accepted. Taking the codename "Weaver", she agreed to work for Special Collections on a year-by-year contractual basis. She has renewed this agreement three times and gives little indication she is interested in moving on.

Personality:

Weaver is a dedicated and professional young woman. Despite her status as a respected agent of the Cult of Arachne and daughter of its high priestess, Weaver's own devotion to it is lukewarm at best. She believes in the cult's overall goal of human elevation and opposing unwanted supernatural intervention, but mostly she enjoys the adventure and challenge serving them brings. She would never betray the Cult, especially given her family ties, but she has considered leaving it for the right opportunity.

For now, her contract with Special Collections has been enough to satisfy that urge.

Powers & Abilities:

Weaver's body has been altered through generations of careful breeding of mystical bloodlines and ancient rituals meant to awaken physical potential. She is superhumanly agile and possesses strength and endurance beyond what her physical appearance suggests. The blessings of her cult allow her to communicate with spiders and spirits and renders her immune to poisons and most forms of physical restraint. She is a master of the art of webweaving and can create web-like projections of mystic energy, usable to snare foes, swing on for rapid movement, and even attack.

STRENGTH
3
STAMINA
5
AGILITY
8
DEXTERITY
8
FIGHTING
5
INTELLECT
2
AWARENESS
2
PRESENCE
0

POWERS

Blessings of Arachne: Immunity 6 (Entrapment, Poison)

Spider Speech: Comprehend 2 (Animals), Limited to Spiders

Spider's Grace: Leaping 2, Movement 4 (Sure-footed 2, Wall-crawling 2), Speed 2

Spirit Sight: Senses 4 (Accurate Ranged Detect Astral/Spirits)

Spirit Speech: Comprehend 1 (Spirits - Communicate)

Web Strands: Elongation 2, Extra Limbs 4, Movement 2 (Safe Fall, Swinging)

Web-Weaving (33-point Array)

- **Razor Webs:** Ranged Multiattack Damage 9, Affects Insubstantial 2, Dimensional (Astral), Homing, Penetrating 2
- **Web-Casting:** Ranged Affliction 9 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Affects Insubstantial 2, Cumulative, Dimensional (Astral), Extra Condition, Homing, Split 2; Limited Degree
- **Web-Shaping:** Shapeable Area 3 (120 ft3) Affliction 5 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Affects Insubstantial 2, Concentration, Cumulative, Dimensional (Astral), Extra Condition; Limited Degree

ADVANTAGES

Agile Feint, Animal Empathy, Attractive 1, Benefit 2 (Independently Wealthy), Benefit (Cult of Arachne Priestess), Benefit (Library Agent), Defensive Attack, Defensive Roll 3, Evasion, Grabbing Finesse, Instant Up, Languages 3 (English, French, Latin, Swahili; Greek is native), Move-by Action, Precise Attack (Ranged, Concealment and Cover), Takedown, Teamwork

THE CULT OF ARACHNE

Despite the negative connotations that the term "cult" brings up, the Cult of Arachne are not necessarily crazy, dangerous zealots. Their goals are generally admirable, and might even be considered heroic. GMs wishing to use them as a shadowy group of mystic spies and heroes do not have to change much about the group. On the other hand, they are a secret, mystical spider-cult. They could easily be sinister, reclusive fanatics who really wish to create a world where their spider-god patrons bind and control humanity; very little needs to change to use this option, either. By default, this book considers the Cult of Arachne to be well-meaning, but overly secretive and willing to engage in shady practices for "the greater good."

In any iteration of the Cult of Arachne, it is worth establishing how much Weaver knows about the organization's true nature. She is already not a devout follower, and finding out the cult been keeping secrets from her might drive a wedge between them.

SKILLS

Acrobatics 3 (+11), Athletics 3 (+6), Close Combat: Unarmed 6 (+11), Deception 7 (+7), Expertise: Magic 5 (+7), Expertise: Security 7 (+9), Expertise: Weaving 9 (+11), Insight 3 (+5), Intimidation 5 (+5), Investigation 5 (+7), Perception 7 (+9), Ranged Combat: Web-Weaving 3 (+11), Sleight of Hand 3 (+11), Stealth 3 (+11), Technology 3 (+5)

OFFENSE

Razor Webs +11
Webcasting +11
Web-Shaping —

Unarmed +11

Initiative +8

Ranged, Damage 9, Multiattack Ranged, Affliction 9, Resisted by Dodge
Close, Shapeable Area 3 Affliction 5, Res. by Dodge
Close, Damage 3

