

SPITE

THE SECOND BOOK OF PANDEMONIUM

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WARNING

THIS BOOK IS FOR MATURE AUDIENCES ONLY!

Spite is a very dark game. It's about heroes who protect innocent people from supernatural horrors. It contains blasphemy, adult subject matter, and descriptions of violence and murder. None of the content in this book is real.

I do not condone the use of violence. I do not encourage the pursuit or study of the occult. Magic is not real. Angels are not real.

THIS IS JUST A WORK OF FICTION!

THANKS

FOR READING THIS BOOK!

I started working on this in late 2002, right after the release of *Dread: The First Book of Pandemonium*. At the time, this book was called *Winter*. Eventually, I published a new edition of *Dread* in 2007, and started working on *Winter* soon after. The working title was now *Malice*, but then I found out that the immensely talented Julia B. Ellingboe was working on a game called *M'Alice*, so I wound up changing the name again. Along the way, certain tendencies (such as my fondness for the *cecaelia*) manifested themselves.

Seven years after I started scribbling notes about people who eat the flesh of angels, *Spite* is finally in print. If you've purchased *Spite*, either as a book or a PDF, thank you for supporting indie game development! If you're reading this as a PDF, and you downloaded it for free somewhere, I hope you dig it, and maybe you'll like it enough to buy a copy of the book! Either way, please be sure to check out www.neoplasticpress.com and download all the free source material. Or visit the forums and join the conversation (www.dread-rpg.com/forum). Send me email, let me know what you think of the game. Just remember:

PLAY IT!



DEDICATION

This one is for Ars Mysteriorum, Kobayashi, LordEntropy, Mordren, Blockhead, Dremmen, Blumboman, chimera, Silvermane, David1965, Childeric Maximus, celebrityomnipath, kaiserjez, blackheart, Kane, Charlie, Spooky, Moloch, Keyes, Ahrimanius, Grim, Scott Dorward, $d(\sqrt{-1})$, Dave Blewer, Darkwind, drkrash, Scurvy_Platypus, and everyone else on the Neoplastic Press forums.

You guys rule.

- Rafael



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LEGALESE

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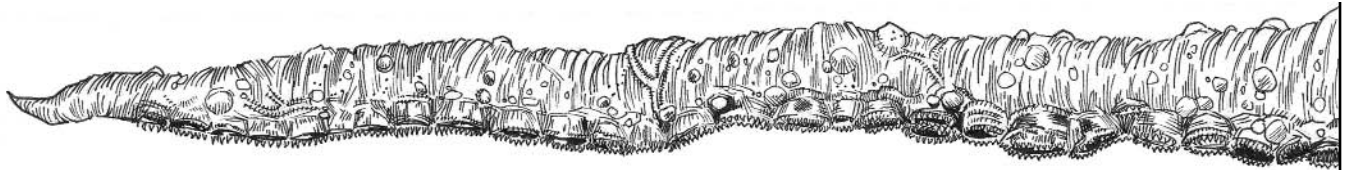
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That man is thought a dangerous knave,
Or zealot plotting crime,
Who for advancement of his kind
Is wiser than his time.

-- Douglas Jerrold



"They don't alter that dog's personality with dog biscuits or pills," he says. "They chain it up and bait it, and they taunt it, and they beat it some more, until it turns and bares its fangs and is ready for the final fight every time it hears a sound... The dog doesn't cling to the notion that he's a fabulous house pet in some terrific dog show, the way a man does. The dog gets the idea. The dog knows when it's time to turn into an animal, and fight."

-- Tom Wolfe, *The Bonfire of the Vanities*





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Pax Vobiscum,
Spaniard

Thou hast said it, Caiaphas.

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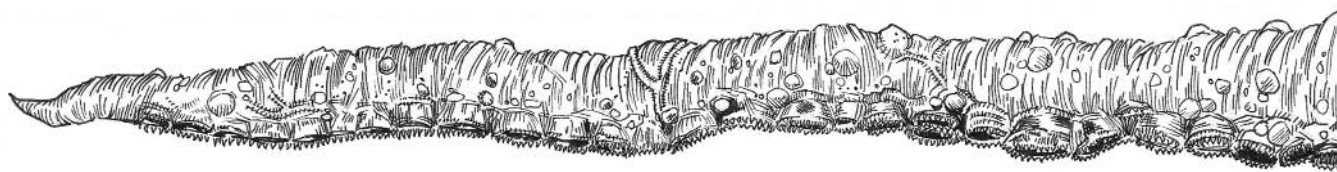
spite \ 'spit \

(noun) ill will or hatred
(verb) to treat maliciously









"That's not what justice is," the colonel jeered, and began pounding the table again with his big fat hand. "That's what Karl Marx is. I'll tell you what justice is. Justice is a knee in the gut from the floor on the chin at night sneaky with a knife brought up down on the magazine of a battleship sandbagged underhanded in the dark without a word of warning. Garroting."

-- Joseph Heller, *Catch-22*



Like words of empty praise
Washing over an empty congregation
Like a cancelled play, played out
To a sleeping audience of mannequins
Like a television flickering
Static in an empty concrete room
In thoughts so vast nothing is possible
When nothing exists everything is always permitted
Existence is no great gift

-- The Amenta, *Nihil*



CHAPTER 1



PANDEMONIUM

JOURNAL 01

The angel slithers towards us, screaming with the voice of a child as it opens and shuts its claws. Hazmat jumps off the roof of the school and lands on top of it. She tries to get it in a headlock, but it wrenches loose, whips a tentacle around her throat, and flings her at the chain-link fence. Roaring, Hazmat smashes through it and lands in the sand pit under a swing set.

Me and Casket look at each other. Hazmat is out for the count, and Casket's face is a mask of blood, black in the moonlight. He got shoved face-first through a car window earlier. Damn, I think. This bastard is taking us apart. I run towards the angel, and the last thing I see is that grinning face blurring towards me.

Later, I'm in the car. Hazmat is driving. I'm in the passenger seat. It's soaked with my blood. On the radio, an old white man says we need to protect Murrice from tourism. Everything hurts. I pull the aspirin out of the glove box. Empty. I roll down the window. I lean out so I can see myself in the rear-view mirror. My lower jaw is missing.

JOURNAL 02

Alley. Broken glass, smell of urine. Night. Closing in on the angel. Running. Hop up on the dumpster, jump to the fire escape. Claw my way up the rusted metal, kick in the window, vault in gun first. Eyes adjusting to the darkness. Headless woman before me. I take aim and get ready to squeeze the trigger. Then I grok the scene. Armless cloth mannequin. Seamstress.

No sound. Casket and Hazmat went in the front door. He's the brains, she's the firepower. I'm the muscle. Wouldn't know it to look at me. Five foot girlie. An hour before dinner, I pushed a man's face out through the back of his head. Been a long fucking day, just going to get longer. Angel going after extortionists. And their victims. Burned one alive, tore another's bowels out through his mouth.

The innocent and the guilty alike. Got a weird eyewitness report. Something in this burned-out tenement. Kid says it wasn't human. Mom says he has behavioral issues at school. Casket says the kid's got problems, but he's not an imbecile. There's something out here. It eats people. And we got to put it in the ground.

JOURNAL 03

Casket slaps my ass. "Nice work, baby," he says. He thinks he's funny. I'm about to fix his wagon good.

"Don't go in there," I say. He pauses.

Apartment's a wreck. Blood everywhere. Nothing we haven't seen. Angel comes in, carnage ensues. The victims run, they scream, sometimes they try to fight back, but mainly they just die. Angel shows up at your door, you do the same. Shepherds quake at the sight, remember? They're not of this earth. They come from another place. Out there.

An angel walks into a room, paint peels off the wall, a dog bites his master and then tears its own legs off, the oven grows teeth and bites off mom's hand as she's sliding the cookie sheet in. So for me to warn him, it rattles Casket's cage.

"Do what?" he says.

"Colombian bowtie," I say.

"You mean Colombian necktie?" he asks. "Like when they slit your throat and pull your tongue out?"

I shake my head grimly. "Worse. They slit your perineum and pull your testicles in, then push them through your anus."

The blood drains from his face. Looking at him go gray like that, it feels terrific. I laugh and clap him on the shoulder, a little harder than I should. He wilts. "Just kidding," I say. "Standard crucifixion. Victim's a Caucasian male, mid-forties, no ID yet."

He shoots me a dirty look and skulks into the room. This job sucks. But it has its moments.

JOURNAL 04

These guys are locked and loaded. Tactical gear. Ceramic armor. Wearing NV goggles, carrying Steyr AUG rifles.

Easy meat.

I drop from the ceiling, pick one up, and use him to club another one senseless. Casket opens up with the fifty cal. Hazmat casts Votive, and her entire body is suddenly encased in a shiny black exoskeleton. She revs up the chainsaw and steps in. One of the mercenaries hits her with a spray of gunfire. She cuts his right leg off at the knee.

It wasn't always like this.

JOURNAL 05

My name was Helen Urbaczewski.
Ur. Buh. Chess. Key. No one ever
said it right.

Now I'm Skag.

Worked as a bouncer. Place
called Fantasy Heartbreakers.
Strip club. Glitter on fake
tits. Fat married men smoking
cigars. Dollar bills. Tired-
looking woman in her forties,
used to dance there, too old
now, cleaning the stripper pole
between dances with baby wipes
while I smoked cigarettes and
watched.

Guys would hit on me. Figured I
worked there, probably turning
tricks. Broke a few noses,
nothing major. Just once in a
while, kept the peace. Kept
them polite. The working girls
appreciated it.

Decent gig, would have kept
doing it. But life is all about
change.

The day I saw my intestines torn
out of my abdomen and coiled on
the concrete in front of me,
steaming and grey, I realized
that things probably weren't
going to be the same anymore.

