



# Immortal Codex

CJ CARELLA'S  
Witchcraft



Claudia Silva

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# Immortal Codex

Muitos de nós conhecem aqui o famoso\infâme Immortal: the Silent War e Immortal: Millenium, conhecidos por terem settings fabulosos e sistemas de deitar mãos à cabeça (e arte ainda pior, mas não vamos por aí).

Como eu descobri quer WitchCraft e Immortal mais ou menos ao mesmo tempo (ah, bons tempos da velha loja do Fernando... melhor loja de RPGs do país...) não foi muito difícil para mim decidir-me a fazer uma adaptação deste setting para o sistema Unisystem (Rui, desliga o Firefox já, porque não vais gostar do que se segue...), sobretudo porque na altura, os membros da Mailing List de WitchCraft até andavam todos com a mania de adaptar vários settings para Unisystem. Eu propus-me a fazer este (e tive surpreendentemente bastante apoio) e deitei mãos ao trabalho, para fazer house rules de forma a apresentar num unico lugar as muitas regras espalhadas por vários suplementos, bem como criar regras extra para fazer tudo mais interessante.

Infelizmente, acabei por me afastar muito da comunidade de WitchCraft, e durante alguns anos este projecto esteve sentadinho numa disquete, até que o passei para um CD, onde esteve esquecido muitos meses -- até que me lembrei de o meter aqui para as pessoas rirem, chorarem ou simplesmente fugirem a sete pés.

O trabalho que se segue é todo todo todo house rules, e deu-me uma trabalhadeira do catano. Nunca foi playtested, por isso se alguém estiver muito aborrecido, por favor, sintase à vontade de o usar e passar-me feedback.

E como eu nunca faço as coisas por menos, até fiz o design e a preparação de uma capa para o Codex (Codex é o termo dado em witchcraft aos suplementos com regras e criaturas para acrescentar ao jogo), tentando manter-me o mais fiel possível ao design de WitchCraft.

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## Chapter One: Introduction

Los Angeles Suburbs,n 5 p.m., Local Time

The pain. So hot, searing through me, running like fire through my veins. I scream, this time hearing it, and realizing that I am now awake. His grinning face is still there, floating in front of my pupils, as if I had just been staring at the sun. I feel that familiar tremor jerk my stomach. I hate to vomit, I hate it almost as much as I hate him. Then again, the two are inextricably linked.

*I shiver in the frigid air of my hiding place as I feel the pain uncoil like a snake and move from my stomach towards my throat. Spasms follow it as the gorge rises into my throat, burning with a white heat. I gag. I retch. I fall on hands and knees, and open my mouth, disgorging a hot yellow stream that hisses as it hits the stone. I start crying, only to be choked off by the next spasm and another gush out of my mouth. I see it glow dimly in the dark, then fade, as the cold breaths on it. As the third tremor comes, I scream in agony, adding more of the hot matter to the cobbled floor. I close my eyes, and focus on the aftershocks in my stomach, calming the aching muscles, taking deep cold breaths. When I am certain that the episode has passed (and this takes me long minutes) I open my eyes and stare at the soiled floor, then wipe my mouth with the back of my hand, spitting frozen droplets onto the floor, and watch the sunlight's fascination with the stain on the floor, and, as the light creeps over it, the matter gleams with raw metallic beauty.*

*He's here. I realize. My enemy is here, his presence calling the tremors out of my body. And he's close, too. Very close.*

*I reach for a bowie knife from my jacket and start prying the cooled gold off of the floor, rolling the precious metal into a single tube as it casts handfuls of refracted*

sunlight into my eyes. How close is he? Does he sense me or has he forgotten after all these years the horrible curse he put on me, to spew gold, to bleed gold, to perspire tiny drops of incorruptible metal, to shed fragile strands of gold wire from my scalp?

**Bastard. You were dead! You are not one of us. You were mortal. Mortal.**

Standing up at last, I warm my arms with a quick rubbing of my hands. Gold dust sprays from my skin and dances in the morning light like sparks off a fire.

**Fire. It's everywhere. It's as if someone stole the sun and hurled it into the middle of the courtyard. The screams of terrified horses is mutely heard from their stalls, as the fire jumps like a living thing and starts eating the wood. A Knight in red armour urges his men forward. Swords seem to catch fire as they reflect the conflagration, and shadows jump about in a wild frenzy as the invaders boil through the front gates.**

**"Kill all the French," they yell madly.**

**I look down at the key in my hand. It shines like gold in the firelight.**

Gold.

**The shower feels so good. The closest thing to a lover I have known in centuries. A lover who caresses my body without violating it. A lover who withdraws gracefully, laughing down the drain, leaving me clean instead of feeling soiled. Gold dust sparkles in the black mildew that has taken over the rotted shower curtain. I shove tattered fabric aside, walk across the freezing floor and stand in front of the mirror. Between my breasts, a single gold coin, suspended on a gold chain. I pick up the chain and swing the coin out of its nesting place. The face of Caligula stares indifferently, stamped into the soft metal thousands of years ago. Time has worn the predatory features of the mad fool, but is unable to corrupt the metal.**

**Gold is immortal, even as we are. It endures forever, like pieces of the sun.**

**My lips, glossed in a generous dusting of gold, tremble. All of it is so subtle that humans never even notice. All they know is that I am beautiful. That's all they care about. But they would be frightened if they really could see what I am. An ancient creature who looks like the daughter of King Midas, trapped somewhere between transformation from little girl to a statue of cold, unyielding—**

**Gold. I watch it being carried out of the treasury room, past heaps of dead bodies. The French rebels who were unable to die in combat are trussed up like game, hanging from poles. They suffer and stare at me as they lead me, a terrible realization dawning on their faces. One in particular gapes at me, devastated. His hazel eyes are wet from the smoke, or something else. He calls out to me. I stop in front of him. The soldiers leading me sense some sport and release my arms.**

**"Sir." I say, haughtily.**

**"I know you." He whispers, seeing through the shadows painted on me, the illusion of a plain peasant woman created in strokes of a dark brush. I am delighted that he knows who I really am, and that I have had my revenge against him for throwing me away.**

**"I am no longer your whore, Sir." I say.**

**"They don't know what you are!" He shouts. He looks over to the soldiers. "She's a witch! An immortal witch! She'll lead you to ruin... as she did lead us."**

**The soldiers laugh and take my arms again. One of them strikes him across the face with a fist. Another turns to his comrade.**

**"This is the best Knight in the world?" he asks, mockingly.**

**My former lover's mouth tightens, as he ignores the jibe, then draws up a smile.**

**"You are always, eternally, a whore." He laughs. "A whore of shadows."**

**Rage! Churning like melted metal in a cauldron. I slap him. The soldiers laugh at the both of us, and then restrain me. They were strong, these King's Men. I struggle and am carried away from a man whose laughter is climbing the stairs of madness. Madness has always been his companion—madness and tormenting lust for a woman he can never have.**

**"Make way for the King." a man yells. I cease struggling and feel a chill.**

**He had arrived at last. I see his armour gleam dully in the bonfires where the dead were being burned. His spirit is so bright it blazes before my immortal eyes, leaping about like sparks off a forge. He pulls up short and regards me. I smile and bow in respect. It's a false respect, but I want my money. Money pays mercenaries, and I will need many of them to challenge my half-brother and his mystic mentor. I want my gold!**

## Introduction

Welcome to the world of WitchCraft. This world is a place filled with dark mysteries and frightening secrets, which most people ignore, although fearsome battles and deadly dramas unfold right under their very noses. Many fight the horrors that lurk in the shadows in an attempt to save mankind from a terrible fate – even though some of those saviours are no longer human themselves. However, even most of them are unaware that the Enemy hides in the subconscious of those they are trying to protect.

As the Time of Reckoning draws near, so does the awakening of an ancient evil that sleeps in the nightmares of men. And since there were very few who know of it or how to stop it, there was no other chance for the gods of old but to awaken from their sleep of millennia and walk the battlefields of Earth once again to wage war on their most hated enemy, the Mad God known as the Sanguinary. The Lords and Ladies of myth and legend have reawakened again, in bodies of flesh and blood to fight for mankind, who holds the key to ultimate power: human faith. For that, the Immortal Gods will stop at nothing – not even at their mortal bodies' death – to defeat the Sanguinary once and for all, and regain absolute freedom from their unwilling progenitor. However, the bodiless Mad God lurks in the minds and thoughts of the very ones who the Immortals desire – and nothing short of genocide would be enough to drive It out into the open. However, to do so, would also mean death for the Immortals, for they still depend in mankind's belief – even if nowadays they are worshiped not as Gods, but as movie stars, business men, or geniuses.

This Codex is based on the “Immortal: Millennium RPG”, and details everything concerning the Himsati Immortals: from their society and organization to their powers and weaknesses, including their history, their enemies and allies, as well as their very own features, such as their unique martial arts, new Character Concepts, new Qualities and Drawbacks.

The information contained here will allow Chroniclers not only to include Himsati Immortals in their campaigns both as PCs and NPCs, but also to play “Immortal: Millennium RPG” with the Unisystem™ as a stand-alone game, independent from the world of Witchcraft.

## Summary of Chapters

**Chapter One: Introduction** contains these introductory remarks.

**Chapter Two: Rules** refers the features of the new Character Type – the Himsati Immortal, and a new Association – the Perpetual Society, as well as new Skills, Character Concepts Qualities and Drawbacks.

**Chapter Three: Himsati Immortals** provides all the necessary information to create and play a Himsati Immortal.

**Chapter Four: Perpetual Society** describes the largest of Immortal organizations – the Perpetual Society – as well as its history, secrets and goals.

**Chapter Five: Metaphysics** presents the earth-shattering powers of the Immortals – the Serenades – and the price an Immortal might pay for altering reality with – literally – a song. It details as well the powers inherent to each Himsati – the Natures.

**Chapter Six: Supernatural** brings new dangers to the unsuspecting world, in the form of the Sanguinary and Its minions, as well as unexpected allies such as the Makers, humans able of warping reality with but a thought, and the Bright Bloods, wielders of true Faith, whose only lifepath stretches over many reincarnations. Plus the Sanguinary's firstborn, the Abzulim, the mighty dragons of old and, whose loyalties no-one but themselves know where will lie.

**Appendix 1** contains the introductory adventure “Company of Wolves”, indicated to bring players to the world of “Immortal: Millennium”, as well as the large “Eternal City” adventure, originally drawn from the “Immortal: Millennium Book 2 – the War Book”, but fully adapted to the Unisystem™.

**Appendix 2** contains a glossary concerning the jargon of the Himsati immortals, several useful reference charts, an example list of curses, a complete index, as well as the Himsati Immortal character sheet.

## Conventions

### Text Conventions

Like in other WitchCraft supplements, there are several types of text to designated different functions.

This type of text is the standard text, and it comprises most of the supplement.

***This is the type used for fiction, usually showing up between chapters. Opposed to other WitchCraft supplements, instead of small tales, the fiction will be a full fledged tale, called “Gold”, that will last for the entire book and freely adapted from the Immortal: Millennium Book Two.***

## Chapter Two: Rules

***Gold leaves spiral to the ground as I walk out of my sanctuary, disoriented. A car horn yells as I stop in the middle of the street, get my bearings and continue walking. The sun is feeble now, overcome with clouds as evening speeds toward Los Angeles like an angel. The smoky scent of autumn reeks in the chilly air as I wrap my scarf***

around the collar that traps my throat. Imbedded in its metal is my vox, my magic voice disembodied. Sometimes I long to have a mortal whose spirit is strong enough to unlock my potential. I could alter the face of the world if I could find such a man.

**Or woman.**

**Or child.**

The sun is feeble now, overcome with clouds as evening speeds toward Los Angeles like an angel. The smoky scent of autumn reeks in the chilly air as I wrap a scarf around my throat. Small tremors in my stomach. I feel terrified that the gold maybe is coming up again, but it is just a stirring in the air of his presence. He was mortal and that was half a millennium ago. He must be dead.

**He must be!**

**And I remember him, a man who caused such sorrow to me, hiding lies behind eyes made of liquid...**

**"Gold.... is important to you, isn't it, Traitor?" The King asks from on top of his dark horse. Its eyes are also black, black polished stones plugging sockets in its skull. I get the sensation that it's more than what it seems. That it, like its rider, studies me. I feel an urge to pluck the black stones out and see what supernatural creature comes spilling out.**

**Traitor. The word pricks me. I ignore it. "My lord, I have fulfilled your wish. The castle is yours. The rebels yours. I give them to you and ask only to continue serving you."**

**He laughs, throwing his head back. The horse is not startled by his outburst. It just watches. "You remove potential allies from the High King and gain a lot of money to pay a mercenary army against him," the king says. "You have done far more for yourself than for me, and I know it. Perhaps one day, after his defeat, you will think to challenge me."**

**I really hate this worm of a Man. All that power and no nobility. Looking at him, I feel only contempt.**

**He is dwarfed by his own armor, like a child dreaming to one day be a knight. I smile as the thought occurs to me. "I would never challenge you,**

**my lord." I declare. My eyes flick a glance at a large bag sagging from the saddle of his young squire. I whisper to the shadows inside that bag to identify its contents, and they tell me it gleams.**

**"Sensuous little beast," he laughs. "My blood tells me that is not the case. Still, you will have your reward. I am a man of my word, even to traitors. You will have all the gold..."**

## Introduction

This chapter will add new information to both the world of WitchCraft as will give you enough background to run an "Immortal: Millennium" with the Unisystem™.

## New Character Concepts

Although an Immortals may have any Concept, these new Character Concepts can give a particularly depth to a Character. On the other hand, these Concepts can be easily adapted to serve for any denizen of the world of WitchCraft.

### Eternal Hero

There is no better use of your powers than heroism. It is your duty to help the oppressed, to do good deeds, to bring hope to the world where it's in short supply. Heroes have their dark sides as well, usually a physical or psychic wound take sometime in the past that cannot be healed.

**Defining Questions:** What made you want to protect people? Did someone you loved die because of your inability to protect him/her? Did you wish to emulate someone you admired or you act out of a sense of duty? What is your great flaw? Does it have to do with a failed mission?

**Qualities and Drawbacks:** You are most than likely Honourable, and most probably Humourless,

since your sense of duty takes quite a toll out of you. Some Heroes show Emotional Problems quite often, whereas Nerves of Steel and Hard to Kill are not uncommon.

**Professions:** If you are not working for the Perpetual Society itself, than you are most likely than not working in functions that imply protecting something or someone, such as police officer, bodyguard or even teacher.

### Legend

You're the best of the best in your area of expertise, whether it is fencing or lovemaking (or both). Your lives have been spent honing your form and technique, discovering plateaus of mastery unimaginable by mere mortals. Of course, there's rarely just one Immortal holding the title: Do you have what it takes to hold or retake your legendary status?



**Defining Questions:** What is your passion and why did you bring yourself to commit to it in such a way? What lengths have you went in order to improve yourself? What lengths are you capable of going to reach the perfection that you seek?

**Qualities and Drawbacks:** Your Qualities and Drawbacks vary, depending on your chosen area of expertise – a swordmaster will probably have Fast Reaction Time and possibly Situational Awareness, while Obsession is a common Drawback to all Legends.

**Professions:** Obviously, you seek to improve yourself further, and that reflects in your choice of profession – an adept chess player will most probably try to find his place in professional championships, whereas a music *virtuoso* will (at least try to) make his living by playing in a group that reflects his choice of music – be it an orchestra or a heavy metal band.

## Martyr

You must suffer, perhaps even die, so that others may live. There is no greater sacrifice than your own life. Your immortality itself may be a sort of curse, keeping you from truly giving your life over to your cause. What cause is worth your true and final death?

**Defining Questions:** Why have you decided to commit yourself in such a way? Do you do it for selflessness or for having discovered that only the ultimate sacrifice will be enough to destroy the enemy? Is everyone included in your sacrifice, or just a small group of people (maybe your loved ones) will benefit from it? Do you actually have a deathwish, or are you simply certain of what you must do?

**Qualities and Drawbacks:** Martyrs are often Reckless – although they seem to be so more than they really are. Their desire for self-sacrifice – and the need for it – makes them able to look Death in the face and not shudder, so it is also usual for them to have Nerves of Steel. Since many Martyrs sacrifice their personal lives (not necessarily their *own* lives), it's not uncommon for them to have several types of Emotional Problems.

**Professions:** This is one of the few Character Concepts that can be found in nearly every job and position, although a few ones – such as nurses, doctors or even missionaries – demand a little more. Martyrs often seek such professions since it shows first hand that their sacrifice will save lives and souls.

## Powerbroker

The time has come for you to resume your rightful place at the head of humanity's table. Immortals are practically required to use their experience and power to save humanity from itself, to help it carve new kingdoms and save itself from the Sanguinary. And that's what you will do.

**Defining Questions:** Why do you wish to rule mankind? Do you do so because you realized that they need your help, and that they will soon perish if you are not there to guide

them, or do you secretly yearn for the days where you were worshipped like the god you were... and still are? Do you see mankind in a contemptuous manner, or as the innocent you must protect? Are you a defender or a tyrant?

**Qualities and Drawbacks:** Wealth, Social Level, Contacts and Influence are a Powerbroker's best weapons, while one or two major Adversaries often come with it. Many Powerbrokers also have some mild Delusions, or are Cruel or Covetous to some degree.

**Professions:** Powerbrokers can be easily found in professions that relate with control of mankind – if they cannot do it as gods, at least they'll do it as lawyers, bankers, or even some discreet places in government.

## Romantic

As benefits the great Immortals, you are guided by a vision. Your vision may show you the path to a better world, a vision of the Age of Myth returned in the modern world, or the key to destroying the Sanguinary once and for all. You don't require followers, but they're attracted to you anyway, as Romantics lead by the force of their vision and their charisma.

**Defining Questions:** What is the dream that guides you? For how long have you been following your vision and for how long do you think you will manage to follow suit? And what of your followers? Do they mean anything to you? Are they just an encumbrance, or do they seem to be the proof that your vision is more than a beautiful dream?

**Qualities and Drawbacks:** A Romantic can have nearly any Quality and Drawback. Charisma is extremely common, however.

**Professions:** In the end, it doesn't really matter, does it? As long as you still can pursue your vision, it affects you in no way. If it helps to further your goals, however, you'll dedicate yourself to it body and soul.

## New Character Type

The following new character type should be added to the ones existing already in the world of WitchCraft, unless you are playing a Unisystem™ "Immortal" campaign, where they are the only and main characters. Both character sheets and charts referring to all the generation points of this character type are included in Appendix 2.

## The Himsati Immortals

*"We are immortal.*

*We were born naked but for the halo that burns beneath our skin, the cloak of eternity itself.*

*We have surpassed all other creatures in this mortal world with our beauty and savagery and power.*

*We have eaten at the table of every war, every conflict of weapon and word.*

*We burnish our hearts with the cold gleam of ancient*

*furies or melt them in an alembic of hot lust.  
And the final war is coming like a storm, winds riding  
with our laughter, with our rage, with our songs.  
Some voices should have eternity only in silence.  
Some beasts should never have drawn breath.  
Some words should have stayed buried forever."*

-- Jonathon of Masada, Scribe

*"Don't dazzle me with your arrogance and  
strength, or the power you suppose you possess. I am  
the creature you always dreamt of being but were  
afraid to dare."*

-- Shade, Scourge of the Court of Shadows

Like Vampyres, Ghosts, Phantasms or the Rentless Dead, Himsati Immortals began their lives as humans. However, at some point in their existence they were possessed by a crystallized shard of the Mad God known as the Sanguinary, which crashed into our planet millions of years ago. This shard, both a blessing and a curse, gives them suprahuman abilities, capacities and powers – there is no limit for an Immortal – literally. The mightiest among them would be able of wrestling a Mad God hand-to-hand... and, very possibly, winning – there is a reason why in ancient times mankind called them Gods. For centuries, they lived with the worship of mankind, altering themselves to fulfil their worshipers' beliefs – as they evolved from elemental and animal gods to the anthropomorphic deities. With the loss of belief and the destruction of the Old Gods, they abandoned the Great Cycle seeking for refuge in reincarnation. But in their very souls, the beasts and elements they once were still wait to break free.

In a regular WitchCraft campaign this character type would fit better in a Legendary game (see Witchcraft, p. 293), but the character creation has been set so that it does not unbalance your Heroic game – no more than a Rentless Dead or a Vampyre, that is.

## New Association

In this book, only a new association shall be described – the Perpetual Society, the official and most powerful organization of Himsati Immortals. Although there are some Solitary Himsati Immortals, there are not enough to actually consider them a new association.

More information on the Perpetual Society is on Chapter Four: Perpetual Society, which enables both players and Chroniclers to bring it into their Chronicles.

## Perpetual Society

*"Minds black with blind hate,  
Souls running with rage,  
We're animals trapped  
In the depths of our cage."*

*When the sun is too high  
And the moon is too cold,  
Our shadows converse  
With the things that are old."*

-- Graffiti in Ninevah 1991, unknown

*"Are we not glorious creatures? WAR has made us  
brutal, DESIRE has made us weak. TECHNOLOGY  
has made us dependant, LIFE has made us hungry.  
FATE has doomed us to despair and DREAMS have  
filled us with terror. DEATH has made us envious and  
SECRETS have made us untrustworthy. Yet the  
Callings still show us that, despite all this, we can still  
be heroes."*

-- Blood, Court of War

**Description:** The Society is almost entirely comprised of Himsati Immortals, the hosts of the shards of the Sanguinary, and whose powers made them been seen as Gods by mankind. This Society's prime directive is hiding its presence – firstly from the mortals, in whose subconscious lies the Sanguinary, and secondly from the Sanguinary's minions, who hunt them in an effort to reassemble and bring forth their master once again. However, there is also a place here for gifted humans, be they Bright Blooded, Makers or simply lovers or companions.

Many of the Himsati, however, tend to start feel bored with their unending life, so they undergo the Lethe ritual, which enables them to seal their memories up and begin life anew.

Perpetuals come from all walks of life, and you can find nearly everything sitting at the meetings held by the Society – fear brought them together, and now keeps them together. Despite the infighting and the political manoeuvring, they tend to aid one another. This is especially true for the younger Immortals – those recently awakened from Lethe: in a hostile world, where many are far older, and the Enemy is too powerful to imagine, the only thing that can help them is the strength that lies in numbers.

Although not all Immortals are actually members of the Society, seldom are those who willingly give up membership – those who do are most often than not, powerful elders. Any stray newborn is quickly brought into the fold and instructed – nonetheless, it is possible (although unlikely) for an Immortal to live and die thinking himself as being human – and once again the Great Wheel will spin and the Immortal will be reborn again and again until something awakes the power within him.

The Society is divided into nine **Courts** (Death, Desire, Dreams, Fate, Life, Making, Secrets, Shadows and War), which deal with particular aspects of both human and Immortal society. Within each Court there are twelve **Callings** (Chameleon, Emissary, Empath, Explorer, Guardian, Mentor, Merchant, Profiler, Scourge, Slayer,

Tactician, Visionary), which represent the vocation and function from each Immortal within his Court.

**Attributes:** There were times when worshippers would select the best possible vessel for their God to inhabit, but those days are long gone, between vessels destroyed in combat and emergency possessions of new bodies. Nowadays, most vessels are normal humans, with attribute points distributed equally, therefore, any combination is likely. Their **Himsati** (i.e. Primordial Form) also grants them extra Attribute points (see p. xx).

**Qualities and Drawbacks:** Almost all members must have the **Himsati Immortal Quality**, for obvious reasons, but not forcefully, since exceptional humans, or even other long-lived creatures have been accepted into the Society at times. Should the Chronicler allow older beings (by default, the playing Himsati Immortals begin as having recently awoken from Lethe) several levels of Age are allowed, as well as high levels of Wealth, Influence and Status (see Abomination Codex, p. 23, for further ruling on Influence). Many have amassed more than a few Adversaries and Delusions throughout the centuries as well.

**Skills:** Any combination is possible, although usually the Immortal tends to feel the influence of his Avatar(s) – an Immortal who is the incarnation of Mars, the Greek God of War, will likely feel attracted to combat-related skills, whereas the modern representative of Merlin, in all likelihood, will rely much more on his scholarly side.

**Metaphysics:** Himsati Immortal Society members cannot have any of the normal Gifted powers, but they have instead their own array of unique powers (which includes Natures and Serenades – see p. xx). The non-Immortal can have any power.

**Special Abilities:** Whenever an Immortal is brought to the Society his Calling is determined at once. Depending on it, he will receive extensive training, which translates as a +3 bonus on the three “main” skills of his Calling. A beginning Solitaire Immortal (which includes most characters in a Unisystem “Immortal: Millennium” game) obviously does not have access to these bonus points, at least not until he has been properly trained by the Perpetual Society. Furthermore, a character’s Court also grants several bonuses (for, example a character of the Court of Death is at +1 in all tests made in places related deeply to death, such as graveyards, cemeteries, the room where a violent murder occurred, etc). Refer to p. xx for complete information on both Callings and Courts.

**Common Professions:** The younger Perpetuals can have any profession, and even they tend to be found in the jobs they are most skilled for, it is not uncommon to find them, like normal humans, stuck in jobs they don’t like. However, most of the time, the Society finds a way to place them where they can be useful or, at least, content. The elders either don’t need a job, or place themselves as spies, undercover agents, or in positions of control. This has often nearly brought them toe-to-toe with both the Combine and the Knights Templar.

**Roleplaying the Perpetual:** You are one of two things: either you’re a poor bastard who suddenly realized you’re the reincarnation of some god, mythical figure or beast, or you’re

a warrior of a thousand battles and a hundred wars, who has been there and done that, over and over and over again. In either case, the Society is your home. They care for their own, and in these nights when the Sanguinary grows stronger, either you all stand together or you’ll fall into its clutches.

If you are too young to have even seen a century pass, you are scared. Yes, scared. Scared of the things out there – they can be anywhere, even behind the smile of your spouse, child or friends. And if they find you – they’ll get you. You might be innocent, and you might know very little of secrets, political ties, schemes hidden in shadows, but you’ve learned one thing: you may be immortal but you are not indestructible – and there are fates far, far worse than death. In the Society you can find a place to rest, to hide from the horrors at large. You can find people that listen to you, that teach you how to be strong enough to face the oncoming war.

If you stand as a witness of time, then you are tired. Years and centuries have gone by and you have become walking, living anachronism. You feel out of place, out of time. However, the battle still rages on, and they still keep coming. You cannot yield to the luxury of resting, of stopping for breath. This is more than a war for your own survival: this is a war for the survival of the entire planet – the entire reality, even. And the Society exists to organize the effort to bring the Sanguinary down. It is your last chance. It is your only chance. For this is a war you cannot afford to lose.

## New Qualities and Drawbacks

### Himsati Immortal

#### 15-point Supernatural Quality

You are effectively immortal, and even if your body dies, you can reincorporate yourself in another. Players who wish to be Himsati Immortals must choose the Gifted Character Type, and then purchase this Quality. The Himsati Immortal Quality grants certain powers that are included in the cost of the Quality, as well as access to others that must be purchased separately. Further information on Himsati Immortals can be found on pp. xx-xx.

## New Skills

#### Brainwashing (Special)

Although this skill seems to simply refer to the use of propaganda and conditioning, it can do much more than that. Although it is a long and morose process, it enables an Immortal to completely purge a human from the Sanguinary’s subconscious influence. For those Immortals who wish to protect their loved ones, and still keep them close, this skill is the ultimate protection – although never one hundred percent foolproof, it still give them enough assurance – and many are willing to take that risk, as many Immortals feel that if they cut all ties with the mortal world they’ll eventually become monsters themselves, or go insane. Neither perspective is an option.

#### Dreaming (Special)



This is an unusual skill, for it enables not only to interpreter dreams, but also to interfere with them, which make it a very dangerous skill as well. Most mystics and members of the Court of Dreaming have it, but very few are actually allowed to use it in someone else than oneself – for this skill allows to watch, participate and even alter dreams of someone else – but with the Sanguinary roaming free in the subconscious of mankind that is quite a risk to take. When used on oneself, it not only allows full control of the dreams, but it also to enter a state of meditation which ensures total rest (on a Constitution + Dreaming test double the recovered Endurance Points per each success level).

### Myth and Legend (Immortals)

The knowledge included in this skill regards all the lore referring to Himsati Immortals, their history, enemies, tales, and so on. However, the higher the rank in this skill, the more the Immortal knows about the truth of certain events in the Immortal lore.

### Shian-Rhi (Special)

This new Combat skill is in fact the martial art developed by the Himsati Immortals, which takes full advantage of their shape-shifting ability. For that reason, it has been listed as a Skill apart from the normal Martial Arts Skill. Shian-Rhi cannot be learned without the teachings of a master, and is only accessible to those capable of changing forms (rumour has it that Ferals can learn it, should they find a willing teacher) – but very few people outside Himsati society are taught. For more information on Shian-Rhi.

### Strategy

This Skill includes both the academic and the practical side of strategy. Someone enough versed in it can effectively lead armies into battle, while a young dabbler is a rather good Wargames or Miniature Games player. With this skill, a Character can improve his defences or co-ordinate an attack with total effectiveness. Strategy is usually used with Intelligence, but also with Perception. For instances, when the Main Cast is being surrounded by advancing zombies, the Chronicler can make a hidden Strategy test – then inform the players with the skill what is the best way out, and what steps should they take in order to escape.

## New Character Rules

In this section, new rules will be included to allow an increased range of playing possibilities. Obviously, the Chronicler has the last saying about the use or not of such ruling. The following rules are optional, of course, and while some may find it lends depth to the game, others might see it as a hindrance.

### Courage

The world of WitchCraft is a dark, dangerous one, and if the average citizen saw the briefest glimpse of what lies behind the curtain, he would be driven surely mad. Or maybe

not... Contrarily to what one might think at first, the human spirit is still a force to be reckoned with, even in a world populated by the creatures of the dark. That is proved by the Mundanes who take their place within the ranks of the several Associations: even without powers, they fight in the same battle as the Gifted and the Supernatural do. If not with fire and claw, at least, in their own special way. And when you don't have magic to rely on, you must rely on yourself.

### Using Courage

The trait “**Courage**” rates the strength of belief, the will to go further than your capabilities, to excel against all odds. All characters begin with a permanent Courage rating, which, throughout the game, can go below but never above that initial rating, unless the Chronicler allows that permanent rating to increase – (as a reward for stopping a Mad God from manifesting in our world, or something truly earth shattering). Any Cast Member with Courage may spend as many points as he wants (as long as he has points to spend) to give a +3 bonus to any one test, per Courage point spent. Courage points can be used to overcome fear or shock as well.

### Regaining Courage

The human spirit burns bright but, unfortunately, not very long. Recovering lost Courage points is a morose and long process. As a norm, the Chronicler should allow the characters to recover all their Courage points at the end of each story – not game session. Of course, if the next story occurs the morning after the previous story, then the Chronicler should only let them recover one or two Courage points, if any at all. If the story unfolds throughout a long period of time – such as several weeks or a couple of months – the Chronicler might allow the Cast to recover 1 Courage Point per week (whether in game or downtime) if nothing too stressful happens. Recovering spent Courage points can be given as a reward as well, if the character used them in a selfless action – for instances, to push a friend out of harm's way – or after heroic deeds.