DEFENSE

Dodge 12
Parry 12
Will 9

Fortitude 9
Toughness 8/5*
*Without Defensive Roll

POWER POINTS

Abilities 66 + Powers 70 + Advantages 22 + Skills 36 + Defenses 22 = 216

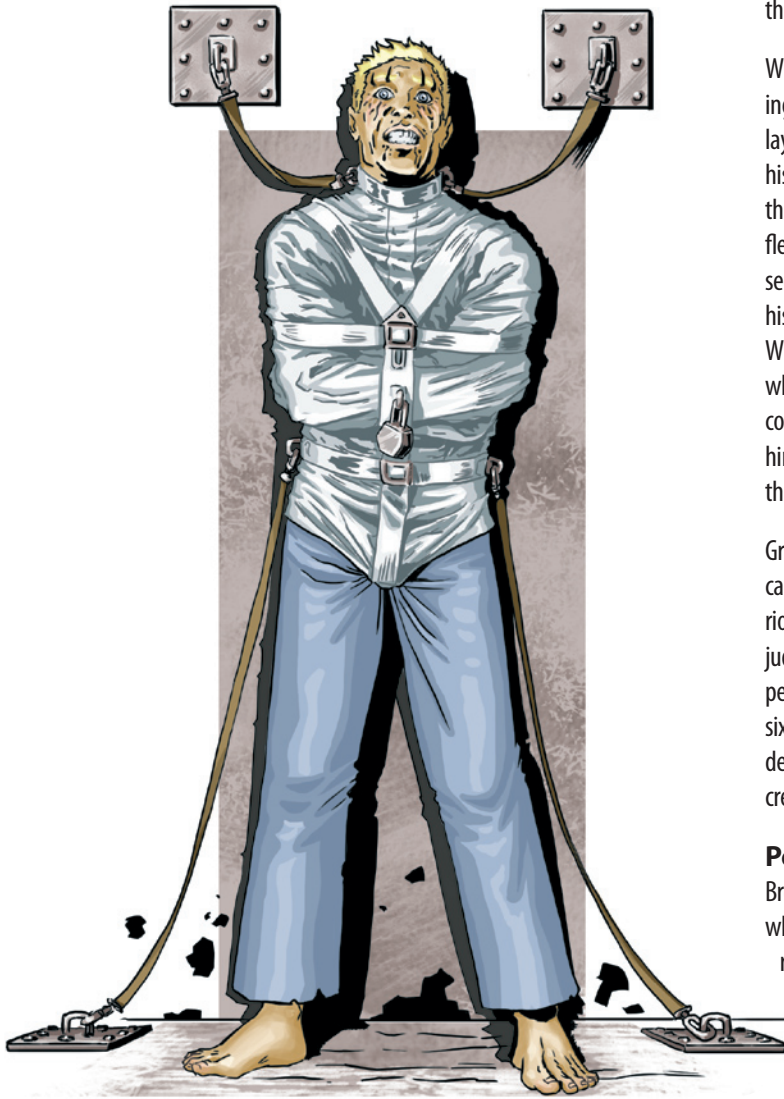
COMPLICATIONS

Contract Obligations: Weaver serves the Library on behalf of her spider-god cult, the Cult of Arachne. She is honor-bound to treat the organization's goals as her own; disobedience is tantamount to breaking a holy vow.

Restless: Weaver desires adventure, challenge, and new experiences. These desires sometimes conflict with her duty to her family and the Cult of Arachne.

The Mad Monk PL13

// They whisper to me. They tell me the terrible lies and even worse truths. They show me the things that dance in the darkness. Such things I see, such things I hear. And always they say to let them in. But I won't, I can't. So I keep them out until they break in, and that way they can never really escape. Understand? No, I suppose you don't. That doesn't matter. They've broken in again... I'm so sorry. //



History:

Brother Wilhelm Matthias Demetrius is not exactly a member of Special Collections—he is part of the Library's collection. As a young, idealistic monk and member of the Library during the 14th Century, he petitioned his superiors for access to knowledge that would cure the Black Plague that had been ravaging Europe. The Council of Head Librarians refused, stating that using magic to affect a mundane affliction over such a large area would have too many unforeseeable and potentially disastrous consequences. Unable to turn a blind eye to the suffering of the people, Brother Wilhelm defied the Library. He should have listened.

Breaking into the Library's archives, he discovered a text promising the aid of "Unseen Ones" in banishing death from the land. The rituals were simple enough, and the answer nearly immediate. However, what Brother Wilhelm contacted were not the benevolent spirits he had hoped for. The "Unseen Ones" desired his servitude and their freedom. They did not take Brother Wilhelm's refusal well, and showed the young theologian the price for defying those who were old when the Earth was young.

When Brother Wilhelm was discovered later that night, he had been screaming and tearing at his flesh for hours. A dagger he had tried to kill himself with lay twisted and half-melted on the ground. As the horrified clerks looked on, his wounds healed and the screaming turned to mumbled chanting. The monk then looked at one of the clerks and she simply came apart in an explosion of flesh, organs, and bone. Driven into a murderous panic by threats only he could see, Wilhelm proceeded to destroy his discoverers and anyone else who got in his way. It took dozens of agents and three Head Librarians to bring Brother Wilhelm down; by that time, he had fled into the countryside and destroyed whole villages. The kindly monk who had wished to heal the people had become a mad force of unspeakable destruction. Unable (or unwilling) to kill him, the Library bound him physically and mystically and consigned him to their Special Collections department.

Gradually, his madness grew quieter but infinitely deeper. He would spend decades in silence, only to suddenly burst out with crazed rantings. His rare periods of lucidity were followed by outbursts of destruction and death. Though judged far too dangerous to ever be released or interacted with for extended periods, he was also too valuable to never utilize, as several times in the past six centuries he has been released from his sealed, warded cell to stop threats deemed more dangerous than he. Brother Wilhelm is Special Collection's secret weapon, and their greatest burden—The Mad Monk.

Personality:

Brother Wilhelm was a kindly, learned man; The Mad Monk is a tormented soul whose mind races over indescribable horrors and terrible secrets that were revealed to him centuries ago. He is given to lunatic ramblings alternating with unbreakable silences. Though not evil, within him exists a terrible power his broken mind is unwilling and unable to contain. During those times he is allowed to bleed off some of his madness to others, he is more reasoned and helpful; even then, he is a deeply troubled man who dreams of a death he fears will never come.