JOURNAL 06

Was going home. Long day. Car in
the shop. Got into a fender ben-
der. Jackass in an SUV changed
lanes, clipped me. Tore most of
my bumper off. I didn't have
insurance. He didn't stop.

Walking, four in the morning,
cold as fuck, out of cigarettes.
Bad mood. Walking. Sweating
under my jacket, but my lips
and chin were numb. Foul mood.
Assessing my entire life.
Examining all the major deci-
sions. Is this where I went
wrong? Here? Could have studied
a little harder in high school,
I guess.

Didn't see it coming.

Something tore out of the
blackness. Glimpse, corner of
my eye. Jagged yellow teeth,
flat white eyes, eight or nine
legs. Scuttling along the wall
towards me. Drooling. Ropes of
thick white fluid from its jaws.

Singing. Sounded like a little
girl singing in Latin or some-
thing.

JOURNAL 07

Screaming, crying. Trying to get away. Clawed the pavement, tore off three nails. Pink meat underneath. Just another foot or two, get into the street, a car will see me.

No one saw me. It coiled something, a tentacle, around my ankle, dragged me. Took its time. No hurry.

Looked over my shoulder. Saw it. No idea how to describe it. Where it stood, the ground rippled like water. I could see through the thing's skin. See its organs. I was still screaming, but my throat wasn't making a sound. Wetness on my chest. I looked down and saw my vocal chords. It was lifting them towards its mouth. Slow.

I gagged on my own blood. Not for the last time. Figured I was dead. Looked down again. Saw that most of my left leg was in its mouth. Saw the teeth coming down. Heard a crunch. Didn't feel anything.

Someone was yelling. I turned my head. Felt myself slipping away. Saw someone.

A black dude. Brother had a machine gun.



1. Pandemonium

This is a violent game of supernatural horror-action. It's gruesome, profane, and intended for adults.

To play Spite, you'll need several 12-sided dice (about a dozen per player, though the Director may need as many as 18), some paper, and some character sheets (download them at neoplasticpress.com).

Spite is the Second Book of Pandemonium.

Dread: The First Book of Pandemonium is about Disciples, lost souls who battle against demons in the shadows of a world much like our own. Spite, on the other hand, is about Zealots -- heroes who protect humanity from the armies of Heaven.

Dread and Spite are compatible, as they share the Disciple 12 rules system, so feel free to cannibalize parts from Dread for your game of Spite. Or, consider this a major expansion for Dread, if that's what you want. Either way, you don't have to buy Dread to learn more about Disciples -- just download the 140-page player section from neoplasticpress.com.

Please note that Spite features new rules and additional content not found in Dread, so be prepared to account for that (for example, Dread doesn't feature the Advancement rules found in chapter 6 of this book).

You will also see occasional references to Dire: The First Creed of Pandemonium, a sourcebook for Dread. Dire is written by Enrique Cachafeiro, and contains information about new enemies and allies.

Neither Dread nor Dire is necessary to play this game, so please don't feel that you need to purchase them in order to enjoy Spite.

WHY THE D12?

The d12, also known as the 12-sided-die, the dodecahedron, and The Thing That Probably Should Not Be, is an excellent die. It's totally underappreciated. Dread was the first game I designed using the "Disciple 12" rules system, and I've got at least two or three more games in me that use the system.

The d12 itself has a nice semi-spherical quality, but it doesn't roll around all day like those pesky d20s and d30s. Besides, when I was designing Dread, there were some really nifty coincidences that emerged during playtesting.

For starters, Dread deals with demons. Spite focuses on angels, but the War between Heaven and Hell is still a major focus of the game. And each facet of the d12 is a pentagon. Know what fits nicely in a pentagon? Pentacles and pentagrams! (Actually, that would be a great name for a role-playing game. Hang on, got to write that down before I forget...)

The other nice thing about the d12 is that there are 12 sides, just like there were 12 Disciples. Spite uses Zealots, not Disciples, but you get the idea.

At any rate, I found this juxtaposition of the sacred and the infernal to be pretty appropriate. So that's why Spite uses 12-sided dice.

For what it's worth, you can purchase d12s online pretty cheaply, and if you split the costs with your gaming group, it won't set you back too much. When you see all those gorgeous dodecahedrons clattering across your gaming table, I think you'll agree it's worth the expense.

1.1. Spite

Spite: The Second Book of Pandemonium is broken into fifteen chapters. The first nine chapters constitute the Player Section. Chapters ten through fifteen are the Director Section (not for players' eyes).

Chapter 1: Pandemonium is a quick-and-dirty introduction to the game's core concepts. It includes information about Zealots, angels, and the Last War.

Chapter 2: Overview explains the core mechanics of Spite. You'll learn about the basics of conflict resolution, and there's also some information about creating the world that your characters live in.

Chapter 3: Characters walks you through the process of creating a Zealot. This is a substantial chapter, covering attributes, skills, personas, classes, Drive, and Fury.

Chapter 4: Magic includes descriptions for the 100 spells that your Zealot can wield. These include Sacraments, Anathemas, Maledictions, Desecrations, and Blasphemies.

Chapter 5: Combat includes information about different types of combat, including hand-to-hand, ranged, and vehicular.

Chapter 6: Advancement details the various ways that your Zealot can advance over time, including the creation of powerful artifacts like War Machines, Osteons, and Aspergilia.

Chapter 7: Pregens features pre-generated Zealots, Monitors, Contacts, and Headquarters.

Chapter 8: Quickstart gives you all the information you need to blitz through the game-preparation process and start throwing dice around.

Chapter 9: Appendix includes slang terms, a glossary, and a pronunciation guide for spells.

Then we delve into the Director Section, which contains information not intended for the eyes of Players. Here there be tygers...

Chapter 10: Direction kicks off the Director Section with information about one-shots and campaign play, Director advice, and more information about running Spite.

Chapter 11: Setting explains the origins of the Last War, presents the goals of the armies of Heaven and Hell, and details the major players in the battle.

Chapter 12: Angels includes information about angels (the Seraphim, the Ophanim, and the Rephaim).

Chapter 13: Humans features data about half-breeds (Antinomians, Hellions, Apostles, Saviors, Eucharites, Genstructs, FATES Ops, and ANGELS Ops), as well as organizations (corporations, federal agencies, criminal groups, and cults).

Chapter 14: Scenarios features two ready-to-run scenarios and several adventure hooks to get you started.

Chapter 15: Appendix includes some a scenario generator, result tables for various spells, a pronunciation guide for angel names, and an index.

DRAMATIS PERSONAE

Every game has a group of players and a Director. Every RPG has a different term for Game Master, be it Judge, Narrator, Referee, Storyteller, Hollyhock God, or Dungeon Master. In Spite, the term is Director, but you can call him/her a GM if you prefer. Or, you know, Hollyhock God.

The Director is like a movie director. He sets the stage, arranges the lighting, and establishes a conflict. But the actors are the ones in front of the camera. They control the characters that they portray, and they get to advance the action to the next scene.

The Director maintains the pace, determines when it's time to cut to a new scene, and brings in the hostiles when it's time for an action sequence.

But this is a collaborative process. Every game divides up the narrative responsibilities differently. Spite puts a lot of the color (descriptions and mood) in the hands of the players.

Spite makes for a good 'second' game. If you've played another RPG, then Spite will be a fun game to add to your roster. If you've never played an RPG before, Spite will be a little confusing. You can probably figure out the basics, but you're bound to have a lot of questions. That's because Spite's target audience is gamers with experience (a lot or a little). This book doesn't feature a comprehensive "What is an RPG?" section.

If Spite is your first role-playing game, you can find a lot of information online that will help you get a handle on the concept.