### Beginning Courage

As described above, the trait “**Courage**” is more closely related to Mundanes than to Supernatural types. Gifted tend to rely a little too much on their magic, and therefore have a slightly lower rating. Likewise, even those who where once fully human (such as Vampyres and some Ferals) lost some of its potency along with their loss of humanity. So, the starting scores for Courage are as follows:

#### Character Type Courage Rating

Unaware	Mundane	2
Aware	Mundane	4
Lesser	Gifted	4
Gifted		3
Inhumans		3

## New Combat Rules

For players who desire extended ruling on combat of every kind, from martial arts styles to hollow-point bullet damage, they should refer to the Mystery Codex, which lists increased rules for those in the WitchCraft core-book. The rules included here will regard solely the Himsati Immortals martial art: the Shian-Rhi.

### New Martial Art – Shian-Rhi

Being creatures with a human body, but with a wide array of unsuspected abilities thanks to their true form, it did not take long for Immortals to realize that they could use them to their advantage in combat. That was the starting point for the development of the combat technique that would come to be known as “Shian-Rhi”. However, and more than just more than just being a way of trashing your enemies more effectively, it soon became something deeper, more philosophical, like most martial arts. The Shian-Rhi adepts defended (and still defend) that their Himsati form, albeit part of themselves, should be constantly kept in check, as a bestial, less evolved side: “Use it, do not let it use you”, they claimed. They were soon proved right when several Immortals were possessed by the Sanguinary, during their most vulnerable time: while trying to return to their human forms.

Thus, what they seek is a balance between Beast and Vox, Instinct and Mind. For that reason learning Shian-Rhi is a long, hard process and few are those who can claim to be a master. All Shian-Rhi adepts must spend at least a few minutes in meditation each night - that is the edge that allows them to keep the lure of the beast at bay when the need arises.

Combat advantages aside, Shian-Rhi brings a big benefit to Immortals – the Shian-Rhi Skill rating works as a bonus in any test made by an Immortal to attempt to resume his human form (for more on Shapeshifting, see p. xx). The rare Ferals who actually come to learn this art may use this same bonus to resist unwilling transformations, as well.

**Shian-Rhi:** This is an art developed by the Himsati Immortals, and although it has many usual manoeuvres, such as kicking and punching, its full potential is only revealed when used together with the Immortals’ shapeshifting abilities.

Any student is instructed first on basic combat moves as well as self-control and discipline. Later, they are introduced to the use of the Natures and their Himsati forms in combat. To reflect this slow apprenticeship and concern with self-control of one’s Himsati form, an Immortal will only ascend to the next skill level of Shian-Rhi when he has attained at least the same level in all of the following skills: Trance, Martial Arts or Brawl and Dodge, besides paying for the normal skill cost – for example, if an Immortal wants to increase his Shian-Rhi skill from 1 to 2, he must first have Trance 2, Martial Arts/Brawl 2 and Dodge 2 before being allowed to do so. This works both during Character Creation and later, with Experience Points expenditure. Memory Points may be used to buy Shian-Rhi, if the requested skills levels are fulfilled.

Shian-Rhi was developed by Immortals with animal Himsatis, and in this art they are the most proficient of all, since for other kind of Himsatis the art needs to be slightly adapted – although that doesn’t make it less effective.

Opposite to most Martial Arts, Shian-Rhi Moves are seldomly based in the Art itself alone – that is the reason why all adepts are skilled in other combat methods as well – therefore, both the Basic and the Special moves have no rating. However, after the first level (where both Basic Moves are received for free), the adept can only choose one single Special Move per Shian-Rhi level. A Shian-Rhi master is able of combining several moves to create a truly devastating effect.

*Basic Moves:* Quick Change, Full Defence Technique

*Special Moves:* Change Strike, Escape Strike, Rollaway, Uncoiling Snake

### Shian-Rhi: Combat Moves

**Change Strike:** The purpose of this move is to trick the opponent into hitting a specific part of the body – usually the head – then shrinking it (or making it intangible) out of harm’s way by fully shapeshifting (with the Quick Change move). This move will give the Immortal a **+3 bonus to a Dexterity + Dodge Test** to avoid the opponent’s attack. If he succeeds in avoiding the blow, then he’ll be able of making a **counterattack with a +5 bonus** (with an additional +1 bonus per each Success Level in the Dexterity + Dodge task).

**Escape Strike:** This move is used against grapples, pinches, locks, bear hugs, etc., by changing into a smaller form (or larger, depending on the case) through a full shapeshift. However, in order to work, it must be used in the same turn the Immortal was immobilized.

**Full Defence Technique:** Although their aim is to use the beast within to their favour, the Shian-Rhi adepts know better than to forget the need for instinct. When this move is used, the Immortal can sense and know from where danger will come from, even if he does not see it. For one turn and by spending 5 Essence points, the Immortal will be able of dodging, blocking or parrying the attacks of all opponents without incurring in the usual Multiple Actions penalties.

**Rollaway:** When the Immortal falls to the ground, he can use this move to fully shapeshift and roll to his feet back again, without having to spend a turn getting up. No tasks are made, it only requires the spending of the usual 3 Essence points. This move will not work, however, if the Immortal was already fully shapeshifted.

**Quick Change:** The Shian-Rhi adepts are fearsome fighters in action, blurring in and out of their Himsati amidst the fighting moves: whereas to most Immortals changing in and out of their primal forms can be a difficult and sometimes slow process, the Shian-Rhi adepts have surpassed that (although they are still subject to the same tests when leaving Himsati form). Instead of needing to spend an action to activate natures or to undergo a full shapeshift, an Immortal can simply spend 3 Essence points to full shapeshift, in order to change automatically (which means he will still have all his actions this turn). The same applies when reverting back to human form, although the Immortal will have to make the usual test as well – with the bonus given by his Shian-Rhi rating, of course. This technique is often used together with other moves, and can be used as often as desired (as long as there is enough Essence).

**Uncoiling Snake:** This is the ultimate surprise attack move: by spending 2 Essence points and simulating a normal attack (such as a punch or jab), the Immortal can activate at the last moment an adequate Nature (usually "Natural Weaponry" or "Charge"), which allows him to considerably increase the damage made to the unsuspecting target. Protective Natures, such as "Armour" (or even by completely shapeshifting in case of ethereal elementals), can be used in a similar manner as well, by allowing the Immortal to suddenly sustain much more damage than he would in his human form.

## Chapter Three: Himsati Immortals

"...I promised you," Serenade says, sitting across the café table from me, taking a sip of espresso. I close my eyes and wipe the image of the past off my retina with a sweep of lashes.

"You didn't hear a word I said, did you?" she asks, peering over the glass.

"I'm sorry."

"The man is dead, sister. I killed him as I promised you. I found a witch to wish his stomach full of worms and sent 20 ravens to pluck them all out." Don't you remember our gathering in Castle Chariot when I presented his head?"

I nod, looking down at my fingernails. Thin wafers of yellow metal are flaking off, revealing shiny metal below.

"I think it's the millennium thing," she says, leaning back and blinking her dark raven eyes. "The background ambience of human faith is getting stronger, despite the efforts of the scientific community. There's a growing concern that humanity is reaching a technological stall, that they are reverting back to superstition."

"Their lives are empty," I say.

"That's because they live apart from our kind," Serenade says with a crisp gesture of her slender hands. "Mortals need to worship us in order to be free and know true joy."

"You're preaching to the choir," I remark.

"Look." Serenade puts down the cup and taps the checkered tablecloth for emphasis. "This is exactly why we need to take back the world from them. Annihilate the Sanguinary in those who have no Bright Blood and exorcise the ancient bastard out of the rest. The Age of Myth was a great time to live. I remember it. Everybody was happy. Us, them, the earth itself. Magic flowed everywhere. You know what I mean." She leans forward. "Your problem is you want the power, you want to be a god again, but you don't want to work for it. You want the universe to somehow set things to right."

I cast her a wry look, staring down at a plate of uneaten, cold food. Mortals are sitting all around us, talking, laughing. But if you look around them, at the shadows formed from the refuse of their thoughts, you hear only anger, greed, envy, lust and all the rest of these sins. They crunch and scatter like dead leaves when you walk through them.

"Humans are liars." I say, pushing the plate away.

"Darling, we're *all* liars," Serenade laughs. She cleans her holographic sunglasses, then catches sight of her watch and spits half her mouthful of coffee back into the cup. "I have GOT to run. I want to pierce the mystery of who this *Phoenix* really is. He or she is a very illusive character."

I nod, and look up at the clear October sky. She departs so subtly that her shadow lingers for moments, smiling at me, before it flies after. I sigh, look up at the harvest moon sinking through, like a gold...

Introduction

This chapter will describe in deep detail the new Character Type of the Himsati Immortals, the risen gods and goddesses of legend. The information presented here allows this Type to be used in any chronicle, although (like any inhuman) it can unbalance a group of Cast Members – especially if the Chronicler is running a Pre-Heroic game (see WitchCraft, p. 292).

## Himsati Immortals

There was a time when gods walked among mankind, took part of their folly and fought alongside them in the battlefields. A time of legend and myth, which spawned hundreds of mythologies and tales, which lasted for centuries and millennia. Men have since long forgot that time, as they also forgot that before their gods were human, they had been elemental and pure: the fire, the water, the beasts, all these had been their gods. And that the gods changed and evolved to better accommodate their worshippers, for there is nothing as desirable and addictive as the adoration of the mortal. However, these gods still walk among us – and still keep the powers of old: the lightning still beckons their call, the winds still are their mounts and weapons, and the earth still shudders when their rage is freed. Millennia ago, these gods were plants, beasts and elements that assimilated a piece of the Mad God Sanguinary, who crashed into our world and shattered into a thousand shards. These shards – called the Vox – are the centre of power of a Himsati Immortal – not only grants him immortality, but it also allows him to tune in with reality and change it to his whim. Mortal called this power Magic. Immortal call it Serenades, and it's the ultimate weapon against the Sanguinary, who still fights to gather Its pieces and rise once again to take this reality for Itself.

## Being a Himsati Immortal

An Immortal is created when a human is invaded by one of the gemlike shards of the Sanguinary's shattered body. The shard always enters a wound, liquefying on contact with blood. Inside, it lodges in the throat, becoming a reed-like organ very similar to a vocal chord, called a "Vox." This new organ interfaces with the brain and the nervous system in order to process all sensory data from the host.

The word "**Himsati**" means "**the form that kills**" in Sanskrit. This expression refers to the original form of an Immortal: when the Shards of the Sanguinary rained all over the Earth, many of them infected all manner of creatures – the First Form of a shard will forever be contained in its Essence matrix, for when a shard takes a host for the first time it morphs into the Vox, the form under which it will exist until it is finally reunited to form the Sanguinary's body once again – which, if depends on the Himsati, it will be later rather than sooner. Rumours say that Shards in the pure form still exist, but their whereabouts is unknown.

Outside the Immortal society, very few scholars have gathered enough information on the Himsati to actually draw any conclusions about them – the Lodge of the Undying and the Rosicrucians are the most likely to know something, especially since the few Himsati Immortals who join any other Covenant than the Perpetual Society are

found mostly in these two groups – except when they are infiltrated, of course. Obviously, Himsati are drawn to the Gifted – for these are the only humans who the Immortal know that are not harbouring the Sanguinary in their minds, since their powers makes them immune to the Mad God's consciousness – unless they invite It willingly – and their hatred for any Mad God makes them valuable allies. They tolerate other Supernaturals, but, alas, Immortals are irresistibly and utterly attracted to mankind – their auras burn brightly and their faith is one of the few things that can humble even the most powerful of the Himsati.

Immortality is a heavy burden, and ennui a constant companion, so it is not surprising that many Himsati undergo willingly the forbidden ritual of Lethe – where one suppresses temporarily all its memories, and restarts life anew as a mortal. In the last few centuries, for unknown reasons, dozens of Immortals entered Lethe – and many of them still are, for should an Immortal live a quiet, uneventful life nothing will make him remember his glorious past, except some strange, distant dreams. His body will simply expire of old age, and the Vox will create a new one, and the cycle will begin anew. Immortality will only kick in when the Himsati becomes self-aware – with all the problems that it will bring. For that reason, Immortals come from all walks of life – some may display a knack for doing whatever their Avatars – their former personalities – did, but one is as likely to find a former warrior working as martial arts instructor, as it is as a bureaucrat (although he'll most probably feel unsatisfied and frustrated with such a job).

Whenever an Immortal awakens to his true self, he is suddenly engulfed by all his former memories: what he was, what he did and what he became, for everything is stored in the Essence matrix of the Vox, which is the actual brain and personality centre of an Himsati Immortal. This episode lasts for but a few minutes causing utter disorientation and even loss of consciousness, and happens usually between the age of twenty and forty, although there are known exceptions, due often to either mental or physical trauma. The young Immortal will be extremely confused by the unexplainable memories and visions that will haunt him for the next days. He will suddenly do things that he never knew he could do, we will remember times when he could not possible have been born yet, he will feel other voices inside his head, tugging for control. However this does not mean he will know he is an Himsati Immortal – many believe they are going insane, so they seek medical assistance – the Perpetual Society maintains a tight vigilance around doctors and clinics of the specialty in order to better locate and aid stray and recently risen Immortals

From this point on, their agtops entirely. They never grow sick (should they contract even the deadliest of diseases, they shrug it off in a matter of weeks), seldom grow tired, and even the deepest of wounds will close up in a matter of seconds.

## Rogue Children of a Mad God

Sixty-five million years ago, the Mad God known as Sanguinary was cast out of its plane, a realm composed entirely of thought, and found itself adrift in Mekrath. Gigantic and unbearably beautiful, it plunged out of control throughour universe until Earth blocked its path. It crashed

against our planet and shattered like glass into millions of shards that rained around the globe. The Sanguinary did not die when it shattered, for even her scattered parts had a life of their own and a fragment of its alien intellect. Slowly, they invaded the living biosphere of the Earth like parasites, seeking hosts among the animals that then dominated the world—the dinosaurs. The shards made everything they invaded immortal, to better protect the host while the shard sought to physically locate and merge with others of its kind.

The first race, reborn from the perishing dinosaurs, became even more sleek and deadly as the shards rewrote their DNA and transformed them. Men would later call them dragons, but when the intellect of these creatures grew to sentience, they called themselves the Abzulim. They grew in power, as they discovered how to use the power of the shards inside themselves, and used this magic to power their technology. They spread forth from Earth and started to walk between realms and beyond. They built slave races, also immortal, to manage their expanding dominions. As the Abzulim grew in power, they also began rebelling internally against the shards that possessed them. They became fiercely individualistic and unable to work together. Then, despite the mental conditioning, their slave races revolted. Eventually, in spite of all their power, the reign of the Abzulim was brought crashing down by countless far-flung rebellions. Abzulim who survived the holocaust hid themselves in distant fortresses and plotted their return to power.

The young Immortals, free of Abzulim oppression, divided the empires of their fallen masters. Yet they, too, became intolerant of one another and soon went to war. The rediscovery of humanity only exacerbated this conflict as the Immortals competed with one another for the worship of humanity. Worship became an insidious drug, and the Immortals were addicted. Their conflicts led to a terrible war, the Shouting War, when Immortals used their powerful voices to rip apart reality, in a vain attempt to control the entire race. Eventually, they fell prey to a new slave race of the Abzulim, an elemental race of shadows called the Shadowen. Serving their Abzulim masters, the Shadowen confined the other Immortals in a barren, dimensional prison.

The Sanguinary, during all of this time, had not been idle. It almost succeeded in its quest to rejoin the fragments of its body, but was thwarted when the master shard It was building was found by the young Immortals and smashed. On the verge of perishing for good, it abdicated from its corporeal body and instead found refuge in the collective unconscious of a newly emerging humanity, transferring its essence into the young race. At the moment it possessed the human race, the dream realm came into being, a lair in which the Sanguinary hides and plans its eventual resurrection.

Each shard had the same purpose: to reunite with others and thereby bring the Sanguinary back into a single, terrible body again.

The Immortals eventually freed themselves from their prison. Their guards, the Shadowen, were powerless to prevent the escape because they faced a new enemy in the form of the Progeny, Immortals loyal to the Sanguinary who embraced its hunger and selfishness.

The war has raged since then, all the way into the present time. Many fear that with the approaching of the Reckoning, the Sanguinary will be at last prepared to rise. It is up to the Immortals to stop it, or they will become Its avatars of destruction.

## Playing Himsati Immortals

Playing an Immortal depends, obviously, on his age. Since all Immortals have been around for more or less the same time, the age of their host actively influences how they react to the world. Most Immortal are recently young, being part of the many Immortals who underwent Lethe in the last few centuries. They are at odds with themselves and still don't control their powers fully. Like most normal Cast Members, they are only now starting to experience the paranormal first hand, and grasping their new existence.

On the other plate of the scales there are the elder Immortals, beings who have been conscious for centuries, if not millennia – they can be seen as jaded, hardened creatures, or as eager thrill-seekers who travel in search of novelty and amusement to stave off ennui. They might fear and mistrust technology, or they might revel in anything that is new and brings a flavour of surprise to their lives. Some may defend mankind out of true nobility and try to liberate it from the clutches of the Sanguinary, others can be as selfish as one can, wanting only to remain alive, capable of resorting to mankind-scale genocide just to assure the Sanguinary does not live on.

Humans are something of a paradox to Immortals. On one hand, humanity is a deadly race; any human could have the mind of the Sanguinary lying dormant in the subconscious. On the other hand, most humans are innocent pawns or completely harmless. However, Immortals realize that humanity may be instrumental in their victory over the Sanguinary. A human's faith, should his will be strong enough, can damage or even cripple an Immortal. Yet these are precisely the humans Immortals would like to bring into the fold. The tricky part is enlightening mankind to the beast that sleeps inside the world of its dreams. Ultimately, the Immortal still remember what it means to be human all too well – even if they mean little more than cattle, most Immortal recall the time when the faith and worship of mankind would grant them incomparable power... and what a rush it was. Thus, if destroying the Sanguinary will also help mankind by freeing them from its grasp, so much the better.

## Creating Himsati Immortal Personas

Himsati Immortal use the Gifted character type, and, although they do not have to purchase the Gift, they must pay for the Metaphysic “**Himsati Immortal**” Quality (15 points), which grants them the common Himsati Immortal powers, and the possibility to purchase other powers. The rest of character creation proceeds as normal. Those with this Quality may purchase special powers as well.

## Common Powers and Vulnerabilities

All Himsati Immortals possess the following advantages and drawbacks:

## Immortality

It is nigh impossible to permanently kill an Immortal – they resist to all forms of damage, poison and disease (even terminal diseases disappear in 15 – Constitution days), although they are still subject to the same shock and unconsciousness rules as normal humans.

The worst setback that can happen to an immortal is to have his host body destroyed, but even that isn't final, for the vox is set free to seek a new host. When at –30 Life Points or less, the Immortal must make a Survival Test with a – 1 penalty for each –10 Life Points below the first –10. Should the test succeed, the Immortal is merely knocked unconscious, and will recover his senses as soon as he reaches 1 or more Life Points, and on a high-level success, he remains conscious and active. On a failure, the host body is destroyed. In case of a critical failure (if the result of the test – after the bonus and penalties are applied – is equal or less to 1) not only the body is destroyed, but the Immortal enters Lethe as well: he loses all his past memories and his current personality becomes an Avatar.

When an Immortal's host is destroyed normally, the body is consumed and explodes in a flash of crimson light, and the Vox will leave it as a thin red mist. With the body gone, the mind remains, however: it still retains the same sentience and intelligence, as well as use mind-related powers. The Immortal will manage to retain the red mist form for 1 hour per Willpower rating. Afterwards, the Vox will regain its gem-like appearance and start creating a new host body. If the Immortal falls to Lethe, however, things will be much more complicated – the Vox will remain wherever the body fell and can be carried away.

When left alone, the Vox will grow for itself a new mortal form, which will look very others who live (and dream) nearby – Immortals fallen in east Africa will look Nubian, while Vocci buried in Asian soil will grow Asian-looking bodies. This is a lengthy and strenuous task, however, since the Vox needs 30 Essence points to create a new body, and will only amass them by tapping into ambient Essence, since it has none of its own – that's why some manage to form new bodies in a matter of hours (during certain Times of Power) while others take weeks, even months to be ready. Should someone find and destroy the new host before it's complete, the Vox will escape on gaseous form once again. This gaseous form, however, is still bound by the precepts of normal physics laws. The Vox will take no chances that its body will be discovered before it's fully formed – it emits telepathic signals to surrounding human minds, influencing them through their dream state to either stay clear or, if their minds are pliable enough, to defend the embryo. Despite this protective measure, Immortals or even humans not controlled by the Sanguinary find some of these Vocci. Even then, the Vox continues to ply its influence on the new owner, by sending him tempting dreams as rewards for seeing to its safety.

## Manipulate Essence

Himsati Immortals do not need Essence Channelling, as they can gather and use Essence at the rate they wish it, as long as they have it in store.

## Natures and Himsati

Most of the Immortals that exist were created intentionally by the Abzulim, who forcefully injected shards into them. Later, when humans evolved, Immortals were affected, against their will, by human spiritual faith. Their bodies took on human appearance to suit the expectations of their worshippers. Still, Immortals maintain the ability to revert to their more primitive Himsati ("the form that kills") at will, calling upon natural powers such as fangs, claws and wings, for each Vox maintains stored in its Essence matrix the original identity of its first body. Such natures are both a boon and a curse, for they grant the Immortals immense powers, but, at the same time, they give a leeway for the Sanguinary to control the Immortal. Each Himsati Immortal has only one Himsati form, which remains ever the same, no matter how many incarnations the immortal goes through. Each Himsati form grants special powers related to that form – the Natures. Natures can also be bought with either memory or experience points, but are usually restricted -- having Natures different from your Himsati type is possible, but only as a great boon granted by a Lord or another powerful Immortal, and the Chronicler has always the final word about it.

At this point, the player must choose the type and species of his Himsati form, be it a hawk, a dog or a piece of crystal. There are two sets of Himsatis: the **Naturals** (organic living beings) and the **Elementals** (elements in their pure form). All sets begin with 4 points to spend on Natures, and the Elementals have automatically the Nature "Wishgiving" for free. All in all, Elementals seem more powerful than their Natural counterparts, (see Superhuman Attributes, below), but their weakness is the fact that their Vox is not part of their body, like the Naturals' is, thus they are always at – 2 penalty in the use of Serenades. Thus, when in humanoid form, they must wear their Vox somehow: as a necklace, a ring, a tie clip, etc. However, when they shapeshift, their Vox falls to the ground – which can be a very dangerous thing to happen.

### Don't Lose Your Vox!

If an Elemental's Vox is not within acceptable range he'll immediately lose all Vox-related benefits and powers, and will start losing 1 point in Primary Attributes per day, until one of them reaches 0. At this point he is risking truly Final Death – if any of the Attributes goes below this, the Immortal will effectively perish – the Vox will be clean of all Avatars, thus becoming a mere, lifeless Shard, until it is fused to a living creature. The furthest acceptable distance for an Elemental to be separated from his Vox is 2 miles per Willpower level. All the lost attributes and powers lost are regained at once as soon as the Elemental enters the actable distance.

Furthermore, the Immortals' accelerated healing will only work if the Elemental in their human form (that is, with no natures activated). When an Elemental is shapeshifted, he can have this increased healing ability only if in contact with his element. On the good side, they are immune to damage caused by their element in the pure form (for example, an Earth Elemental Himsati would never be hurt by a thrown



rock, but would take normal damage from a sword or bullet, even though such things are still part of the Earth element). See Chapter Five: Metaphysics, pp xx-xx, for further information on Natures.

## Himsatis Shapes

### Amphibian or Reptile

*Example Species:* Lizard, Snake, Alligator, Frog, Salamander.

*Bonus:* +2 Strength, +2 Dexterity, +2 Constitution, +1 Intelligence, +1 Perception, +2 Willpower.

### Bird

*Example Species:* Raptor, Carrion Bird, Parrot, Sea Bird, Eagle.

*Bonus:* +2 Dexterity, +2 Intelligence, +3 Perception, +3 Willpower.

### Insect or Arachnid

*Example Species:* Wasp, Ant, Mantis, Cockroach, Grasshopper, Spider, Scorpion.

*Bonus:* +1 Strength, +1 Dexterity, +3 Constitution, +1 Intelligence, +2 Perception, +2 Willpower.

### Mammal

*Example Species:* Cat, Wolf, Rodent, Horse, Bear, Bat.

*Bonus:* +2 Strength, +2 Dexterity, +1 Constitution, +3 Intelligence, +2 Perception.

### Marine Animal

*Example Species:* Fish, Octopus, Squid, Eel, Whale, Dolphin, Seal.

*Bonus:* +2 Strength, +1 Dexterity, +4 Constitution, +1 Perception, +2 Willpower.

### Plant

*Example Species:* Tree, Bush, Vine, Moss, Coral.

*Bonus:* +4 Strength, +1 Dexterity, +2 Constitution, +1 Intelligence, +2 Perception.

### Air Elemental

*Example Forms:* Air, Fog, Storm Cloud, Wind.

*Bonus:* +1 Strength, +3 Dexterity, +2 Constitution, +2 Intelligence, +2 Perception, +2 Willpower.

### Earth Elemental

*Example Forms:* Stone, Metal, Gem, Jewel, Weapon, Sculpture, Sand.

*Bonus:* +5 Strength, +3 Constitution, +2 Perception, +2 Willpower

### Fire Elemental

*Example Forms:* Fireball, Lightning, Heat, Diffuse Glow, Pillar of Flame.

*Bonus:* +2 Strength, +2 Dexterity, +2 Constitution, +1 Intelligence, +3 Perception, +2 Willpower

### Shadow Elemental

*Example Forms:* Silhouette, Dark Cloud, Shadow.

*Bonus:* +1 Strength, +3 Dexterity, +2 Constitution, +1 Intelligence, +2 Perception, +3 Willpower

## Water Elemental

*Example Forms:* Ice, Mist, Stream, Pool, Rain.

*Bonus:* +2 Strength, +1 Dexterity, +1 Constitution, +3 Intelligence, +3 Perception, +2 Willpower

## Himsati Immortals in the Unisystem™:

The Himsati bonus in the “Immortal: Millennium” are slightly different (and much more earth-shattering). Instead of a balanced distribution among the six Primary Attributes, they have been joined into three aspects of a Himsati's form: **BODY, MIND and SPIRIT**. The Himsati receives a set number of points to place in these three aspects. Each of the aspect comprises two Primary Attributes, and the player may allocate the bonus points between these two Attributes as he wishes: **BODY** comprises Strength and Dexterity; **MIND** comprises Perception and Intelligence; and, finally, **SPIRIT** comprises Willpower and Constitution. The Bonus Points are the following:

Himsati Type:	BODY	MIND	SPIRIT
Bird	+ 0	+ 10	+ 5
Insect / Arachnid	+ 0	+ 5	+ 10
Mammal	+ 5	+ 10	+ 0
Marine Animal	+ 5	+ 0	+ 10
Plant	+ 10	+ 5	+ 0
Reptile / Amphibian	+ 10	+ 0	+ 5
Air Elemental	+ 5	+ 5	+ 10
Earth Elemental	+ 10	+ 5	+ 5
Fire Elemental	+ 5	+ 10	+ 5
Shadow Elemental	+ 5	+ 5	+ 10
Water Elemental	+ 5	+ 10	+ 5

## Regeneration

Immortals recover lost Life, Endurance and Essence points much faster than humans do. The regeneration rates are as follows: **Life Points:** 1 point per Strength + Constitution level each turn. **Endurance Points:** 2 points per Constitution level each half-hour of sleep, or one hour of rest. **Essence Points:** 2 points per Willpower level each minute

## Restrictions

Immortals cannot have or use any Gifted abilities – when the vox creates a host body, it has no human soul, thus denying the source of magical power. They have to use their own form of magic – the Serenades. Other powers, such as Miracles, Tao-Chi, Necromancy, Disciplines of the Flesh or the Sight are forbidden as well.

## Serenades

Over time, the Immortals learned to make the vox work for them. Because the vox opened their senses to the true nature of the universe, they used it to imitate the celestial din. This is the origin of the Serenades, the ability to change reality with a whisper, a muttered word, or a song. The discovery of this ability nearly destroyed the Immortals, as serenades became the ultimate weapon. Refer to Chapter Five: Metaphysics for further detail on Serenades.

## Shapeshifting

All Immortals may call upon their Himsati, and draw out all manner of abilities related to that form, such as wings, claws, etc. – these are called the Natures. The complete information on Natures can be found on pp. xx-xx.

Shapeshifting is a complicated business, however – the lure of one's wild side is strong: after all, it's one's true nature. For that same reason, undergoing partial shapeshifting (i.e. activating any number of natures) only takes an action – reverting to mortal shape, however, requires a Simple Intelligence Test. If the Immortal takes his time, and reverts one nature at a time he must make one test per nature activated, and that's it. But if he tries to revert from all natures at the same time, he must one single Simple Intelligence Test, but with a –1 penalty per each nature activated. In case of undergoing a complete shapeshift (when the Immortal takes his Himsati form – a wolf if his Himsati is a wolf, a shadow if it is a shadow elemental), one action is required as well, and all natures are considered activated. Of course, the Immortal suffers the limitations of its form – a shadow can't be hit by bullets, but it cannot speak or pick up an object – however, all five senses are at the Immortal's disposal (for instance, a rose can hear, a rock can see, and so on) and all objects that cannot be held by the current form – such as clothes, shoes, etc. – fall to the ground – things such as jewellery may be kept if the animal form allows it (for instance, a necklace around an Immortal's neck may remain around his wolf form, whereas it could not if his form was a shadow). When the Immortal wishes to revert back to his mortal from a complete shapeshift, he must pass a Difficult Intelligence Test.

In both partial and complete shapeshift, reverting back to human form is the most dangerous moment, however, as the Immortal is at his most vulnerable: should he fail critically the changing test (a final result of 1 or less, after all bonuses and penalties are applied) he is possessed by the Sanguinary, who takes over his mind, and it will be only a matter of time before his Vox is retrieved by the Sanguinary's minions.

## Superhuman Attributes

Immortals are stronger, faster, more resilient and more beautiful than humans, as a result of the influence human faith exerted upon the vox, and, therefore, they reach any level in any attribute they desire – even with the expenditure of experience points. An Immortal may go well beyond the limit 6 for humans.

Secondary Attributes, Endurance and Speed are calculated as normal, but to determine an Immortal's Essence and Life Points, the following formula should be used:  
**Life Points:**  $((\text{Strength} + \text{Constitution}) \times 5) + 15$ . An Immortal can have up to 15 levels of Hard to Kill.  
**Essence Points:** All Attributes summed together + 25. Increased Essence Pool is also allowed.

### Min-Maxing:

This expression was created to designate a “trick of the trade” many players resort to – especially when bonus points are involved – in order to make a character as powerful as possible. If you tell your players to make a Himsati Immortal

character you have to be ready for the possibility that they will try to compensate the character, i.e. during the character creation, they will try to cram as many points as possible in the Primary Attributes that will receive low (or no) bonuses from their Himsatis. You should discourage this as much as possible – this is not a superhero slugfest game, after all. It's not about knowing who's stronger or smarter or faster. Therefore, you should ask your players to create the human host and choose their Himsati before letting them receive the bonus points. Heck, they should have the character done before even being allowed to see the bonus points chart!

## Unaging

Like other Immortals, the Himsati stop aging completely when their Vox awakens, and they remain frozen in that age for eternity (or until they either enter Lethe or possess a new body). Most changes occur between the early 20s and late 30s, but this can happen outside this range if some traumatic event triggers the Vox response.