Powers & Abilities:

Before his transformation, Brother Wilhelm was a brilliant theologian and occultist; now, the Mad Monk is a vessel for extradimensional madness and unfiltered perception. He is able to perceive spirits and other unseen forces with ease, and can literally smell insanity. He is functionally immortal, and if something can end his tortured existence, it has yet to be found. He can transfer the most debilitating effects of his insanity to others for a time, allowing him to function more normally (the Library often has members volunteer to

STRENGTH
0
STAMINA
4
AGILITY
0
DEXTERITY
0
FIGHTING
0
INTELLECT
3
AWARENESS
1
PRESENCE
-1

POWERS

Accelerated Thoughts: Quickness 4, Limited to Mental Tasks

Madness Channeling: Perception Range Affliction 12 (Resisted by Will; Dazed, Entranced, Impaired, Vulnerable), Extra Condition 3, Split 3, Limited Degree 2, Hearing-dependent, Side Effect (Defenseless and Disabled on failure); Feature 1 (Removes Madness Complication while target is affected)

Perceive True Reality: Senses 9 (Cosmic Awareness, Vision Counters Concealment, Vision Counters Illusion, Danger Sense)

Reality Anchor: Immortality 10, Immunity 18 (Aging, Alteration Effects, Life Support, Sleep, Starvation & Thirst), Regeneration 5, Persistent

Sense Madness: Senses 4 (Acute, Analytical Ranged Detect Madness)

Solace of Insanity: Immunity 30 (Will Effects), Reflect, Unreliable

Universal Ranting: Comprehend Languages 1 (You are Understood)

Unspeakable Magicks (52-point array)

- **Eldritch Forces:** Perception Range Move Object 13, Damaging
- **Forgotten Chants:** Perception Area Affliction 5 (Resisted by Will; Entranced, Defenseless), Concentration, Cumulative, Limited Degree, Linked to Perception Area Weaken Will 5 (Resisted by Fortitude), Concentration, Linked to Perception Area Damage 5, Alternate Resistance (Will), Concentration
- **Twist Reality:** Burst Area 2 (60 feet) Damage 13, Incurable, Linked to Burst Area 2 (60 feet) Weaken Toughness 8 (Resisted by Will), Affects Objects; Distracting
- **Unravel Flesh:** Perception Range Damage 5, Alternate Resistance (Fortitude), Incurable, Linked to Perception Range Weaken Fortitude 10 (Resisted by Will), Incurable

Whispers Beyond the Grave: Comprehend Spirits 2 (Communicate, Medium)

ADVANTAGES

Agile Feint, All-out Attack, Benefit (Library Agent), Close Attack 2, Defensive Attack, Defensive Roll 4, Diehard, Evasion, Improved Initiative, Improved Trip, Languages 4 (Arabic, English, Greek, Hebrew, Latin Portuguese, Romanian, Russian, Spanish), Move-by Action, Power Attack, Ritualist, Takedown 2, Ultimate Effort (Expertise: Magic), Uncanny Dodge

SKILLS

Athletics 4 (+4), Expertise: Art 1 (+4), Expertise: Magic 12 (+15), Expertise: Theology 12 (+15), Insight 3 (+4), Intimidation 9 (+8), Investigation 1 (+4), Perception 7 (+8)

shoulder this burden when The Mad Monk is needed). His greatest ability is channeling alien mystical energies in shockingly powerful and destructive ways, destroying minds with murmurs, causing flesh to unravel, and warping reality around him to cause great devastation. He has no subtlety or precision with this power—he simply unleashes it and lets it ravage whoever gets in the way.

OFFENSE

Initiative +4

Eldritch Forces —

Forgotten Chants —

Madness Channeling —

Twist Reality —

Unravel Flesh —

Perception, Move Object 13, Damaging Close, Perception Area, Affliction 5 Linked to Weaken Will 5 Linked to Damage 5

Perception, Affliction 12, Resisted by Will Close, Burst Area Damage 13 Linked to Burst Area Weaken 8

Perception, Damage 5 Linked to Weaken Fortitude 10

DEFENSE

Dodge 8

Parry 8

Will Immune/8

Fortitude 10

Toughness 8/4*

*Without Defensive Roll

POWER POINTS

Abilities 14 + Powers 182 + Advantages 25 + Skills 25 + Defenses 29 = 275

COMPLICATIONS

Haunted: After his experiences with forbidden occult knowledge, the Mad Monk is reluctant to voluntarily engage in mystical study or performing rituals. He can be persuaded to do so, but this usually triggers a mental breakdown afterwards.

Madness: The Mad Monk is profoundly insane and is considered Dazed, Impaired, Vulnerable, and Fatigued unless he transfers part of his insanity to another target (using Madness Channeling). Even after he does this, he is still crazy, only more functional.

THE UNSEEN ONES

The beings that broke Brother Wilhelm and turned him into a walking weapon of eldritch destruction are left intentionally vague; they are definitely ancient, powerful, and malevolent, but their exact nature is left for individual GMs to tweak to best suit their campaigns. They could easily be the same Unseen Gods that Mirrors serves (see Devilish Duos: Smoke & Mirrors, also from Vigilance Press), but not necessarily. It is worth noting that what happened to the Mad Monk happened because he refused the Unseen Ones offer. Those accepting service probably would have an easier time of it, but could prove even more dangerous.

Adventure Seeds

The following adventure ideas are included to help showcase how a GM can include the Library and Special Collections in their campaign. Most of these ideas can be used regardless of whether the Library is an enemy, ally, or neutral associate of the PC heroes.

Crime Does Not Pay

Mirka has finally located the man he believes killed his clanmates and stole his people's secrets. Once Mirka enlists his teammates to help avenge his people, the alleged killer has no choice but to seek aid among the hero community. Operating as the masked avenger Night Devil, Walter Welles is a well-known businessman and playboy with alleged criminal ties. He uses the abilities and training learned from Mirka's Yeti clan to attack the criminal underworld, and his connections with various syndicates to gather intelligence on potential targets. Furthermore, he claims he was framed and actually left the monastery in pursuit of the real culprits, who he is unable to locate. Is Welles telling the truth? Or is his heroic persona just a tool to eliminate rivals and create his own criminal empire? If he did not kill Mirka's people, then who did? And will the yeti even listen, after years of believing his old pupil to be the killer? Can the heroes help discover the truth and punish the guilty party, even if they have to fight Mirka and his teammates to do it?