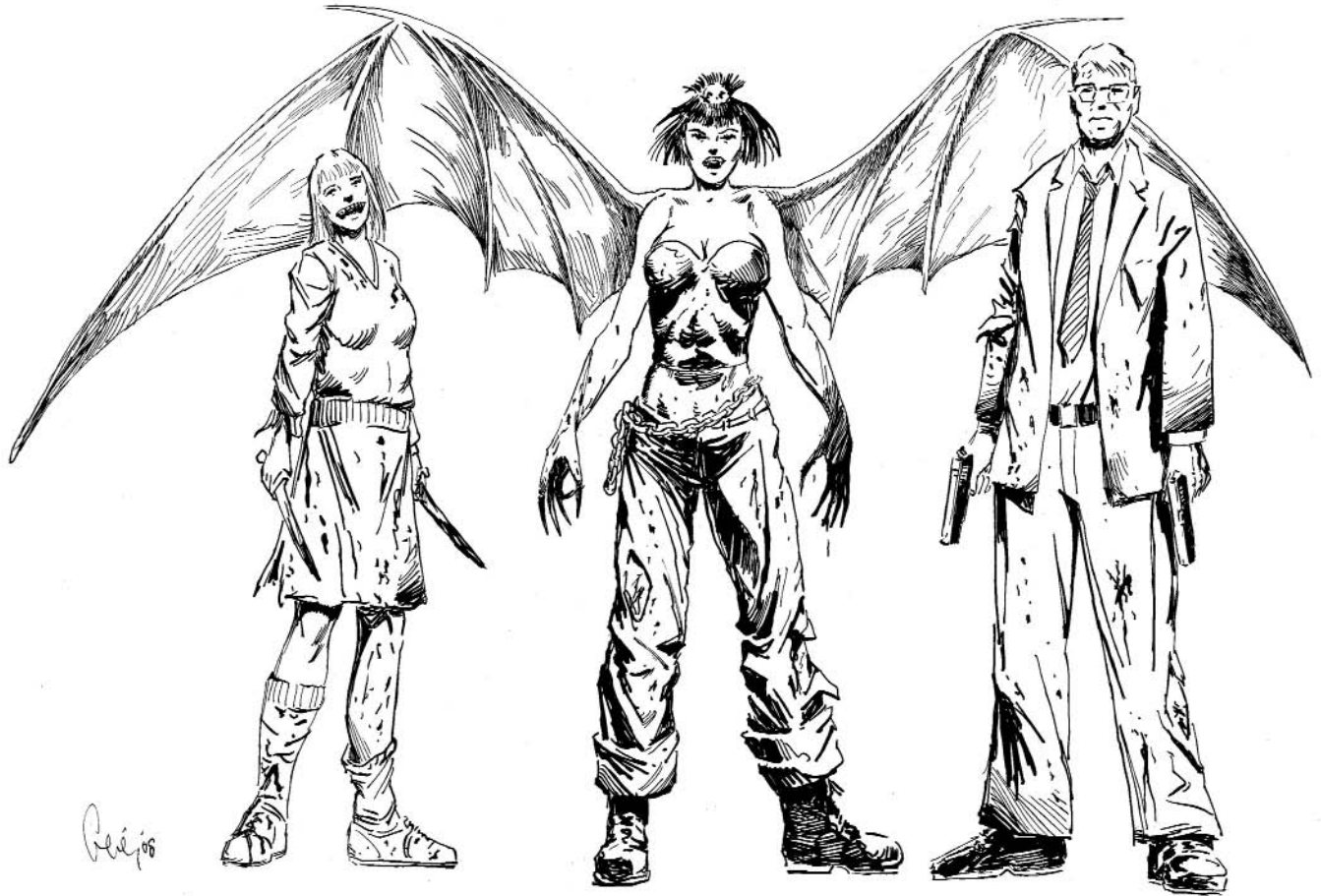
1.1.1. Fall From Grace

While playing this game, you assume the role of a fictional character of your own creation. You are a Zealot, a heroic soldier on the front lines of The Last War.



You and the other Zealots in your Cadre report to an enigmatic commander known as the Monitor. There's a different Monitor for each Cadre, though you don't know exactly how many there are. In fact, you don't even know exactly what a Monitor is, though you've got your suspicions.

A short while ago, you were an ordinary person. You were living an ordinary life. You had ordinary problems. Then, you found out what's really going on, and it nearly drove you insane.



Now, you have a destiny. Your mission is to hunt down and destroy as many angels as you can before you're killed in battle. Some angels walk among us, disguised as humans, which complicates your job. It's entirely possible that hunting an angel will bring you into violent conflict with ordinary humans, some of whom are worth saving, and some of whom

are not. Part of your job is to try and figure out who the good guys and the bad guys are.

Two things are certain: you and your fellow Zealots are good guys. The angels are definitely bad guys. Everything else is up in the air.

WHAT IS A ZEALOT?

Zealot: Once a normal person. Now a supernatural warrior on the front lines. Far more powerful than any ordinary human. Capable of wielding grotesque and terrifying magic. Devoted to protecting innocent people from the ravenous angels that threaten humanity.

Cadre: A group of Zealots. A cell of operatives, cut off from other cells. A Cadre tends to operate in a specific region -- a jurisdiction. However, sometimes operations require a Cadre to travel abroad in order to close out a case.

Case: A mission or operation. Usually involves hunting and destroying an angel.

Half-breed: Any human that has been altered by contact with the supernatural. Includes Zealots, Disciples, Meiga, and Misericorde.

Monitor: The mysterious individual that transforms ordinary people into Zealots.

Angels: The soldiers of Heaven. Designed with a single purpose: to eradicate the human race (by damning the wicked and saving the righteous) in preparation for a new Kingdom.

1.2. 8/8/8

On August 8, 2008, everything changed.

In June of 2008, a group of Texxoil field engineers were sent into the Atacama Desert, along the western coast of Chile. The crew's goal was to determine the extent of natural gas reserves in the region. However, during the soil sample process, the crew inadvertently made an archaeological discovery.

Unsure of what to do, they contacted Gerald Katz, an anthropologist performing restorations at the nearby Nazca line drawings in Peru.

Katz and his research team assisted the engineers in finding a place to take their samples without disturbing the ruins, and then he and his team immediately began to petition the Chilean government for permission to begin excavations. With hastily-procured funding from Croatan University, the researchers began to explore the ruins.

There, they found a tablet, which Katz estimated to be roughly 700 years old. He was able to translate the text with the help of Jessica Katz-Simmons, his wife and primary translator. The inscription, written in Quechua, told of a horrific visitation from entities not of this Earth. It went on to indicate that these visitors were merely an exploratory team, one of many, and that the actual arrival of their armies would not transpire for hundreds of years. An exact date was provided, based on their own reckoning of lunar cycles.

Fascinated, Katz began to work on aligning the calendar of the Inca people with our own, and after a few days, he determined that the precise date of the arrival would be August 8, 2008.

On August 5th, he walked into the tent where he and his wife slept. He hacked Jessica's face off with a trowel. He ate most of it. His team physically restrained him. He was extradited to Winston-Salem, North Carolina. He awaited trial. He never got it.

The Triad area of North Carolina was obliterated on August 8, 2008. One and a half million people were killed. There were no survivors.



The Pentagon blamed terrorists. But from the beginning, the official reports were met with suspicion. For starters, there was a news blackout. No footage of the explosions, or of the frenzied evacuation. No images of the dead bodies on the 440 beltline, the endless line of blood-drenched cars and trucks. No YouTube videos of the devastated buildings, crushed to rubble by some unstoppable force.

There were rumors, urban legends, and conspiracy theories, but in the end, the government lockdown on information was absolute, and there was no evidence to contradict their account of a terrorist group's detonation of a nuclear weapon on American soil. The area was sealed off and the surrounding region was evacuated (to avoid contamination from nuclear fallout).

The nation recoiled in horror from the savagery of the attack.

But you had horrors of your own to contend with.

One night, you were attacked by something not of this earth. Even now, you can't remember exactly what it looked like. There are snapshots: tentacles, or slime, or biomechanical limbs, or snapping jaws. Something horrendous tried to kill you, and it nearly succeeded.

You were alone. A dark alley, a silent forest, a shadowed basement. Something hideous and unearthly lunged at you, bit you, mangled you, and tore your flesh. You screamed, thrashed, tried to crawl away, but there was no escape.

Then, just before the blow that would have killed you, your Monitor came for you. He ripped the monster off of you, caved in its skull, and finished it off with a spray of bullets. He picked you up and carried you out of there.

When you woke up, your life was different.

He told you the truth, the reality of this world. We are not alone. Demons and angels walk the earth, each an apocalyptic threat to humankind. The war between Heaven and Hell has begun, and we are caught in the middle. While demons seek to torment us, angels wish to judge us, and the end result in either case is the spilling of blood.

Your Monitor taught you how to wield magic, how to shoot straight, how to get the job done. You've seen too much; there's no way you can live an ordinary life now. You're a Zealot, a supernatural warrior on the front lines. You're a new soldier in an old war.

The attack on the Triad was the first salvo in centuries. The angels came from the sky in a screaming morass of gaping maws and undulating pseudopods and razor-sharp talons. They tore their way through 1.5 million victims in a single night, leaving nothing standing in their wake.

When they were finished, they went their separate ways. Each breed of angel has its mission, and they departed for the four corners of the Earth in search of their objectives.

Angels walk among us, disguised as saints or sinners, wreathed in fire or shadow, dispensing punishment or forgiveness. They feed upon the anguish of the wicked and the indescribable suffering of pure-hearted martyrs.

The Monitor told you this, and he ordered you to do what no one else can do -- not the governments, not the armies, not the churches. He instructed you to hunt the angels and wipe them from the Earth, before they obliterate the human race.

Since that day, you haven't had much contact with the Monitor. You and the other Zealots wage battle with the weapons at hand. You try to do the right thing. You fight to the death, if necessary.

When you get news from the Monitor, it's always bad. A mangled corpse, a sudden disappearance, an impossible feat performed in broad daylight. There's something wrong, and he tells you where it is. You take it from there. You and your Cadre go there, and you try to fix things.

No one else can do this. You alone have the training, the will, and the knowledge. If you succeed, you can put the memory of that horrific night behind you.

Sometimes.



HEAVEN ON EARTH

The world is a terrible place, and worth fighting for. This is the central principle behind the creation of Spite.

In these pages, you'll learn about angels, hideous creatures that use their power to kill and maim the innocent (and the wicked). These angels are imaginary, of course, but they are manifestations of the horrors that we read about in the newspaper: school shootings, slavery, genocide, murder, terrorism, and abuse.

Ultimately, the only thing standing between ordinary people and the violence that threatens them is a small army of heroes known as Zealots. Tragically, these heroes are also imaginary.

But it's nice to imagine that there's someone out there who could actually strike a blow against the man-made horrors of the world.

1.2.1. The White Line

When you became a Zealot, you crossed the White Line. That's what you call it. You cut off all contact with friends and loved ones. You quit your job. You left your bills unpaid, your house empty, your car by the side of the road with the keys in the ignition. That life is over.

You avoid all of those whom you used to know. You even moved to a new city, where you're unlikely to meet anyone from your old life. Your Cadre is your only family now, and the War is your only calling.

You are no longer an ordinary person. You can do the impossible: punch through steel, fly, breathe fire, and manipulate crowds. It's possible that you may be permanently disfigured in some way, further distancing you from ordinary people. You may grow horns, or fangs, or worse. You aren't really human anymore.

The day you became a Zealot, your Cadre's Monitor took you over the White Line. She taught you how to use magic, and she taught you the ways of the enemy. But she also changed you, and made you superior to normal people in some way.

Most people have a strength score of 1 or 2 or 3, but yours can go up to 6, indicating superhuman power. Or perhaps you possess an indomitable will. Or maybe you're instinctively connected to the enemy on some level, and can deduce things about your prey based on the evidence that you acquire while on a mission.