## Vox, Avatar and Fugue

The **Vox** represents the soul of any Immortal. More, it contains the minds and personalities of the Immortals former incarnations. Since the Vox is the actual “brain” of the Immortal, even when the host perishes, the Immortal will have the same knowledge, memories and personality it had before. However, immortality can often be a burden, so many Immortals undergo the forbidden ritual of Lethe (see p. xx), where they seal their personality, reset the Vox, and begin a new life with no memories of the past and of their immortal condition. Even when they get this knowledge, their former personality is forever lost – it's but another Avatar stored away in the Vox's complex matrix. This matrix is also a source of power – not only does it is the source of the Serenades but it also contain the records of the Immortal's past lives (with memories and powers included).

These past lives are known as the **Avatars** – each Avatar is a mythological figure which is now stored within the Vox. King Arthur, Zeus, Horus, etc. are examples of Gods and Deities that were, in fact, Immortals, and all Immortal characters begin automatically with an Avatar of the player's choice. Each Avatar (i.e. this includes the first Avatar, which is mandatory) grants 10 Memory Points and add + 1 to the beginning **Fugue Rating** (the starting Fugue Rating is 1, representing the first Avatar). The **Memory Points** work like bonus points usable to purchase Skills and Metaphysics only, but with the particularity that they can be spent at once or stored for later use (tales of young Immortals who had never even picked up a knife, but who, in the middle of a fight, start using a sword like they had done so their entire life, are not uncommon). They represent the knowledge and the power of the Immortal's Avatars and so they should reflect their personality. The choice of Avatar(s) should be carefully made, (the Chronicler should be wary not to have two different characters with the same Avatar), and as usual the Chronicler has the final word concerning what is or is not allowed.

### Huh, So What Do We Do Now?

Here's something totally unexpected: no rules are given to create of an Avatar. Not even a list from which to choose from. Many players will rejoice at this, and dive headlong into books of mythology to find the coolest story possible. Others will be scared – especially those whose Mythological knowledge isn't so great. The Chronicler should be ready to help such players, by having at least a superficial knowledge of a few of the greater Pantheons and their better-known representatives. The Greek/Roman Pantheon is a must, and the Norse is one of the favourites, as well. Arthurian legend also gives many interesting possibilities, and for those who fancy something more obscure, there's nothing like Mayan, Aztec or even Egyptian myths. In order to make things easier for the players, the Chronicler can decide to choose himself which Avatar is attributed to which Cast Member – the player will explain what kind of character he would like to play, and the Chronicler will find a suitable Avatar for him.

Furthermore, since an Immortal is constantly accompanied by his former lives in the form of his Avatar(s), he can resort to the skills of his predecessors, in a way similar to the Old Soul Quality (see WitchCraft, p. 88). When faced with a situation where the Immortal must make an unskilled attempt, he can instead make a Willpower and Intelligence test. If he passes, he can make the test as a normal one, with the skill level equivalent to number of Avatars. Of course, this only works with the skills known by his former selves.

The Vox constantly vibrates to the hum of the celestial din that it imitates when making serenades. This constantly causes a background voice, as the vibrations continually keep the sparks of the essences of the various avatars alive and well inside the Vox. This background voice is usually so quiet that it is no more than a mere whisper, and many immortals do not even notice it. However, as time marches on, the voice can become louder as more avatars are added to the chorus of voices and during times of depression, extreme boredom, or confusion, the immortal actually begins to hear them. Added to this confusion is the fact that the voices are alien, and have memories and thoughts that do not match what the immortal has within his organic brain (which has no knowledge of the avatars). This can bring on a form of madness known as **Fugue**.

The Fugue Rating determines the possibility of being possessed by avatars. When a Fugue Trigger is activated (all immortals have at least one Fugue Trigger per Avatar, and some immortals have more than one if they have particularly strong avatars), a **Fugue Test** must be made: the player rolls a D10 and compares it with the character's **Fugue Rating**. **If he rolls higher** than the Fugue Rating, the character passes the test and won't have to make that test again for the remainder of the scene, even if confronted with the same Fugue Trigger. **If he rolls equal or lower**, then he failed the test, and the Character will be dazed, as old memories (which are not his) will engulf him – he'll be at -3 at all tests for the remainder of the scene, and all tests that involve Perception will be at -5. **If a 1 was rolled**, repeat the test. If the Character passes the test this time, then he'll simply be dazed, as above. However, if he fails the test, **a critical failure has occurred**. On a critical failure, an avatar takes control over the Immortal, up to the point of physically changing the appearance of the Immortal to that of the avatar (though the avatar must use the attributes possessed by the current Immortal). At this point, the player loses control over his Character, and the Character becomes an NPC (with its own

agenda and goals) – which may or may not involve aiding the Main Cast – until the player regains control.

### Fugue Tests – Fast and Furious:

If for some reason you feel that this Fugue test does not fit the usual WitchCraft standards, simply have the players make a Simple Willpower test with their Fugue Rating working as a penalty. If the final result is 1 or less, then a critical failure has occurred, and the Avatar takes over.

### Fugue Triggers:

Fugue triggers are incidents that are recorded on the immortal's Vox as memories, which also reverberate within one of the avatar's memories, causing its spark to become active. This can cause the avatar to begin speaking with the immortal from the Vox, the avatar to manifest, or even for the immortal to go into periods of madness or worse. Sometimes, things can happen which cause one of the avatars to awaken. Usually this is the immortal perceiving an event (for example, a child being slaughtered), or being involved in a circumstance in which the avatar knew well (the thrill of the hunt, for instance). As the Vox is recording this experience, the vibrations can strike a chord of memory within one of the older personality matrices. This can also cause the avatar to manifest in the background, speaking to the immortal above the other voices. In the worst case, (when critically failing a Fugue check) the avatar's spark suppresses the immortal's own spark, pushing it back into the Vox while it comes out to attune to the auras. This can cause the immortal to physically transform into the avatar. When the avatar finally is too tired to keep the immortal suppressed (usually when the host body runs out of Endurance Points, or needs to sleep), the current immortal re-emerges and the avatar sinks back into the Vox. Fugue Triggers should be decided with the aid of the Chronicler, and represent mildly uncommon situations, but not nearly impossible ones – for instances, having the Fugue Trigger “**Seeing a girl being hit**” is a good choice. Now, if it were “**Seeing a red-haired girl in a toga being slapped by six men**” would be absurd for its impossibility and no Chronicler should allow it. However if it were “**Seeing a girl**” it would be too common, and the poor player would have to be making tests every two minutes (unless he actually took the Drawback “**Common Fugue Trigger**”).

### Examples of Fugue Triggers:

Seeing a person who looks like an ancient lover/enemy  
Drinking/eating a certain type of wine/food  
Being in a certain place  
Being confined  
Seeing a hail/thunder storm  
Hearing a type of music/instrument  
Seeing an eclipse/natural disaster  
Watching the sunset/sunrise  
Watching a murder/birth.

## Special Powers and Vulnerabilities

### Chimera

#### 5-point Power

**Prerequisite:** A Natural Himsati.

Your Himsati is not an animal, nor an elemental. Your First Form was created, not born. You were a product of the Abzulim, who made you a hybrid – and as a hybrid, although you have a main Himsati, you can choose any Natures you desire – however, you are restricted to Natural Natures.

## Combat Reflexes

### 1-point Power

This power is often found among Slayers and Guardians of the Perpetual Society, the best warriors of all. It represents the ability to draw one's weapon as a reflex action, without even thinking of it. Characters with this power can draw up to two weapons (one for each hand, obviously) – both Guns and Melee weapons – without having to spend an action.

## Combat Mastery

### 3-point Power / level

**Prerequisite:** Either Brawl, Martial Arts or Hand Weapon with a rating of at least 4.

A warrior with this power has practiced the Art of War for long that he excels in it – he dances in the battlefield seeming almost impossible to hit. When using any of the above skills, if he has in it a rating equal or above 4, he has a free attack action every turn, per level bought.

## Common Trigger

### Variable Drawback

An Immortal with this Drawback is much more susceptible to his Avatars than most other Immortals. His memories are far more common; therefore it is much easier for him to enter Fugue. The easier it is to be in a Trigger situation, the more points this Drawback grants. Common Triggers could be, for instance, “Seeing someone falling” (as a 2-point Drawback), “Seeing someone smiling” (as a 4-point Drawback) or “Seeing a bird” (as a 5-point Drawback).

## Iron Will

### 4-point Power

Immortals with this power have conditioned themselves with an extraordinary discipline, to the point of being completely in control of their emotions and feelings. This translates as a +3 bonus to resist any attempt (magical or otherwise) to mess with the character's mind (be it a Gifted power or a seduction attempt). If the power cannot be resisted, then the person trying to influence the Immortal has a -2 penalty to do so.

## Multiple Triggers

### 1-point Drawback

One (or more) of your Avatars has a tighter grip over you – and that reflects in the fact that that Avatar's awakening can be set off by more than one thing – increasing the possibilities of it controlling your body eventually. This Drawback can be bought multiple times, for one or more Avatars, and can be combined with the Common Trigger Drawback as well.

## Powerful Avatar

### 4-point Drawback

All Avatars hunger for control, but some are stronger than others, and therefore much harder to resist. When one (or several) of your Avatars is this powerful, you will have a hard time keeping it in check – not only do you have 2 Fugue Triggers for that Avatar, but one of them will be at least a Level 1 Common Trigger (if you choose to make it even more common you receive the extra points, as in the drawback – for instance, if instead of a level 1 Common Trigger you wish to make it a level 2, you will receive 5 points total = 4 from the Powerful Avatar Drawback, plus one for the increase in the obligatory Level 1 Common Trigger).

# Chapter Four: Perpetual Society

*“Coin!” The King snaps, landing on his feet. Hurriedly, his squire opens the bag on the saddle and retrieves a Roman aureus and offers it to the King. The king strides up to me, holding the coin. I look at the coin.*

*“Go ahead, take it. Inspect it.” He says with an encouraging smile. “I want you to verify your payment.”*

*“I trust you my lord,” I say, taking my eyes away from him. Mortals like to see submission. It reminds them of themselves, and of course, they hate each other most of the time.*

*“I insist.” He says, still smiling.*

*Something is wrong here.*

*I take the coin. It's heavy in my hand. And cold. Undoubtedly genuine. I close my hand on it, nodding approvingly. I offer it back, but he gestures for me to keep it. He makes another gesture and the squire hefts the bag with more coins and sets it on the ground at my feet, untying the cloth, spreading the small hoard out.*

**All of the coins are identical to the one in my hand. Each one looks polished with care. And there are too many. This thought fills me with more unease.**

**"Well?" He inquires,**

**"I am satisfied, my lord." I say. "You are most generous, this is more than we agreed on."**

**"There's more where that came from," he laughs. "Interested?"**

**Ah! Relief floods me. He has another proposition.**

**"Extremely, my lord." I smile.**

**He smiles with exquisite satisfaction, walking over to his black mount, which continues to stare at me. He strokes its cheek.**

**"Wonderful." He swings around and onto the horse's back. He makes a gesture and suddenly I am surrounded with men and grappled roughly.**

**"Take the traitor to the Blacksmith." He orders.**

**"My lord!" I call in terror. I am surrounded by Bright Bloods. The force of their auras presses in on me.**

**My legs weaken.**

**He leans forward in his saddle.**

**"Did you really think I would trust a traitor who caused the downfall of her own lover?"**

**"Let go of me!" I scream. "You have no idea of the forces you affront!"**

**He laughs and leans forward even more, stroking his mount's mane. He blows a kiss on the wind toward me. The shadows of my disguise tremble and melt, revealing my true appearance to him. His men let out cries of consternation as I grow**

**from a plain mortal into a preternatural beauty. 'Lancelot was right,' the King mutters as the last of his willpower sweeps past with the tattered remnants of my disguise. 'You are nothing but a whore painted up in...'**

## Introduction

This chapter describes all the major aspects of the Perpetual Society, a gathering of Himsati Immortals: their goals, methods, history and allies, as well as their organization, divided in Courts and Callings, with the respective description of each of them.

# The Perpetual Society

The Perpetual Society is an organization that gathers most of the Himsati Immortals in existence for a better common protection against the Enemy. Their purpose is to defeat the Mad God known as the Sanguinary, which is only waiting to regain a foothold in our reality long enough to have a physical body once again. Although most of the Society is comprised by Himsati Immortals, many humans claim membership in it – from Mundanes to Makers and Bright Bloods and even (in very rare cases) Gifted.

## History

At the time of its arrival to our world, the Sanguinary's shattered body infected the dominant species on the planet, the dinosaurs. These Abzulim became sentient, intelligent, warlike and eventually paranoid. They created slave races, the current Immortals, to manage their swelling empires. Immortals broke free from their servitude through mutual cooperation. They formed large, organized pantheons they called Prides. These extended alliances, each containing Immortals centred in one of the various forces of nature, formed the first cohesive Immortal society. This diversity seemed to strengthen Immortals, but in reality they were unable to overcome their differences from one another for most of their history.

Eventually, the Prides became political entities concerned with status, power and competition. Having gone to war and nearly destroyed one another several times, they created a bloodless conflict, a political "game" which allowed members of the various Prides to reveal weaknesses in their rivals, ostensibly allowing the embarrassed rivals to perceive a weakness in themselves and thus be more difficult to exploit by the Sanguinary. It made perfect sense that such an exercise would create a force of wise and superbly trained warriors capable of confronting the Sanguinary in the final war. In reality, the differences between Immortals fostered constant mistrust and continued to inflate egos. The Perpetual Society of that age, as the Prides collectively called themselves, came to believe its own propaganda, that they had become the ultimate warriors, invulnerable to the Sanguinary's best



machinations. Proof of this came from a lull in attacks by the Sanguinary's minions, which the Prides perceived as a growing fear of their own power. Too late, they learned the truth of their folly. Arrogance blinded the Prides to the danger they were in. Their organizations had been infiltrated by a number of the Sanguinary agents, turncoats who worked to undermine the solidarity of the Perpetual Society. Some Prides had their entire leadership subsumed by agents of the Sanguinary.

The Prides were attacked by hoards of the Drones in the year 1999 and obliterated with a scattering of survivors. This event was known as the Great Betrayal since a number of key Immortals were involved, traitors who orchestrated the downfall of their own people.

Those Immortals who fell were carried screaming back to the Sanguinary's dark capital, there to be merged with the growing embryonic body of the monster. Far away, their brothers and sisters sensed their lights go out – death had come to much of the Immortal race. The survivors of the attack regrouped deep within their protected territories, the mantles. There, they realigned themselves into the same paradigms now known as the Courts, each connected to a different aspect of reality.

## Beliefs

The Society's main objective is quite clear: destroy the Sanguinary permanently. Since this cannot be attained in a direct as it might sound at first, the task must be divided first into smaller goals, such as protecting the human souls and minds, destroying the Sanguinary's minions, defending the Society's own assets, gathering knowledge and so on. It was for that reason that the Society is divided into several Courts, as each of them controls and is responsible for one of such aspects. Only thanks to a true cooperation between all of them, can the Perpetual Society to ever expect to achieve its goal. Because the members of a specific Court have powers and aptitudes similar to others in the group, there is a deeper understanding between members. This enhanced sensitivity has a number of advantages. The first is the relative difficulty of enemy forces to infiltrate the similarity inherent in the group. The second is a refined spirit of cooperation based on clear understanding of the objectives. Members of the Court understand the nature of what they are, the powers that influence them (and that they influence themselves) and where these influences need to be applied.

Sometimes, they are confronted with other Mad God-related events, and they will do their utmost to help – as long as their true face isn't revealed or any primary missions compromised – for if having a Mad God around is bad enough, then, having two should be beyond a nightmare come true.

## Organization

There are nine Courts in existence, each a political division, but with a focus on harnessing the full potential of its members.

The Immortal Courts are quite feudal in their makeup: at the head of each Court sits a Paragon, an Immortal whose

power and dedication has allowed him or her to rise through the ranks of Lords and High Lords into that position. Then there are those who have achieved the highest levels towards enlightenment, and who dominate the pecking order – these are the Lords and High Lords. Those lower on the hierarchy are generally submissive to the will of those above them. Because the Lords tend to be known for their reputation of wisdom and thoughtfulness, such adoration is usually genuine. Plus, the enlightened members of the Court sponsor individuals or even whole Pantheons, acting as mentors and providing them tutelage. Individual members benefiting from their patronage are known as "Sons" and "Daughters". Whenever an Immortal presents himself to a Lord, strict formal protocol is often expected. While the protocol can vary, there are threads of similarity in every Court, such for as the rule that decrees that all non-Lord members of the Court must observe a policy of never looking a Lord in the eyes without permission.

Within all Courts, there can be found members of all the Callings: one set of related things they excel at. Immortals of the same Calling gather together like a brotherhood, helping each other to hone their skills and abilities within that Calling. Callings are not professions, however: indeed, a member of the Slayer Calling, could very well be a doctor in his mortal guise, using his knowledge of the hunt to ferret out disease in the human body. All the Callings are also known by their individual Call Sign, originated thousands of years ago in ancient Babylonian times, and now used by many mortals as their signs for the popular Western Astrology. Although all Immortals instinctively have a Calling (and that tends to show in their skills), only those claiming membership in the Society receive an extensive training to improve themselves in that field.

Although each Court operates by its own particular standards and method of work, usually after each meeting of the Paragon Council, the Paragon of a Court will sit with his Chancellors and discuss the events of the meeting and how best their particular Court can lend itself to the needs brought forth during the Paragons' meeting. The Chancellors will then send out Emissaries to visit the various High Lords and needs and information are passed up and down this chain of command, strategies assessed in each region where the Court has standing, and assignments are given to those within that region. Assignments that an Immortal of a particular Calling may receive can come from a Lord, a High Lord, or even a Chancellor. When not working towards fulfilling a particular goal of their Court, most Immortals are left to pursue their own betterment, as he is expected to seek out his or her own goals on behalf of the Court, and not idly sit and wait for instructions or assignments. Furthermore, each Immortal is expected to spend time challenging himself, putting his skills to test, and to furthering the Cause by working with other Immortals, not only within his own Court and Calling, but of others as well.

## Allies and Enemies

**Rosicrucians:** The master scholars are no doubt the Covenant with more overall information concerning the Society and Himsati Immortals in general, which is not saying much. Some of the Masters know something about these Immortals, and have even related some to the legends of the Old Gods, but little more, which suits the Society just fine.



Even if the Gifted do fascinate them, they have to keep their identity hidden until they achieve a final victory over the enemy. They will work with this Covenant willingly and most often than with any, however, if that does not compromise their secrets – most of the time as a friend or lover of the Gifted – and by aiding him in subtle ways, such as dream weaving, or even by acting as a guardian angel.

**Sentinels:** The Sentinels are a touchy affair to the Perpetual Society, at the very least. For years they were the Old Gods, worshipped and followed by thousands and millions. Then, they started to be forgotten, traded by the One God, losing the faith and the worship of their followers, thus losing power as well at each passing day. But that was not the issue: what the Immortals have never forgiven the followers of the One God was the genocide made on His name: the Old Gods and their worshippers respected the religions of others, and believed they could co-exist peacefully side-by-side. But their former followers were either forced into worship or slaughtered, their holy places of worship were destroyed and desecrated, and they were called demons and devils out to corrupt mankind. For that reason – and although they will not harm a follower of the One God intentionally for his allegiance – most Immortals will go out of their way to avoid Sentinels, and only a matter of the utmost importance will make them work alongside them. It is less common for younger Immortals to have that problem, but the elders still remember the screams of their high priests and priestesses being tortured and burnt alive at the stake or inside their holy forests.

**Lodge of the Undying:** In spite of what one might think at first, neither Association has any particular knowledge on each other, although there have been cases of friends or lovers who find each other after millennia, which leaves in the hands of both the problematic task of explaining themselves. Since True Immortals can sense others like them, it will be impossible for a Himsati Immortal to pass for a True. On the other hand, most of the time, the Himsatis will take the other for a Bright Blood or even another Himsati. Since until now there haven't been any obvious and blatant cases, the two groups have remained more or less oblivious to one another.

**Wicce:** The Wicce do not possess any special power or knowledge that might aid the Perpetual Society in its struggle against the Sanguinary, therefore they are of very little importance to the Society in General. However, members of the Court of Life are irresistibly drawn to these Gifted: their love for the nature and deep concern with the survival of the planet often brings them together, fighting against a common foe. Contact with this Covenant is made on an individual basis, and the looseness inherent to the Wicce leads the Immortals to think of them not as an actual organization, but just as a few scattered Gifted who follow the Old Ways.

**Cabal of Psyche:** The Seers fascinate the Courts of Fate and Dreams, and they would do nearly anything to be able of enlisting one of them into their ranks – as they believe that they could help them uncover the Sanguinary's weakness, which would bring It down. However, and for some unknown reason, the Seers have chosen to remain apart from the Society, and remain undetected by it.

**Twilight Order, House of Thanatos and the Fellowship of Judas:** The Court of Death has frequent

dealings with these three Associations, and will ally themselves with them at the briefest notice, when dealing with problems that involve death and the souls of humans. Their knowledge of death also fascinates the Court, and many days are spent listening to stories by members of these three groups. The true nature of the Himsati Immortals is not known to most of them, but some members of the House of Thanatos have recently discovered the truth about their Immortality, and are eager to know how they have found a way to defeat death.

**Knights Templar:** The Court of Secrets and their Empaths are the most likely to cross paths with this group – and sometimes things can go very wrong because of it – as both groups are unaware of each other, they can often get in each other's way easily. Since a few years, the Society has started to cross swords with a strange group, with a hold over mankind powerful enough to shape the future of man: the Combine. This threat is not even as half as large as that of the Sanguinary, but it starts to draw more and more of their attention at each passing day – together with the Court of Fate, they have recently began throwing monkey-wrenches into several of the Combine actions, from hostile takeovers, to expansion of drug cartels, and even two assassination attempts. However, at least five Immortals were slain, one entered Lethe (the whereabouts of his Vox is unknown, but it is believed to be in the hands of the Knights Templar) and three teams of Templars were killed, while both Associations were trying to get to the common enemy and found each other instead. Since the Perpetual Society has the major advantage of immortality, and the Knights have a deeper understanding of the Combine, should they eventually unite their efforts that could very well spell disaster for the Combine.

**Other Covenants:** Dealings with other Covenants are null, except on a personal basis, and even so, exceedingly rare. Nomad Ferals are the most common, since they tend to often find Immortals with animal himsatis wandering around the wilderness in their animal shape – from these dealings often spring lifetime (of the Feral) friendships, since there are few who understand the calling of the Beast like the Feral and Animal Himsatis do.

## Society Stories

Stories involving the Perpetual Society can involve a series of different situations. Some are described below.

**Death & Rebirth:** The Cast Members are the only survivors of a terrorist attack: a bomb as been set off in a mall and dozens of people have died – including the Main Cast - ...or have they? As they awake in hospital together, they begin to wonder why did they survive... and what are they? Suddenly they are alone in the world – stronger, wiser, more powerful, but, even so, alone, except for each other. And as both the Perpetual Society and the Progeny race to get them in their ranks, they will have to decide who is a friend and who is a foe.

And the opposite can happen as well, if the Pantheon of the Cast Members receives the mission of rescuing a group of recently awoken Immortals... before the Progeny gets to them. But what if the Newborns lash back in fear, releasing their Serenades, and attracting the attention of the Progeny? How can the Cast keep their enemies at bay, retrieve the

young Immortals unharmed, while avoiding losing their human bodies in the process?

**A Past Tense:** An Immortal is more than his present and future. In a world where many beings which defy the human laws of death inhabit, it is not uncommon for an Immortal to have to face things from his past, especially if his Avatars were cruel or downright evil – other Himsati Immortals, True Immortals, Vampyres and even Major Gifted might have a score to settle with the Cast Member. And how will react the rest of the Main Cast? What if one of them discovers that he lost something precious – honour, a lover, riches or even his own life – to him? Will the group fall apart? Will there be an unexpected betrayal? Will everything be forgiven and forgotten? Is the past dead and buried or does it haunt you for eternity?

**Avatar In Control:** An Immortal's Avatars are a ticking time bomb – at any given moment they can go off, without warning, without mercy. Should one of them possess the body of an Immortal he is in the Avatar's hands until the he falls asleep. But what if a powerful Immortal – the Main Cast's mentor or ally – has been possessed several weeks ago, and does not show any signs of wanting to go back to being just another voice in the head? What if the Avatar tries to use the Cast Members as pawns, to get back at old enemies, who might even be newborn Immortals, friends of the Main Cast?

## Callings

Immortals discovered about a dozen broad categories of abilities that they tended to gravitate towards, even through many mortal identities as they went through the process of Lethe and reawakened to their Immortal identities. When an Immortal joins the Perpetual Society, his Calling is quickly determined and he receives an intense training in the skills that suit him best. Each Calling has a set of Primary Skills associated with it, and the Immortal will be trained in them – that is reflected in the +3 Skill Rank bonus he receives for those same skills.

### The Builders

The Callings that fall under the Builders category are dedicated to building up all aspects of Immortal society. This includes extending physical boundaries, gathering wealth, and building new structures and strongholds. It also includes efforts to improve as a species, which is very important to immortal beings.

### Explorer

The masters of survival and also unarmed combat, the Explorers are the trailblazers who break new territory for discovery or conquest. The Explorer can always find his or her own way.

The Explorers wander the unknown fringe of mortal and Immortal society, pioneering new trails and recovering lost artefacts or other knowledge that can be useful in the war against the sanguinary. They travel constantly between worlds in pursuit of the undiscovered or the forgotten. Explores exist outside most social laws, but they have their

own code which works for them in the wilderness they must wander. Honour is everything to an Explorer.

**Call Sign:** Aries, the Ram

**Primary Skills:** Notice, Survival, Drive

**Quote:** *"We are the trailblazers who break new ground, and who conquer all that stands before us. Only we survive the harsh environs that others fear to tread. Train within our halls and master yourself as you master the world around you. Be it physical, mental, or social, our bodies and minds alone are the finest weapons to survive any path we follow. We go where others have not even yet imagined."*

### Merchant

Practicality and an eventual sale always on their minds, the Merchants are deal makers and creators. Profit is the number one motivator for this Calling. They always have an eye for value.

Merchants are creators and dealmakers, and the Immortals' main connection to the world of humans. Money and comfort are important to this Calling. Its creations (anything from a tool, to a temple, to an empire) are based on practicality and a return on investment. In the Merchants' view, Immortals can only survive in the materialistic world of mankind by amassing their own fortunes and economic power. In fact, it was probably this Calling that helped create the materialism of human culture. A Merchant can, given a little time, produce most anything a person could possibly want or need... for a price. There is always a price. Profit is everything to a Merchant.

**Call Sign:** Taurus, the Bull

**Primary Skills:** Bureaucracy, Notice, Hagglng.

**Quote:** *"We have what you want, and if we do not, we will find it or make it. From the simplest quill and paper to the mightiest empire, we fulfil all needs and wants. Spend your time with us, and your efforts will yield substantial results. Practicality and opportunity are our watchwords. Buyer beware, sell high, buy low, there is no such thing as a free lunch."*

### Tactician

Power tamed by responsibility, these are natural born leaders. Always attuned to the needs and desires of those around them, the Tacticians are focused on bettering the Immortal species. They decide what actions should be taken by the Courts, and assign people to those tasks. Immortals are assigned to tasks not only for their ability to succeed, but also for their capacity to learn from working on the task. Those who are weak must be challenged and strengthened through adversity. If they cannot be improved, they must either be destroyed or placed in situations that offer minimum danger to Immortal society. In such cases, Tacticians make recommendations after testing individuals, and the Scourge makes the final determination as to the subject's fate.

**Call Sign:** Leo, the Lion

**Primary Skills:** Hand Weapon, Smooth Talking, Strategy

**Quote:** *"We will make the weak stronger and the strong even more so. We are the leaders among our people, balancing power with responsibility. See through our noble eyes and know the natural order of things. We test the strengths and weaknesses of all things. All around us are pushed beyond their limits so they can make themselves better than they ever were before."*

## The Intellectuals

The Intellectuals are dedicated to knowledge. They study the actions and weaknesses of their enemies, make plans for the future of the Immortals, and are responsible for the teaching, guidance and education of both mortal and Immortal societies.

### Emissary

Creating balance and fairness, the Emissaries are the peacemakers and peacekeepers of the Perpetual Society. They are excellent negotiators and arbiters in any situation. Emissaries are ambassadors: they negotiate, grant concessions, gain power, prestige and resources for their allies through treaties. An Emissary is a walking cup-bearer of peace, and the messenger who delivers decrees of war, thus a court will stand still and silent when an Emissary enters the room, for he carries the words of powerful allies and rivals alike. If an Emissary cannot tell the truth, he will not speak. Truth is everything to an Emissary.

**Call Sign:** Libra, the Scales

**Primary Skills:** Acting, Etiquette, Smooth Talking.

**Quote:** *"We balance all things. We create fairness and peace among those around us. The water flows smooth and peaceful, and we maintain that. Listen to our words, learn to speak, and to see the scales never tipped unfavourably. An even hand is dealt to all by us, and all come away knowing they have gained and not lost."*

### Mentor

The most civilized of the Callings, the Mentors are the intellectuals and scholars among the Society. They spread the path of knowledge to all, simply for the love of doing so. Probably the most human of the Callings, they are dedicated to teaching others. They focus on finding young Immortals who are just learning their true natures and bringing them into the fold of Immortal society. Patience is everything to a Mentor.

**Call Sign:** Aquarius, the Water Bearer

**Primary Skills:** Any one Scholastic or Artistic skill, Instruction, Research/Investigation.

**Quote:** *"We know all, dispensing knowledge from the Cup of Memory as water to a parched throat. We are the scholars who teach and the intellectuals who are taught. Come be with us and learn what it is to be Immortal. All are sent to us, so that they may be educated in some way, in some skill, knowledge or profession. Our Calling hears the path of the teacher and heeds it, but never do we forget that we too were once students."*

### Profiler

Working through facts and figures for the truth "behind" the truth, the Profilers are studious and analytical. They are experts at extracting facts from details. They always seek an answer.

Profilers are driven by the need to solve mysteries. Whenever a mystery confronts the Immortal society, it is a Profiler who is sent to investigate. They are only interested in facts, not supposition, and are ruled by deduction, not intuition. Often their enhanced abilities allow them to spot clues even rigorous search has left uncovered. If not for the work of Profilers, the Sanguinary would be much more deeply entrenched within Immortal society. Facts are everything to Profilers.

**Call Sign:** Virgo, the Maiden

**Primary Skills:** Investigation, Notice, Questioning.

**Quote:** *"We analyse the facts and figures and find the truth behind the truth. If something is amiss, we find the correction for it. Dissect the universe with us, and let your mind see all that you have missed. We take all available material and come to the best conclusion possible at all times. From the most minute details we gain the facts that speak the truth."*

## The Manipulators

The Manipulators are a group that would not have much purpose in mortal society. However, they are necessary for the survival of the Immortals. The Manipulators are responsible for divining and, to whatever extent is possible, channelling the future actions of the Sanguinary and Its minions, as well as keeping the Sanguinary from learning their plans. On a more practical level, they are also responsible for keeping mortals unaware of the Immortal society that exists around them.

### Chameleon

Sometimes sneaky, always unpredictable, the Chameleon is the Calling of movement, communication and change. Chameleons love to change others perceptions of them and get away with things. Therefore, they are natural spies, shape-shifting masters of disguise and guile. They can mimic others and get close to any target, either to gather information, plant misinformation, or gain trust.

Before joining this Calling, a Chameleon must first search a compatible partner. A complex and mystical ritual then transforms the two into twins, identical in every way.

Not only are the perfect physical and mental copies who can function as each other, but they are probably the only being each will ever be close to, for the Chameleon's reputation as a deceiver and a betrayer leaves few opportunities for making friends. Guile is everything for a Chameleon.