NIGHT DEVIL PL10

STR 3, STA 3, AGL 5, DEX 5, FGT 8, INT 3, AWE 3, PRE 3

Powers: **Devil's Tongue** (Comprehend Languages 3 (Read, Speak, and Understand All), Feature 1 (Voice Alteration: +5 Deception circumstance bonus to mimic/alter voice)); **Independent Aim** (Feature 1 (can split gun attacks between 2 targets)); **Tulku Training Array** (8 points); **Devil's Stare:** Ranged Affliction 8 (Resisted by Will; Vulnerable and Dazed, Defenseless and Immobile), Extra Condition, Limited Degree, Sense-dependent (Sight), **AE: Healing Trance:** Healing 6, Restorative, Stabilize; Check Required (Will, DC 15), Distracting, **AE: Move Without Steps:** Teleport 2, Change Direction, Change Velocity, Increased Mass, Turnabout, **AE: The Clouded Mind Sees Nothing:** Concealment 8 (Hearing, Olfactory, Visual Senses), Resistible by Will, **AE: Whispers in the Dark:** Illusion 8 (Auditory)

Equipment: **Headquarters:** **Devil's Den** (Size Huge, Tou 14; **Features:** Communications, Computer, Concealed 2, Defense System, Fire Prevention System, Grounds, Gym, Hangar, Holding Cells, Infirmary, Library, Living Space, Power System, Secret 4, Security System); **Devil's Mask** (Features 2 (Air Filter: +2 to saves against gas-based attacks, Terrifying Visage: +2 circumstance bonus to intimidation against the superstitious and cowardly), **Senses 2** (Infravision, Low-light Vision)); **Leather Armor;** **Shansi .45 ACP** (x2) (Heavy Pistol, Suppressor)

Advantages: Accurate Attack, All-out Attack, Assessment, Benefit 6 (Ambidexterity, Cipher 2, Millionaire), Close Attack 2, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 3, Equipment 8, Hide in Plain Sight, Improved Aim, Improved Critical (Pistols), Improved Initiative, Move-by Action, Power Attack, Precise Attack (All) 4, Quick Draw, Ranged Attack 6, Redirect, Takedown 2, Trance, Uncanny Dodge

Skills: Acrobatics 7 (+12), Athletics 7 (+10), Close Combat: Unarmed 6 (+14), Deception 7 (+10), Expertise: Business 4 (+7), Expertise: Criminal 7 (+10), Expertise: Philosophy 4 (+7), Expertise: Streetwise 7 (+10), Insight 9 (+12), Intimidation 9 (+12), Investigation 7 (+10), Perception 7 (+10), Persuasion 1 (+4), Ranged Combat: Guns 5 (+10), Stealth 10 (+15), Technology 2 (+5), Treatment 2 (+5), Vehicles 5 (+10)

Offense: Initiative +9, Devil's Stare +11 (Perception, Affliction 8), Shansi .45 ACP +16 (Ranged, Damage 4), Unarmed +16 (Close, Damage 3)

Defense: Dodge 13, Parry 13, Fortitude 9, Toughness 7/3, Will 11

Power Points: Abilities 66+Powers 20+Advantages 48+Skills 53+Defenses 27 = 214

Complications: **Enemy:** Night Devil is hunted by Mirka the Yeti, who believes he killed his fellow monks and stole their secrets. He has also made enemies of various colorful underworld figures. **Secret:** Night Devil is either a hero posing as a corrupt businessman with criminal ties, or a criminal using a supposed heroic identity to eliminate his rivals. Only he knows the truth. **Secret Identity:** Night Devil's real identity is a secret; it is possible his current civilian identity is also an alias.

Get Me a Young Priest and an Old Priest...

Graf Goethe, would-be necromancer and amoral obsessive, has misused the resources of the Library for his own ends. Blaming his would-be girlfriend and sometimes rival, Tabitha Taboo, for recent failings, he has decided to kill two birds with one stone by casting an ancient Lemurian love-spell on the sassy mystic and stage magician. Unfortunately—and predictably—Graf confused the Lemurian iconographs for “eternal” and “love” with “undying” and “possessive desire”. Now, Ms. Taboo is possessed by Pazu, an ancient demon of greed and megalomania. The Library has tasked the Black Chapter with handling the situation, and Ms. Sphinx is committed to extreme measures to contain the threat. Unless the demon can somehow be exorcised, Tabby is in serious trouble. Can the heroes save her? Is it possible Pazu will decide to abandon his new body in favor of one of the heroes or members of the Black Chapter? How will the heroes handle Graf?

The demon possession works as a Perception Ranged Progressive Affliction 14 (Resisted by Will; Impaired, Compelled, Transformed (demonic vessel)). Pazu will have all the possessed characters stats, save that he is Int 4, Awareness 4, Presence 4, Will 14, and has the Power Attack, Redirect, and Ritualist Advantages. He also has Expertise: Magic 10 (+14), Deception 8 (+12), and Ancient Demonic Power: Variable 10. Treat a Pazu-possessed character as PL 13; the Variable pool can be used to augment existing powers by creating

powers with the “Stacks With” extra, making Pazu-possessed mystics and supers very dangerous. The demon prefers this tactic, and is more likely to add to its hosts existing power or ability than create wholly new ones. The possession has to be broken by the host, with exorcism rituals or other intervention allowing them to make a Will save. Note that team checks and aid actions can be used to help the host in making this roll.