You're not really human anymore.

1.2.2. State of the World

It's time for you and your gaming group to discuss

the state of the world. You need to talk about the visibility of your Cadre, the public's awareness of angels (or lack thereof), and the involvement of the authorities.

Your Cadre might be somewhat famous -- local heroes -- or you could be operators who disappear, incognito, into the crowd after a successful mission.

Here are some questions you need to answer:

1. Do people recognize you on the street, or are you unsung heroes?
2. Do people know about angels?
3. Has there been enough evidence that the average person is afraid of being attacked by an angel?
4. If someone is possessed by an angel, would the average person call a priest, or a psychiatrist?
5. Do the local authorities know about angels?
6. What about federal authorities?
7. Do they interfere in your investigations?
8. Are they on your side, or would they shoot to kill if they saw you?
9. If they sanction your missions, do they supervise your activities?
10. Do they permit you to break the law when necessary?

1.2.3. Breakdown

Your Monitor has taught you the following:

The invaders are angels.

Bent on our salvation, they have come to Earth to impose the law of Heaven upon us. This is usually an excruciatingly painful procedure. There are usually plenty of innocent bystanders caught in the cross-fire. The sinners are tormented horribly before being consigned to the Abyss. The saved suffer the anguish of the Cross before ascending into Heaven (or something else, perhaps).

They are not the only ones.

These angels are the Fallen -- angels who have defied the will of Heaven and seek to cleanse the Earth of all wickedness. But not all angels believe that such judgment is necessary. Some hope that humans will eventually walk the right path, if left to their own devices.

The Monitor is an angel.

Of those who oppose the Fallen, some have come to Earth. Your Monitor is one such angel. He has sacrificed immortality to descend to Earth and recruit soldiers who will help win the war against the Fallen.

Our days are numbered.

The War has just begun. The carnage will be spectacular.

1.3. Us and Them

Your Cadre will interact with all kinds of people while on missions. Some are ordinary people trying to get by. Others will oppose you, and you'll have to deal with them in order to achieve your goals.

1.3.1. Zealots

Zealots are no longer ordinary people; they're stronger, smarter, faster, and tougher. Your Cadre represents humanity's only hope against the armies of Heaven. Your mission is to seek and destroy as many angels as possible before you're killed. You're realistic enough to know that it's probably going to be a very brief undertaking, but you're going to make the most of it while you're still above ground.

While you know that there are several other Cadres out there, you don't know the exact number. You don't know where your Monitor lives. This is for your protection: you can't tell the enemy anything if you don't know anything.

1.3.2. Allies

Disciples are supernatural demon-hunters. From what you've heard, Disciples are very similar to Zealots, but they focus their energy on the armies of Hell. It's possible that some members of your group are Disciples. Generally, Zealots and Disciples work well together, but because neither side is ever completely certain of the other's allegiance, there can be tension between them. For more information about Disciples, please consult *Dread: The First Book of Pandemonium*.

The Misericorde are mercenary warriors who inject themselves with the liquefied remains of slain demons. This substance, called *Sombra Vitae*, grants them superhuman abilities. The Misericorde are generally considered mercenary and unscrupulous, and are regarded with suspicion by Zealots.

Meigas are victims of demonic possession who developed superhuman abilities after a successful exorcism. Though the demon is gone, a Meiga retains some of the power. Meigas are fierce warriors and proficient demon-hunters, but their infernal origins have tainted them (both physically and spiritually). As a consequence, it's rare for Zealots and Meigas to work together in harmony. For more information about the Misericorde and Meigas, please consult *Dire: The First Creed of Pandemonium*.

1.3.3. Monitors

Each Cadre is led by a Monitor, an enigmatic individual who recruits and trains the Zealots. The Monitor establishes a Cadre, then moves on, only appearing to issue orders and answer questions before disappearing once again. Monitors are angels who gave up their immortality to walk among humans and defend Earth from the Fallen.

1.3.3. Contacts

Every Zealot has Contacts on the street, people who can provide information, furnish clues, and interpret evidence. These Contacts don't know exactly what it is that you do, but they know that you help people, and they'll do what they can to assist. They won't help directly, and they won't put themselves at risk, but they'll get you information and help you navigate obstacles to your investigation. You start with two Contacts.

1.3.4. Civilians

Most of the people that you'll encounter are just ordinary men and women trying to get by. If they're exposed to the supernatural, they'll panic, or attack you, or try to escape. If they see an angel, they probably won't believe you when you explain what it is. Most people think that angels are pink-bottomed cherubs. The ordinary person doesn't want (or appreciate) prolonged contact with reality. Nonetheless, you fight to protect them, so your priority is to keep them alive and safe if possible.

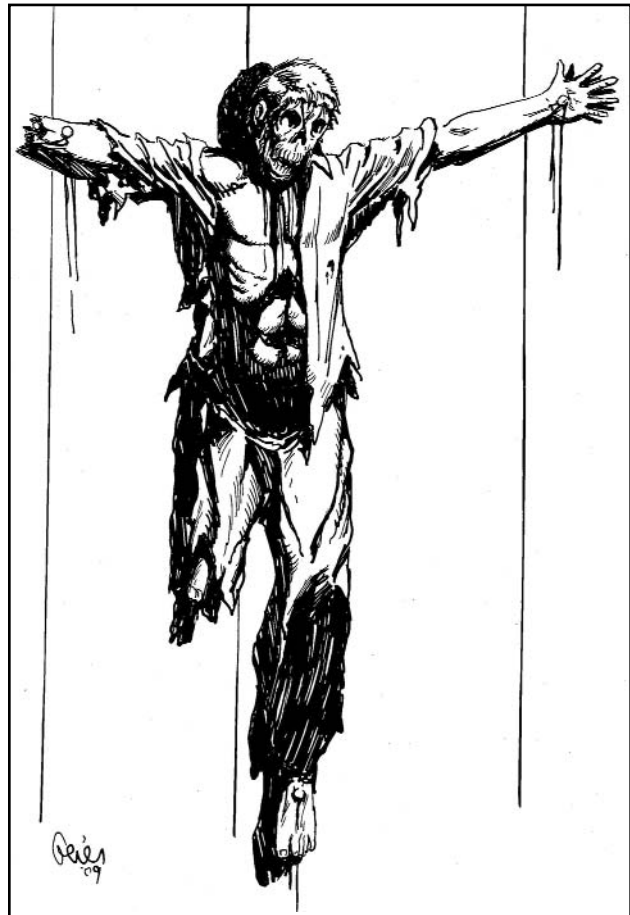
1.3.5. Skells

A skell is someone who's been possessed by an angel. Your first priority is to destroy the angel. Your second priority is to save the skell. Sometimes, you can do both. Other times, you just do what you have to do.

1.3.6. Cultists

There are organizations that worship angels. These cults are not to be confused with garden-variety religious groups; cultists can pose a serious threat to Zealots. Some cult members are psychologically damaged or insane. Others are convinced that they can acquire power through affiliation with an angel. Most angels will simply judge the cultists, separating the wicked and the righteous as usual. Others will employ the cultists to draw Zealots out into the open.

Sometimes, your first clue or piece of evidence will be the remains of someone murdered in some cult ritual. The results are never pretty.



1.4. Angels

Little is known about the Fallen. Some Zealots believe that they fell from Heaven because they wanted to purge humankind of their sins immediately, rather than wait for the Day of Judgment. This is what most Monitors have taught their Cadres.

Regardless of origin, the Fallen judge humans, saving the pious and punishing the sinful. Both cases result in widespread anguish and horror; the saved endure a process known as the Passion, and the damned suffer through the Harrowing. In either case, there's nothing left of the victim when it's over.

Each type of angel has a different pattern and agenda, in the same way that different animals perform specific mating rituals and migratory patterns. This can help Zealots to identify angels while on a mission, and may even help to predict the angel's next move.

There are four divine castes: The Exousiai, the Ophanim, the Rephaim, and the Seraphim.

You don't know much about the Exousiai, except that to look at one, or even hear its voice, would be fatal for any human.

The Ophanim are vast and horrific. In 3123 BC, they were unleashed against Sodom, Gomorrah, Admah, and Zeboim, with catastrophic results. Most Zealots know better than to go up against an Ophan unless absolutely necessary. The only way to bring an Ophan down is to use Imprecations (Blasphemies, Desecrations, and Maledictions). Even then, the odds of survival are questionable.

The Rephaim are the least of the angels. They are generally mindless and destructive, and the easiest to take down. However, in large numbers, they can

be dangerous. They are inadvertently created by Zealots who wield Imprecations.

The Seraphim are the shock troops of Heaven. They are the angels that prey upon humans, culling the wicked and the pure, one soul at a time. Their goal is the judgment of every human on Earth. There are three kinds of Seraphim: Kritarchs ("Judges"), Acronicals ("Shadows"), and Telarians ("Weavers").

1.4.1. Judges

Kritarchs, known to Zealots as Judges, exist to locate and destroy human life. They are swift, violent, and merciless. There is no subtlety to them; Judges cause property destruction and mayhem in their quest to find and punish those who disobey the laws of Heaven (or to find and reward -- through agony -- those who obey).

Most Judges are compelled to attack specific types of victims. For example, a Judge might only hunt victims of abuse, or those who perpetrate it. Others might only seek out murderers, or those who protect murderers, or those who forgive murderers, or those who prosecute them.

Invariably, a Judge's mission will bring it into contact with innocent bystanders, who are either killed or judged or ignored, depending on the angel's mood.

1.4.2. Shadows

Acronicals, also known as Shadows, take over the bodies of their victims, and force them to commit acts of righteousness. These acts can include murdering a sinner, rewarding a believer (through the abnegation of the flesh, typically through torture and murder), or forcing the world to confront the fact that these are the Final Days.