**Call Sign:** Gemini, the Twins

**Primary Skills:** Acting, Notice, Stealth.

**Quote:** *"We think, sometimes so much, that we are of two minds. Our thoughts are always in motion, planning, staying one step ahead of those around us. Spend time in our labyrinth and master the true power of communication. For the more we say and do, the more we change your perceptions of us. Ever changing, we are swifter than the wind, and one step ahead of those around us."*

## Empath

Always seeking to better themselves materially and socially, the Empaths are master jugglers and manipulators. Excellent at covering not only their own tracks, but the tracks and traces of others. They are master controllers, translating a comprehensive knowledge of people and their environment into master programs of control and manipulation. Theirs is among the most mysterious and feared of Callings because no one ever knows truly where he stands with an Empath, or what forces he might secretly be wielding to alter and direct a foe's behaviour. Empaths often use their abilities to confound human authorities and conceal the existence of Immortals, or to orchestrate the downfall of another Immortal. They will not hesitate to use their knowledge of an opponent to control him. Cleverness is everything to an Empath.

**Call Sign:** Capricorn, the Chimera

**Primary Skills:** Brainwashing, Seduction, Smooth Talking.

**Quote:** *"We use all we need to maintain that which has been accomplished. You see only what we wish you to see, because we are the master manipulators, juggling your perceptions of reality. Try and find us, and learn that we change what is around us, as opposed to changing ourselves. We deal the hand that you play... are you sure you are actually holding any cards?"*

## Mystics

The dream travellers known as Sleepers form this Calling. Viewed as visionaries and shamans, many carry a strong artistic presence. Always seeking to forge new ground and vision, Mystics are mysterious and surreal: they live in the world of dreams, entering into the collective human subconscious where the Sanguinary plots Its resurrection and the destruction of the Immortals. It is here, in Its lair, that they create dream fortresses, the advanced bases of their counter-attack. From these fortresses, they launch pre-emptive strikes against the Sanguinary, hoping to disrupt Its schemes and prevent Its rebirth.

Mystics often speak in riddles and metaphors because their minds are so steeped in the constantly shifting landscape of the dream world. An open and receptive mind is everything to a Mystic.

**Call Sign:** Pisces, the Fishes.

**Primary Skills:** Occult Knowledge, Myth and Legend, Trance.

**Quote:** *"We believe in things that most cannot even imagine. We are the mystics and the shamans, reaching out to people and places most believe to be mere fantasy. Roam the dreampaths with us, and learn to be unhindered by the constraints so many place upon themselves. We forge a crown made of Essence, freed from more material beliefs."*

## The Soldiers

Soldiers are the troops of the Immortals. They engage in offensive and defensive battles, ranging from small commando raids to large-scale actions. Some specialize in group tactics while others are loners. They are equally capable of functioning as a bludgeon or a scalpel. All military commanders come from the ranks of the Soldiers, though they rely heavily on information from other Callings.

## Guardian

The most maternal of the Callings, and one of many teachers and healers, the Guardians are the protectors and keepers. They always lend themselves to those in need.

Guardians protect things of value, whether people, places or things, therefore, they are also called Keepers. They are superb bodyguards and close-in fighters and are often dispatched into the mortal world to safeguard a human who has been foreseen to be of great value to the Immortals. Vigilance is everything to a Guardian.

**Call Sign:** Cancer, the Crab.

**Primary Skills:** Guns (or Hand Weapon), Brawling, Notice.

**Quote:** *"We feel your fear, but harm will not befall you while with us. Nurturing, Healing, Protection; these are what you will receive from those of our kind. We are the most maternal of the Callings, and few do we turn away when they are in need. Be safe with us and we will teach you how to grow. You will be defended until you are strong enough to defend yourself."*

## Scourge

Seeking Justice, the Scourge is ever vigilant and perceptive. Very little passes by their notice, be it a sneaking thief, a light scent on the air, of a lie. Seekers of insurrection and treason, these they cannot tolerate. The Scourge Calling attracts the most perceptive Immortals as little is hidden from them, for Scourges are truth-seers, able to detect lies. Their reputation for being dispassionate and incorruptible is legendary, and their alien, emotionless quality makes them

both respected and feared throughout Immortal society. A visit from a Scourge always means an investigation and usually means someone will take a fall. They are used by the Courts to root out insurrection and treason in the ranks, and to pass judgement. Justice is everything to a Scourge.

**Call Sign:** Scorpio, the Scorpion

**Primary Skills:** Investigation, Notice, Questioning.

**Quote:** *"We desire justice, no matter the cost. We seek to find new things in that which has already been searched. See the world anew through our eyes and cleanse the corruption from your own soul. The means may not always 'seem' just, but we do not tolerate corruption in any form. We are the most vigilant, the most watchful of all."*

## Slayer

The hunt, though not always to the death, is the Slayer's domain, as they are superb and patient stalkers. These are the sportsmen, competitors and outdoorsmen. With a preference for long ranged weapons, few prey escape them. These are the warriors of the Perpetual Society: whether they are gladiators, assassins, or bounty hunters, their methods are direct and often lethal. Slayers are dispatched against enemies of the Immortals, whether those are humans who have learned too much and cannot be reasoned with, or minions of the Sanguinary Itself. Duty – though often unpleasant – is everything for a Slayer.

**Call Sign:** Sagittarius, the Centaur.

**Primary Skills:** Hand Weapon (or Gun), Martial Arts, Tracking.

**Quote:** *"We understand all prey, the call of the hunter's horn is ours to command. The ultimate competitors pale before us as we seek the challenge of the hunt. Track with us, and learn to run down all adversaries that are put before you. Do not be on the other end of our weapons of range, you will not escape, not matter the distance."*

## Courts

If the Callings are the heart and soul of Perpetual Society, then the Courts are the foundations upon which it is based. Each of the Courts, which represent an ideological/political affiliation, claims a determined sphere of influence and aspect of reality (both in Immortal and human society) they work with. There are many Courts, but only seven currently count as the greater Courts due to their size and sphere of influence. From these Courts (but not necessarily the same Court), Immortals come together into Pantheons. The Pantheons in ancient mythical times represented the various groupings of Gods that one was most familiar with, such as the Egyptian, Greek, Norse, etc., which were all Pantheons of Immortals. In recent years, the word started designating smaller groups of Immortals gathered to either fulfil a task given by the Perpetual Society or even a gathering of very close friends and allies, which act together – such as a Main Cast. Immortals choose their Court based on their strongest connections to reality.

## The Court of Death

This Court is in charge of probing the mysteries of death, whether it involves delving into Death Realms politics, or destroying rampaging undead. Among their duties is the task of convincing mortal spirits who cling to the physical world to pass beyond, for those that resist this journey can become targets for creatures that seek to devour their Essence.

The Court also attempts to rescue the souls that have been taken from the still living and claimed by the Sanguinary and her forces. Just as often that it is thought the Courts of Life and Death might oppose one another, they also work together in situations such as these.

The Court maintains extensive reach in the more gothic cultures, but this is, by far, not the only place they can be found. Many of the world's oldest cities have a large history and their fill of the wandering dead. Here the Court keeps a watchful eye on the many places of hauntings and lost souls (including some Immortal souls that have not yet returned to physical form), that tend to exist in these larger older cities and places. The Court of Spirits (as this Court is sometimes nicknamed) seeks to prevent the destruction and defaction of the human soul. Though the guises of Grim Reapers and Lords of the Underworld have not been entirely abandoned by the Court, this is not what they are about. The Court maintains a strong vigil over Malkuth, where they sometimes travel to. They can be also be found in places where Rentless Dead, Ghosts or Phantasms tend to appear. When they find them, they attempt to help them finish whatever is holding them here, or, if necessary, to remove them from this plane permanently.

Famous members have included Hela, Hades, Anubis, and Rashnu among others.

**Dominance:** Immortals from the Court of Death gain +2 bonus to any skill test while in a cemetery, funeral, hospital or other place where death is reverently observed. During festivals or holidays dedicated to the observance of death or the dearly departed, the character gains the bonus dominance for the whole day while near to observers of the event.

## The Court of Desire

The Court of Desire is concerned with the endless study of the desires and emotions that obsess mortals. By understanding the nature of these, the Court hopes to seduce the Sanguinary Itself to Its doom, by overloading it with the totality of mortal desires and emotions, rending it apart with intense pleasure and pain.

Members of the Court seek out and tempt mortal allies to their cause, while working to break addictions created by the Sanguinary within individuals who might cause harm to the Perpetual Society. Many a small war has been fought between the Progeny and the Court of Desire over the life of single powerful mortal, pulling at desires at either end. Others, more daring, make it their duty to break addictions within the Immortal minions of the Sanguinary, although success in this area has been severely limited. The Sanguinary's use of the temptations of greed, lust, avarice, and so on, in Its evil plans has given it a strong hold on its servants.

Members of this Court can be found in all walks of life, dealing in most any type of situation imaginable. They are quite prominent in the arts, music, and other forms of mortal culture. From the peaks of mortal High Society, to the darkest recesses of the various counter-cultures, the members of the Court work to turn mortals away from the thrall of the Progeny. As part of their work, members of the Court are continually assaulted by a variety of sensations, which has given them a reputation as being some of the strongest willed amongst the Perpetual Society. The Court maintains a strong watch over its members so they do not fall to the temptations they flirt daily with.

Members will usually pick one or two specific desires, emotions, etc. to work with, though all work towards becoming versed in as many as possible in order to resist the temptations that they are presented with during their work.

More famous members include Ishtar, Dhamballa, and Rati.

**Dominance:** Immortals from the Court of Desire gain +2 bonus to any test involving the manipulation of desires and emotions used while in a place that cultivates them, such as dance clubs, intimate vacation spots, fine restaurants, and casinos.

## The Court of Dreams

The Court of Dreams is dedicated to warfare against the Sanguinary within its own lair, the Dreamlands. Here, where humans face the constant onslaught of alien, psychological forces, the Dreamers are rescuers, teachers, defenders and companions to those whom reality has forsaken. These dreamers understand the nature of the world of dream, and the fact the Sanguinary's spirit moves through the subconscious of the human race. By teaching humans to dream of the Court's own realm, the Dreamtime, which is connected to the Sephiroth of Hod, the Immortals increase the size of their domain and shrink the domain of the Sanguinary. Once the Sanguinary exists in only a small number of minds, they hope to destroy this small, insane population and thus destroy their enemy.

As the smallest of the nine, this Court has some of the most awesome responsibility within the Perpetual Society. While other Courts have Mystics, it is the Court of Dreams that remains on nearly constant vigil against the threat the Sanguinary poses in the subconscious mind of humanity.

Immortals of this Court push humans to be as creative as possible, sharpening and honing their minds so they can withstand the onslaught of the Sanguinary and her minions. Still others serve to warn mortals of danger to themselves, or to help them achieve goals through visions and daydreams as well.

Famous members include Cerebus, Selene, and Njirana.

**Dominance:** Immortals from the Court of Dreams gain +2 bonus to any test made while in the dream world itself, or within a quiet place where people are sleeping. However, they do not get dominance in or during nightmares since the Sanguinary or its followers cause the majority of these.

## The Court of Fate

The Court is fascinated with time -- past, present and future. Though travel through time is not possible, the Court learns about the possible future from the permutations of the past, and the divergences of the present. They actually exert their own forces to change the possible outcomes of the future. Their overall purpose is to change the future, through the fulfilment of their own prophecies, to one where the Sanguinary is no longer a threat. The Court is the heart of a prophecy that guides the whole of Immortal Society. This prophecy, which is self-created, concerns the rise of the Sanguinary and the final war that will take place in the real world. They wish to change the future, not predict it. The Court wields mystical control over probability and chance, and is fascinated by luck and studies it tirelessly as well. They are unable to often resist the temptation of participating in games of chance.

On a daily basis, the Court does not involve itself as heavily with individual mortals as most of the other Courts do. When they do choose to do so, the mortal usually has a heavy importance in upcoming events or is being used as a pawn by agents of the Sanguinary. Normally the Court provides subtle and gentle pushes and nudges to help direct events in directions that are beneficial to the Courts. The changing of spotlight a few seconds earlier than normal can have an incredible impact on the next few minutes or immediate future. It is their ability to look at not only the past, but also the myriad of possible permutations of the future as well that makes them seem so enigmatic and sometimes alien to the rest of the Courts.

Interestingly enough, the Court is not only interested in pure facts and probabilities. Legends and Lore are also part of their repertoire. It has been said that the Court only looks to what is relevant, and most forget that the machines of propaganda can be just as relevant as pure facts. The Court of Fate is known for spreading false rumours and propaganda to confound and confuse the Progeny and other enemies of the Perpetual Society, and lead them away from the plans and work of the other Courts.

Famous members include Anansi, Tyche, Pythia, and Lilith.

**Dominance:** Immortals from this Court gain +2 bonus skill whenever they use a skill to influence chance or probability directly. This situation occurs quite frequently with any kind of gambling, where the legends of the Courts of Fate and Desire playing for the fate of something or someone very important sprang from.

## The Court of Life

The Court of Life's purpose is basic—the preservation of all life and the destruction of all forces which threaten life. Most prized in their eyes is the life of the innocent, which they preserve with fanatical fervour. While the Court understands that life does end, the taking of life before its time is something that they abhor. The Court of Life will not hesitate to intervene to save a life, even if it's a suicide, and on occasion, has come into conflict with the Court of Death



whose knowledge of individuals and their relation to death are clearer.

The Court of Life is less philosophically opposed to technology than they are to industry, which often neglects the environment and the health of the creatures therein. Because of this fact, they sabotage industry constantly. The desecration of Earth's wildlife and lands fuels the Sanguinary's power and takes more inspiration, hope, and freedom from humanity as those places they may escape to from time to time slowly vanish. But as the natural resources of

Earth have dwindled, they have also learned to adapt to the concrete jungles of the cities of man. All members of the Court of Life have that slightly animalistic flair to them, if not in behaviour, than in look. There is also something noble about it as well.

Where the Court of Death protects the Souls of those living on Earth, the Court of Life are the defenders of Earth's own soul as it were. For every member that one can picture involved in saving the whales and working in Greenpeace, there is an eco-terrorist, an outdoor sportsman, an agricultural specialist, and a corporate raider. All work towards the same goal, the preservation of Earth by defending life.

This is not to say that the Court does not understand the concept of death or killing however. The Court does not judge the value of an individual life unless that life threatens the lives of others. Members hunt the concrete jungle looking for Drones entering a city, and then find their havens outside the cities and destroy them. They work to introduce programs that keep a city alive, rather than a steel and concrete prison for humanity. They have also learned to join in with other Courts who hunt those humans that have become corrupted and too dangerous to the rest of humanity.

Famous members have included Isis, Freya, Brigit, Dagda and Susanoo.

**Dominance:** Immortals from the Court of Life gain a +2 bonus to all tests when in places where birth or renewal flourishes, including maternity wards in hospitals, completely unspoiled wilderness, preservation parks, etc.

## The Court of Making

The Court of Making is devoted to the destruction of weakness and the perfection of form. To this end it seeks to rid the world of any weaknesses that the Sanguinary might try to exploit during the final war. One way is through the wishgiving ability of the Elemental members, focused by the faith of mortals – making wishes come true and opening the mind to real possibilities is a large part of what the Court is all about. They rescue people from despair and empower them to become mighty warriors for the human race.

The Court is also very focused upon technology and the ways it can be made to serve mankind and Immortal alike. Many want humans to abandon natural organic systems in preference for superior techno-organic android forms and perhaps reject the Sanguinary's presence, in the meantime.

The Court works in a variety of medical fields, both biological, technical and psychological, and there they find ways to turn humanity away from those things the Progeny uses to weaken them.

This Court is also versed in human technology, finding ways to use this to strengthen and inspire humanity in both mind and body.

Famous members include Lug, Tlaloc, Tvashtri and Agni.

**Dominance:** Immortals from the Court of Making gain a +2 to all tests when in places where building and design are in full swing, especially if the project is particularly inspired. Places of mundane toil, such as factories, do not count as part of this category.

## The Court of Secrets

The Court investigates all the creative works of man, art, literature, media, etc., as the writer, the artist, the filmmaker, all in committing their prose or brush, unwittingly reveal information about themselves, and within these are patterns, which the Court discovered long ago. Because the Sanguinary exists in the dreams of humans, and because creative works are derived from the imagination, often inspired by dreams, these patterns have been found to partially originate from the Sanguinary herself. By careful study and comparison, the Court hopes that it can devise the ultimate weapon against the Beast... its true name. With this name they hope to gain absolute power over it, breaking its tyranny for all time and using it as a force for good, or if this is not possible, destroy it. Day to day activities revolve around collecting and studying books, art and other recordings and media for possible plans of the Sanguinary and its minions. When they find out about these plans, they attempt to divert those plans and foil them. Objects that inspire humans often contain residual imbedded Essence. The Court seeks to keep such objects out of the hands of other Immortals who would just as soon drain the relics than preserve them. To this end they scour the planet looking for original works, and now possess the largest art and literature collection in existence.

A great number of Profilers belong to this Court, as well as the Callings of Mentor, and Chameleon. However, one should be warned that this Court has its fair share of Slayers and Guardians as well. This Court has at times gone to great and dangerous lengths to obtain materials that the Progeny would rather not fall into the hands of the Perpetual Society. The Court also watches over those who have a high degree of natural creativity, and thus watch over many talented artists in many fields. The Progeny sometimes attempt to either corrupt their talent, or to feed false information through them to the Courts, as was done before.

A great deal of not only scholars, but also those possessed of alternative wisdom and trickery also populates this Court.

Famous members include Thoth, Hermes, Ganesh, and Shoten.

**Dominance:** Immortals from the Court of Secrets gain a +2 bonus to all tests when in places where knowledge is sought, including libraries, universities and other epicentres of academia, or a +2 bonus to any skill tests involving Scholastic skills.

## The Court of Shadows (The Shadowen)

The Court of Shadows, above all, is the police for the Society. They enforce the law known as the Silence, which prohibits Immortals from revealing themselves to the general mortal population in any way. Too often trusted mortals have turned out to be unwitting servants of the Sanguinary, and many an Immortal has been taken by the Sanguinary, from misplaced trust. By keeping humanity ignorant of the Immortals, the Court believes this will give them an advantage in the final war. Court sifts through these trying to understand the Sanguinary for a means to more easily defeat it. In the shadows is inspiration of many terrible thoughts within the human race.

The Court of Shadows fears that the human race may be doomed because of its symbiotic relationship with the Sanguinary. Humans that are deemed too powerful with the ability and knowledge to spread the secrets of, or challenge the security of the Perpetual Society, are considered a danger. Unless a member of another Court can quickly find a way to salvage the situation, the human is hunted down and slain by a Triad (the Shadowen tend to operate in teams of three). This has brought them, on occasion, into philosophical conflict with the other Courts.

The Shadowen are easily the smallest Court, second only to the Court of Dreams. The Court is unique in that they are almost all shadow elementals, and even they do not understand or know the process by which the Abzulim created them, as no shadow elementals seem to come about as newborns at all.

A strange affinity with the darker side of humanity plagues most Shadow Himsatis, and therefore the Court does not interact largely with the mortal population, as they rely on closer bonds with individual mortals rather than working in the mainstream population of humanity.

Instead, taking lessons from their own misguided past, they strive to maintain peace amongst the members of the Perpetual Society and act as enforcers of the laws of the Society.

More Scourges can be found amongst the Shadowen than any other Court. The groups of three known as triads are the preferred working method of the Court when possible. The members develop close bonds with each other, as close as any mortal family would. They watch out for each other, and take care of each other. In this way, corruption by the Sanguinary is more difficult.

Famous members include Nemesis, Arshianna and Sraosha.

**Dominance:** Immortals from the Court of Shadows gain a +2 bonus to any test when in places of extreme darkness,

very dim or with a complete absence of light. This makes them especially powerful at night when there is heavy cloud cover, or no moon, or in windowless buildings.

## The Court of War

The Court of War's purpose is clear. One of the goals of the Sanguinary is the destruction of the human soul. To this end the Sanguinary fosters many of the human conflicts of today, from wars to gang violence. The Courts goal is to intervene and stop the Sanguinary from turning humanity into one large soulless army against the Immortals. The Court exists as the front line against the Sanguinary, sacrificing themselves fanatically for the good of all Immortals.

Whenever a minion of the Sanguinary is revealed, these Immortals race to intercept and destroy it. The Court are all fighters with a deep love of freedom and feel that humanity has no right to be enslaved by the Sanguinary or even other Immortals. To this end you can find the members of this Court involved in all aspects of human conflict, from Third World Countries at war, to guerrilla warfare, vigilantes against gang violence, and even the war on drugs.

The Court tends to take extreme measure when necessary, only rivalled by the Court of Shadows in how far they are willing to go to stop the corrupted.

The Court has a deep-seated belief in personal freedom, and the freedom to make choices and not be influenced as the Sanguinary influences humanity through fear and manipulation. Furthermore, they are the ones who take the most direct and proactive hand in stopping many of the Sanguinary's plans. They are called upon to assist in destroying Drones, corrupted spirits, Progeny and all other enemies of the Perpetual Society.

The Soldier Callings are strong here but all Callings are needed in this Court to win its war against the Sanguinary. The Court is quick to lend a hand to members of the other Courts in gathering intelligence, training, decoding missives between Progeny members, hunting enemies of the Society, or any other activity that will seek to end a plot of the Sanguinary. The Court of War is the front line against the Sanguinary, and with devotion unheard of, will sacrifice themselves if it will stop the Sanguinary from enslaving another group of mortals.

The Court also spends a great deal of time teaching philosophical beliefs, self-discipline, harmony of the mind and body, etc. They are a great force in the martial arts world and are very proactive backers of the sports and physical fitness communities. Being in good shape both mentally, physically and spiritually is important to the members of the Court.

Members also keep a close eye on arms dealers, drug cartels, and other large organized groups of mortals that can be easily swayed by the Progeny. In addition, the Explorer Calling in the Court spends a great deal of time seeking out lost territories that have been claimed by the Abzulim or Progeny and conquering them, taking them back for the Courts.

Famous members have included Ares, Mjolnir, Caliburn, Tyr, Hachiman and Nuada.

**Dominance:** Immortals from the Court of War gain a +2 bonus to any test when in places where highly emotional conflict, a struggle for life and death against an enemy, comes into play, or a +2 bonus to any test involving a Combat or Military skill. However, they do not gain dominance in conflict they instrument or during conflicts that have little impact (such as two children fighting in a playground). This makes them effective as long as the conflict is clearly physical.

## Chapter Five: Metaphysics

Shadows. They grow deeper as I walk down the beach. The ocean, the symbol of eternity, licks the shore in relentless hunger. The moon hides her face. The pain has been growing sever. I'm using it to find him, to get nearer to him. If he's alive, I'll kill him. If he's dead, I'll...

*He's not dead.*

*I feel dizzy. As I start to stagger I feel the surf wash over my feet. A sudden stab of pain punches through my stomach. I double over. I retch. Gold surges out of my throat and hisses as it sinks into the cold water. I cry out and fall to my knees. Wave after wave after wave of agony pounds through my body, like this relentless ocean. I clench my jaws closed. I clench my teeth so hard a pain springs up from between my eyes...*

*"Open your mouth, whore!" the blacksmith mutters, grimacing as he pinches both sides of my jaw. I fight to keep them clenched, blood running down my cheek. The King stands by, his eyes gleaming with amusement. His white teeth shine in the firelight. Perfect teeth, so rare for this age. The Bright Blood courses through his whole being. Another forceful slap causes my ears to ring. Now the Blacksmith is fumbling for a tool to pry my mouth open. "My lord," he snarls. "I'll smash out her teeth and then open it."*

*"Not necessary." The King smiles. He walks over and touches my throat where a necklace containing my vox is suspended. I struggle all the more as his fingers caress the hard crystalline reed. I feel that touch through my whole being. There are a hundred hands stroking me, inside and out, but all are just a single hand touching the core of Me. The Vox. The part of me I most hate and most love.*

*"I wish..." he whispers, gripping the vox between his thumb and index finger, massaging it.*

*"NO!" I scream, feeling the vox respond to him, feeling my innate power creeping up out of me and spinning around his arm.*

*"I wish for you to open your mouth as wide as you can, and keep it open until the sun rises," he intones.*

*Silence falls.*

*There is a pause as reality takes a breath. Then, the power responds. My mouth opens, expanding to its furthest limits. My muscles relax. I am paralysed by his symbiosis with me, his control of my power.*

*"Bring her reward," he motions, tracing a finger around my lips.*

*I see them coming. It takes three of them to heft the cauldron. I feel its heat as it grows closer, see molten gold slop over the edge as one of them stumbles. Terror rises in me. Voices scream in my mind, other parts of me buried in this new identity.*

*"A woman, Immortal or no, should know how to keep her place," he says in a conversational tone. Not you. Dabbler in enchantments and treachery. You tried to own the heart of the High King and failed. You couldn't even win the heart of the King's servant. You want your gold? Let it not be said my word is not good to even the lowest whore in the land. My word, like my justice,*

will outlive me. Make sure she gets all of her payment!"

I cannot forget the sight of the gold. Bright, flowing, gold as the blood of the sun pouring into my throat, down into my stomach."

"Curse you, witch." He murmurs. "Curse you to the hell of your own greed."

It pours.

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## Introduction

All Immortals still possess many of the old powers they wielded when mankind worshipped them as gods and legends. Power to destroy and heal with but a touch (and a generous expenditure of Essence). The powers inherent to Immortals belong to two separate categories: Natures and Serenades. Each represents the dichotomy Himsati Immortals are – part beast (even those made from the elements), part alien intelligence. The first are the Natures, special abilities granted by an Immortal's original form, which appear as claws, fangs, wings, among others. The second are the Serenades, music created by the vibration of the Vox within the Immortal's throat – which allow him to alter reality with a song.

## Natures

Natures are the heritage an Immortal has from his original form, and the capabilities it had (most of the time, much superior to those of humans). They are activated without the need for a test or Essence expenditure – the Immortal only needs to shapeshift (partially) to activate any number of Natures – that only costs him one action. Shifting back is slightly more complicated, since it demands a Simple Intelligence Test for all activated Natures, or the same test with a –1 penalty for each activated Nature if the Immortal tries to revert from all natures at the same time (see p. xx for more information on shapeshifting).

## General Natures

Alternative Language (Type), Commune With Species (Type), Terrible Countenance, Natural Weaponry (Type).

## Elemental Natures

Wishgiving, Synthesis (Type).

## Natural Natures

Balance, Beauty.

## Type-specific: Natures

**Air Elemental:** Blur, Deafen, Discorporate Form, Flight, Poison.

**Amphibian / Reptile:** Aquatic, Camouflage, Mesmerize, Poison, Regrowth.

**Bird:** Deafen, Enhanced Senses, Flight, Haste, Mimicry.

**Earth Elemental:** Armour, Blur, Burrowing, Charge, Discorporate Form.

**Fire Elemental:** Bioluminescence, Beauty, Blur, Haste, Mesmerize.

**Insect / Arachnid:** Clinging, Blood Drain, Flight, Multiple Limbs, Poison.

**Mammal:** Armour, Charge, Blood Drain, Enhanced Senses, Estrus.

**Marine Animal:** Aquatic, Bioluminescence, Breathe Water, Echo Location, Multiple Limbs.

**Plant:** Armour, Burrowing, Clinging, Poison, Synthesis (Earth).

**Shadow Elemental:** Blur, Clinging, Discorporate Form, Flight, Haste.

**Water Elemental:** Aquatic, Armour, Beauty, Breathe Water, Discorporate Form.

## Natures Description

The following Natures are organized alphabetically, and each includes a description of the Nature as well as the system rules for using it. To know if a Himsati form has access to a Nature or not, check on the charts above.

Some Natures are upgradeable; therefore they can be increased like a skill. When such is the case, it will be indicated next to the name of the Nature. During Character Creation, it is possible to purchase more Natures with either Metaphysical or Memory Points – each point in a Nature costs 5 points per level. Afterwards, the cost to increase a Nature is the same in Memory points, but it costs the next level x 5 Experience Points (raising a Nature from 3 to 4 costs, therefore, 20 XPs). Purchasing a new Nature costs 30 XPs.

## Alternative Language (Type): Upgradeable

The character produces a form of communication other than the normal sonic forms. Examples include pheromones (odour), colour shifting of the skin, highly evolved body language, or subsonic vocals. This form of language cannot be deciphered by anyone who does not possess an equal or superior level in this specific Nature, or a superior level in the

Enhanced Senses Nature (the sense must match the language type).

**Starting Level:** 5 skill levels. Each upgrade adds +3 to the skill rating.

### **Aquatic**

The Immortal ignores all penalties caused by water or by being underwater, and is also immune to deep-sea pressure while using this Nature.

### **Armour: Upgradeable**

This Nature protects the Immortal in the same way as normal armour. It may show up as anything, from a layer of fur and fat, to a chitinous layer, to actual stone.

#### **Starting Level: 1**

- 1 – Leather Jacket: 1D4
- 2 – Leather Armour: 1D6 + 1
- 3 – Class I Armour: 1D6 + 7
- 4 – Class II Armour: (1D6 x 2) + 14
- 5 – Class III Armour: (1D8 x 3) + 18
- 6 – Class IV Armour: (1D8 x 5) + 20

### **Balance**

Immortals with this Nature disregard all penalties related to balance and poor footing, such as being or fighting in narrow ledges, etc.

### **Beauty: Upgradeable**

Everyone in view of this Immortal is awed by his presence and beauty. Therefore, anyone attempting to directly harm him must pass a Difficult Willpower test (with –1 penalty for each level the character possesses in this nature).

**Starting Level:** This Nature grants +5 to both Attractiveness and Charisma per level. Each upgrade adds a +5 bonus.

### **Bioluminescence**

The Immortal's body glows brightly, both blinding his opponents and negating all darkness-related penalties.

**System:** When this nature is used to blind someone, everybody around the Immortal must pass a Difficult Constitution Test, or be blinded during (5 – Constitution) turns (minimum 1 turn). After that, and for the remainder of the scene, all sight-related Perception Tests are made with a –3 penalty.

### **Blood Drain: Upgradeable**

Many creatures feed on the blood of others. Some do it for the nutrients; others can taste the fear in their prey. This Nature is used as weapon Nature, but it can be used to get a quick “fix” of Essence (in a Vampyre-like manner – refer to the Mystery Codex p. 103, for more on the dangers – or

benefits – of feeding from someone's blood just in order to get at their Essence.)

**System:** In order for this to work, the Immortal must have immobilized his victim (if the victim is unwilling) the turn before. Then, the Immortal attempts to bite – he may now opt to deliver damage or to steal Essence (if the victim is human, she will receive damage from blood loss, however). Each turn the victim is allowed to make a resisted test against the Immortal, in order to get free. For each two points of damage that the victim would receive, the Immortal can instead get 1 Essence point straight to his Essence Pool. This is also one quick way for an Immortal to recover his Essence Pool after he became Tainted, due to Serenade use (see p. xx).

#### **Starting Level: 1**

- 1 – 1D4 x Strength damage / turn
- 2 – 1D6 x Strength damage / turn
- 3 – 1D8 x Strength damage / turn
- 4 – 1D10 x Strength damage / turn
- 5 – 1D12 x Strength damage / turn

### **Blur: Upgradeable**

Anyone trying to detect or fight against the Immortal with this Nature has great difficulty to do so, as his form fades and loses definition.

**System:** Each upgrade on this Nature makes it harder to hit or even notice the Immortal with it, as each level gives a penalty to his opponent's tests.