TABITHA TABOO PL8

STR 0, STA 2, AGL 1, DEX 2, FGT 3, INT 2, AWE 2, PRE 3

Powers: **Magic Powers:** Dynamic Array (16 points): **Illusions** (Illusions 8 (Affects Visual and Hearing), Independent, Distracting), **AE: Levitate Object** (Move Object 8), **AE: Now You See Me...** (Concealment 4 (All Visual Senses)), **AE: Vanish** (Teleport 5 (900 ft.), Accurate, Increased Mass (100 lbs.)); **Magical Awareness** (Senses 1 (Magical Awareness)); **Misdirection** (Enhanced Defenses 8 (Dodge 4, Parry 4), Resistible by Will)

Advantages: Attractive, Benefit (Minor Celebrity), Fascinate (Expertise: Performance), Languages 2 (Chinese (Mandarin), Latin; English is native), Ritualist, Skill Mastery (Sleight of Hand)

Skills: Close Combat: Unarmed 1 (+4), Deception 3 (+6), Expertise: Performance 5 (+8), Expertise: Magic 4 (+6), Insight 2 (+4), Perception 3 (+5), Persuasion 2 (+5), Ranged Combat: Magic 5 (+7), Sleight of Hand 5 (+7)

Offense: Initiative +1, Levitate Object+7 (Ranged, Move Object 8), Unarmed +4 (Close, Damage 0)

Defense: Dodge 12/8, Parry 12/8, Fortitude 6, Toughness 2, Will 8.

Power Points: Abilities 30 + Powers 28 + Advantages 7 + Skills 15 + Defenses 22 = 102

GRAF GOETHE PL6

STR 0, STA 1, AGL 0, DEX 1, FGT 1, INT 3, AWE 3, PRE 1

Powers: **Magic Powers:** Array (12 points): **Mystic Fire** (Ranged Damage 6), **AE: Mystic Shield** (Protection 6, Impervious), **AE: Phantasmal Constructs** (Illusions 6 (Affects Visual and Hearing)), **AE: Transmutation** (Transform 3 (Elements into other Elements), Continuous; Tiring); **Magical Awareness** (Senses 1 (Magic Awareness))

Advantages: Connected, Languages 3 (Arabic, German, Greek, Latin; English is native), Luck 2, Ritualist

Skills: Close Combat: Knives 2 (+3), Deception 3 (+4), Expertise: Magic 4 (+7), Intimidation 1 (+2), Investigation 1 (+4), Perception 2 (+5), Ranged Combat: Magic 5 (+6), Stealth 2 (+2)

Offense: Initiative +0, Mystic Fire +6 (Ranged, Damage 6)

Defense: Dodge 5, Parry 5, Fortitude 4, Toughness 1, Will 8.

Power Points: Abilities 20 + Powers 16 + Advantages 7 + Skills 10 + Defenses 17 = 70



Have You Tried Our Self-Help Section?

Certain foes of the heroes get a noticeable jump in power, accompanied by some disturbing transformations. Maybe an insect-themed villain turns into a giant bug-man, or a jumped-up stage magician starts doing real magic. Investigation reveals the villains managed to acquire the Codex Mütantium, an ancient book of transmutation rituals. The Library has also discovered the villains' acquisition, and has sent the Black Chapter to collect the text before it does any more harm. However, they also decided to take possession of the villains themselves, viewing them as mystical threats too dangerous to be left to mundane authorities to deal with. Will the heroes let the villains be carted off by the secretive organization? What if one of the heroes or an ally is altered by the Codex as well? Can Black Chapter and the heroes work together against these foes without butting heads too badly? If Elizabeth Tower is denied custody of the villains, will she resort to more extreme measures to ensure they do not harm anyone else? How will the heroes handle it?

Here Be Dragons

The heroes have come into possession of an ancient urn containing the blood of a dragon. The exact way this occurs is left up to the individual GM, but finding it in a vanquished villain's trophy room or having it delivered by a mysterious messenger are good options. The Library wants the urn, and Ms. Sphinx is sending her team to collect. Unfortunately, once Lockleann discovers what the urn contains, she will try using it to change into a form more like her original draconic one. It is also possible Tower will seek to consume the blood to strengthen her own powers. In either event, the conflict could split the team and cause no end of chaos for them and the PCs—especially if someone actually takes the urn and uses the blood. Caballero in particular is uneasy about this whole affair, remembering too well how Lockleann came to have her human body in the first place.

If Lockleann or Tower drinks the blood, increase their Power Level by one, raise their Strength and Stamina by 2 each, and increase their various powers to scale them up to the new PL. PCs with vampiric or draconic origins might receive the same boost if they drink the blood. Whoever drinks the blood will either gain a Complication to represent the rage and aggressive instincts the blood awakens in them, or make any already existing Complications of that type even more severe. Can the heroes stop the urn and its contents from making an already volatile and dangerous individual even more so? How will they handle the Library's request for the urn? Will Special Collections even bother to ask, or will they just ambush the heroes and try to take it? Who, if any, of their opponents might help them out?

The Red Queen's Court

The Library has discovered that a copy of a play infused with the mystical madness of the Fae realms, *The Red Queen's Court*, has resurfaced. Thought destroyed in London during the Blitz, the play has the power to drive mad those who witness it, and those so afflicted are rendered unstable, dangerous, and often murderous. The play is to be performed at a local playhouse for an audience that includes various artists, theater aficionados, and at

least one superhuman. Even before the first performance, the cursed script has begun to work, with several of the play's actors behaving irrationally and, in some cases, committing crimes of which they have no memory.

Oracle Sphinx has sent the Black Chapter to investigate the matter. Will they discover the play's director and cast are innocently meddling with forces beyond their comprehension, or is some dark power working behind the scenes to unleash *The Red Queen's Court* on an unsuspecting world? Will finishing the performance unleash some even greater horror upon the world? The Library will do whatever is necessary to secure the play and stop the performance—does this bring them into conflict with the heroes? What if the heroes or other powerful superhumans fall under the bloody sway of the performance? Worse, what if someone records or broadcasts the performance for a wider audience?

Watching or performing *The Red Queen's Court* acts as a Cumulative Affliction 13 (Resisted by Will; Transformed), Insidious, Subtle, Limited to Third Degree Effect. Each of the three acts of the play are treated as a separate attack using this power; reading the play or seeing a rehearsal also count as an attack. Those Transformed are struck with a wicked and pervasive madness that makes them irrational, dangerous, and prone to acts of extreme violence.