A Shadow that has possessed a victim may deform or mark that person in some way; on the other hand, the angel may also enjoy being mistaken for an ordinary person. It's possible that the angel could walk right up to a Zealot without being recognized for what it is.

Once it has possessed a victim, the angel can only be cast out if the victim is killed, or if someone casts the angel out with an Anathema.

1.4.3. Weavers

Telarians, known as Weavers, feed on human agony. They don't take an active role, however, preferring to guide humans towards the harm of others. It is their belief that this fosters compassion, and also provides the devoted with an opportunity to demonstrate their piety.

By placing their victims in horrific situations, or by tempting them, Weavers help humans discover their own capacity for sadism -- or their own tolerance for pain.

1.5. Communication

Now that you have an idea what kind of character you're going to be playing, and what kind of trouble your group will be getting into, it's time to talk about the process of playing.

It's critical that you communicate with the other people in your group. If you feel like changing some of the rules, if you feel that certain options are unsatisfying, if you feel that your character is not enjoyable, if you want to express dissatisfaction with the current state of the campaign -- say so.

You can't expect a game like this to work if you don't discuss it with your fellow players every time you get together. Make time before each game to talk about how it's working out for you. You are part of a group, and if you're the unhappy wallflower in the back who doesn't complain, you're cheating yourself and the other players.

So speak your mind, as directly and politely as possible, and let your comrades know what you're thinking. It'll make your gaming experience much more enjoyable and fulfilling. However, don't wait until things go wrong to talk to your fellow players.

During character creation (Chapter 3), we'll discuss how to create a Cadre, as a group, and we'll also cover ways to create a world and environment, as a team.

1.6. Conduct

The Zealot has a single mission: protect people from the angels that torment them.

There are many different kinds of Zealot: the gun-toting bone-breaker, the keen-eyed investigator, and the spell-casting sorcerer. However, each has been trained by the Monitor, and each possesses skills and abilities beyond those of ordinary humans.

The Cadre has been assembled to protect innocent people, not to victimize them, and gameplay should reflect that. Bear in mind that there are repercussions in this game, from creating enemies to attracting the attention of the authorities.

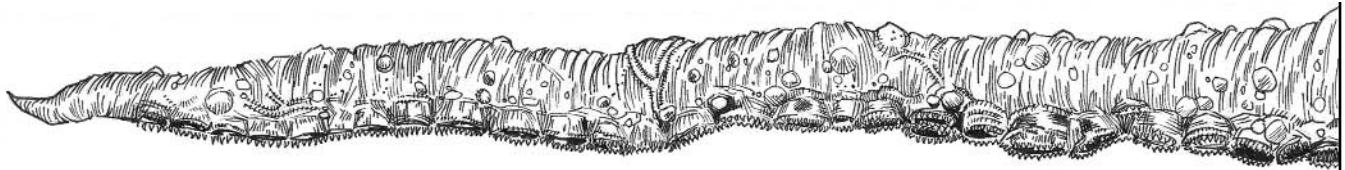
The waters may get muddied when the Zealots encounter people that can only be described as evil. Some of these people may be victims of angelic possession, or may be in danger of attack from a hunter angel.

It is up to the Cadre to decide how to proceed in these morally ambiguous situations. Ultimately, the group has no choice but to destroy the angels that walk the earth, as that is the sole reason for the existence of the group. How that mission is executed is up to the players.

There may be situations in which the Zealots will choose to let a human perish at the hands of an angel in order to secure the objective. This is a group decision, and not one to be taken lightly.

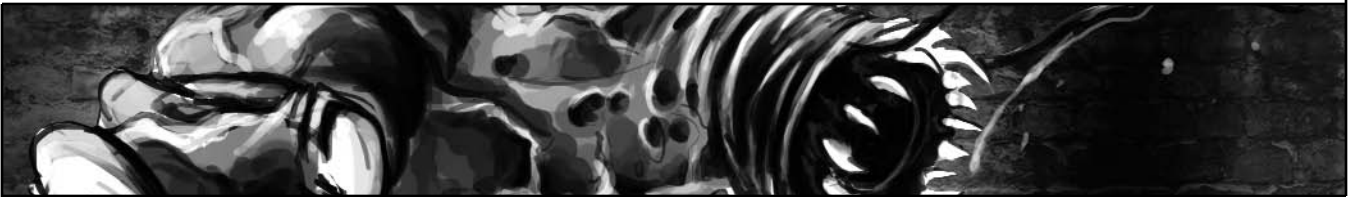
Some spells, known as Imprecations, are so powerful that their casting may result in the loss of innocent life -- even if the spell's target is an angel. Be aware that these deaths may have repercussions...





The first angel blew his trumpet, and there followed hail and fire, mixed with blood, and these were thrown upon the earth. And a third of the earth was burned up, and a third of the trees were burned up, and all green grass was burned up.

-- Revelation 8: 7



Spiteful resolution
By your sentence we must fall
Spiteful resolution
Bitter thoughts destroy us all
We suffer
Your final judgement stands
Made by your will
I never had a chance
I never will

-- Fear Factory, *Default Judgement*



CHAPTER 2



OVERVIEW

JOURNAL 08

Six two, two eighty. Late forties. Looked like he could fuck some shit up. Big bad mother-fucker with a black leather jacket, an afro, and a SAW M249.

He opened fire.

Rounds tore into it. It opened its mouth. My forearm tumbled out. The thing roared and howled like a cage full of burning animals. It wriggled off of me. It went after my rescuer. He sneered and dropped the machine gun, pulled out a machete.

I blacked out.

JOURNAL 09

"Attucks," he said. "My name is Attucks."

I looked around. In a bed. Small room, concrete walls. Medical equipment. IV drip into my arm. I saw the bandages. My arm was too short. No fingers.

I looked down and saw what remained of my body.

I started screaming.

He reached over and increased the drip.

I blacked out.

JOURNAL 10

"White girl," he said. "You hungry?"

I shook my head. I couldn't stop staring at my arms.

Two tattoos. Left arm, red dragon. Born in the year of the dragon. Right arm, spitting cobra. Been told I share both its tendencies and its general level of warmth and cuddliness.

My arms were back. Somehow, my fingers were all there. Legs, too. It was a dream. The whole thing was a dream. Drugs, hypnosis. Fucker slipped me something, I hallucinated.

He shook his head and leaned forward. I could see into his eyes. Through his eyes, endless sky and long millennia of slow-moving clouds. I recoiled and fell out of bed like he just slapped me.

"Not hallucinating," he said. "Listen to me. This is real. It's bad, and it's going to get worse. Eat something."

JOURNAL 11

Attucks handed me a sword. "Katana," he said. "You know how they make one of these?"

Warehouse, downtown. No furniture, just a few crates full of machineguns and sniper rifles. Hot as fuck, the fan in the corner not doing anything. Sweat dripping off me fast as I could gulp down my soda.

It was a miracle. Three days after the attack, my whole body completely healed. It ate my leg, my hands, most of my nose, my chin, one breast, one thigh. Starting to sound like a bucket of extra crispy.

Somehow, Attucks fixed me. He did something, brought me back to life. Don't understand how. Still not sure why. All I knew was that he was planning on undoing all that work. He said that today, he was going to take me apart so he could figure out what made me tick. Like I was a pocket watch.

"Katana," he said. He pointed at it. "You with me?"

"Yeah, no," I said. "I have no idea how they make one."

"They take that steel and they heat it," he said. "And they cool it down, and they fold it over and over again. On itself. And they heat it and they cool it down. Makes it hard. Makes it deadly. So protect yourself."

I was still trying to figure out what that last part meant when he jerked forward and smashed me in the face.

I took out guys twice his size. Never saw anybody move so fast. Another hit, and another. I couldn't feel anything yet, but in the back of my mind, I knew it was going to be a bitch of a day.

"Orikaeshi," he said. "The folding process."

I tried to swing the katana. He batted it aside and slammed a fist like a hammer into my jaw. Cracking sound inside my head like pine logs splitting in a fire.

"I will teach you how to be the nemesis," he said. I tumbled forward. A knee to my chest.

Cracked ribs. Blood on the concrete. Three of my front teeth. Falling forward, cracking my skull. Attucks wiped his hands on his pants.

"I will teach you to put the fear of Jesus Christ in these motherfuckers."

2. Overview

In this chapter, we'll cover the basic mechanics of the Disciple 12 System, the different styles of play, and some inspiration for gameplay.

2.1. Mechanics

To resolve any conflict, roll a number of 12-sided dice equal to your skill or ability. Then, compare this score to the number you're trying to beat.

No matter how crazy or impossible the attempt, you can always roll 1 die (unless specified otherwise -- explicitly -- in the text).

Regardless of how many bonuses or powers you've accumulated, you can never roll more than 12 dice (unless specified otherwise -- explicitly -- in the text).

2.1.1. Target Difficulty

If you're trying to move or manipulate an object, or to control a situation in some way, you roll against a target difficulty. Target difficulty goes from 2 (easy) to 6 (average) to 10 (extremely difficult) to 14 (impossible, but there's no harm in trying -- you might pull it off, as seen in section 2.1.4.).

For example, if you're trying to open a locked door, and your Strength is 3, you roll 3 dice. The Director indicates that the lock is rusty, so the difficulty is 5 (below average). One of your dice shows a 9. That means that you were successful, and you bashed down the door.

2.1.2. Resistance

If you're taking action against another person or

entity, then you're not going to roll against a Target Difficulty. You're going to roll against your foe.

For example, if you're trying to punch a guy, and your Combat score is 4, you roll 4 dice. The guy's Combat score is 3, so the Director rolls 3 dice. Your highest number is a 10, and the other guy's highest number is a 7. That means that you hit.