**Starting Level:** -1 to hit in combat, -2 to detect. Each further level adds a –1/-2 penalty.

### **Breathe Water**

The Immortal can breathe underwater.

### **Burrowing**

This Nature allows Immortals to move through the earth.

**System:** The Immortal moves through packed dirt at a speed equal to normal walking. It is also possible to burrow through harder substances, such as concrete or asphalt (Chronicle's discretion). A burrowing Immortal could also carve out an underground cavern using this trait at a rate of one comfortable room per day.

### **Camouflage**

Immortals with this Nature are extremely difficult to find as their skin changes colour and apparent texture to match their surroundings.

**System:** When in combat with an Immortal with this Nature, the opponent receives a –2 penalty (multiply the penalty by 2 for each range distance) to hit. If the Immortal is not making any aggressive actions, the penalty will be of –5 (still subject to increase due to distance), and if the Immortal is totally immobile, the penalty is of –10.

### Charge: Upgradeable

Everything in the path of an Immortal with this Nature is promptly destroyed, as he rushes at full speed into the fray.

**System:** If a character with this Nature runs at full speed into combat, he can add additional damage from his charge. No weapons can be used, however. It is possible to charge again in later turns, but the character must withdraw at least 20 yards to do so.

Starting	Level:	1
1 – 1D4 x Strength damage	x	Strength damage
2 – 1D6 x Strength damage	x	Strength damage
3 – 1D8 x Strength damage	x	Strength damage
4 – 1D10 x Strength damage	x	Strength damage
5 – 1D12 x Strength damage /		

### Clinging

Much like insects, spiders or even plants do, Immortals with this Nature can cling to walls and other vertical surfaces (or even upside-down horizontal surfaces), and move about without problems.

**System:** The Immortal may stick to walls and ceilings, and move at normal speed or even fight without penalties.

### Commune With Species (Type)

The Immortal can engage in normal conversation and use all his social skills with other members of his Himsati type (animals, plants or elementals).

### Deafen

With this Nature, the character unleashes a powerful roar or cry that startles his opponents.

**System:** Everyone around the Immortal must pass a Resisted Constitution test against the Immortal, or be dazed for (10 – Constitution) turns.

### Discorporate Form: Upgradeable

The character can render himself into an unsolid form, be it liquid gas, light, shadow or some other intangible substance.

**System:** Since this form is intangible, only mystical artefacts, Serenades, Essence draining attacks or Attack Natures with a superior rating to this Immortal's (such as Natural Weaponry) can truly hurt him.

**Starting Level:** 1 (only Attack Natures of level 2 can cause wounds).

### Echo Location

This Nature renders the Immortal immune to any penalties that affect the senses, as long as his hearing is not impaired.

### Enhanced Senses (Type): Upgradeable

Immortals with this Nature have particularly developed senses.

**System:** Each level in this Nature gives a +2 bonus to any Perception Tasks related to that sense.

### Estrus: Upgradeable

After physically touching his target, the character can secrete a powerful aphrodisiacal pheromone that is chemically keyed to the target.

**System:** The target must make a Difficult Willpower test to resist carnal desires for the character. The character has not control over the target or how she will deal with her desires, however.

**Starting Level:** -1 penalty to the target's Difficult Willpower Test. Each level in this Nature adds -1 to the penalty.

### Flight

The character can fly (possible without wings, depending on the Himsati form) and fight without penalties while doing so.

### Haste: Upgradeable

Characters with this Nature are quick-witted and fast on their feet, almost as if reacting by instinct to the danger even before it is there.

**System:** This Nature gives a bonus to the character's Initiative.

**Starting Level:** + 2 to Initiative. Each further upgrade gives a cumulative +2 bonus to the Initiative Test.

### Mesmerize: Upgradeable

An Immortal with this Nature can hypnotise with his eyes or body movement, making his victims to fall under a kind of stupor, which prevents her from taking any other action than to look at the Immortal.

**System:** By making a resisted Willpower Test against the victim, the Immortal can force her into doing nothing but stare at him. If the Immortal makes any aggressive or sudden gestures, however, the target is freed at once.

**Starting Level:** +1 Bonus to the Immortal's Resisted Willpower Roll.

### Mimicry: Upgradeable

This Nature allows the Immortal to recreate any sound he has heard, except Serenades.

**System:** Anyone listening to the Immortal must make a Resisted Intelligence Test with him, in order to realize she's not listening to the real thing.



**Starting Level:** +1 Bonus to the Immortal's Resisted Intelligence Test. Each further level adds +1 to the Bonus.

### Multiple Limbs: Upgradeable

This Nature enables characters to sprout extra limbs when shapeshifting.

**System:** Each pair of limbs allows an extra action per turn. Of course, there is still an off-hand, which can be used normally with the same penalties of using an off-hand and multiple actions.

**Starting Level:** 1 extra pair of limbs. Each upgrade grants 1 extra pair of limbs.

### Natural Weaponry (Type): Upgradeable

The Immortal's body sprouts weapons: claws, fangs, a flame-engulfed limb or even a stone- or ice-formed blade.

**System:** These natural weapons vary accordingly to the Himsati form, and can be used together with Brawling or Martial Arts.

Starting	Level:	1
1 – 1D4	x Strength	lethal damage
2 – 1D4	x (Strength + 1)	lethal damage
3 – 1D6	x Strength	lethal damage
4 – 1D8	x Strength	lethal damage
5 – 1D10	x Strength	lethal damage

### Poison (Type): Upgradeable

This Immortal has the capability of secreting a poisonous substance and using it against his foes.

**System:** The Immortal must choose how his poison is delivered (most commonly by wounding the opponent with Natural Weaponry or any other Himsati-enhanced attack ability; spat venom causes the damage per turn, but as soon as it is cleaned off, it stops having effect), then deliver it by the chosen means.

Level	Damage	Duration	Poison Strength	Con. Penalty to Resist
1	1D4	2 days	1	-1
2	1D6	2 days	2	-2
3	1D8	1 days	3	-3
4	1D10	2 days	4	-4
5	1D12	5 days	5	-5

### Regrowth

Even if an Immortal loses one or more of his limbs, they will grow back as soon as he recovers all his Life, Endurance and Essence points. With this Nature, however, the Immortal is able of doing it if he takes no action for an entire turn. This includes limbs grown by the Multiple Limbs Nature.

### Synthesis (Type): Upgradeable

The character with this Nature has an element that accelerates his healing.

**System:** When in contact with his element of choice, the healing rates (for Endurance, Essence and Life points) will much faster.

#### Starting Level: 1

- 1 – 75% of the total time
- 2 – 50% of the total time
- 3 – 30% of the total time
- 4 – 20% of the total time
- 5 – 10% of the total time

### Terrible Countenance: Upgradeable

The Immortal becomes terrible to gaze upon, inducing ancient fears of predatory creatures.

**System:** The target (can be more than one) must make a Resisted Willpower Test against the Immortal not to run away. When there are multiple targets, the one with highest Willpower makes the test.

**Starting Level:** -2 to the target's test. Each additional level adds a -2 to the test.

### Wishgiving

This Nature is always active, regardless of shapeshifting. It is only allowed to Elementals, however.

Elementals have trouble voicing their Serenades since their Vox is not within their bodies. An Elemental's connection to his Vox is spiritual; therefore, he has the power to let humans voice their wishes through his Vox, just by touching it. An Immortal cannot use this Nature himself – it must be a mortal (not a Vampyre or a Demon) to do it.

**System:** The power and scope of a wish depends on the mortal's Willpower rating, but it's up to the Immortal whether to grant it or not. The Elemental must make a difficult Willpower test when creating the wish. On a final result of 1 or less, the wish is horribly distorted, maybe even becoming dangerous for both mortal and Immortal. Any other result means the wish is granted

**Rating:** Wish ranks go from 1 to 6, and are based solely on the mortal's Willpower, as follows:

**1 – Trivial** (Willpower 1-2) – The wish creates a harmless special effect with no particular game effect. It is apparent only to those looking for an action or effect.

**2 – Minor** (Willpower 3-4) – The wish is invasive but ignorable. Increases existing penalties for the duration of a scene.

**3 – Significant** (Willpower 5) – The wish alters major setting details such as NPCs, props, possessions, the setting's description or the Immortal himself. It is inconvenient but not often lethal. This change will usually last only to the end of the game session.

**4 – Major** (Willpower 6) – The wish alters major setting detail in potentially dangerous ways that may last for several

sessions.

**5 – Mythic** (Willpower 7) – The wish changes the world in a notable and possible permanent way. A wish with mythic influence would include setting off a nuclear device in a population centre, or sending a computer virus to infect every computer in a continent.

**6 – Godlike** (Willpower 8) – The wish changes the world in an extreme manner, redefining what we know as reality. Examples include the erasing of the identity of a person from the minds and history books of the human race, bringing an imaginary character to life as a real person, or summoning a plague to spread through the entire world.

## Serenades

When a shard of the Sanguinary invades a living thing, it enters a chrysalis stage and emerges as a reed-like organism, crystalline in form and indestructible: this is called a Vox. In the case of living things (the Naturals) the shard becomes a vocal chord the newly emerging Immortal can use to create mystic effects, a voice of power. Non-organic Immortals (the Elementals) can resonate their Vox from a distance since it remains always apart from them. It takes more effort for an Elemental to use their mystic voice, and they always have, therefore, a -2 penalty in each Serenade they perform.

Because the presence of the Vox telepathically opens the senses of the Immortals to the true nature of the universe, they use it to imitate the celestial din and thus shape the Essence matrix, very much like a Gifted does. Such is the origin of the serenade, the ability to change reality with a whisper, a muttered word, or a song. The discovery of this ability nearly destroyed the Immortals, as serenades became the ultimate weapon against each other during the Shouting War, a confrontation that nearly wiped out the entire Immortal race.

Unlike the Gifted, the Immortals do not have problems overcoming human disbelief, so they do not suffer from the crowd effect. However, altering reality does take its toll, and when an Immortal uses Serenades while on the Earth plane he can be sensed by anyone who is Essence-aware within a radius of 1 city block, approximately – which includes, of course, the servants of the Enemy.

## Tainting and Sinning

There is an additional danger to using Serenades: Tainting – when an Immortal rolls a 1 on a Serenade Test, he immediately makes a new Serenade Test (without applying the Rule of 1). If the second test is successful, then the Serenade merely fails, as the Immortal is unable of shifting the Essence Matrix (no Dispel Task is necessary); but should the second test fail, then something goes wrong with the Serenade, to the point of warping reality – and backlashing on the Immortal – who is now Tainted. For each time this happens, the Immortal loses temporarily 1 Willpower point. Should an Immortal's Willpower rating ever reach 0, he will not be able of performing Serenades until he has brought that attribute up to 1 at least. While an Immortal is Tainted, all the Sanguinary's minions will feel it (and thus guess the Immortal's true nature) while in his presence.

The only way to recover the lost Willpower rating and lose the Taint is by Sinning: stealing permanent Essence from

willing (or unwilling) humans. When an Immortal Sins, he and the victim make a Resisted Willpower Test (if the victim is willing, then, the Immortal has a +3 bonus on the roll). For each Success Level the Immortal has above the victim, he receives 1 Essence Point, which, instead of going to his Essence Pool, starts feeding his depleted Willpower. Each 5 Essence Points retrieved thus give the Immortal minus one Taint level and one Willpower point.

Stealing Essence from a mortal (no matter how willing) is a terrible experience, for the Immortal is actually stealing part of the mortal's soul. And reality exacts a price for that vile act: Curses. The more an Immortal Sins, the more strange things around or with him start to happen: mirrors break, statues cry tears of blood, thunder crashes when he speaks (see Appendix 2 for some more examples on Curses). The truth is that such Curses are very annoying and can even be dangerous for the Immortal and those around him. It's up to the Chronicler to decide the seriousness of the Curse, and for how long it will plague the Immortal; usually, the Immortal suffers from a Curse for (1 + Stolen Essence Points) weeks (of course, some Immortals prefer to steal just a little Essence at a time and endure lesser Curses for shorter periods of time) – nonetheless, it is also possible for an Immortal to suffer from a Curse for years, decades and even centuries, if his Sinning was serious enough.

## Using Serenades

Serenades are used much as any other Skills, by making a Serenade + Willpower Test. If the target of a Serenade is the Immortal himself, an inanimate object, or a spiritless creature (such as the Progeny), the test is made against a target number of 9 (the normal target number). If other kinds of creatures are being targeted – such as humans, vampires, etc. – there are always Serenades that demand a Resisted Test between the two. When a target is willing, then, the difficulty to make the Serenade work on her is her Willpower Rating x 2. All Serenades are accompanied by “visual” effects that better suit the Immortal style, but that does not imply any necessary changes.

It is possible for Immortals to conduct group magic with Serenades – this is called a “Choir”. However, in order for an Immortal to participate in a Choir, he must know the Serenade, otherwise, he won't be able of participating nor donating his Essence. The leader of the group magic is always the Immortal with the higher rating in the Serenade.

**Example Effects:** Lightning bolts, fireballs, legions of insects, spontaneous combustion, hoards of animals, etc.

The Immortal can hurl damaging energies at an opponent's Life or Essence Points, or even against an inanimate object.

**System:** For 5 Essence Points, the Immortal sends a wave of destructive energy, which causes D6 x Willpower Rating of the Immortal, with a reach of 10 yards (meters) per Willpower level. For 1 Essence Point, the Immortal can increase the reach and the Multiplier by 1. Attacking multiple foes costs plus 1 Essence per extra target.

**Target Defence:** Resisted Perception Test of the target against the Serenade Test.

The Immortal can create a variety of phantasmal effects that do not truly exist, and given enough skill and Essence, they can be even fully interactive (although no real damage can come from such an illusion). When trying to affect more than one person, the resisted test is made against the person with the highest Perception. This Serenade is particularly useful when Immortals need to run around carrying strange items such as swords and battleaxes.

**System:** Each Illusion costs 1 Essence Point per cubic foot, and lasts for 5 minutes, unless the Immortal pays for the cost multiple times, in order for it to last longer. The complexity of the illusion depends on the Essence invested on it – the final cost of the illusion is always calculated by multiplying the base cost by the correspondent multiplier.

Level:	Result:	Multiplier:
0	Static; sensed by one sense only.	1
1	Slightly mobile; sensed by two senses	2
2	Moderately mobile, sensed by three senses	4
3	Mobile/slightly interactive; affects four senses	6
4	Moderately interactive; affects all five senses	8
5	Fully interactive	10

**Example Effects:** Despair, hope, joy, love, fear, anger, jealousy, hate, happiness, sadness, greed, etc.

**Target Defence:** The target must pass a Difficult Willpower test, with a –1 penalty for each Success Level the Immortal achieved in the Serenade Test, in order not to be swept by his emotions.

The purpose of this Serenade is to alter and influence moods, emotions, feelings, etc. Please notice that this a subtle Serenade, since it cannot alter at a moment's notice hatred to love, joy to despair and so on. It can however influence or increase feelings that already exist (envy can become hatred, for instances) or even to create them if the target isn't feeling any particular emotion at the time (such as making someone dislike someone he has just met; it is not possible to make him hate the other, however).

**System:** This Serenade costs 1 Essence Point per target, if the target is already leaning towards that emotion; 2 Essence Points if he wasn't feeling anything in particular, and 5 Essence or more if the target was feeling the exact opposite of what the Immortal wants him to feel.

This Serenade was created with a single purpose: counter-magic. With Cantabile, it is possible to unweave Spells, Miracles, etc. before they are cast, as long as they are

targeting someone else than the caster (for instance, it is possible to counter the Miracle Holy Fire, but the Strength of Ten is not).

**System:** The Immortal must make a Serenade test against the opponent's test (if no test is required for the power, then, the opponent makes a Simple Willpower Test, instead). If the Immortal manages to have a higher result, then, he effectively counters the magical effect and nothing happens.

This Serenade enables the Immortal to control inanimate objects such as computers, cars, ATM machines, bicycles, phones, locks, lights, cameras, doors, windows, etc., and forces it to do his bidding. The Immortal must consciously control this effect, using an action to force the inanimate to perform actions or (in the case of machines) to cause them to change actions. A bicycle could be made to go down the street on its own, or a microwave could suddenly turn on and activate at different temperatures. A television set could turn on and flip channels by itself. A computer could access the internet by itself and browse web pages and send email, just by the Immortal thinking about it. A lock could lock and unlock by mere thought. Ropes could untie themselves. However, objects under the control of Gremlin have no life of their own and can only function in ways they are meant to, so the Immortal must consciously direct the item. Items also cannot be forced to do things that their form and function don't normally allow. A toaster could not be used as a television set. Broken items can be made to work normally, (hence the strange view of a car going down the road on only 3 wheels but reacting as if it had all 4).

**System:** To control an inanimate object costs 5 Essence Points, multiplied by the complexity level multiplier. This power lasts for an entire scene.

#### Complexity: Type of Objects: Multiplier:

- 0 Simple items, no working parts 1
- 1 Mechanically complex items 2
- 2 Simple electric items 4
- 3 Electronic devices 6
- 4 Complex electronic devices with internal systems 8
- 5 Very complex/large items with many electronic devices 10

This Serenade allows an Immortal to work with senses other than their own. It does not create new ones, but simply borrows them from another being or object that was at a determined place. This can also be used by an Immortal to "leave" a number of senses in a location

**System:** Iris has a base cost of 5, but it must be multiplied by the due factor, depending on the distance (if the Immortal

is leaving her senses behind) or time (if he is watching the past through another's senses). This power lasts for an entire scene.

**Level: Distance / Time: Multiplier:**

0 Room / 1 day 1

1 Building / 1 month 2

2 City / 1 year 4

3 Region / 10 years 6

4 Country / 1 century 8

5 Otherworlds / 1 millennia 10

Through this serenade the Immortal can control and command a spiritual being. There are many ways to do so, however – a spirit can be coerced or reasoned with, or even bribed. The Immortal must decide how he desires to act towards the spirit. Summoning and banishing spirits is also possible with this Serenade.

**System:** Summoning a Spirit costs 5 Essence Points plus 1/5 of the total Essence Pool of the Spirit (if the Spirit does not wish to be summoned, he may choose to resist, by making a Simple Willpower Roll against the Immortal's Serenade Test). Banishing it (if the Immortal chooses to do it the "right" way) costs 1/3 of the Spirit's Essence Pool – it can resist, however, with a Simple Willpower test. After summoning the Spirit, the Immortal states his request – from this point on, they can either enter an agreement, or the Immortal may try to force it: in both cases, the Immortal pays 10 Essence Points – if the spirit breaches the contract, he is banished instantly, and loses the 10 points, as well as 5 of his own – permanently. If the spirit resists, then there is a Resisted Willpower Test between the two – if the Immortal wins, he can command the spirit at will (less than self-harm or destruction) for a period of 1 + difference in the Success Levels hours. Afterwards, the Immortal should be ready for some retribution from an angry spirit (unless he can talk or cajole himself of it – of course, banishing the spirit is also an option).

**Target Defence:** Resisted Simple Intelligence Test.

This serenade allows in Immortal to create, change, delete, or control thoughts. This does not control emotional reactions to those thoughts, nor feelings in any way. However, this serenade does not control the reaction to the new or changed thought. If someone's favourite colour is red and the Immortal changes it to blue, the target will have some amount of confusion why he suddenly has decided his favourite colour is blue.

**System:** Firstly, this power is never permanent – unless the Immortal constant adds Essence to the effect, the maximum this power will last is one year. Secondly, an Immortal can never order the target to cause serious harm to herself. And lastly, it is never possible to make someone forget something vital, such as breathing or eating.

To alter a simple thought ("*My favourite colour is red*") costs 1 Essence point. More complex thoughts ("*I don't need to see your papers...*") cost 3 Essence points. Truly important thoughts go up to 5 Essence points (such as making a Gifted forget he can do magic). Multiplying the cost accordingly to the following chart can increase the duration of the effect:

**Level: Time: Multiplier:**

0 1 turn 1

1 1 hour 2

2 1 day 4

3 1 week 6

4 1 month 8

5 1 year 10

This enables an Immortal to heal damage done to a creature or object.

**System:** For each Essence point the Immortal spends, the healed creature recovers 1 Life Point. When repairing an object, each spent Essence Point returns +2 points to the Damage Capacity of the object. If in any case, a piece of the object (or person) is missing, the Immortal may opt to spend between 5 and 20 Essence points (depending on the size of the missing piece) to regrow a new one. However, the Serenade will last for at least one entire hour, instead of being instantly, as in the first case.

This allows an Immortal to gain knowledge from possible the possible future – it is not precise, and often contradictory, as it presents one (or several) possible and probable futures

**System:** The Immortal must spend 5 Essence Points and enter a trance-like state (if he doesn't have the Trance Skill, then he must make a Difficult Intelligence Test) and then roll for the Serenade. The higher the Success Level, the more exact and farther into the future the predictions will be. Of course, the Chronicler always decides what information to dispense.

Portal is a rare serenade, and one that Chroniclers should keep a careful watch on in their game. This serenade allows one to open passage into other "dimensions", as well as sense openings into those dimensions nearby and analyse them. A speciality **must** be chosen for each dimension that the song of

Portal will be used on. If one has the focus of mantles, than he cannot use portal to go into the Threshold, unless purchasing that speciality too.

**System:** When an Immortal is trying to open an existing portal, he must spend 25 Essence points and the portal will remain open for 1 minute per Success Level in the Serenade Test. When trying to travel through a portal, the Immortal must spend 20 Essence Points – for each person he wants to tag along, he must pay 10 extra Essence Points. It is also possible to close a portal, but both sides must make a Resisted Test. The Immortal uses his Willpower + Portal Serenade versus the adequate skill of the opponent (if she's a Gifted, for instance, make it against her Willpower + Gateway Test). There are places such as the Kether or Binah, which are barred to the Earth, to which the Immortals have, therefore, no access. But is very common to hear of Immortals connected not only to the Mantles and Netzach, but also to the realm of Yesod, and even to Geburah.

## Chapter Six: Supernatural

**"Miss?"**

**I cough and look up from the sand.**

**He stands there in a pair of cotton pants and a windbreaker, a baseball cap pulled over his head. The same short frame, the same intense eyes. But something is missing.**

**Something is different.**

**"Are you alright? He asks in a timid voice. "I'll go call an ambulance."**

**I clench my hands in the wet sand and stare up at him, shaking my head.**

**An expression passes over his face, wide-eyed, amazed. The look of recognition. The look I am waiting for.**

**"You?" He murmurs, completely stunned.**

**"This is between us!" I snarl, and launch myself at him.**

**He's taken completely by surprise and falls to the ground, dazed. I land on top of him and here the whoosh as air is pumped out of his lungs. He gasps for breath. I move my face close to his and stare into his eyes with hatred.**

**I want him to see that hatred. I want him to understand that I will outlive him. His eyes lock with mine in terror.**

**"You're even smaller than when we last met!" I spit. He gasps as I cover his mouth with mine, forcing it open with my tongue, letting the stream of gold rise up out of me and into his throat. His scream is burnt up. Gold breaks through his fragile neck, through his cheeks. I hear his brain start to boil.**

**He is dead too soon.**

**I love L.A. People there live in a fantasy world, a world of dreams and images. For the most part, it is the refuge of people who live their lives as illusions because they fear the judgement of others. They worship everything from underwear billboards to crystals, to Hollywood movie stars. And of course, they worship money. Great vaults of it printed against the value of shining metal dug out of the ground. They don't realize a war is coming and that none of these gods will save them from it.**

**L.A. has been a comfort to me since the night I killed that man and gave his body to the Pacific. Despite what you might think about me, I do feel guilt when I take an innocent life. These days, it doesn't seem like our kind can avoid it. But we do try. We know humans are victims of the darkness within.**

**I reflect on the shadows that gathered around the young man, his last thoughts spilling out as light, then bruising, dimming, growing black. His name was Carl Piper. He was an actor. He wanted to make it big and to be remembered for all time. He knew me from pictures in his family's archives, from old wives tales passed down each generation in his family. Like all of the males in his family line, he dreamed of me.**

**He was not responsible for the curse his ancestor placed on me. That was his last dying**

**thought, after he realized how real those wives  
tales were. He was the last of an only child.**

**He had no idea that the curse died with him.  
At least I think it did.**

**I buried the boy's body with the gold coin  
and a pile of rocks into the ocean.**

**I have to admit that King whose money I  
took made a good effort to overcome my  
prophecy. He was never remembered, but he  
passed his Bright Blood on and became  
Immortal.**

**At least, for a little while.**

## Introduction

This chapter supplies further background on the world of “Immortal: Millennium”, and it is aimed mainly (but not exclusively, of course) to Chroniclers who are running their Chronicles in the “Immortal: Millennium” Unisystem™ format, since that, without the information contained in the WitchCraft setting, there will be serious gaps. In here, there will be given detailed (but by no means exhaustive) information concerning the allies and enemies of the Himsati Immortals, as well as a description of the mysterious Abzulim – whose loyalties and agenda are unknown to everyone but themselves. Knowledge concerned the Immortal Sanctuaries is included as well, as is a preview of a possible future of the Himsati, who, after finally defeating the Enemy, find themselves facing a far larger threat than the Sanguinary: the rise of the Mad God Leviathan – with the description of the Himsati Immortals in the world of Armageddon™.

## Mantles

“Mantle” is the designation given by Immortals to enormous Sanctuaries, whose size can easily compete with that of most of the metropolis of our world. There are few more than a dozen of these otherworldly kingdoms, whose appearance and physical laws are entirely subject to the will and imagination of the mantle’s Maker (for more info concerning Makers see p. xx). Within these mystical worlds survive the last remnants of Immortals and their worshippers, islands of magic and wonder, hidden from the harsh glare of neon-lit human civilization.

Each Court maintains a mantle that serves as their stronghold. Individual members of each Court, if they are lucky enough to spawn a half-human Maker capable of creating a mantle, have their own private Sanctuaries as well.

## The Rules of Mantle Reality

Opposite to the normal Sanctuaries, which require enormous amounts of Essence to be created (Mystery Codex, p. 183-184), Mantles are built on any reality the Maker can imagine, without extra effort. Usually the rules are more or less the same: Gravity pulls down, the sun travels over the sky, the air is breathable, etc. However, particularly brilliant or mad Makers may alter the rules of reality to suit their whim. Some are so focused that even after their deaths, parts of the mantle continued to exist with a life of its own. However, nothing created in a mantle can be removed from that mantle, even if moved through a gateway directly into another mantle – these objects or beings are, after all, only thoughts given form by the Maker, although objects and living creatures from the outside can be brought in and out without a problem. While in their own Mantles, Makers cannot be mystically or mentally controlled. They can be coerced, assuming they have a dependency or are unsure of the boundaries of their own power.

## Creating a Mantle

To create a mantle, the Maker must have a Willpower rating of 5 or superior, and must have one mortal and one Immortal parent – i.e. being a Bright Blood (refer to p. xx for more on Bright Bloods). “Pure” Bright Bloods (of two mortal parents) can never be Makers. A Maker must possess a “virgin” shard of the Sanguinary, one that has never invaded a host, and it must be of a good size. Obviously, such a relic is an incredibly rare find. The shard is (usually) affixed to the forehead and is this forced contact between the two that stimulates the shard to alter reality according to the will of the Maker. This control over the shard is constant as long as there is physical contact with it. The complexity of the Mantle created by the Maker depends on his Willpower.

### Willpower: Creations:

5 A small reality up to the size of an estate, with flora and weather (a Mantle this size is usually known as a Sanctuary).

6 A region up to the size of a city, with flora, fauna and weather

7+ A mantle up to the size of a country, flora, fauna, intelligent beings capable of independent interaction with themselves and outsiders.

At the edge of the Maker’s range, the mantle joins the real world so subtly that walking from one to the other usually gives no warning. Furthermore, the Maker can make barriers that keep people out of the Mantle or trapped inside.

## Maintenance

Once created a mantle must be maintained by a Maker. They need not be the same Makers as those who created the mantle in the first place, but those who take over must have a thorough understanding of the mantle’s physical laws and aesthetics or they will unwittingly change the mantle. If a mantle is left without a Maker—usually because of his death

or escape—the mantle’s reality will usually only be sustained for only a short time, if a new Maker does not replace the former.

## Multiple Makers

Makers can work together to create even more lavish mantles. They can also maintain a more unique reality as each Maker supervises a large region for himself. Makers sometimes pass the time by competing with one another in the mantle, each creating a more complex and interesting reality. This can lead to problems when the competition becomes too serious and divisions in the mantle’s reality occur.

## Friends of Old

### Bright Bloods

All believers and followers of the Immortals are driven by their ideals, but most can only countermeasure the mundane, mortal forces of the Sanguinary. There are others however, who have a power in them, the same Light that beckons an Immortal toward transcendence or burns agonizingly in the mind of the Sanguinary and its servants. These special humans are known as the Bright Bloods, and they are spiritual people, whether they realize it or not, as their faith grants them supernatural powers: their blood can melt a shard into nothingness. The spark in their eyes causes pain to dark creatures and remoulds the bodies of Immortals who venture too close. Like their human brethren, the Bright Bloods are a mystery to the Immortals, their origin and future uncertain. They are wild cards that will inevitably be played out in the final war.

**Incarnation:** Bright Bloods continually reincarnate when they die, and in the next life can remember who they once were, even become that person again. Eventually the Bright Blood (much like an Immortal) awakens to the fact that he was once someone else, and now is again. The process tends to strip away much of the current personality and skills of the existing character, as he slowly makes his way towards being who he once was. This process is gauged by a rating known as Incarnation Points. Incarnation Points function exactly the same way that Fugue does for an Immortal, and Bright Bloods have Incarnation Triggers just like Immortals have Fugue Triggers. When a Bright Blood critically fails an Incarnation Test (which works the same way as a Fugue Test) he gains another Incarnation Point. Along with this, three skill levels that the character possesses are converted into skill levels from his previous incarnation (that the current incarnation does not possess already). The character may spend memory or experience to buy back the lost skill levels, however. Simply put, each time the Bright Blood touches upon his previous incarnation, it encroaches on his new self, slowly wiping it out. If the Incarnation Points ever reach 20, any remaining skill levels that the previous incarnation did not have are reduced to two levels each, and the lost skill levels are added to any skills that the current incarnation doesn’t have but the previous one did. The current incarnation ceases to exist and the previous incarnation is once again alive, but with vague memories of the incarnation he just supplanted, as well as a few skills.

**Creating a Bright Blood Character:** Bright Blood characters start with 25 points to distribute among their Primary Attributes, 20 Points in Qualities and up to 10 Points in Drawbacks, and 35 points in Skills, but cannot normally buy Natures or Serenades nor can they have the Gift, Sight, Tao-Chi, Disciplines of the Flesh or Divine Miracles. A Bright Blood also begins the game with 20 Memory Points and 1 Incarnation Point. For every incarnation beyond that that the Bright Blood takes, he gains another 10 Memory Points (and adds +1 point to his Incarnation Rating).

**Bright Blood Abilities:** Bright Bloods do not normally have Himsatis, nor do they play Serenades. What they do have is Faith. Each level in the Faith trait costs 4 character points up to level 5; afterwards, each level costs 7 points.