THE CARE AND FEEDING OF DRAGONS

Lockleann's kin are extradimensional aliens of vast mystical power, who warred with humanity for centuries until they were nearly wiped out—at least on Earth. They are not inherently evil, but they are powerful, arrogant beings who generally do not interact well with others. While Lockleann is a shadow of her former glory, these dragons range from PL 14 to 16 and possess great strength, durability, and the ability to unleash terrible blasts of fire, frost, or other forces. Even after death, their breath, blood, and bones contain great power. They are major threats, and should not be thrown lightly into most campaigns; in fact, the return of such creatures en masse could be the focus of an entire campaign arc.

This species of dragon might not be the only creature of this type in a campaign world. Benevolent elemental spirits taking a serpentine form, cute extraterrestrial firebreathers who act like cats, evolved dinosaurs with vast psychic powers, and any number of other types are possible. A PC hero might even be a dragon or somehow connected to them. Lockleann's race might see such creatures as kin, rivals, or inferior copies. GMs using the Library should consider what happens when Lockleann encounters these other dragons. While she might be nicer to such characters than she is to most humans, it is unlikely she will be incredibly warm and friendly. Still, a dragon-oriented PC or important NPC might get a better reaction than your average hero, or they might trigger a visceral reaction or challenge from her. Either way, the results should be interesting.

"Coffee." Agent Penn Morello handed the beverage to his partner, who was exiting the doorway of the store. He took a moment to take in the scene and then asked, "So what have we got?"

Agent Padira Singh took the beverage with a nod. She took a sip before answering, "Victims are inside two men and a young woman. The male vics are the owners. The woman was a security guard, judging by the uniform; probably picking up some reading material for the night shift."

Morello sighed and shook his head. He hated this part of the job, and hated even more how often they were called in on cases like this. He noted the sign on the door read "Shelf Life: Good People & Good Books."

"So, motive?" He asked.

"Shop specialized in fancy teas and rare books. Odds are good they had something in stock outside the usual first editions and signed copies advanced reader copies. Shall we?" Padira asked, pushing open the door with a gloved hand.

The first victim lay just inside the door. He was middle aged and white. His skin was charred and a sharp burnt smell rose from the corpse. His clothes, inexpensive but clean and stylish, were unmarked by fire or smoke. Something had burned him from the inside out.

"Don't tell me..." Morello said, trying to pinch off the headache he felt coming on with his thumb and forefinger.

"Okay, I won't, but you know its her. And it gets better." Padira replied. She stepped past the body and moved to the front counter.

The other male victim lay face down over the counter. His blood coated the glass countertop, running down to ruin the books lovingly arranged in the display case below. Morello noted multiple lacerations. Slowly he lifted the victim's head. His throat had been cut and by his expression it was clear his last moments were spent in agony and terror.

"So it's them again." Morello sighed, "Don't suppose they're acting alone?"

As if to answer, his partner simply moved to the final victim. She was wearing a blue uniform bearing a patch identifying her as a member of Vigilance Security, a national private security firm. Her neck was broken and her right arm was missing. By the looks of it, the limb had been bitten off. Padira moved past the body and picked up an object on the floor. She tossed it to her partner. It was a book, a leather bound translation of Beowulf.

"Well...poop." Morello whispered. "So we've got another Bookbinder sighting."

"And you know what that means." His partner replied.

"Great, I don't have enough Black Chapter crap in my life." Morello answered. "Okay Pad, let's call it in."

PADIRA SINGH PL7

STR 0, STA 1, AGL 2, DEX 3, FGT 5, INT 2, AWE 2, PRE 0

Equipment: .262 Milton Arcane Repeater (Ranged Multiattack Damage 4, Affects Insubstantial, Homing, Subtle), .321 Melville Arcane Pistol (Ranged Damage 3, Accurate, Affects Insubstantial, Homing, Subtle), Flashlight, Library Card (Feature 2: Library Link & Communicator)

Advantages: All-out Attack, Attractive, Benefit (Library Agent), Connected, Defensive Attack, Defensive Roll 2, Equipment 6, Improved Aim, Languages 3 (Chinese (Mandarin), English, Farsi, Greek; Sikh is native), Precise Attack (Ranged, Cover), Quick Draw, Ranged Attack 4, Skill Mastery (Expertise: Folklore), Teamwork

Skills: Acrobatics 1 (+3), Athletics 2 (+2), Close Combat: Unarmed 1 (+6), Deception 4 (+4), Expertise: Folklore 8 (+10), Expertise: Literature 4 (+6), Expertise: Magic 4 (+6), Insight 4 (+6), Investigation 4 (+6), Perception 6 (+8), Persuasion 2 (+2), Ranged Combat: Guns 2 (+5), Stealth 2 (+4), Vehicles 1 (+4)

Offense: Initiative +2, .262 Milton Arcane Repeater +9 (Ranged, Multiattack Damage 4), .321 Melville Arcane Pistol +11 (Ranged, Damage 3), Unarmed +6 (Close, Damage 0)

Defense: Dodge 11, Parry 8, Fortitude 5, Toughness 3/1, Will 8

Power Points: Abilities 30 + Powers 0 + Advantages 25 + Skills 23 + Defenses 22 = 100

PENN MORELLO PL7

STR 2, STA 3, AGL 1, DEX 1, FGT 6, INT 1, AWE 2, PRE 1

Equipment: .413 Shakespeare Arcane Pistol (Ranged Damage 4, Accurate, Affects Insubstantial, Homing, Subtle), Flashlight, Library Card (Feature 2: Library Link & Communicator)