2.1.3. Damage

Damage is the difference between the numbers in the event of a hit. In the aforementioned case, the guy rolled a 7 against your 10. That means that you inflict 3 points of damage against him.

Of course, you will also want to add the damage from your weapon. If you're using a lead pipe (which has a damage rating of 1), that means you hit for 4 (3+1=4). If you hit him with a katana, that would mean you hit for 5, because that weapon has a damage rating of 2.

2.1.4. Multiples

Here's the tricky part: if you roll multiples of the same number, you add the number of multiples to the number itself. For example, if you roll three 6s, that means that you rolled a 9 (3+6). Now, if you also rolled an 11, you would want to ignore that 9.

But, in theory, you could roll some extremely high numbers this way. For example, if you roll four 12s, that means that you've rolled a 16.

You can add multiples to actual numbers rolled. For example, if you roll 12, 10, 10, you can add two 10s together to equal 12. This means that you now have two 12s, which equals 14.

WHEN MULTIPLES ATTACK

Under certain conditions, you may decide that you don't want to use multiples. Let's say you're defending. The angel rolls 11, 10, 5, 4, 3. You roll 9, 9, 2. Since two 9s equals an 11, your high number ties with the Director's high number. So let's look at the next number. The Director's got a 10 and you've got a 2. Uh-oh. You're about to take 8 points of damage.

What can you do? Well, you can decide that you don't want the two 9s to count as an 11. Instead, you want to treat them as two 9s. That means that the Director's 11 is now compared to your 9 -- so you take 2 points of damage. You're still hit, but it's not nearly as bad as 8 points.

2.2. Description

Whenever you describe your actions in a memorable, dramatic, or exciting way, you get an extra die. It doesn't matter if your character is lifting a heavy object, examining a corpse, or emptying a clip at an angel. A good description earns you that extra die. This is known as "the cool rule".

Bear in mind that even though you can describe other characters or objects in the scene, you can't narrate the success or failure of your attempted action until after you roll the dice. So if your character is trying to bribe someone using the Crime skill, you can say that the other party is definitely interested, but you can't say that the attempt worked until after you roll your dice. Then, you can narrate what happens, whether it's good or bad, and the Director can then tell you what the repercussions are (he quietly lets you into the police station's records room, or he loudly calls for backup).

If everyone in the group is extremely impressed by your creativity, amused by your comedy, or awed by your sense of drama, then you get two extra dice, not one. But it has to be amazing. This only happens once in a while. Maybe once per session, if you're lucky.

Think of it this way: you're like someone who's telling a story for an audience. The more vivid (or dramatic, or amusing) your description, the more impact the story will have on the people who are listening. In this case, the audience is everyone else at the gaming table. So, for their sakes, you may want to try making a habit of cool or fun descriptions.

It doesn't have to be a lengthy paragraph of text that you recite each time you roll the dice. A lot of times, it's just taking a moment to visualize the scene a little more concretely. Use this as a chance to embellish the scene and give it some life. If a drug lord is trying to run your character over with a limousine, and your Zealot is trying to shoot him through the windshield, have some fun with the situation.

You don't have to keep saying "I shoot him" each time you roll the dice. You can say that your Zealot does a backflip into the air as the limo passes underneath him, and you shoot down through the open sunroof, and bullets ricochet through the limo as the drug lord ducks and curses. Even if you roll the dice and you miss, it's still a memorable and an interesting scene that engages the other players at the table and keeps the momentum going.

This can also apply to other facets of gameplay, such as the use of skills. Instead of saying, "I threaten him," or "I try to smooth-talk my way out of it," try saying what your character would actually say under such circumstances. Don't worry about whether it would work in real life -- just go with the flow and have fun. Feel free to describe the reaction of the

person that your character is talking to! Just remember that you can't describe success or failure until after you've rolled the dice.

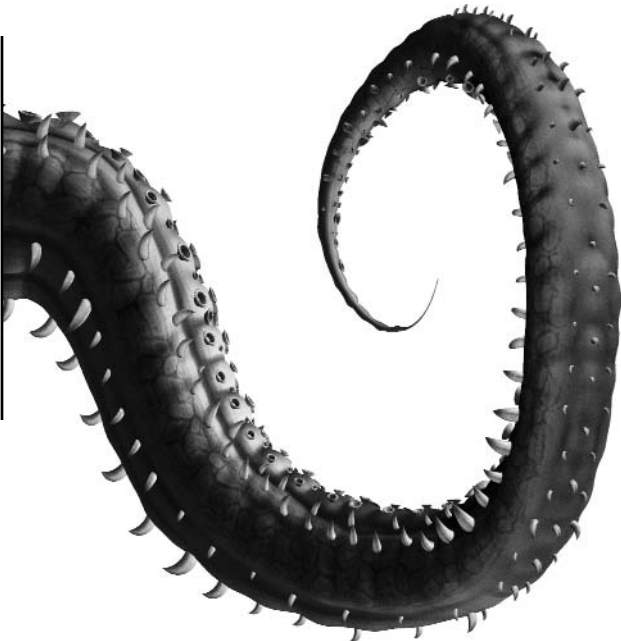
And if you make the effort to imbue your descriptions with some flair, or drama, or menace, or humor, then don't ask anyone's permission -- just toss an extra die in there and roll 'em.

2.3. Context

In the next chapters, we'll be discussing character creation, skill selection, and other concepts that affect your character, like Fury (points that you can use to achieve impossible stunts), Contacts (people that you know, whom you can turn to for help), and Drive (your character's motivation).

But before we do, there are a few things you need to start thinking about.

Before you became a Zealot, where did you come from? What did you do for a living? What's your base of operations like? What's your Monitor like? How do your teammates see you?



THE ROLE OF THE NARRATOR

Not every gaming group is going to want to share the duties of narration. In some RPGs, the GM (known as the Director in this game) gets to do all of the work. In Spite, the players are responsible for providing a lot of description and narration. Not as much as other games, but enough to confuse those who are not accustomed to that style of play.

Before you start rolling the dice, your group needs to discuss whether this approach is going to work. If you, as a player, just don't want to do a lot of narration, then being required to do so is going to be very frustrating. If you, as the Director, are expecting narration from your players, and they're exhibiting reluctance during the dramatic takedown, it's going to kill the buzz for everyone.

Expectations should be delineated early on. Will your group play the game as noted, or will there be changes? For example, you may decide that your players just don't like the idea of the Investigator narrating content during the Analysis process -- you'd rather that the Director just tell you what you find, and then you move on. In such a case, the players only narrate what they do ("I attack with my rifle"), and the Director provides the color ("You squeeze off a burst with your M8 assault rifle, and... [*rolling dice*] ... It's a hit! The first round hits him dead in the center of the chest, and the second and third round catch him right between the eyes. He keels over, dead.").

Normally, all of the content the Director just narrated would be provided by the player, but if you'd rather have the Director do it, that's okay. There's no wrong way to play, provided that everyone in the group agrees on the play style before you begin.

2.3.1. Origin

Where did you come from? What is it that you believe in? What is it that you're fighting for? Boil this motivation down to a single word. This is your character's Drive, as explained on page 66.

2.3.2. Occupation

What did you do for a living? Was your character a soldier, a schoolteacher, a cop, a criminal, a computer geek, a student, or a psychologist? By fleshing out your character's occupational background, you'll make it easier to choose your Skills, as described on page 61.

2.3.3. Headquarters

What's your base of operations like? What kind of place is it? An abandoned school? A condemned church? An old warehouse? A barn? A high-tech computer lab? An apartment downtown?

2.3.4. Contacts

Whom do you know? Now that you're a Zealot, working the streets, hunting angels, you're bound to have forged connections with people on both sides of the law: journalists, cops, fences, lawyers, ex-cons, priests, thieves, coroners, doctors, and con artists.

By creating a preliminary list, you've simplified the process of developing your Cadre's network of Contacts, described on page 66. Each Zealot has two contacts.

2.3.5. Monitor

What's your Monitor like? Spend some time talking to your fellow players about who's running your team. The Monitor isn't going to accompany you on

cases, but he or she will give you leads, and will check in on you from time to time. The Director should be a part of this process as well, since your Director will be playing the role of the Monitor. You can find some example Monitors on page 163.

2.3.6. Personality

How do your teammates see you? You have a clear mental image of your character, but do the other characters see him/her the same way? Are you a leader, a follower, a psycho, a healer, a comedian, a survivor, or some combination of the above?

Spite features five Personas, described in Chapter 4, starting on page 49. These include the Crusader, the Messiah, the Leper, the Prophet, and the Sinner.

2.4. Working Together

As a team, you'll collaborate in creating the world that you live in. Obviously, it's easy to set a game in your own city.

Where do your Zealots live? Is there much crime? What's traffic like? What's the cost of living? What are some of the major industries? Any major landmarks or cultural attractions? Do you live near anything that could explode spectacularly, such as an oil refinery or nuclear processing plant?

This can help establish the city more concretely in your minds. From this point, it gets a little easier. Where's your base of operations? Uptown, near the trendy bars and strip malls? Downtown, near the strip clubs and soup kitchens? Is there a gas station near your headquarters? Library? Church? Mosque? Synagogue? Police station? Convenience store? Diner?

2.4.1. Styles of Play

There are different things you can do with a game like Spite.