Per each Faith level, they can give up to two Essence Points and add them to their physical Attributes for the remainder of a scene. Essence Points spent thus only return after 8 hours of sleep, however. Furthermore, the Bright Blood may resist any kind of metaphysical powers by making a Resisted Test using his Willpower + Faith rating against the opponent’s test. If the Bright Blood manages to have a higher success level, then he manages to cancel the effect by unweaving the Essence Matrix before the spell is activated (on the good side, no Dispel Tasks are necessary). Should this power be used against a Himsati Immortal, and if the Bright Blood manages to have at least two Success Levels above the result of the Immortal, then he may choose to put a Curse on her (see Appendix 2, for ideas on Curses) – the higher the difference between the two test is, the more serious the Curse will be, and the longer it will last. When using Essence defensively (see WitchCraft p. 199), the Bright Blood uses his Faith rating as Channelling Level.

**Playing a Bright Blood:** Bright Bloods see Immortals as objects of worship just like other believers. But some Bright Bloods develop close ties and friendships with these gods, knowing that they are something more than mortal themselves. A few rare Bright Bloods impress their Immortal counterparts so that they are made Immortal themselves. Others turn down this offer, preferring to find the long road of life the mortal way.

Bright Bloods stand out in a crowd. Most Bright Bloods have trouble (especially in the beginning) accepting that they are different, and many either shut themselves out of society or leave it completely. There are some, however, which manage to turn their special talents to the benefit of themselves and, hopefully, those around them. These can rise up to become extremely powerful and important people. Others prefer the quiet of anonymity, working for their Immortal masters.

## Makers

Makers are children born of mortal and Immortals. They are Bright Bloods, and automatically have all the traits and abilities inherent to them. However, they are something more: the ability that sets Makers apart from all other beings is the form their particular form of faith takes. At the lowest level, Maker faith can create a dimensional rift into a small reality limited only by their imagination. At the highest level, this dimensional space can have almost limitless boundaries. These abilities are discussed in the section on Mantles.



Makers are as long-lived as their Bright Blood brethren. They can also breed with one another, or a Bright Blood, and create other Makers. Some Immortals so far removed from the mortal experience to even consider mortal humans a civilized species, often imprison and forcibly breed new generations of Makers to maintain their precious mantles. Maker revolutions are woefully common among these enslaved populations. Once they realize they have absolute control over the reality of the mantle, it can no longer hold them. If they escape, they usually die in a few years in the mortal world, unable to adapt to an inflexible reality.

**Recruiting Makers:** A Maker population is the vital key to creating and maintaining a mantle. Unless an Immortal creates a sincere relationship with a mortal and they willingly mate to create a Maker child, this step inevitably requires some distasteful coordination: enslavement of Makers in the mortal world or rape of a mortal. The latter option is distasteful to almost all Immortals, mainly because a child born of such a union invariably has psychological problems that insinuate themselves into the reality matrix of the mantles they create. The very best means of gaining a viable Maker is for him to be born out of a consenting, loving union. Such a child, guided to his or her duties from birth can form stable, brilliant realities vital for the survival of Immortals.

## The Face of the Enemy

### The Sanguinary and the Corrupted

The origins of the Sanguinary are ambiguous to Immortals. Records left behind, particularly of the mad ravings of the Abzulim Samiel are lost, and remembered only by a secretive few. The Sanguinary smashed into the Earth 65 million years ago. Some think this collision occurred simply chance, while others believe the Sanguinary guided itself here, perhaps finding it a perfect breeding ground to increase its power. Immortals do not know what the Sanguinary looked like before its fall to earth, though Abzulim legend holds that it was unbearably beautiful and sparkled like a million gems set on fire. A famous raving of Samiel:

*“When I saw its thoughts glistening on the floor and the walls of the Labyrinth, my mind begged my claws to rip out my eyes, for my heart was crying out that it was breaking.”*

Whatever its primary form was, after shattering, the Sanguinary’s consciousness was scattered through all the shards of its body. The shards were vessels of instinct and the Sanguinary’s identity was trapped in a single shard, known as the Red Shard. This shard later formed a seed around which the first attempt to reincarnate the Sanguinary was made. The resulting embryo was found by Immortals before it could awaken, and smashed.

This would have annihilated the Sanguinary if its consciousness had not interfaced with the minds of proto-humans of the time. Little more than a vague nightmare itself, it floated, greatly weakened. As time passed and its consciousness began to coalesce, humanity became more industrious. Human civilization was born. All the while the Immortals thought the Sanguinary had been destroyed completely. For most of human civilization, the Sanguinary remained little more than a force rather than a clearly defined

personality. Human aggression, greed and other dark personality traits were exacerbated by its presence in the dream state. Its servants sensed Its presence and were driven to accomplish the goals of the Shards without real contact with the Sanguinary Itself. All toiled for Its eventual rebirth of mind and body.

The Sanguinary is the ultimate enemy — like any other Mad God, the Sanguinary is alien, unknowable, and without remorse or compassion. Its goal is the reunification of all its scattered parts, which means obtaining all the Vocci in all Immortals, as well as all the Shards that lay dormant, waiting to enter a living host. This reunification will also absorb the physical, mental, and spiritual aspects of the Immortal host, destroying them utterly. For the Immortals, the Sanguinary represents more than just absolute death, it means complete oblivion.

### The Progeny

In the dim past, a new generation of beings, mostly human, became infected with more of the Sanguinary’s Shards. Without aeons of strength and experience to protect them against the Sanguinary, these individuals quickly came fully under Its spell.

Today, these Progeny are the strong-arm of the Sanguinary: they act as lieutenants in control of the ravenous Drones who, left without strong leadership, would destroy themselves. The Progeny are known by their whispering. Any progeny who speaks out loud carries the resonance of lost and stolen souls, alerting Immortals to its corruption (this translates by a ripple in the flows of Essence which can be felt in a city-radius. Himsati Immortals feeling this ripple can make a Difficult Perception Test – if they pass, they can pinpoint it with entire precision).

The Progeny are Immortals in all respects but one – they have given up their spirits in sacrifice to the Sanguinary (i.e. they have no own Willpower rating). Only by draining Essence Points from humans (which are lost permanently, unless bought back with Experience), can the Progeny replenish their spirit (each 5 stolen Essence Points give 1 point to the Willpower rating – and it only lasts for 1 day per 5 stolen points). Immortals can sense this theft, however, in a city-block radius, and known instinctively that the Progeny is nearby. As long as a member of the Progeny contains this stolen Essence he can create a Serenade (though his true nature is revealed when this occurs, and it will bring all the Immortals within the city running).

Because they rape mortals for their Essence, the Progeny are usually horribly cursed beyond belief. Bizarre occurrences or inhumane or sociopathic behaviour in a city are often the sign that a Progeny has entered it.

Because the Progeny are individuals, their statistics are not provided here, as they can be of any power level, social strata or description. They are the worst enemies of Immortals because they are nothing more than their dark reflecting, and that was proven by the Great Betrayal of 1999, when many Immortals, succumbed to the Sanguinary’s temptations and turned traitor.

**Becoming One of the Progeny:** The Progeny grow their ranks through birth and adoption. “Birth” refers to infecting a promising human with a Shard of the Sanguinary. Once the Shard takes hold and the Sanguinary thoroughly drains the spirit of the newborn, the new member is considered a Progeny. The process takes about a week.

“Adoption” is the Progeny’s policy of recruiting Immortals into the family from the Perpetual Society. Their targets are usually either Immortals who fear the final war, or ones who are so tired of life they are willing to give up the struggle against the Sanguinary for the promise of eventual oblivion. Still others are seduced with promises of power in the new world order of the Sanguinary that is to come. Once selected, the adopted gives up his Willpower to the Progeny, who, in turn, feeds it to the Sanguinary. The adoption process is excruciatingly painful and difficult and can take months.

The vast majority of Progeny have human Himsatis, but can possess natures borrowed from other types as well. If the Progeny belongs to a larger family (see Drovers, below), he shares a perfect telepathic link with higher-ranking Progeny in the same family. There is no range or limit to this link, and the lower-ranking Progeny can hide nothing from his superiors.

## **Devourers**

The Sanguinary’s ultimate goal is assimilation of its body back into itself. Over the millennia, the Sanguinary has found itself to be much more powerful when it assimilated Shards with imprinted life experience on Vocci. This is why it does not simply assimilate raw shards of Itself.

By implanting a Shard into a living thing, then absorbing that thing, it will become infinitely more powerful with the sum total of other Essences. Among the Progeny exists a special, horrific group of monsters known as the Devourers. These creatures are created through the implantation of a shard into a creature genetically constructed and imbued with an assortment of Himsati natures. The result is a super-predator possessing the best traits of all predators combined.

Any Devourer can attempt to assimilate an opponent. If the opponent is cursed he makes his test with a -1 penalty per curse he has. Thus, cursed Immortals are easier to assimilate than the rest.

First the Devourer must successfully grapple the Immortal. Then, the Devourer and prey engage in an Resisted Willpower test. Each turn the Devourer wins the contest, it assimilates 1 Willpower Level from the Immortal. When it falls under 0, his Vox is drawn into the Devourer to join with its own. The Devourer will, in turn, eventually allow itself to be assimilated into the Sanguinary with its store of stolen Immortal lives. The process of assimilation is irreversible as long as the Devourer is alive. If it is ever slain, the Vocci of Immortals it has devoured are freed and may begin the process of reincarnating. If the Immortal ever wins the contest, the grapple is broken and the assimilation stops.

## **The Drovers**

As the Progeny are the supernatural servants of the Sanguinary, the Drovers are the Progeny’s faithful mortal servants who have had Himsati Natures inflicted on them to turn them into beasts. Driven by hunger, the droves attack and devour any living thing they can and are the hoards making up the bulk of the Sanguinary’s armies. Drovers will always be found under the domination of a Progeny, hiding in the wilderness or the wastelands of the inner cities.

Drovers would be more effective if they could ignore their own burning hunger, but this disability often supplants their reasoning capability. Drovers make excellent shock troops but can rarely operate in more subtle areas of the war, such as espionage and assassination.

All droves have, as a distinguishing feature, eyes which glow red under bright light. Otherwise, they come in an infinite variety of forms, with no two looking alike, as droves are not limited to mortal humans – they exist everywhere in the universe as numberless armies of alien species and even common earthly animals.

A drove can possess any Himsati Nature (see Chapter 5: Metaphysics). Their life expectancy, even without being hunted, is short due to their ravenous hunger and lust. This hunger either burns them out or causes them to fearlessly throw themselves against opponents. Others who maintain a spark of humanity often kill themselves, and others have been known to actually devour their own bodies until they die from loss of blood. The typical lifespan of a drove is measured in a handful of years.

Lesser Drovers have Primary Ratings up to 5 (usually Intelligence is the lowest). Drovers have no Willpower rating and up to 3 points in any Natural Himsati Natures.

### **Greater Drovers**

There are Greater Drovers, creatures whose strength is great enough to control their hunger. These creatures survive for decades, growing stronger as more and more Himsati natures are heaped upon their twisted bodies. They are deadly opponents who have learned how to fight superbly. The Progeny hold them in special reserve not only to control the lesser droves, but also to carry out special missions of terror or massacre.

A Greater Drove will normally have Primary Ratings up to 7, and up to 5 points in Natural Himsati Natures.

## **The Abzulim: The Return of the Dragons**

Few Immortals, save the original slaves, have ever met an Abzulim. The Abzulim were the original Immortals, the first generation created from the Sanguinary’s shards before it regained consciousness. They are still regarded as fantastical by most Immortals, bogeymen designed by the eldest Immortals to scare young Immortals into submission. Many of those who may have once fought with, or served, the

Abzulim have either entered eternal madness or fallen to the Progeny.

Those who care to dig deep enough can find physical proof of the Abzulim, their twisted forms and the ruins of their empires. The most ancient Immortals remember them all too well. Mostly they remember the cruelty, the eyes utterly devoid of emotion and empathy, and incredible alien power. These cruel masters are returning, slowly, to Earth to regain their birthplace and the seat of their ancient empire. By all accounts, only nine Abzulim survived the slave revolts and the resulting collapse of their empire. This is probably untrue, since the universe is a vast place and there are Abzulim who, despite their air of superiority, prepared for every contingency.

For the past several thousand years, the Abzulim have lurked at the edge of the Earth. The nine survivors – called the Deepwalkers by those who remember them – have rarely set foot on Earth in that time. They prefer to work through mortal and Immortal agents, whom they reward very well indeed.

**The Soul of an Abzulim:** As a race, the Abzulim overcame the limits of their own flesh long ago. They were, and still are, masters of genetics and of their own faith. Unlike the Immortals, who are victims of faith, the Abzulim use their own belief to warp themselves into useful and deadly forms. Few traces of the Abzulim's dinosaur origins remain. They appear at turns reptilian, crystalline, elemental, mammalian, insectoid, perhaps even human. Usually they make themselves look like all these forms at once. Most are so dark that light itself dies as tiny scintillating sparks on their skin.

The defining characteristic, and perhaps the greatest weakness, of the Abzulim is their utter contempt for cooperation with others. The Abzulim define themselves as unrelated individuals, each creating itself from anonymous origins and excelling with only its own force of will. Abzulim have not bred for countless millions of years. Another characteristic of the Abzulim is their unshakeable need to enslave weaker races. Slavery, the imposition of will upon a weaker being, is the ultimate expression of power. And power is the only thing an Abzulim respects. They do not know emotions: they are calculating and logical, but their value system is built entirely around a might-makes-right ethic. Despite their unemotional mindset and brutal ideologies, the Abzulim are far from stupid. They are still some of the oldest beings in the universe, and what they may lack in quick cunning, they more than make up for with patience. They have waited a million years to return to their birthplace, therefore they are willing to devote millennia, if necessary, to re-conquer Earth. The Abzulim are immensely powerful, but their reach is not unlimited. Therefore, they need agents to work for them: there are servants of the Abzulim within the Immortal race, drawn to promises of power, or hopeless to stand against the ancient dragons. Some of these exist in the Perpetual Society as spies. Others have formed their own groups. A third of the Court of Shadow defected to the cause of returning the Abzulim to power during the Great Betrayal.

## The Deepwalkers

The nine Abzulim Warlords who survived the slave revolt that brought an end to their empire now lurk in the dominions nearest Earth. True to Abzulim philosophy, each is completely independent from the others. Each rules its own fortress, each commands its own forces, and each has its own plan to recapture Earth from the upstart Immortals.

At this point in the slow assault, Immortals do not directly deal with the Deepwalkers. Rather, they will face the Deepwalker's servants and agents (for now). The abilities and resources available to an Abzulim agent vary from warlord to warlord. No Deepwalker has any rating below 8, and usually they are all around 10-15.

## *Abzulim Special Nature: The Beckoning*

*All Abzulim have this Nature, and may also grant it to their servants for brief periods. When it is used, the controller and the intended target make a Resisted Willpower Task. If the target rolls higher, there is no effect. If the target fails, then he must obey the impulse given to him by the nuances of body language. Only if there is a difference in Success Levels of at least 3 levels, will his target do something that might endanger his own life. To get the target to harm himself, the difference must be of at least 5 levels. If an actual Abzulim is using this nature, the target makes his test at with a -3 penalty to represent the sheer power and long-term use the Abzulim have had with the Beckoning.*

*While the Abzulim as a race invented most of the Himsati natures, the nine Deepwalkers together invented the Beckoning nature. Truly one of the only things they have ever done together. This nature doesn't just cause obedience. The Abzulim routinely trigger other types of responses in their targets, including fear, lust, anger, greed, hunger and the like. It's important to note that this nature triggers responses, it does not inspire true emotions, and to be effective, it needs to be used in the presence of its target. Once the target leaves, the responses wind down and vanish.. A target who is controlled constantly by this*

*nature eventually becomes immune to it, as the Abzulim found out when their slaves rose up against them.*

### Sample Abzulim: Etrosk, the Fanged

Etrosk, also known as the dragon Fafnir, is a hoarding Abzulim Warlord, sending constructs and servants into the world to recover the last of the Abzulim greater weapons and artefacts. His dominion is already the greatest cache of Wonders and spectacular treasures gathered in one: an entire world made up of gold-sand deserts, crystal towers and gems scattered about as commonly as stones.

Etrosk's contribution to The Beckoning was the dialect of greed. Creating a desire for money and other valuable things is the core of Etrosk and his servant's power. The fever of greed has burned up many a mortal and Immortal alike, and fuelled wars between nations. Any object that has been handled by Etrosk emits an aura of intense value, despite its real appearance. Anyone in the presence of such an item must make the standard Beckoning resistance just as if the object were a Servant of Etrosk. Failure causes him to desire the object above all other things, and possibly kill to possess it.

Etrosk has a form that brings to mind a sinuous, serpentine T-Rex glittering with gems imbedded in every scale. He loves to gamble. Since Etrosk has no use for servants other than Immortals he may manipulate for long-term goals, he is very much a loner.

# Company of Wolves

*"And even the light died in the black pools that were its eyes... You can't run, you can't hide... it's going to get you."*

## Introduction

"Company of Wolves" allows the players to experiment playing with unaware Immortals. If the Chronicler is feeling daring, he might even have the players build the Cast Members without telling them what kind of game and creatures they will be playing and let them discover by themselves, step by step.

## Running Company of Wolves

**Cast Members:** This is a short introductory adventure meant for a Cast of 2-4 players, all Himsati Immortals, who are still unaware of their true nature.

**Location:** The adventure can occur in any city in the world, independent of size, since there are no particular requirements for it.

**Time:** The adventure takes spreads over four days (starting on a Monday, preferably) beginning with the dreaming character's awakening to the final confrontation with Lord Blind.

**Setting:** All the characters work (be it part-time or full-time) in an office, which is actually a front for a covert intelligence centre set up by the Court of Secrets. The office will be attacked by the Progeny, who are seeking a data disk that contains damaging information about their activities in the city. Most of the victims were loyal mortal servants of the Court of Secrets, who died rather than reveal the location of the disk. In fact, it was removed just prior to the attack.

It was Brinane, a Guardian of the Court of the Secrets who carried the disk away, by shifting into her wolf Himsati form as the Progeny attacked. She was run down by one of the dark Immortals, in his rottweiler form: Lord Blind.

The Starting premise is that the characters don't realize they are immortals many thousands of years old. They are living normal lives as humans without a clue that they possess supernatural powers or that they are refugees from an ancient society that predates the dawn of human civilization. As the story progresses, they will learn that there is something very unusual about themselves.

## Scenes

### The Dream

Choose one of the Cast Members and describe him the dream he is having: in a dark wood, is being stalked by something dark and menacing. The Cast Member also feels that something is wrong with himself, as, as he runs, he is doing it close to the ground, as if he was an animal himself. In a clearing, he turns and sees a dark, black creature spring over a rock and onto him. The beast's features are indistinct, but the eyes seem so black that light dies when touching them.

### Just Another Manic Monday

The Cast Member awakens in a pool of sweat. He is late for work and the boss is in a foul mood, so it does not take long for all entire Cast feel his wrath. After a few hours of sweating it up, find an excuse for the Cast to leave the office: one has the task of getting lunch from the deli across the streets, other has to take some parcels to the post office, or some other trivial errand ordered by the boss as a petty punishment.

As the characters walk down the street, they encounter a pair of dogs fighting in an alley. Watching for a moment, they notice that one of them looks very much as a wolf, the other like a black rottweiler. The Rottweiler is horrifyingly vicious, and within moments it has bitten the wolf dreadfully, perhaps mortally. The characters find themselves filled with an inexplicable rage and hatred for the black dog, stronger than any emotion any of them has known before. The beast's eyes seem to swallow the light, and the alley seems

unnaturally dim around the it. At this point, the Chronicler will want the character to attack the Rottweiler, or at least to enter the alley (perhaps to try and aid the wolf): a good possibility is to describe the dog as leering arrogantly at the Cast, for instances (the Chronicler should mention that there are several boards and pipes lying about that can be used as weapons), or perhaps it has its teeth fixed on the wolf's throat, ready to deliver a killing bite, but seems to be holding back, while it gazes defiantly at the Cast Member. It is, after all, only a dog. If the Cast (or one of the Cast Members) advances into the alley, the rottweiler immediately releases the wolf and snarls at the human. This incites an involuntary response from the character: he snarls back with a strange voice that seems to come from within the deepest recesses of himself. The rumbling reverberation of that snarl catches the rottweiler and throws it away from the wolf, smashing the dog so hard against a metal garbage dumpster that it leaves a deep dent. Its dark eyes blaze momentarily with hatred, and then it turns and flees.

The wolf is badly hurt and unconscious. The Cast may want to take the animal to his home to care for it, or to a vet, or call the City Animal Control. Even if they do nothing, they will see this creature later. If the characters leave without entering the alley, the rottweiler trails then for a short distance, then, disappears.

When the Cast returns to the office, they discover to their horror that everyone in the office has been murdered (shot to death) and the office has been ransacked. There are no stray bullet holes on the walls, indicating that murderer(s) probably used handguns and were very methodical.

### **What Happens Next?**

The Cast Members should feel that they're in deep trouble, as they are the only persons alive in the office. They might want call the police or flee – this should bring interesting debate among them. If the other characters are not involved in the story at this point, encourage those who are into contact their friends (the rest of the Cast), for shelter, for example.

That evening's news carries no mention of the massacre at the office, even if the Cast reported it to the police. If the Cast are not in hiding, however, the police will question them extensively about the crime. Any mention of supernatural happenings, will be scoffed at, as will the notion that the rottweiler or the wolf were connected to the shooting.

### **Brinane**

If the characters brought the wolf home, it heals within a matter of hours, or the vet with call with startling news, and asks them to come and pick up "their" wolf. At any rate, try to get the wolf and the characters alone in someone's home. The wolf trots into the bathroom, and a short time later, a very tall, very beautiful woman walks out, wrapped in a towel or robe, having most obviously just emerged from the shower. She has a compact disk on a fine chain around her neck. Her name is Brinane and she thanks the Cast Members for the help, adding she wants to call her people to come and pick her. It will be two days before the pickup can be arranged, however. In the meantime, if they can bring her some clothes and a sword; she will pay them back for any expenses when her people arrive.

When the Cast goes out to procure the items, they are confronted by thugs, who demand to know where Brinane and the disk are hidden. If they don't get what they want, they will attack with knives, nunchakus, blackjacks and a sword, in the hands of the apparent leader. These are mortals controlled by the Progeny, and should outnumber the character enough to make this fight look pretty one-sided.

### **The Attack**

This fight will give the characters a second glimpse into their true identities. The thugs are good at this sort of brawling and ought to kick the characters around pretty easily until desperation and fear cause the characters to manifest some of their unknown immortal powers. The Chronicler should keep the players in the dark until the situation looks desperate, and then start making the strange things happen.

This apparently hopeless battle ends with the characters strengthened and victorious. If the Cast interrogates the thugs afterwards, the thugs will say only that Lord Blind sent them. They will say no more.

### **Climax**

The characters should return to Brinane with a sword. She is not surprised at the news and appreciates their help.

Suddenly, as Brinane is admiring and cleaning the new sword, the rottweiler crashes through a window (or door, if the characters are above the ground floor). It moves directly to attack Brinane, unconcerned about anyone else nearby. The Cast can either help Brinane in the fight or stand back and watch. Brinane wields the swords with amazing skill and ferocity. In the end, the rottweiler falls, but only after a desperate fight, and when it dies, its body dissolves into a pile of salt.

Brinane thanks the characters and warns them that, in spite of its apparent death, the rottweiler may be back. If pressed for an explanation, she tells them that their world has just become a dangerous place. If they are smart, she adds, they will find another place to live. She warns them that a war is coming... the final war.

A very short time later, two men arrive in an unmarked van. One hands a paper bag to Brinane, who passes it to the characters. It is filled with \$20 bills, totalling to about \$10,000. Brinane exits with the men, leaving the characters with more questions than answers and dire warnings about the future.

### **Adversaries**

Lord Blind (Rottweiler)

Main Villain and Member of the Progeny

Strength: 5	Intelligence: 2
Dexterity: 5	Perception: 2
Constitution: 5	Willpower: N/A

Life Points: 65	Endurance Points: 35
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Speed: 20                      Essence Points: 44

Qualities: Himsati Immortal.

Skills: Dodge 6, Brawling 6

Natures: Natural Weaponry (Fangs) 3 levels.

### Thugs

Strength: 3                      Intelligence: 2  
Dexterity: 2                      Perception: 2  
Constitution: 2                      Willpower: 2

Life Points: 30                      Endurance Points: 26

Speed: 8                      Essence Points: 13

Skills: Brawling 2, Dodge 2, Hand Weapon 2.

### Supporting Cast

Brinane

Guardian of the Disk, and Unexpected Guest

**Court:** Court of Secrets

**Calling:** Guardian

**Himsati Form:** Wolf

Strength: 5                      Intelligence: 5  
Dexterity: 6                      Perception: 4  
Constitution: 6                      Willpower: 5

Life Points: 70                      Endurance Points: 53  
(-20, when first found due to wounds)

Speed: 24                      Essence Points: 56

Qualities: Attractiveness +2, Himsati Immortal.

Skills: Brawling 6, Dodge 5, Hand Weapon (Sword) 7.

Natures: Natural Weaponry (Fangs) 2 levels.

### Inscription [4]

**Return Locus:** <Vixen at Sanctuary [Hacker Alias]>

**Received By:** <Emissary: Talitha at Sanctuary>

**Language:** Latin [translation provided]

**Subject:** Rumours and Revelations

**Summary:** An artefact from the Court of Fate is stolen

**Keyword Search:** Court of Fate, Court of Life

**Date:** Year of the Pale

**Message As Follows:**

Hi out there in dreamy dream land. Earlier I speculated that there was a theft of an important artefact from the fortress of the Court of Fate, and tonight that was confirmed. My sources tell me there is a fleet of ships combing the country looking for the thief, supposedly a female. I hear she stole a very important artefact of great power. My sources suspect it has something to do with changing the future. Considering how many resources have been mobilized to return it to the Court's crèche, I'm dying to know what is so special about this artefact. Let me know if you learn anything at all about the thief or the artefact    Love and life    Vixen    --,---<@

### Inscription [Cipher]

**Return Locus:** <Weaver at Sanctuary>

**Received By:** <Trapdoor at Tapestry at Sanctuary>

**Language:** Oneness [Dialect]

**Subject:** Pandora's Vox

**Summary:** The Court of Fate must secure this artefact at all costs

**Keyword Search:** >suppressed<

**Date:** Year of the Pale

**Message As Follows:**

Trapdoor,

We have analysed the threat to our Court's security and the repercussions represented by the threat of Pandora's Vox. Important data follows, so remember it.

Capture of this artefact is not only vital to the security of the Court of Fate, but to all of our immortal society. If it falls into the hands of the Beast or its minions, all hope for the future is lost. The war, such as it is, will be finished. The sanguinary knows this and will attempt to find it as well. While artefacts such as the Femme Darkle represents death and annihilation for us, Pandora's Vox could be our salvation.

I have learned that the Shadowen have sent two of their best killers to apprehend this thief. You and your pantheon must get to her first. Her dossier is included as a separate file. We do not trust the Shadowen nor do we trust the artefact to fall into their hands. You and your Pantheon are chosen because of your long history together and your many successes for your court as well as your resistance to the temptations of the beast. Be wary. The Beast Itself, if it does not already have Moon in Its service, will do Its utmost to claim Pandora's Vox from her. This will put you in grave danger. Our prophets will converge all the luck we can toward your mission.

### Inscription [7]

**Return Locus:** <Babylon at Sanctuary [Maker Code Verified]>

**Received By:** <Emissary: Talitha at Sanctuary>

**Language:** Telepathic Inscription

**Subject:** Help us please

**Summary:** Please please help is

**Keyword Search:** Mantle, Doves, Guardians, Sanctuary, Babylon

**Date:** Year of the Pale

**Message As Follows:**

Someone, please help me. My sovereign mantle has been invaded by doves of the Sanguinary. All Immortals have perished. My guardians have either perished or fled. I am alone and wounded. If I don't receive help, this part of the Sanctuary will shatter. I am losing control of this place because of my pain. Please if you receive this come into Babylon and help us. I am badly wounded. I need hel >end of transmission<

### Inscription [7]

**Return Locus:** <Catpaw at Sanctuary>

**Received By:** <Emissary: Talitha at Sanctuary>

**Language:** Atrana-Cant [Voxtongue]

**Subject:** Re. Help us please

**Summary:** Forget it, they're gone

**Keyword Search:** Sanguinary, Babylon

**Date:** Year of the Pale

**Message As Follows:**

Anyone who tries to enter Babylon now is a fool. It's been claimed by the Sanguinary; It's poison to us all. It's suicide to go in for a single survivor, even if she is a Maker.

### Inscription [7]

**Return Locus:** <Whisper at Sanctuary [probably alias]>

# Chapter 8 - Adventure: Eternal City

**Received By:** <Emissary; Talitha at Sanctuary>  
**Language:** Atrana-Cant [Voxtongue]  
**Subject:** Re. Re. Help us please  
**Summary:** You are obviously a coward, Catspaw  
**Keyword Search:** Himsati, Maker  
**Date:** Year of the Pale  
**Message As Follows:**

*A single life is worth any effort, Catspaw, you coward. It's people like you that has given the Sanguinary many of its victories in the past. Your Himsati form must be that of an ostrich. Why don't you turn back into your true shape and go hide your head in the sand? I for one am willing to take the risk. I will liberate the Maker.*

#### **Inscription [7]**

**Return Locus:** <Semiramis at Babylon>  
**Received By:** <Emissary; Talitha at Sanctuary>  
**Language:** Atrana-Cant [Voxtongue]  
**Subject:** Dispelling rumours  
**Summary:** Babylon is not under attack.  
**Keyword Search:** This hoax has gone far enough  
**Date:** Year of the Pale  
**Message As Follows:**

*I am Semiramis, Regent of Babylon. The rumours of Babylon's fall are completely false. Unfortunately the Maker of our Mantle took ill with a fever. This not only caused her to hallucinate and destabilize the reality of her creation, but disrupted our communication as well. You all know what happens when a Mantle becomes locked from within. Apparently it was an allergic reaction. She is now resting peacefully and the Mantle has returned to a stable reality. Babylon is now open for visitation, and we hope these erroneous reports do not prevent you from visiting our magnificent hanging gardens, gambling facilities and sacred pleasure temples. My advisors fear we will lose much of our tourism commerce but I have faith that all of you will put this hoax behind you and come visit us very soon. We look forward to welcoming you. = -)*

## **Introduction**

The Mantle of Babylon, a large Sanctuary inhabited by Immortals, is under attack by mysterious forces. By the hour, Babylon becomes more separated from reality and drawn into a dark dimension where the Sanguinary lairs like a spider in a web. Lost in a world both familiar and yet alien, the Cast Members may come to realize their true natures as Immortals and become the targets of a cat-and-mouse hunt that seeks to prevent their escape with the truth.

## **Chapter Summary**

**Introduction** presents these opening lines, a chapter summary, and resumed information on the adventure.

**Overview** provides the Chronicler with some info on the background of the adventure.

**Act One: Into A New Dimension** details the opening scene in which the Cast Members suddenly find themselves witnessing their unexpected performance in a movie trailer, which acts as a doorway to some unknown place.

**Act Two: Walking In Babylon** details the several places of the razed city the characters will visit, including their first meeting with Shade.

**Act Three: Song and Claw** describes the meeting with Moon, the Maker, and the fight against the Drones, as they try to reach the safety of her palace, as well as their first meeting with the Twins.

**Act Four: Battle Inside The Palace** covers the final confrontation with Shade, where everything can be gained... or lost.

**Act Five: The Return** leads the Cast into the final scenes where they witness a strange prophecy and finally manage to return home.

**Supporting Cast and Adversaries.** Details a number of characters that the Cast Members might encounter.

**Cast Members** lists six individuals who were brought to enter the Mantle of Babylon, even if not knowing what they would find within.