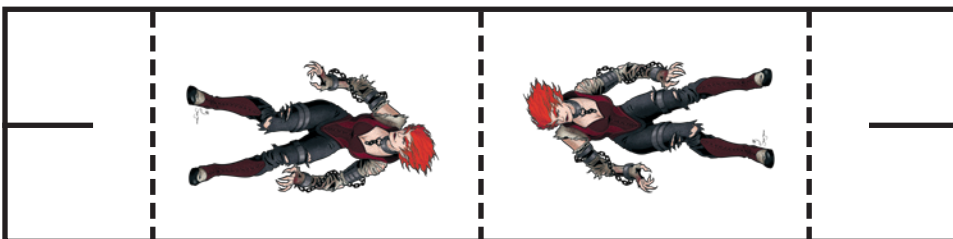
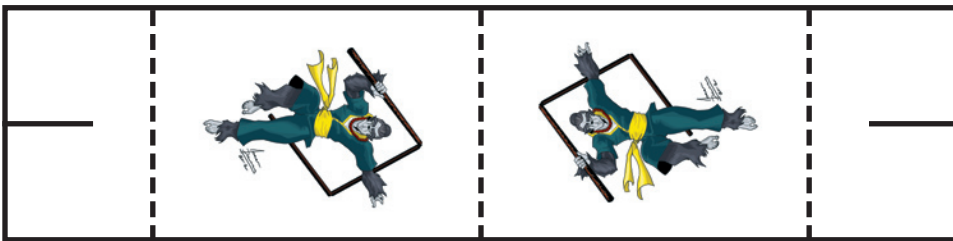
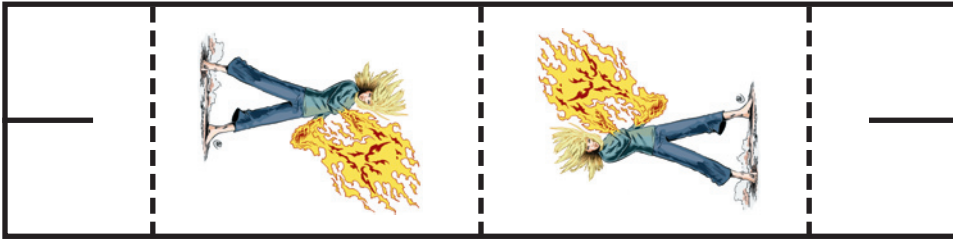
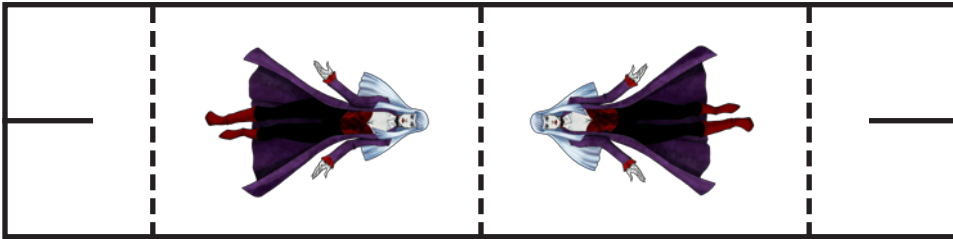
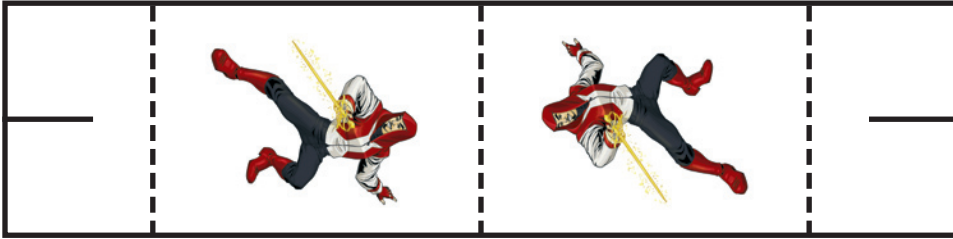
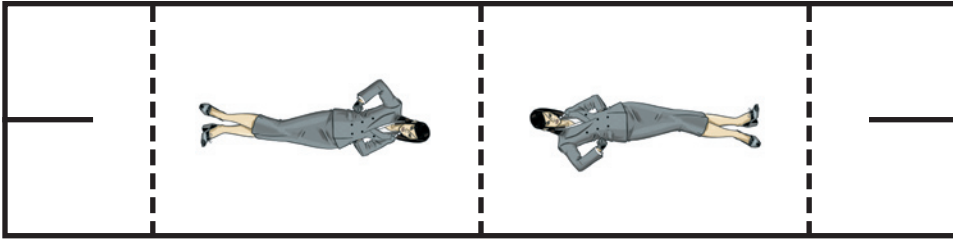
Advantages: Assessment, Benefit (Library Agent), Contacts, Defensive Attack, Defensive Roll 2, Equipment 3, Improved Disarm, Improved Grab, Improved Trip, Languages 2 (English, Latin; Italian is native), Prone Fighting, Ranged Attack 3, Ritualist, Set-up, Teamwork