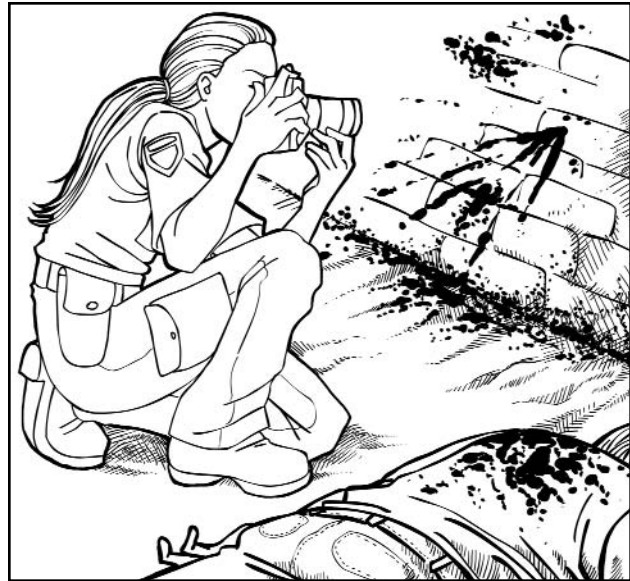
If your characters are all investigators, with limited combat abilities, then it's likely that a campaign focused on combat will result in frequent casualties, which can become frustrating. Instead, you'd want to focus on investigation, clues, chains of evidence, and the impending threat of attack from angels. But most engagements should be with ordinary (or augmented) humans.

If you wind up with a group of combat-hungry warriors, then you can engage in a campaign of nonstop bloodshed in which you duke it out with gibbering angels in dark alleyways, swinging swords and emptying clips. This can be great fun.

However, in general, Spite is a game in which you fight for survival, build a network of Contacts, foil the plots of cultists that make deals with the very angels that want to destroy us all, and avoid the claws of unholy beasts that feed on human flesh. This requires a well-balanced team. Some say that the perfect Cadre is a three-person team, one of each class. But that's not how you need to play it.

Whatever you choose, make sure that you and the rest of the group are on the same page. It's no fun for the badass if everyone's acting silly while he's trying to beat information out of a drug dealer, for instance.

So talk about it with your group and Director, and settle on a mood before playing the game.



2.4.2. Crime Scenes

One sure-fire approach to Spite is the cop show, or detective thriller. Check out *The Wire*, *The Shield*, or *Law and Order: SVU*. Given that Zealots often arrive at crime scenes after something terrible has happened, always ask yourself what Vic Mackey or Elliot Stabler or Jimmy McNulty would do.

Consider running down the victim's credit card statements. This is easy if you've got a hacker on the team, but you can also bribe or coerce someone into doing it for you. Or you can ask a Contact to pull some strings.

Your Cadre could also use facial recognition software to track people with surveillance footage, persuade the police to put out an APB on missing person, monitor ATM usage or bank transactions, tap phone lines and pull phone records, or pay a visit to employers or relatives in search of additional information about the victim or killer or 'person of interest'.

You never know what kind of information you'll kick loose.

2.5. Inspiration

Your gaming group may find it useful to base the campaign's feel or style on an existing world, such as that of a TV show or movie that deals with the supernatural. You can also mine books, movies, and TV shows for thematic inspiration, setting material, or story arcs.

Below, you'll find some of my inspirations when I'm running a game of Spite.

Television

24

Angel

Buffy the Vampire Slayer

Dexter

Garō

Primeval

The Shield

Six Feet Under

Sons of Anarchy

Torchwood

The Wire

The X-Files

Fiction

Caleb Carr: *The Alienist*, *The Angel of Darkness*

Clive Barker: *The Books of Blood*

Cormac McCarthy: *Blood Meridian*, *The Road*

James Ellroy: *American Tabloid*, *White Jazz*

John Le Carré: *A Perfect Spy*, *Absolute Friends*

Martin Cruz Smith: *Gorky Park*, *Red Square*

Music

Agalloch: *Ashes Against the Grain*

Akercocke: *Antichrist*

Amon Amarth: *Twilight of the Thunder Gods*

Arch Enemy: *Rise of the Tyrant*

Behemoth: *The Apostasy*

Belphegor: *Bondage Goat Zombie*

Bolt Thrower: *Those Once Loyal*

Carcass: *Heartwork*

Chemlab: *Burn Out at the Hydrogen Bar*

Cult of Luna: *Eternal Kingdom*

Cynic: *Focus*

Dark Tranquillity: *Fiction*

Elis: *Griefshire*

Enslaved: *Vertebrae*

Exodus: *The Atrocity Exhibition*

Fear Factory: *Transgression*

Front Line Assembly: *Tactical Neural Implant*

Gojira: *The Way of All Flesh*

Lair of the Minotaur: *War Metal Battle Master*

Leather Strip: *Underneath the Laughter*

Madder Mortem: *Deadlands*

Melechesh: *Emissaries*

Meshuggah: *obZen*

Ministry: *Psalm 69*

Nile: *Ithyphallic*

Novembers Doom: *The Novella Reservoir*

Psychopomps: *666 Nights In Hell*

Skinny Puppy: *Mythmaker*

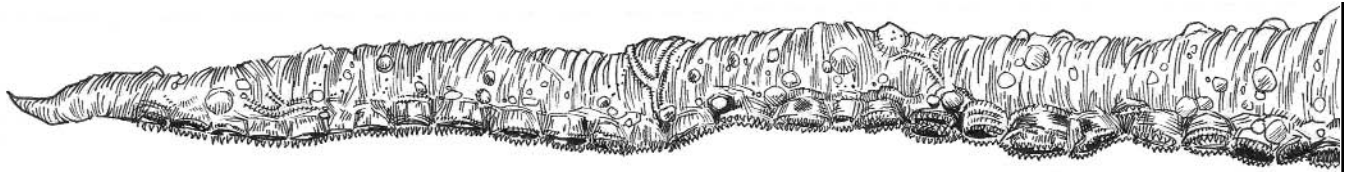
Stromkern: *Night Riders EP*

The Amenta: *n0n*

To-Mera: *Transcendental*

Vader: *The Beast*

Within Temptation: *The Silent Force*



But they sleeping the same sleep that night, which was indeed intolerable, and which came upon them out of the bottoms of inevitable hell, were partly vexed with monstrous apparitions, and partly fainted, their heart failing them: for a sudden fear, and not looked for, came upon them.

-- Wisdom of Solomon, 17:14-15



Autonomy is purity
Corrective self-identity
Dominant totality a sight unseen
Appropriation
Standing in the wake of the whole creation
I find certainty in vision that's obscured
Religious sense of irony
I'm all too sure
Corrupt and decaying from within
Welcoming a cold embrace
And a fall from grace

-- Stromkern, *Heretic III (Revolution)*



CHAPTER 3



CHARACTERS

JOURNAL 12

Two days later, I was still limping, but everything was more or less where it belonged. Teeth, kneecaps, ribs. It grew back. Should've been in traction for months.

Wasn't.

"The compound," he said. It was an old office building downtown. Series of empty rooms. Some of them, a few computers. Sleeping bags. A fridge. Some bricks of C4.

"This is where you live," he said. "This is home, girl."

I nodded. Looked around. I still didn't understand what was happening. Felt powerless to argue. And why would I? This man could practically raise the dead. Black dude with grey hair in his afro, talking about Jesus, teaching me karate, then healing catastrophic injuries with a wave of his hand. I had to know more. I had to understand.

"Can't keep calling you girl," he said.

"Helen Urbaczewski," I said.

"Ain't calling you that neither," he said.



JOURNAL 13

Lunch with Attucks. Diner. Waitress pours the coffee.

"I knew Jesus," he says. "Wasn't a white man with long red hair. They always make him look like the junkie singer in a grunge band." He shakes his head, clearly disgusted.

"He was a man from Galilee. Had olive skin, curly black hair, bushy beard. Big man, carrying lumber around, hauling in nets of fish all day. He was tough. He could break a man's neck with his hands."

He thinks about it for a minute.

"What happened to him, it was a damn shame," he says.

Then he shrugs.

"So this thing," he says. "See, you're on the front line. This is a war. And you're a soldier. You're mine. I recruited you."

I feel the words, rather than hear them. Goosebumps up my arms. Been waiting for something like this my whole life, just didn't know it. Propelled by irresistible force, pushed by invisible hands.

"You're a Zealot," he says. "You fight for Heaven now."

"That was a demon," I say. The words just tumble out of me.

He shakes his head. I signal the waitress. She swings her hips over and refills my coffee. She swings those hips away.

Attucks crushes out a cigarette on the edge of his plate and lights another.

"No," he says. He looks out the window. I look. Cars in a parking lot. Rain. He wasn't looking out the window. He's looking way the fuck far away. I can't even guess what he's looking at.

"Then what the fuck was it?"

"Good question," he says. He sips his coffee. Everyone in the diner pretends not to stare at him. I feel kind of smug, hanging out with this badass black dude. I'm this five-foot white girl with tattoos. People probably think he's my pimp. I start laughing. He stares at me. I stop laughing.

"You are going to save the human race," he says, "From an army of creatures that live to spread death and destruction."

"Not demons?"

"No," he says. "Worse."

He sips his coffee.

"Angels."

I blink. I sip my coffee. I think about it.

3. Characters

To create a Zealot, you will need to fill out a character sheet, which you can find on the last page of this book. Or download it from neoplasticpress.com.

This is a quick overview of the content that you'll need to enter on your sheet:

Name: Your handle. Zealots don't use real names. Instead, they use short, easy-to-remember (and easy-to-bark-in-combat) code names. This allows them to maintain a healthy distance; after all, if you're going to be splattered with someone's brains later in the day, you probably don't want to know his real name. Just makes it harder to deal with.

Drive: This is your primary motivation, your *raison d'être*. It can be invoked almost any time you roll dice, in order to gain an extra die.

Persona: This is a summary of your personality, and it also establishes your role in the group's interpersonal dynamic. Are you a hero, or a psychotic, or a survivor?

Class: Your area of expertise. You're either a Fighter, an Investigator, or a Sorcerer.

Attributes: These define your character's strength, intelligence, and spiritual fortitude.

Combat: This number represents your character's fighting skill.