## **Running Eternal City**

**Cast Members:** The adventure is set for a Cast of 3 to 6 of both "Immortal: Millennium" characters, and a mixed Cast of Gifted, Inhumans and other types, as long as at least one of them is an Himsati Immortal. The Chronicler can take the opportunity to make one of the Mundane Cast Members an Immortal, as this adventure allows both fully aware Immortals, and others who still ignore their true powers. In the end of the adventure there are 6 pre-made Cast Members ready to use.

**Location:** Eternal City can occur in any city in the world, independent of size, since most of the action will happen in the Mantle of Babylon.

**Time:** The conquest of the Mantle of Babylon will take a few hours – if by 9:30 p.m. (the last showing of the trailer of "Immortal Babylon") the Cast Members are not inside the Mantle, then the portal will close, and the story will be solved without the Cast's intervention. At 3 a.m., the Cast Members will find themselves back into their city.

**The Setting:** There are small hidden worlds, beyond the perception of mankind, called Sanctuaries. Some of these Sanctuaries were created by powerful Immortals, and now they are home to other Immortals and their worshippers and allies – these are called Mantles. In most cases, Mantles are entered through cleverly hidden doorways, created by the will of a half-human, half-Immortal hybrid known as a Maker. Using her telepathic communion with a mystical shard, a Maker refocuses reality into a shape of her own choosing. A Maker is the ally of Immortals who live in her Mantle and are protected by its artificial reality. Ancient temples, fortresses, cities, and other marvels are preserved here from the cruel march of time. The famed cities of old, such as Atlantis, Babylon, Olympus, Knossos, Camelot, Heliopolis, Ife, Alexandria, Sodom and Gomorrah, Carthage, and ancient Rome exist in all their stately glory, even as the ruins of their earthly counterparts are picked over by archaeologists in the real world.

These Sanctuaries lies at the border of the real world. Sometimes a person can stumble into it through one of its gates. A gate can exist anywhere: a rock, a black cat, a



waterfall, even a trash dumpster can provide entry into a Mantle once it is touched.

While a Maker is alive (they live for many, many human lifetimes) the Mantle she creates thrives. As she ages and grows senile, a replacement is rigorously trained to take over the control of the reality. If a Maker is killed before a replacement can be fully trained, the reality of the Mantle breaks down and bleeds out into the real world. In the last few centuries such exposure has been carefully avoided through the vigilance of the Immortals, who send guardians to protect the Makers.

### Overview

The Sanguinary, trapped in the collective mind of humanity, lives as a malevolent personality in the world of dreams, moving from mind to sleeping mind, elusive and invisible. As it does this, it seeps away the life force of those with no will to resist it, or those tempted with power or other carnal pleasures of the world. The Mantles are a hunting ground for the Sanguinary, and its servants endlessly toil to expose gates and to get at the Makers of the various Mantles. When the Sanguinary successfully captures a Maker, the reality of the Mantle the Maker controls shifts to favour the Beast and its servants, thus, all Immortals living in the Mantle are trapped and become the prey of the Sanguinary.

The dark minions of the Sanguinary have made a strike on Babylon, a Mantle which has one of its gates hidden within the Main Cast's home city. The Maker of the Mantle, a young woman named Moon, is running for her life, staying just ahead of her hunters, but is wounded to such an extent that her control over her Mantle is tenuous at best. With all of her guardians dead and without her controlling the Mantle, Moon's hunters are influencing its now malleable nature, creating a labyrinth around Babylon from which she cannot escape.

### Pandora's Vox

Long ago, during the age of myth when humankind and Immortals lived side by side, when the world was filled with magic and wonders beyond description, Pandora was created. She was a perfect human female who was chosen by the Court of Fate to go on a very sacred task. They joined a large, powerful shard to her flesh and made her Immortal. Pandora's mission was one of utmost secrecy. A consummate thief, her anonymity was protected by the Court of Fate at a great expenditure of power, resources, and fanatical mortal priests. Her alias, Thief of Wonders, was well earned, considering her theft of precious objects, people, even Mantles she stealthily entered. The Thief of Wonders became the most hunted Immortal in all history. Pandora was eventually caught and quietly slain by the very Court that made her. Her Vox was kept in a vault, filled with the Wonders she stole through her long career which exist as patterns of energy ready to reform into solid matter. The Court of Fate surrounded this priceless artefact with incredible security.

**Aided by a member within the Court known as Phoenix, Moon penetrated the defences surrounding the Vox and stole it. Because of Phoenix's arcane power, the prescient seers of the Court were tricked and did not foresee Moon's coming. They were thus unprepared to prevent the theft.**

The Cast Members are brought together – whether they know each other before or not – when they decide to go to the movies. As the preview trailers begin, they find themselves depicted there, wielding powers they could not possibly have. During the trailer, a young boy, dressed as a commando, walks straight into the screen and disappears inside it.

If the Cast follows, they find themselves in the city depicted in the trailer – and everyone is dead. As they walk throughout the city, they start to believe they are not the only ones alive – which can be both a blessing and a curse.

At a given time, they find Moon, the wounded Maker, and fight against uncountable enemies just to get at her place of power where she'll be able of regaining control over the Mantle... only to find Shade waiting for them. Another climatic battle ensues, and Moon can either survive or die, depending on the Cast Members' actions.

### Dramatis Personae

The following characters are important to the development of the adventure. Detailed stats and description are included at the end of this adventure.

Moon – Maker of the Mantle of Babylon  
Cutter – Slayer of the Court of War.  
Joker – Guardian of the Court of Secrets and Moon's protector  
Shade – Renegade Scourge of the Court of Shadows  
The Twins – Shade's fellow Triad members, also renegade Shadowen

### Cast Members

Players may wish to use these pre-generated characters. Their stats and description are included at the end of the adventure.

Hannah Torres – Junior Arts Student; formerly Tactician of the Court of War (unawakened Himsati Immortal)  
Marcus Sanders, PhD – Ancient and Medieval History Professor, Mentor of the Court of Fate (awakened Himsati Immortal)  
Michael "Mike" Muller, Esq. - Dilettante and Philanthropist; Lesser Gifted Rosicrucian.  
Randy Schneider – Junior Engineering Student, formerly Slayer of the Court of War (unawakened Himsati Immortal)  
Theresa Bishop – Proud Daughter of the Highlands Waitress, Gifted Wicce.  
Sir William Frame – Writer and overall Bon Vivant; Solitaire Vampire

## Act One: Into A New Dimension

### The Opening of the Gate

The last remaining gate into Babylon is found in a movie theatre near the PCs. In fact, on this particular night the PCs happen to be at this theatre watching a highly anticipated film. Before feature films, a trailer of other upcoming attractions are run to whet the appetites of the audience. Many trailers are poorly done these days, showing all of the plot points in the film and leaving very few surprises. Four trailers are shown before the start of the feature. The last and final one, promoting a film called “Eternal City,” is different in many ways. It is exciting, fast-paced, and full of visual effects that defy imagination. The PCs will find it riveting to the point that it overpowers their anticipation for the movie they came to see. In fact, the trailer for Eternal City is a gateway into the Mantle of Babylon. As long as the trailer shines on the movie screen, the gate is open and anyone can walk through the screen into the hidden dimension.

The characters witness a boy, appearing about 13 years of age, enter the theatre during the previews and walk up to the movie screen, dressed as a commando and carrying a leather satchel. He checks his gear during the first three trailers. The other patrons in the theatre do not seem to notice him, but to the PCs, he is clearly revealed by the moving images on the screen.

When the final trailer comes on, the boy (Cutter) stands up, hoists the gear, and steps into the screen, leaving a rippling effect of blue energy cresting across it. The characters, if they don’t follow him by the ending of the trailer, will have to wait another three hours for the main feature to end and for the trailer to come up in the next showing of the film. This is when the gate opens again. There will only be one other showing of the film and the Eternal City trailer after that, at 9:20 p.m. The trailer does not appear the next day when the film shows again, for Babylon will have been conquered by then without the Main Cast’s intervention.

### The Movie Trailer

The trailer is not only a gateway but an oracle of sorts as well. It shows the future of what could occur in the Mantle of Babylon in the next 24 hours. This means the Cast Members will see themselves as the characters in the trailer, exhibited in flashy cutaways. The Chronicler should read the entire adventure to get a feel of what will happen. It will help fill in the pieces of what the trailer should look like.

An example description of the trailer: (a sweeping shot of Babylon on a stormy night – with towering temples and statues all around.) A deep voice utters:

“There is a world hidden from human eyes, a city protected from time itself. It has stood for ten thousand years, a haven for the last of an Immortal race...” (The camera pans in, revealing bodies sprawled everywhere, many of which died gruesomely.)

“Tonight it will be invaded by the servants of darkness...” (image of the Twins walking hand in hand, dressed in black, wearing sunglasses, while in the background, monstrous creatures scuttle along the vertical walls of the buildings. The shadows of the twins precede them, black growling beasts on leashes held by the twins.)

“...and destroyed by a creature whose lust for power can never be quenched.” (the silhouette of Shade is shown, standing on a hill, arms thrown wide, hair and luminescent gown fluttering in the wind as, in the background, a massive explosion rocks the city and fires burn out of control.)

“For the few brave enough to oppose her...” (An image of all the PCs looking around the deserted, haunted city.)

“...time is running out.” (An explosive montage of quick, dramatic cutaway scenes follows, emphasized by quick-paced music. It shows the characters exploring the city, witnessing the chase of the Maker by the droves through the bus. The battle with the twins is shown, as well, together with scenes of the frozen people in the hanging gardens of Babylon. An image of one of the Immortal Cast Members screaming as she inadvertently uses her Vox to produce a serenade. The force of the serenade ripples through the scene, tearing the drove apart, flipping cars over, electrifying the rain as she stands there, screaming. The camera then shifts to show one of the Gifted whispering, her arms wrapped around her, when she suddenly opens then, and a wave of fire rolls over several Drove, submerging them in cleansing flames. At her side, another Gifted focus and from his fingers is released a burst of blue energy, which sends another drove tumbling).

### Visible Essence

**In Babylon the Essence is visible, even to the non-Gifted, therefore, the Chronicler should check beforehand what powers the Cast Members will have, in order to make truly memorable descriptions.**

“This summer, Babylon Pictures presents a film that will make you question what is real and take you to a world where dreams can kill.” (Close up on a drove, all fangs, glowing spines and eyes, and rending claws. It charges the viewer until its gaping fanged maw fills the scene, into its dark throat surrounds the screen until it goes utterly black.)

(A few tense seconds elapse, and the logo for “**IMMORTAL BABYLON**” is revealed as searchlights probe through the darkness. Out of this darkness, as the logo fades, the beautiful face of Shade emerges, staring into the eyes of the viewers.) “Come and get me.” she whispers with a sexy, defiant smile.

## Act Two: Walking In Babylon

### The Razed Temple

(Note: Even if the Cast Members followed Cutter through the screen, he will not be present in the razed temple when the players arrive. He has raced ahead and will encounter the Cast later.)

On the other side of the movie screen is the interior of a huge, razed temple. The Cast Members emerge from a wall, coincidentally the size of the movie screen, painted with a mural. The mural is defiled, blackened with fire. The only visible detail is part of a beatific face with glowing eyes, painted in a luminescent tincture, which smiles sadly from the ruin. The angelic face seems to stare at the Cast with a pleading expression. One of the characters hears, telepathically in her mind, "Help me." It seems to be the voice of a young girl and seemed to emanate from the mural. The plea is not repeated.

In front of them are the shattered remains of the temple's main atrium. There are tall pillars, statues of hawk-headed gods and clusters of once-decorative trees, all burnt. The roof has fallen in, the huge marble slabs lying on a number of crushed people, all human, all dead. Those who did not die immediately appear to have been finished off by having their throats bitten out.

There is a huge statue of Semiramis, the famed queen of Babylon. The statue has been toppled and is covered with viscous, oily saliva. The saliva is slowly transforming the stature into a hideous parody of the beautiful queen. Within hours it will assume the spidery shape of one of the lesser aspects of the Sanguinary. The main altar in this atrium has a number of people clinging to it, as if in desperation and their heads look to have been bitten off. A raven, the only living thing other than the characters, hops from slab to slab, watching them. This is actually Joker in his Himsati form. The rest of the temple is composed of meditation chambers, beds where the sacred prostitutes of the temple shared their bodies for donations to the temple, and a number of pools and saunas. There are dead people everywhere: on the beds, floating in the water, lying on the stairs. The brutality of this scene is acute. One of the sacred prostitutes of the Temple, devotee to the ancient goddess Ishtar, is found dancing in one of the rooms. Dazed with madness, she offers her body to any Cast Member willing to have her, hoping in her dementia that this sacrifice will restore her temple to its former security. Her name is Nirani, she is extremely beautiful and any Cast Member who wishes to drain Essence from her, finds her willing. Nirani constantly says that Ishtar and her Moon have fallen from the sky.

### **The Blood Fountain**

Outside the razed temple there is a number of smaller shrines. They are roofless, open-air platforms with altars and fountains. All been similarly razed. One fountain in particular dominates the scene, shooting water 50 feet into the air. The water is red from the blood of several people who made a stand here and were massacred. Their bodies, however, are gone and only the blood remains (the slain defenders were Immortals, and once overcome, their Vocci were torn from their throats, thus disintegrating their bodies). The fight was so mystically powerful that the images of it, along with the blood of the fallen, are permanently etched onto the surface of the rippling pool. Should the Babylonian Mantle be saved, the fountain will become a cherished monument.

### **Visions in the Blood Fountain**

**The fallen Immortals were here defending the shrines and the humans who came to them beseeching their aid. Their last stand is recorded in the red waters of the fountain and can be reviewed by staring into them: the figures show in the water move with amazing strength and animal grace, unfettered by gravity or the clumsiness of muscles, and their combat is a dance, both beautiful and terrifying to watch. A few Immortals actually run up the side of the falling water of the fountain, diving over the top and falling on a drove wading in the other side. One Immortal moves her hand to touch, with a single finger, the forehead of a drove in a gentle caress, and when the tip of her finger brushes it, snaps the monster's head back as if from a brutal blow. Despite the elegance of this fight, however, the droves are simply too numerous. The characters will see as each of the defenders is finally brought down.**

Surrounding the temple district are a number of houses similar to those one would expect to see in an ancient city, judging from the archaic architectural style, with an emphasis on step-pyramids incorporated into the overall design. The houses themselves have obviously been invaded by troops, and many are little more than smoking ruins. Dogs lay dead in the yards, slain while trying to defend their masters' houses. And on an even more unpleasant note, all of the bodies have been looted.

### **Charnel Houses**

Inside the houses, the characters will find strange webbing strung everywhere, with corpses of humans cocooned inside, completely drained of all fluid. The web, when touched, fluoresces a sickly green, sending luminescent tremors along the greater structure of the web, warning Shade and her forces of the character's presence. The web and gruesome deaths are the work of the Twins, who exist in the form of two large, translucent, black spiders. Having sensed the tremor of the web, the Twins will stalk the characters from a distance to ascertain their power level.

### **Downtown**

Eventually the characters find a larger street that takes them toward a beautiful city skyline. It is huge and it is obviously the heart of the city, for as they get closer they notice the immense amount of columnar temples and huge statues of Babylonian sphinxes, bearded men with lion bodies, bull legs, and folded wings. In spite of the archaic feel, everything is perfect, polished, millimetrically correct, making the most modern city in the real world look crude by comparison. The sidewalks are white instead of concrete grey and beautifully inscribed with cuneiform that is inlaid with glowing blue glass. There are bodies scattered about here as well, fresher than those in the outskirts.

As the characters move through these areas, explain that they can't escape the feeling that objects such as statues, carved friezes, mosaics imbedded in the plazas, etc, are all staring at them. Nestled among the temples is a large plaza with a marketplace whose roof is open to the sky, and in it can be found a variety of tents and shops selling food, jewellery,

clothes and anything else the Chronicler wants, as well as a weapon shop filled with all kinds of archaic weapons from bows and crossbows to swords and daggers, but that look ready for the wear. Characters with the penchance for combat will fill strangely drawn to the weapons and might find out, suddenly that they can wield one sword like master swordsman (the Chronicler may start handing out Memory Points at this point and allow the Cast Members to buy/increase their Hand Weapon skills).

Among all of this splendour is silence. Many of the shops and tents have been looted, and the characters will find, in what seems an elegant tavern, bodies trapped in the same fluorescent webs found in the subdivision. The webs disappear down the drain of a sink in the kitchen like micro-thin fibre-optic cabling. This conduit leads to the Hanging Gardens.

### **The Theatre**

There are many dead people in this large building, sitting in their stone seats, and the place is so cold the characters will see their breath and frost drifting on the air. On the stage there is a dried husk of a man lying with a scream frozen on his once-youthful face.

### **The Statue**

There is a huge statue dominating the downtown area. The statue is that of a Virgin Mary with two faces, one peering from either side of the head, but only a single body. If the character takes a closer look, he will notice that the statue if in fact of the Twins, standing back to back, the drapes of their stone dresses barely concealing the multiple legs underneath them. The Narrator may wish to allow the Cast Members to make a Difficult Perception roll to realize that the Statue is actually watching them. In fact, the Statue is the eyes of the Twins in this particular area. Now, the feeling of being watched by columns, mosaics and the like, increases, as should the paranoia of the Main Cast.

### **The Watcher**

The characters will see a woman standing on the very top of one of the immensely tall and decorated columns at one of the central intersections of downtown Babylon. This is Shade, who is watching the Main Cast. Before they get a clear look at her face, she takes a single small step away and is seen standing on the top of the next column, and then the next, until she moves out of view. But even without seeing the details of her face and form, all the Cast Members (females included) will find her mesmerizing, for some strange reason.

## **Act Three: Song and Claw**

### **Drove Attack**

The eerie quiet of the area is shattered by a woman's scream. The characters see Moon dart out of an alleyway, pursued by dark creatures that are at once beautiful and bestial. All are black and glowing with luminescent spines, eyes, horns, claws, and fur. They look like a melding between

mythological beast and bioorganic technology. Three of these creatures, leaping from wall to wall of the alley with supernatural agility, pursue the Maker as she runs. In front of her is fallen a large slate of marble. She heads for it, holding her hands crossed in front of her face as if she is going to slam into it, but instead the side of the slate seems to liquefy. She bursts through the watery walls of the rock, spraying water out the opposite side. The Cast Members notice that the water, as it hits the ground, becomes shards of splintered marble. This startling effect closes behind her, causing the pursuing Droles to crash headlong into the rock, leaving large dents in both the marble and the creatures.

Only momentarily deterred, they leap high into the air onto the top of the rock and peer around, suspended in the air almost in slow motion. Quickly they catch sight of Moon and drop at accelerated speed back down to the ground. By this time, Moon has reached the Main Cast, limping from a bad wound that stretches from her waist down her right leg. The characters are almost certain to be drawn into battle with the Droles. The monsters are charging headlong toward the characters at fantastic speed and are nearly impossible to evade or escape. The battle should start badly and quickly get worse as characters get injured. When things look really bleak, Cutter shows up and joins the fray. Use as many droves as you need to give your PCs a real challenge.

### **Helping The Maker**

Moon is a lovely woman with a distinct trait: her entire body is covered with pale, subtle tattoos.

She does not give her name but will beg the characters to get her to her sanctuary, which lies within the Hanging Gardens. Once in her sanctuary, she is safe. She can heal herself and turn the tide on this invasion. She leads the way.

Moon should be injured quite badly after the fight, and characters may consider her more of a liability than an asset. Cutter is a balancing element. The Chronicler can adjust his power to whatever level is necessary to keep events in synch. He, too, should be injured after the fight with the droves. At one point, Moon will use the power resident in her tattoos: she lifts up her shirt to reveal her bare stomach, revealing a glowing around her pierced navel a sun tattoo. The light from the tattoo shines out into the eyes of the Droles, blinding them. This prevents the Droles from taking any action this turn. When Moon activates the tattoo, the characters will actually feel as if they are looking at the light from an ancient sun from a long lost age, trapped in this Immortal woman's skin. In its radiance, they see mist, hear the sound of a waterfall, singing birds, and something large and beautiful flapping through the air. They feel they have glimpsed, through her navel, into another world. Any questions about this amazing experience are ignored, as Moon quickly urges the characters to help her move on.

### **The Park**

Finally the characters find a park. It is lush and green and filled with streetlights. A light mist swims through the air. As they go further into the park, they find that it becomes more and more a garden. The garden becomes even more spectacular the further the characters move into it. Now there are huge statues, pools on the ground like mirrors, and the

scent of flowers thick in the air. In the centre of the park is the Hanging Garden of Babylon. In the park the characters encounter a man, dressed in tattered black street clothes. He is badly wounded, which is explained by the huge bite that has been taken out of his stomach. He stumbles through the park in stark terror, screams when he sees the characters, and falls dead. This is one of the Babylonian guardians, a key-keeper of the imperial palace. He carries a signet of identification and a key that opens secret entrances in the palace. The Key-keeper also carries a locket around his neck with a picture of Moon inside it. This particular guardian died of heart failure because he fled his comrades' last stand at the palace. Seeing Moon injured, his guilt crushes him to death.

### **The Hanging Gardens**

The park leads to the Hanging Gardens, a monolithic step-pyramid built of white marble inscribed with glass-filled cuneiform writing. The structure covers an entire city block and soars about 20 stories high. Large crystals thrust from the surrounding grounds, shining like spotlights on the white marble.

Before reaching the structure, the characters will see Doves crowded around it, and will hear the sound of furious fighting. Babylon's mortal keepers, sleek heroes dressed in black like the clothes worn by the dead man in the park are fighting with all they've got against the fanged terrors, that simple just keep coming.

### **Encounter With the Twins**

The Twins, who have been stalking the characters, choose this moment to strike. It is important to note that the Twins would slaughter the characters easily if the Cast Members actually fought them. This is an opportunity for the Chronicler to show the Main Cast how powerful the Twins are. Let them get knocked around and inflict some negligible damage to the Twins. The Twins are in their beautiful female forms, dressed in black leather and lace. Only their shadows, amorphous and seething, give a hint of their monstrous, spider-like natures.

This confrontation is much different from that of the Doves and the Babylon keepers. It will involve the Twins shaping reality against the characters while the Maker counters with her own powers. Here are a few special effects to employ to describe this interplay:

- 1) The grass sprouts needles, gleaming like syringes in the light of the garden.
- 2) One of the combatants kicks her feet through a puddle of water that changes into shattered glass spinning toward her opponent. The opponent holds her arms out and the glass flutters past as transparent rose petals.
- 3) A rock is nudged with a foot and becomes a snarling, rolling thing with fanged mouth and teeth that shatters with a scream against the opponent's foot.
- 4) One of the Twins slashes her own wrist with a fingernail, causing shadow to flow out of the wound and transform into

a swarm of biting flies. They freeze around the Maker and drop to the ground, trapped in amber.

- 5) A combatant spits up into the wind, and the globule spins itself out into a black thunderhead that sends lightning ripping through the sod. The opponent grabs the bolt and yanks the cloud down from the sky; it falls around the characters like cotton candy before dissolving away.

The Maker barely holds her own in this fight and ultimately fails, getting knocked unconscious by the Twins. Cutter takes this moment to step forward, throwing himself at the Twins and yelling for the Cast Members to get the Maker into the palace. The keepers, seeing their precious Maker, redouble their ferocious defence of the Hanging Gardens. The characters will have to force their way through until they enter the palace. The last thing the characters see as they enter the palace is Cutter being wrapped up in a glowing green cocoon.

## **Act Four: Battle Inside The Palace**

### **The Wilting.**

Once the Maker is inside the Hanging Gardens, she comes conscious and begins to heal at an accelerated rate. The interior of the palace is lofty, rich, and elegant, with vegetation so alive it is radiant. The sound of combat is heard elsewhere in the palace, the sound of gunfire, the screams of the inhuman doves, and the mystic shouts of serenades.

Suddenly the temperature in the area of the characters begins to plummet. Soon their breath can be seen, and the shiny white marble floor clouds over with sparkling frost. The plants frost over, turn black, and wilt with cries that the characters can hear in their minds, a melancholy, musical sound. Rich tapestries on the windows become starved, thinning out before the character's eyes until they are gauzy pale things moving against the broken windows like ghosts. In fact, gaunt, dark, angelic indentations emerge from them to challenge the characters, but the drapes are easily destroyed.

### **The Questors**

The characters make their way toward the throne room, fighting their way through the occasional dove that rears its head out of huge vases or from the ceiling on which they cling.

Their tranquil cooing noises chill the characters, reminding them of deep-seated memories of being held, as infants, by their mothers. Engaging them in combat turns this tranquillising effect into a nerve-shattering roar that shatters rigid objects.



Most of the droves here, the Questors, are weaker than what will confront the characters later in their careers as Immortals. Little more than animals, they lack the deviousness of their greater brethren.

### **Encountering Shade**

The throne room is quiet and covered in frost. Everything sparkles like a fairy-tale winter. Huge crystal chandeliers hang from the ceiling, set with candles and icicles. The flames of the candles are still visible but are frozen solid as ice. So are the candles on freestanding sconces around the room. Still giving dim light, they nevertheless shatter into slush if touched. The throne is occupied by a dark figure, silhouetted. Her shadow paces catlike along the floor in front of the throne, cast by the candlelight.

She leans forward and speaks. This is Shade, and each time she speaks, a golden gem affixed in a collar encircling her throat glows dully, as if capturing the power of her voice. She welcomes the characters and tells them how impressed she is with them. There is, in fact, room in her organization for them if they wish to join her, and boundless rewards of money and power to be had. Anyone that takes her up on this must demonstrate loyalty by handing over Moon to Shade.

Play Shade as sexy, charming, intelligent, and sympathetic. She is not some dark, gloating villain perched on the throne. She will tell the characters that they are special, Immortal, and being used by the other Immortals, just as she was. Now she's a free spirit and in control of her own fate. So why not join her? The Maker, of course, will counter that Shade is psychotic, that she was banished for abusing her power, and that the collar she wears is a punishment for crimes too bizarre to even describe.

Moon must sit on the throne to finish healing and regain full power over the Mantle of Babylon.

This means someone must drag Shade off of the throne. Doing so is going to be surprisingly easy if the characters can get through the Twins who arrive to defend her in their shadowy spider forms. The collar binds Shade's powers, and she really has only her wits, her skills and her seductive powers to rely on.

The characters will have a real chance to fight the Twins now. Because they are in the sanctuary of the Maker, they gain a +2 bonus to all rolls, which should even the odds a bit. The Twins cannot control the interior reality of the palace, so they must rely on brute force.

Shade is delighted to see Moon here. Given the opportunity, she will trace her fingernails seductively across Moon's tattoos with a look of absolute greed in her eyes. "Such power, such mysteries and wonders! I will have a gown made of this magical skin!" she breathes.

### **Shade Defeated**

Since the Main Cast will have a bonus of +2 in every roll, courtesy of the Maker, they will be tougher to deal with. The Twins will only fight until one is badly injured, then will try to retreat – but will never abandon the other.

If the characters get past the Twins and subdue Shade, the Maker becomes the trump card when she ascends the throne, healing completely and having complete power over the Babylonian Mantle. At this point, Shade and the Twins are weakened to the point where the characters can make anything they want of them.

If the Twins are killed, Shade will seethe with rage and swear revenge on the Cast Members but will not show it: as her Vox is trapped in her collar, should she be killed, it won't be able of creating her a new body, effectively causing Shade to perish for good – so, if she ends this story alive, the Cast will have earned a very determined and resourceful Adversary who will hunt them to the ends of the Earth, if needed be. If the Twins are captured, the Maker will ask the Cast to hand them over to the Immortals outside the Mantle. She gives the Cast Members an email address to contact and promises to put in a good word for their help.

### **Shade Triumphant**

Another possible ending is that Shade, in the midst of the battle between the Twins and the characters, will produce a dagger and bury it in the throat of Moon, if she is not stopped. The dagger growls and the sound of sucking blood is heard in the throat of the Maker. The dagger will slowly extract the Vox of the Maker and when it finishes, she disintegrates in a spray of red light. Anyone watching the dagger sees the stolen Vox slowly emerge on the blade as a gemlike barb. The dagger now contains the wonders of Pandora's Vox. The characters will have other chances to steal this artefact back from Shade. Moon was the primary target of Shade, but she will also claim the Mantle for her master, the Sanguinary. Whether the characters opposed her or not, Shade has them subdued and prepared as sacrifices. She then leaves to prepare herself for the summoning of an avatar of the Sanguinary to enter this Mantle.

The characters escape their fate by the timely arrival of Joker, who has been watching them, and frees them from their prison. He also frees Cutter, who seems to both know and dislike him. Together, they lead the Main Cast to the razed temple.

## **Act Five: The Prophecy**

### **An Ominous Prophecy**

When the characters return to the razed temple, they see the statue of Semiramis, coated with the viscous saliva of the droves, has undergone its complete transformation into a scorpion-spider-serpent-mantis thing. As the characters prepare to depart through the burnt mural, the statue moves, turning its head and facing the Immortal characters directly. In a soft voice, so overpoweringly beautiful that the characters must make a Difficulty Willpower roll (with a penalty of -3 to Himsati Immortals) to avoid weeping, it says: "You run away from your true destiny, my children, from the tender embrace of your mother, your father, your one true god. But there is still redemption even for those such as you. Sooner or later, you will return to the womb of your creator and rest forever in the warm, silent arms of oblivion."

## Wrapping Things Up

No matter what happens, the Main Cast should escape. They arrive back in the same theatre that provided the gate. Cutter thanks them for their help and tells them that Phoenix will send for them when the time is right, if they are not afraid of fighting the one true evil known as the Sanguinary. All arrive in the same movie theatre in the real world. All walk out into a deserted parking lot. The world is normal and it is 3 a.m. As a dark sedan pulls up, Cutter gets in, and there seems to be other people sitting in the car, watching them. The Cast Members will catch a faint glimpse of glowing eyes as the door that admitted Cutter closes. The final impression should be that Cutter changed into something as he entered the dark car, something shiny and deadly. Unfortunately, the Cast didn't get a clear look to make sure. The car will drive away, and even if it followed, it will lose them.

## Adversaries

### Shade

Leading this assault into the Mantle is Shade, a bitter Immortal who was exiled from her people, the Shadowen, and was collared with a mystical artefact that prevents her from using the power of her voice. Shade has found a way around this inconvenience by allying herself with the Sanguinary, who has promised her greater power if she successfully captures Moon. She wears the Skinwalker, the skin of the Sanguinary itself that gives her mystical power. The Skinwalker's abilities are detailed in the section dealing with Shade's characteristics. Shade is a clever and strong-willed villain, motivated by hatred and a deep-seated feeling of betrayal by her own people. Her glaring flaw, exploited by the Sanguinary, is her lust for power. Through her mysterious servants, the Twins, Shade has learned that Moon possesses Pandora's Vox, and she knows well the history of the Thief of Wonders and the priceless hoard of power contained inside the Vox. She secretly plans to betray the Sanguinary when she is in possession of the Vox and its Wonders.

Shade is a beautiful woman with red hair and mismatched eyes (one is blue, the other green).

She wears a Collar of Silence to stop her powers, but she makes up for this liability with cleverness and protection by the Twins.

Court: N/A (formerly Court of Shadows)

Calling: Scourge

Himsati Form: Shadow (Shadow Elemental)

Strength: 4	Intelligence: 7
Dexterity: 6	Perception: 5
Constitution: 4	Willpower: 5

Life Points: 55      Endurance Points: 44

Speed: 20      Essence Points: 56

Drawbacks: Covetous (Power) 3, Cruel 2

Qualities: Attractiveness +4, Charisma +3, Himsati Immortal, Situational Awareness

Skills: Smooth Talking 6, Seduction 7, Hand Weapon (Dagger) 5, and others as deemed necessary by the Chronicler.