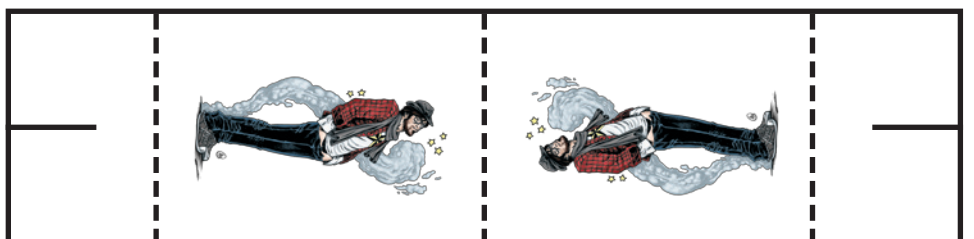
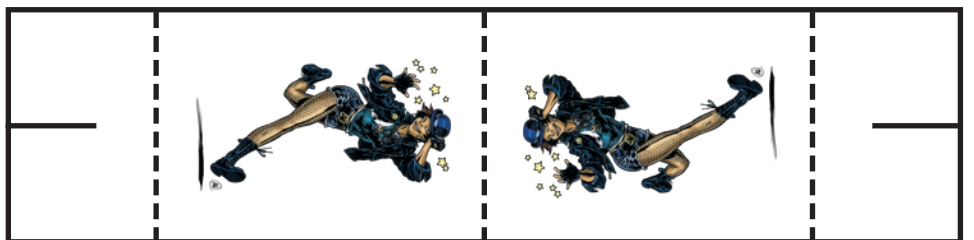
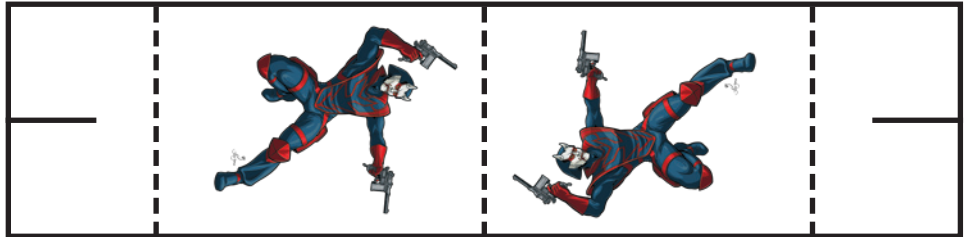
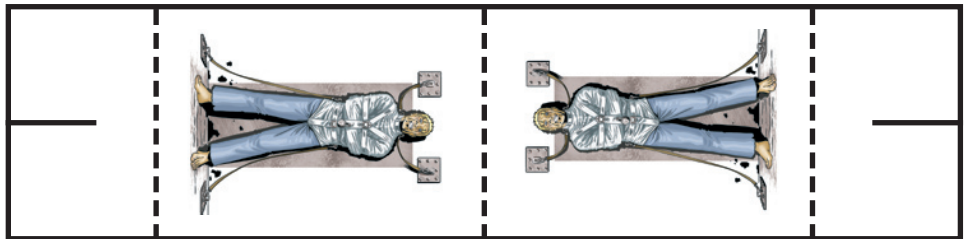
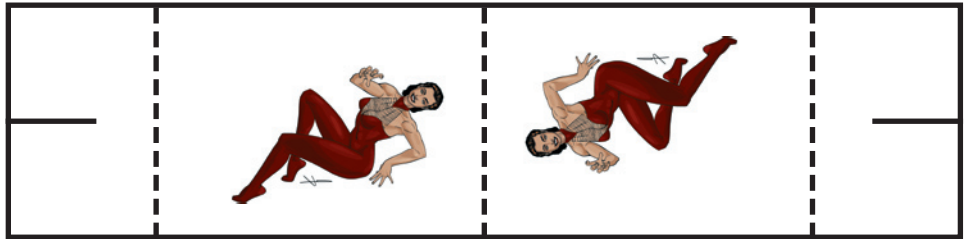
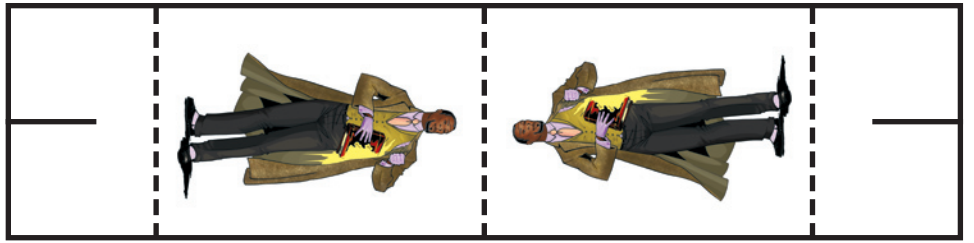
Skills: Athletics 4 (+6), Close Combat: Unarmed 4 (+10), Deception 3 (+4), Expertise: Law Enforcement 7 (+8), Expertise: Magic 5 (+6), Insight 4 (+6), Intimidation 3 (+4), Investigation 7 (+8), Perception 6 (+8), Ranged Combat: Guns 4 (+5), Vehicles 3 (+4)

Offense: Initiative +1, .413 Shakespeare Arcane Pistol +10 (Ranged, Damage 4), Unarmed +10 (Close, Damage 2)

Defense: Dodge 9, Parry 9, Fortitude 6, Toughness 5/3, Will 8

Power Points: Abilities 34 + Powers 0 + Advantages 21 + Skills 25 + Defenses 20 = 100





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Version 1.0a

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“There are no such things as monsters...”

...but there are.

In the shadows... after sundown... just around that corner... even under your bed... terror lurks, the supernatural hungers, and powers older than modern man stir! Who faces these unnamable terrors?

The Library.

The Library is an Organization ready to drop into your Mutants and Masterminds (Third Edition) campaign, fully detailed with staff and equipment for your characters to use should they decide to join this august and mysterious group.

Joining them might be a good idea, too, because The Library has special teams to deal with those who cross their path or impede their investigations. Teams like Black Chapter, a group of the most dangerous mystic agents your players are likely to meet! They may be allies, should your players play by the Library's rules, but they will not hesitate to confront even the most popular heroes if they stand between the Library and their mysterious goals.

Written by Jack Norris, with artwork by Alex Williamson, Denise Jones, Jesse Justice, and James Dawsey, Black Chapter is a great addition to any superhero setting in need of a little Supernatural spice. Black Chapter features vampires, literary mages, immortal oracles, mad monks, kung-fu commando yetis, and more!

So sit back, turn on a reading lamp, and enjoy your time in The Library. Just don't forget your Library Card...



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