Weapons: The Sanguinary's Fang (Damage: D8 x Strength): this deadly dagger will drain the Life Points of anyone else it wounds, 10 LP per turn (as long as it remains in the wound), until the rating has fallen below a 0. Five turns after that, the Vox of the victim is sucked out through the wound, travelling the entire length of the body if necessary. The Vox is added to the dagger, increasing its power. If the dagger kills Moon, it inherits the wonders of Pandora's Vox and retrieving it in the future becomes vital. The powers of the Fang are unusable by any Cast Member.

Items: The Skinwalker-This creature is made from the skin of the Sanguinary. Seven of them exist, each one with great power over one of the deadly sins (sloth, greed, envy, lust, gluttony, anger and pride). This Skinwalker commands the power of lust, allowing Shade to seduce anyone she desires. Among its many abilities, the Skinwalker gives Shade a bonus of +5 to her seduction skill.

### The Collar of Silence

The Shadowen, enforcers of the law of the Immortals, created these artefacts to effectively mute an Immortal's Vox, cutting them off from their powers until the collar is removed. Only a Scourge of the Court of Shadow can remove these items once they are placed on the throat of an Immortal. The collars appear like Victorian dog collars with a protruding ring inset in a shard of dark stone.

### The Twins

Exiled with Shade are her two "sisters," the Twins. Members of her Shadowen triad, they share her dishonour, banishment, and hatred of Sanctuary and all its inhabitants. The Twins are inhuman, silent and patient stalkers, unmoved by mercy or remorse. They believe in Shade's cause and are unswervingly loyal to her.

The twins appear as identical giant spiders in this story. In human form both are very beautiful and are always dressed in black fabric created from their own shadows. They wear sunglasses (also made from hardened shadow) to cover up their frightening eyes. The characters will not see their eyes under any circumstances during this story.

Court: N/A (formerly Court of Shadows)

Calling: Slayer

Himsati Form: Shadow (Shadow Elemental)



Strength: 7                      Intelligence: 4  
Dexterity: 6                    Perception: 6  
Constitution: 5                Willpower: 5

Life Points: 75                Endurance Points: 56

Speed: 22                      Essence Points: 58

Drawbacks: Cruel 2

Qualities: Attractiveness +3, Himsati Immortal.

Skills: Brawling 6, Hand Weapon (Sword) 6, and others as deemed necessary by the Chronicler.

Weapons: Broadsword (Damage: D8 x Strength).

Powers: The Twins can travel through any shadow – this power works exactly like the Major Invocation Walkgate. Their normal method is to rise up out of shadows on the ground, trapping their prey. They cast shadows, which can congeal into animal forms and fight for them, usually spiders, biting with a Dexterity and Brawling of 4, and damage of D4 x 2.

### Droves

These are mortal creatures that serve the Sanguinary. Their spirit is drained to nothing, and they thus burn with a tiny spark of the Sanguinary's immense consciousness. They are always in a Himsati form that shares the attributes of many creatures. No two are identical, although there are numerous subgroups. This makes them look alien and contributes to their deadliness. The Narrator can assign additional Himsati natures to customize these dangerous foes.

### Droves (Ragers)

Strength: 5                      Intelligence: 2  
Dexterity: 3                    Perception: 2  
Constitution: 5                Willpower: N/A

Life Points: 50                Endurance Points: 29

Speed: 16                      Essence Points: 17

Skills: Brawling 3

Weapons: Claws (Damage – D6 x (Strength + 1)), Bite (Damage – D8 x (Strength + 1)),

### Droves (Questors)

Questors are less exotic looking than their many horned, barbed, alien superiors, looking more like normal animals with a few incongruous traits. They can be any colour.

Strength:                      3                                      Intelligence:                      1  
Dexterity:                      2                                      Perception:                      2  
Constitution: 2                      Willpower: N/A

Life Points: 30

Endurance Points: 20

Speed: 8

Essence Points: 13

Skills: Brawling 2

Weapons: Claws (Damage – D4 x Strength), Bite (Damage – D6 x (Strength + 1)),

### Allies

### Moon

The choice of this Mantle for invasion is no accident. In this case it is Moon herself that is the prize, and the invaders want her alive at all costs. Having stolen an artefact known as Pandora's Vox from the other Immortals, Moon has merged physically with this Vox, an action forbidden by Immortal law, and has inherited its powers and the wonders it contains. She is now Immortal. The invaders of the Mantle of Babylon want to possess Moon and the Vox within her throat.

### Cutter

Cutter is a Slayer from the Court of War, sent by Phoenix to rescue Moon. He's efficient, lethal and combat-savvy. Unfortunately for him, his Vox awakened very early, and he is now trapped in the body of a blond, cherub-like 13-year-old. He doesn't let that bother him too much, however, and uses it to his favour, by making his opponent underestimate him.

Court: Court of War

Calling: Slayer

Himsati Form: Wolf

Strength: 6                      Intelligence: 4  
Dexterity: 7                    Perception: 5  
Constitution: 5                Willpower: 6

Life Points: 70                Endurance Points: 56

Speed: 20                      Essence Points: 58

Drawbacks: Humourless, Charisma -1

Qualities: Attractiveness +3, Charisma +3, Himsati Immortal, Fast Reaction Time, Nerves of Steel.

Skills: Hand Weapon (Sword: Broad Sword) 8, Shian Rhi 3, Brawling 6.

Weapons: Broadsword (Damage: D8 x Strength).

### Joker

Only one of Moon's guardians escaped the genocide at Babylon. He fled rather than face the fatal odds. He has managed to elude capture thus far and is hiding inside the razed temple. The characters are unlikely to meet him in this

story, but he will watch them from afar. Later, he will return to Phoenix and report to him about the characters and their performance in this crisis.

## The Others

Moon has allies who she is friendly with, particularly a mysterious figure known as Phoenix who orchestrated her successful theft of Pandora's Vox and who leads the pantheon Joker is a member of. Noting that Joker has not reported in, Phoenix has dispatched a Slayer from the Court of War named Cutter to see to Moon's safety. Phoenix wants to preserve Moon at all costs—she is vital to his future plans.

## Cast Members

Since two of the pre-made Cast Members here are unawakened Immortals, their stats are not final: the number to the left represents the final value after their Vocci awaken.

### Hannah Torres

Junior Arts Student and unawakened Himsati Immortal

When Hannah's former Avatar went to Lethe, she delivered herself to a family of Custodians who had always served her faithfully – and faithfully they watched over the new incarnation of their Goddess, raising her as their true daughter and oblivious to whom she really is... and was.

Since a while, though, Hannah has begun having strange dreams, and her parents have noticed it and kept a closer surveillance around her, expecting her to awaken soon. In the meantime, they contacted another friendly Immortal whom they know for a few years who is also keeping an eye on her, when her parents are not able of doing so: with the help of his Court, Professor Marcus Sanders has secured a place as her main lecturer, and, strangely, they hit it off quite well. She can be found quite often in his office talking or playing chess (which has started some nasty rumours about the origin of her grades).

Hannah is a small-framed, slender raven-haired girl, with a pretty, but slightly too serious face, with deep, intelligent hazel eyes surrounded by large eyelashes.

Known Avatars: Athena

Court: N/A (formerly Court of War)

Calling: Tactician

Himsati Form: Owl

Strength: 2	Intelligence: 3 / 5
Dexterity: 3 / 5	Perception: 2 / 5
Constitution: 2	Willpower: 3 / 6

Life Points: 26 / 35      Endurance Points: 26 / 35

Speed: 10 / 14      Essence Points: 25 / 50

Drawbacks: Humourless, Emotional Problems (Fear of Rejection), Honourable – 1.

Qualities: Attractiveness +4, Fast Reaction Time, Increased Essence Pool (2 levels), Himsati Immortal, Nerves of Steel.

Skills: Acrobatics 2, Computer 2, Dodge 3, Humanities (History) 3, Language (French) 3, Language (German) 2, Martial Arts (TewKwonDo) 1, Notice 2, Research 2, Smooth Talking 1, Sport (Fencing) 3.

(Memory Points Skills: Shian Rhi 1, Trance 1, Hand Weapon (Swords) 4)

Unspent Memory Points: 2

Natures: Beauty, Deafen, Flight, Natural Weaponry.

Powers: Abbadon 4, Cantabile 3, Memoir 3.

### Marcus Sanders, PhD

Ancient and Medieval History Professor, and Mentor of the Court of Fate

Professor Sanders has only years awakened to his immortal self 5 years ago – before, he was another normal scholar, with a deep love of both gathering knowledge and distributing it. But then he was discovered – a group of Doves attacked his home searching for him. Seeing his wife and children slaughtered drove him into a fit of rage, causing his Vox to awaken and destroy the unholy creatures. He was timely rescued by the Society, who helped him escape the police and the mundane neighbours who wanted to know what had passed. Since then, he dedicated himself to learn as much as he could with the Perpetual Society – but recently he received the task of accompanying the awakening of a new Immortal. The Professor has become rather fond of the girl and spends as much time as he can with her, no doubt due to his Mentor Calling. However, he still has nightmares of what happened to his family – and when he wakes up, he remembers every single moment.

He is a tall man, with greying hair, in his early 40s. He moves with a grace and majesty that would be more suited to a ruler than a simple scholar, and his deep green eyes are truly mesmerizing. Overall, he gives the impression of still being who he once was: a master of knowledge.

Known Avatars: Taliesin

Court: Court of Fate

Calling: Mentor

Himsati Form: Serpent

Strength: 4	Intelligence: 6
Dexterity: 4	Perception: 3
Constitution: 4	Willpower: 4

Life Points: 55      Endurance Points: 41

Speed: 16

Essence Points: 50

Drawbacks: Honourable 2, Recurring Nightmare.

Qualities: Attractiveness +1, Charisma +4, Himsati Immortal.

Skills: Dodge 2, Hand Weapon (Sword) 3, Humanities (History: Ancient) 4, Humanities (History: Medieval) 4, Instruction 4, Language (German) 2, Language (Latin) 3, Language (Gaelic) 3, Language (Ancient Greek) 2, Myth and Legend (Himsati Immortal) Notice 3, Occult Knowledge 4, Research / Investigation 3, Storytelling 1, Smooth Talking 3, Writing (Poetry) 2.

Unspent Memory Points: 0

Natures: Commune with Species (Serpents); Terrible Countenance, Camouflage, Mesmerize Poison

Powers: Brio 2, Cantabile 4, Memoir 3, Nostrum 1.

### Michael “Mike” Muller, Esq.

Philanthropist and Lesser Gifted Rosicrucian.

Michael Muller could have it all. And he did. But instead of letting himself be spoilt, he used what he had to help others. He walked in the higher circles of society, but he found things too false and too boring. Until one day, he helped a strange girl who he nearly ran over. She was quite wounded, but before he could ask what was going on, he saw it: it was hideous, all claws and teeth and it jumped to get at the girl. Acting by instinct, he pulled her into the car, stepped on it, and ran the creature over. Without knowing where he had got the cold blood from, he ran it several times over, just in case. The girl was very wounded and gave him an address for him to take her.

Several months later, his Gift manifested and he joined the ranks of the Rosicrucians – he can be often found throwing large parties, where he flirts with danger, for he uses them to lure possible members of the Sere Rose into the open, who are known to enjoy walking in the highest social circles to better indulge themselves. During one of those parties, his good friend William Frame, the famed writer, was killed during a confrontation with strange creatures unlike any he had seen before – and he found himself fighting side by side with a professor, who managed to wield a sword like he was straight out some fantasy film. After the return of his friend as a Vampyre, the three became close allies and friends and will run to each other aid, no matter what the situation.

Strength: 2                      Intelligence: 4  
Dexterity: 3                    Perception: 3  
Constitution: 3                Willpower: 5

Life Points: 30                Endurance Points: 29

Speed: 12                      Essence Points: 35

Drawbacks: Honourable 2

Qualities: Charisma +2, Essence Channelling 2, Gift, Increased Essence Pool 3 levels, Resources 3,

Skills: Computers 1, Driving (Car) 2, Fine Arts (Painting) 2, Humanities (History) 2, Language (Latin) 3, Language (German) 2, Magic Theory 3, Notice 3, Play Instrument (Piano) 1, Rituals (Rosicrucian) 3, Seduction 2, Smooth Talking 3, Storytelling 3.

Powers: Consecration 1, Shielding 2, Soulfire 2, Spirit Mastery (Elementals) 1.

### Randy Schneider

Junior Engineering Student and unawakened Himsati Immortal.

Life is good for Randy Schneider: loving (and wealthy) parents, his own car, and several girls begging for him to take them out. Well, life would be perfect if he hadn't to put up with Lil' Miss Perfect Torres – they had grown up together, and she had always been his most hated rival – every plan he made to pick on the neighbourhood girls would be foiled by her, or if it hadn't, she would exact a terrible revenge (like that time she managed to steal his mother's bras and hide them in his tree house – he got grounded for two weeks because of that). And, of course, no-one would believe that her could have done it – not with her serious little face, which the grown-ups liked so much. And then she ruined it all: she suddenly stopped having time to yell at him from her bedroom window when he deliberately strips with the curtains open, nor does she seek revenge when he opens his sprinklers on her when she returns home in the evening – and she never ever returned to the treehouse. She spends most of her time with some lecturer in college... if he didn't know her better, he could have sworn she was blowing for her grades. The only place he can find her alone now is at the Pub, where one of her girlfriends works. Until now the Professor hasn't shown up, and it better stay that way, or things might get a lot ugly. Love does indeed suck.

Randy is a handsome young man, in a sort of predatory, dangerous way. He dresses in good clothes, chosen to better enhance his body and looks. His hair is dark brown, with a few tints of auburn, and he wears it by the middle of his back, often tied in a ponytail.

Known Avatars: Ares

Court: N/A (formerly Court of War)

Calling: Slayer

Himsati Form: Hound

Strength: 3 / 5                      Intelligence: 2 / 3  
Dexterity: 2 / 4                    Perception: 2 / 4  
Constitution: 3 / 4                Willpower: 3

Life Points: 34 / 60                Endurance Points: 32 / 41

Speed: 10 / 16                      Essence Points: 15 / 50

Drawbacks: Cruel -1, Reckless, Showoff.

Qualities: Charisma +2, Himsati Immortal, Nerves of Steel, Resources +1.

Skills: Brawling 3, Computer 3, Dodge 2, Driving (Car) 2, First Aid 1, Engineering 3, Science (Chemistry) 2, Intimidation 2, Seduction 2, Smooth Talking 2, Streetwise 2.

(Memory Points Skills: Hand Weapon (Sword: Broadsword) 5, Dodge +2 Bonus, Intimidation +1 Bonus).

Unspent Memory Points: 0

Natures: Armour, Natural Weaponry (2 levels), Terrible Countenance.

Powers: Abbadon 5, Gremlin 3, Brio 4.

### Theresa “Tessa” Bishop

Proud Daughter of the Highlands and Gifted Wicce.

Theresa was young when she left her natal Scotland, but she still yearns for it. The mountains call to her, and she feels suffocating in the city. She discovered her Gift almost instinctively, as, one day, she unconsciously followed an Essence flow that lead her to a Wicce gathering. Since then, she has been part of the Covenant, and since her parents died, she finds the mountains calling for her louder and louder. The only reason she hasn't returned is that knows she'll miss her friends at the Covenant, as well as her best friend, Hannah. So, for the time being she waits patiently, waitressing at the “Irish Spirit Pub”, where she is quite popular with the patrons, although she abhors being mistaken for an Irish lass, when she is, actually, 100% Scottish. Her fire-red mane, cascading in large waves down to her waist and her green eyes help people make that erroneous assumption, as does her impressive height (6ft. tall.) – which makes her resemble the ideal Celtic warriorress that lives in the imaginary of many.

Strength: 2                      Intelligence: 3  
Dexterity: 3                    Perception: 3  
Constitution: 2                Willpower: 4

Life Points: 26                Endurance Points: 29

Speed: 10                      Essence Points: 41

Drawbacks: Emotional Problems (Fear of Commitment) 1.  
Qualities: Attractiveness +2, Essence Channelling (4 levels), Increased Essence Pool (4 Levels), Gift.

Skills: Brawling 2, Crafts (Cooking) 2, Driving (Car) 2, First Aid 3, Humanities (Wicce Theology) 2, Occult Knowledge 3, Rituals (Wicce) 2, Smooth Talking 2, Stealth 1, Survival (Mountain) 1.

Powers: Elemental Air 2, Elemental Fire 2, Healing 2, Mindsight Strength 2. Mindsight Art 2.

### Sir William Frame

Writer, Bon Vivant and unaffiliated Vampyre.

Sir Frame was a well renowned writer, and it was indeed a loss to the world when he died during a party, not due to drug abuse, but instead, by the claw of a monstrous creature. However, the British gentleman had decided that his time had indeed not yet come, perhaps because there were still so many new sensations to experiment and to write about. And so his soul refused the entrance to the Land of the Dead, and returned to his body instead.

If in life he had been an epicurist, he hadn't changed in death – and that shows by his most favoured method of gathering Essence: that of inducing sexual ecstasy, although he also resorts to feed on the emotions he creates with his work.

Being a Vampyre doesn't bother him at all – he is a gentleman, after all –and since his long-time friends are respectively an Immortal and a Magician, he does not feel dislocated at all.

Sir William Frame is a clearly British man, in his 40s, with dark blonde hair and light blue eyes. He always dresses correctly and amuses himself secretly by exaggerating his britishness.

Strength: 5                      Intelligence: 5  
Dexterity: 6                    Perception: 3  
Constitution: 6                Willpower: 4

Life Points: 54                Endurance Points: N/A

Speed: 24                      Essence Points: 49

Drawbacks: Covetous (Self-Gratification) 1, Cruel 1, Honourable 1, Showoff 2.

Qualities: Artistic Talent, Attractiveness +2, Charisma +2, Essence Channelling 1, Resources +3, Vampyre.

Skills: Acting 2, Humanities (Literature) 2, Notice2, Occult Knowledge 2, Research/Investigation 2, Seduction 1, Smooth Talking 3, Sport (Boxing) 1, Sport (Fencing) 2, Writing (Prose) 5, Writing (Poetry) 3.

Powers: Common Vampyre Powers, Common Vampyre Frailties, Bard, Manipulate Emotions, Muse.

## Chapter 9: Appendix

### Appendix

## CURSES

*"Curses are our reminder that this world is the only pure realm left. It is our last bastion against our ancient foes."*

Whisper, Court of Fate

Below is a large list of ideas that both Chroniclers and players can use. They can make excellent material for ideas for Fugue Triggers as well, since many Fugue Triggers can be related to various Curses, and they can even be used for new Supernatural Drawbacks. This list is only here to serve as example, as Chroniclers are free to come up with hundreds of ideas for new curses and rate them accordingly

- The Immortal cannot cross a threshold without knocking, being invited, etc. The Immortal cannot leave an area if anyone is looking at him. Doors the Immortal goes through lead to places other than where they are supposed. The Immortals cannot open doors or pass other barriers himself. The Immortal cannot pass onto holy ground.

- The smell/sight of some common thing (roses, garlic, milk, perfume, human sweat, certain symbols, food, etc.) becomes nauseating to the Immortal.

- When she is passionate (or angry, lustful, extremely joyous, etc.) the Immortal's eyes glow, she makes sounds like her Himsati, she partially shape-shifts, etc.

- The Immortal cannot be seen in mirrors or captured on film or video or audio or some combination. The Immortal's image remains on mirrors for a period of time after walking away from it.

- The Immortal casts the shadow of his Himsati when in human form, the shadow of his human form when in Himsati. The Immortal's shadow pushes other shadows out of its way.

- The Immortal develops a common bane deformity permanently (forked tongue, premature white hair, odd coloured eyes, eyes of his Himsati, an extra digit on each hand, fangs, hooked or clawed nails, etc.).

- The Immortal's voice reverberates when she talks, or speaks with the combined voice of her avatars. Her voice causes pain to mortals around her who can hear her speak. Her spoken words appear as graffiti on walls nearby. The Immortal cannot speak unless asked a question or spoken to.

- Fire burns an unusual colour, burns cold, intensifies, goes out, starts, dims, etc., in the presence of the Immortal. Nothing will burn at all in the Immortal's presence.

- Objects stain, warp, tarnish, rust, age, change colours, etc., when the Immortal touches them.

Alternatively they could move away when the Immortal nears them, toys could animate near the Immortal, etc.

- Plants wither, warp, move, flourish/bloom, or try to grab the Immortal when in her presence. Food products rot/spoil/come alive again, in the Immortal's presence.

- It is always darker, colder, warmer, brighter, the shadows are deeper, etc. around the Immortal.

- Wherever the Immortal's shadow touches, that area/thing collects a film of dust, is stained with blood, changes colour, burns, etc.

- The Immortal's hair and clothes are constantly blown about by an unseen, unheard wind. The Immortal's hair turns to tentacles or snakes and strikes others around him at random.

- The Immortal cannot eat in the presence of others or must consume amounts of food far more than normal to be satisfied.

- The Immortal's shadow pushes other shadows out of the way.

- The Immortal attracts certain types of animals (birds, mice, cats, etc.), mortal media, crime, plagues, children who are fascinated with his magical nature, fog or storms follow him and herald his approach into a city, etc.

- The Immortal is constantly mistaken for someone else, dead loves ones, lost friends, famous people, etc.

- The Immortal is magnetized, cries tears of blood, coughs up strange objects, sheds his skin like a snake, gives off a strange pungent odour, his hair turns to glass/metal when cut, etc.

- Objects fall from shelves, pictures on walls tilt at odd angles, objects become "lost", candles and wax melt into strange shapes, etc. in the Immortal's presence.

- Buttons and clasps fall off of others in the Immortal's presence.

- The Immortal inspires jealousy in mortals, gives them "goose bumps", makes them nauseous, causes nightmares or hallucinations, etc., whenever they are in his presence

- The Immortal has mental delusions (being watched, followed, hears voices that aren't there, etc.) The Immortal suffers from stigmata or psychosomatic appearance of wounds that do not invoke pain.

- Dwellings the Immortal enters act on their own accord (becoming cluttered, unorganized, doors slamming on their own, furniture rearranging itself when no one is looking, etc.)

- The Immortal becomes fascinated with certain objects, symbols, smells, etc.

- The Immortal's skin is an odd shade (bluish, greenish, rosy, etc. but not enough to truly look bizarre.) or feels like fur, scales, bark, etc. but looks completely normal, or is hot/cold to the touch.

- Knives (or other bladed weaponry) become dull in the Immortal's hands; normal items become edged and cut those who handle them, including the Immortal.

- The Immortal's presence causes bygone radio broadcasts to repeat over radios playing in his vicinity, or scrambles television and/or radio signals, or turns non-Immortal made music twisted and warped sounding, movies talk interactively with the Immortal, etc.

- The Immortal's reflection cracks mirrors, his voice breaks glass when he sings (or speaks).

- The Immortal must shout/whisper whenever he talks, or perhaps whenever he tells a lie.

- The Immortal leaves wet footprints or animal footprints in human form (and vice versa) wherever she goes.

- Liquids evaporate rapidly when the Immortal is nearby. Water turns to blood when she touches it. Beverages effervesce in the Immortal's presence.

- The Immortal is allergic to a certain substance (sunlight, silver, garlic, wood, holy items), and takes a pain penalty when near them or additional damage when struck by them.

- The Immortal must assume her Himsati under a certain conditions (full moon, when in water, etc.) or can only change back and forth during certain times or conditions.

- Mortals she's thinking of can hear the Immortal's thoughts.

- The Immortal may not directly tell a lie, or may not directly tell the truth.

- The Immortal cannot abide the presence of blood (even a menstruating woman), or great beauty.

- The Immortal's heartbeat is faintly audible, even if she is invisible.

- Electrical devices in the vicinity of the Immortal experience surges, brown out, or begin to act wildly and strange. Machines will not work for the Immortal without the use of serenades such as Gremlin.

- The Immortal is a plague carrier, be it mortal or technical (a computer virus for example)

- Things run backwards (watches, drains, running water, etc.) in the Immortal's vicinity.

- The Immortal assumes the form of one of his avatars on the avatar's birthday and cannot change back until the day has passed. The Immortal changes into one of his avatars at random each night and changes back at dawn. The Immortal assumes the form of a child in the presence of mortals.

- Animals cry out whenever the Immortal's name is mentioned, birds speak his thoughts aloud, thunder cracks

whenever the Immortal is struck, and other odd sources of sound can occur.

- The Immortal's breath coats objects in frost.

- The Immortal only gains nutrition from certain things or can only eat certain things (raw meat, flesh, drinking blood, liquids, plants, sex, etc.

- The Immortal's sense of sensations is reversed (experiences pleasure as pain, etc.)

- The Immortal's presence causes animals to fight one another.

- The Immortal may not use serenades during the day.

- The Immortal cannot refuse a request for her aid.

- The Immortal can only sleep surrounded in earth or in some other circumstance.

- Anyone the Immortal kills reanimates and hunts for her.

- The Immortal has the overwhelming urge to kill his sexual partners the Immortal cannot play serenades for 24 hours after not being chaste; the Immortal gains sustenance only from intimacy; anyone the Immortal loves becomes a magnet for danger.

- Mortals age in the Immortal's presence.

- Printed words the Immortal reads become scrambled on the page.

- The Immortal's kiss is poisonous, his touch causes orgasms or pain or some other sensation in Immortals and cannot be stopped.

- Sunlight causes the Immortal to turn to stone, burn, etc. The Immortal glows under moonlight.

### **Himsati Specific Curses**

We provide a small number of example ideas should the Narrator deem that the curse be related to the Immortal's specific Himsati. This can be the case if the curse was gained while the character had Himsati natures active during the gaining of the curse.

#### **INΣEXTΣ/APAXHNIAΣ**

- Buzzing insect sounds accompany the Immortal, the Immortal makes insect sounds while sleeping

- The Immortal is afraid of birds, spiders, etc.

- Things the Immortal touches become covered in webbing

- The Immortal has compound eyes

- Alcohol harms the Immortal or the Immortal cannot abide it
- The Immortal is inactive in colder temperatures
- The Immortal's blood turns into stinging/biting insects that attack all around the Immortal (including the Immortal) when it is spilled.
- Insects double in size and become aggressive around the Immortal
- The Immortal undergoes a complete metamorphosis of his human form each season
- The Immortal's touch leaves painful insect bite marks on those he cares for.

#### REPTILES/AMPHIBIANS

- The Immortal's eyes turn reptilian or he makes reptilian or amphibious noises when angry, lustful, etc.
- The Immortal leaves a slimy coating on anything he sits on (like a frog)
- The Immortal is attracted to water
- The Immortal snores by croaking like a frog when asleep
- The Immortal is completely hairless except his head
- The Immortal has a set of retractable fangs or forked tongue
- The Immortal's hands and feet are webbed, or shaped more like a slender lizard.
- He sheds his skin, eats insects, smells like a reptile, can't breathe air
- His tongue is elongated and sticky and gives him a speech impairment
- Makes rattlesnake noises when about to attack (even when trying to be stealthy).
- Tadpoles spontaneously generate in any water the Immortal touches, drinks, etc.
- Is fascinated or afraid of reptiles, considers human prey
- His hair transforms to snakes, is legless in water, becomes too stiff to move in cold temperatures

#### BIRDS

- Feathers appear in the area after the Immortal leaves
- Casts a bird shadow, his reflection in human form is that of his Himsati
- Only four digits on each hand, sleeps standing up
- Makes a goose honk sound when startled
- Migrates each fall, is fascinated by high places, builds a nest out of handy materials to sleep in
- Must swallow small stones to grind food up
- Part of his body is feathered
- Can only see well at great distances
- Can't speak but must sing like a bird
- Causes females he touches to become pregnant and lay an egg that hatches into a bird
- Is fascinated with small and/or shiny objects

#### MAMMALS

- The Immortal is hairy, has unusual ears, pants like a dog when hot, has whiskers
- Becomes exceedingly territorial
- Acts like he has fleas all the time
- Must sleep outdoors
- Head only changes into Himsati form at specific times or circumstances
- Is a carrier of rabies
- Has hoofed feet and animal like legs
- Sleepwalks in Himsati form during full moons
- Presence in an area sends mammals into killing frenzies

#### AQUATIC HIMSATIS

- Leaves wet footprints
- Fresh water turns salty near the Immortal
- Bleeds salt water instead of blood



- Smells like brine
- Has no eyelids
- Must keep skin wet or loses youth and beauty until the skin is made wet again.
- Has barbells (fleshy whiskers around the mouth like a catfish).
- Can only see in shades of green, blue and violet like a fish
- Has gill slits
- Presence causes rip tides, high winds, large waves
- Body becomes encrusted with barnacles
- Arms turn into tentacles
- Must submerge self in water to turn into Himsati or to turn back

#### ESOTERIC HIMSATIS (Elementals and Plant Himsatis)

- Fire burns weird colours near the Immortal
- Rooms get darker when the Immortal enters
- Plants touched suddenly bloom
- Metal tarnishes around the Immortal or at his touch
- Ice melts into strange shapes
- Flames burn cold in his presence
- His voice just shatters glass
- His human shadow bites anything in the area, painful but causes no wounds
- Touch cracks stone
- Must remain in the sunlight to digest his food
- Touch causes frostbite
- If the Immortal shouts, lightning strikes nearby. His voice is as loud as thunder.
- Sunlight burns the Immortal

#### Glossary

Abzulim: First race of Immortals, formed from the earliest terrestrial creatures; now extinct.

Avatar: Persona created by Lethe, stored in the Vox.

Believers: Humans who willingly assist Immortals.

Bright Bloods: Humans, usually allies to Immortals, who reincarnate often and whose faith allows them to control the Essence flows.

Calling: Purpose within the Perpetual Society.

Chimera: Immortal with multiple Himsati forms, originally created by the Abzulim.

Court: Gathering of Immortals with a similar purpose and sphere of influence

Creche: Capitol of a Court's primary Mantle, their main stronghold.

Elementals: Immortals created from elementals.

Ennui: Disconnection from the body, an unaware state; often caused by the weight of experience or an emerging avatar.

Fugue: State of distraction, caused by the triggering of a memory from one of the Avatars.

Himsati Immortal's original and true form.

Lethe: Process of submerging consciousness, storing the mind in a Vox, creating a new persona, and attaining physical rebirth.

Maker: Bright Blood whose power allows him to create and maintain a otherworld realm for his Immortal master.

Mantles: Realms located in the Twilight World, maintained by a Maker and inhabited by Immortals.

Naturals: Immortals created in the beginning with an animal Himsati.

Natures: Powers reminiscent of the Himsati form, such as claws, wings, etc.

Pantheon: Group of Immortals who works together.

Paragon: The leader of a Court.

Perpetual Society: The gathering of Immortals for the survivors of the Great Betrayal.

Primal: An Immortal formed from an element, energy, or plant rather than an animal.

Progeny: Human infected with Shards of the Sanguinary, or turn-coat Immortal.

Sanguinary: Mad God that seeks to restore its own form by cannibalizing the Vox of all Immortals.

Serenade: Use of the Vox and Essence to create a change in reality.

Shian-Rhi: Martial Art developed by Natural Immortals, which is based on an Immortal's shapeshifting abilities.

Triad: Group of three Shadowen forming a hunting pack.

Vox: Shard of the Sanguinary, located in the throat which stores the Avatars, allows Serenades, and is the main brain of the body.