Magic: This represents your character's magical power.

Armor: If you wear body armor, write down the armor rating in this field.

Fury: You begin each session of Spite with 12 points of Fury, which you can use to perform various stunts and maneuvers. The maximum Fury score is 12 points, unless explicitly indicated otherwise in the text (of a spell or item).

Life: This tells you how much damage your character has taken. Each Zealot begins with 12 points. If you lose a couple of points, you're bruised. If you lose more than that, you could be in trouble. The maximum Life score is 12 points, unless explicitly indicated otherwise in the text (of a spell or item). If you reach 0 points, you Retire (see Chapter 5 for more information about Retirement).

Skills: Each Zealot used to be something else: a journalist, a physician, a soldier. Along the way, you picked up a few skills.

Spells: Each Zealot knows a few spells. You also have access to powerful spells called Imprecations.

Powers: Based on your Persona and Class, you have access to Powers that make your character unique.

Weapons: These include guns, swords, grenades, and anything else you want to use in a fight.

Contacts: Your Contacts are people that you can turn to for help during the game. They also furnish you with leads or clues.

Gear: This includes any equipment that your character is carrying, including flashlights, identification, electronic equipment, and so on.

3.1. Persona

There are five different Personas to choose from. Each represents a different style of gameplay. After checking out all five, pick the one that is closest to your vision of the Zealot you'll be playing. If you don't see what you're looking for, create your own Persona.

Each Persona offers two Powers related to the personality type. Choose **one** of these and write it in the Powers field on your character sheet. Using a Power requires the expenditure of a point of Fury.

There's no telling how two Zealots will interact, but each Persona description includes a rough description of how they generally regard one another. Consider this a starting point for interactions in your Cadre, or disregard altogether if it doesn't fit your vision of how your Zealots work together.



PERSONALITY TEST

Can't settle on a Persona? Consider the following: The building is on fire. An angel is inside, attacking innocent victims. What do you do?

1. "Risk my life to save the victims." (Crusader)
2. "Charge into the fire, my flesh blackening as I burst into flames." (Leper)
3. "Everyone stops to watch my amazing stunt as I save the day yet again." (Messiah)
4. "Try to figure out if there's another way into the building so I can evacuate the humans trapped within." (Prophet)
5. "Kill them all and let God sort them out. What, you have a fucking problem with that?" (Sinner)

3.1.1. Crusader

"I do what I have to do in order to protect innocent people. That's the job. That's the discipline."

Selfless and brave, the Crusader is focused on getting the job done, no matter the cost. Because she believes that being a Zealot is a one-way mission, she's ready to lay down her life for the cause; however, she's not reckless in combat. Instead, she tends to focus on the team, making sure that everyone else is safe; her Powers reflect this desire to protect her fellow Zealots. However, the Crusader is not a saint. She can lie, or steal, or cheat, so long as it serves the mission.

She sees the Leper as pessimistic and nihilistic. She tends to feel that the Leper should focus on the mission, and let go of the past. Self-destructive tendencies aren't the same as fearlessness, and she often wishes the Leper would opt for the latter instead of the former. Still, she respects the fact that Lepers get the job done.

Messiahs are also distracted from the mission, mostly by their own perceived greatness. She thinks they should spend less time in front of the mirror, and more time practicing combat maneuvers. Still, she acknowledges that they're quite useful during interpersonal actions, as they've got the ability to persuade people to follow or obey them.

She feels that Prophets make excellent Cadre members, as they're very focused on the task at hand. In fact, Prophets and Crusaders are a good team, as one figures out the problem, and the other tries to solve it.

Sinners, on the other hand, are regarded as diametric opposites. Though the Crusader admits that the Sinner has combat ability, and an enthusiasm for

kicking angelic ass, she nonetheless sees the Sinner as amoral, vile, and dangerous.

Powers

Human Shield: The Crusader can opt to take damage meant for another Zealot. This happens during combat, after another Zealot in the Cadre has taken damage. Before anyone else takes an action, the Crusader can opt to take the damage instead.

Flak Magnet: The Crusader can get all enemies to attack her instead of the other members of the Cadre. This affects all kinds of hostiles, including humans, angels, and demons. This must be done at the beginning of the Crusader's action, and it lasts for one round of combat.



3.1.2. Leper

"Hey, can you dig the shrapnel out of my tentacle? I'm dripping pus everywhere."

The Leper is a repulsive survivor. Once, the Leper was happy and normal. Then, his life spiraled out of control. Whether it was drugs, or bad luck, or insanity, he wound up a desperate failure, a drifter with nothing left to lose. When he was attacked by an angel, it was almost a relief. But he was dragged into a new life by the Monitor, so now he's focused on his mission.

He tends to gravitate towards magic that deforms or mutilates him in some way, and should he suffer permanent deformity in the line of fire, he will probably take great pride in his grotesque appearance. Lepers enjoy freaking out the civilians through the use of stunts and magic. Nothing makes a Leper happier than walking out of a burning building, covered in blood and broken glass, with a fanged tentacle curling out of his mouth.

Lepers are tough, indomitable, and yet emotionally stunted in some way. They've had horrible experiences, and many of them suffer from low self-esteem. They're stoic, grim, and fatalistic, but they often leaven this with humor, which can throw other Cadre members off.

The Leper would like to be as heroic as the Crusader, but he just doesn't know how. He fears that the Crusader's opinion of humanity is too high, and he wants to shield the Crusader from the ugliness of the world.

The Leper often resents the Messiah's popularity, which he feels distracts from his own horrific countenance. Still, if they can overcome this obstacle, a Messiah and Leper can become powerful allies.



He sees the Prophet as intelligent and admirable, and respects her open-minded attitude.

The Sinner is a little too feral, but his heart is in the right place.

Powers

Weltschmerz: The Leper is able to momentarily project his utter spiritual desolation, which so rattles his enemy that the enemy loses two dice when defending.

Aboulia: The Leper appears to lose his will to live, and takes no action this round. No spells, no attacks, no Powers or skills -- he just hunches over and takes the abuse. During the next round of combat, though, he attacks with twice his normal number of dice (after doubling, extra dice can be added for Drive and so forth).

3.1.3. Messiah

"Wow, that would be really impressive if this was amateur night at a two-dollar whorehouse in Mobile, Alabama. Look, just get out of the way and let me show you how it's done. Hey, ladies!"

The Messiah is an egomaniacal attention whore. An utter adrenaline junkie, he likes to kick down the door, flex his muscles, and crack a one-liner to a stunned audience before charging into battle.



He takes the job seriously, but only because it gives him the opportunity to be the star of the show. He's special, he's a superhero, he has amazing powers, and he wants everyone to know it.

The Crusader takes everything really seriously, which is a serious drag. Then again, this isn't just about looking good -- it's about looking good while saving the world or whatever. So okay.

The Leper is creepy, morose, and a total buzzkill. The Messiah isn't all that impressed with the shoegazing woe-is-me attitude, but still -- sometimes, the Leper can show that he's got heart, and that counts for something.

He sees the Prophet as a little stuffy and uptight. All the thinking and concentrating and the incessant nagging to pay attention. It gets kind of tiresome. Still, Prophets sometimes have good ideas, so it's not always that bad.

The Sinner sometimes steals the limelight through her violent behavior. Then again, the attention that she draws is usually negative, so it's not that big a deal.

Powers

Battle Cry: Whether it's a one-liner or a death threat, the Messiah lets rip with a verbal attack just before the physical attack. As a result, everyone gets an extra die while attacking for one round.

Attention Storm: All normal humans forget what they're doing and pay attention to what the Messiah says. His undeniable charisma is irresistible, and no matter what's going on, and for one round, he's the center of attention yet again. In the meantime, the rest of the Cadre can practically get away with murder.

3.1.4. Prophet

"It's not enough to do the right thing. We need to know what it is that we're doing, and why."

The Prophet is an inquisitive thinker, a seeker of truth, and a diviner of nature. She is driven by the need to gather information, to study the world.

Some Prophets are outgoing and charismatic, good at gleaning intel from their sources; others are withdrawn and introverted, careful observers who say little but see much. Either way, the Prophet is driven by an urge to understand the various enemies that feed on humankind.

As far as the Prophet is concerned, the Crusader is a little too focused on the end results, and sometimes needs to be reminded that there's a pattern, a chain of evidence that needs to be followed first.

The Leper is repugnant, both for his love of pain and his lack of hope, but there's an admirable tenacity there nonetheless. What keeps him going?

The Messiah is self-absorbed, egomaniacal, and shut off from any truths. He doesn't care about understanding the world around him; instead, he wants the world to understand (and worship) him.

The Sinner is intimidating, and a little frustrating. Certainly, her direct approach sometimes works, but often at the cost of understanding.

Powers

Cognition: The Prophet is skilled at interacting with people, and they tend to respond well to her drive for knowledge. When using this power, add two dice to any skill check involving interpersonal communication.

Revelation: The Prophet's keen eye can help her discern the next link in the chain of investigation. After using this power, she can deduce the location that the Cadre should hit next. Even if the other Zealots don't remember finding any evidence or clues linking the investigation to this place, she can intuit the information, helping move the action forward if the Cadre hits a dead end.



3.1.5. Sinner

"Two dead angels, blood everywhere, and I still got a couple bullets left. Jesus fucking Christ, I'm happier than a bulimic at a buffet. Let's go. If we get a move on, I bet we could kill something else before the sun comes up."

The Sinner is a psychotic berserker. Amoral and violent, she channels her brutality against the angels, but only because she knows she'll get into trouble with the other Zealots if she crosses the line. Some Sinners were ordinary people that were driven insane by their contact with angels; others were always violent and unstable; and still others were meek and repressed, but have now discovered a gleeful rage within. The petite and bookish Sinners are the scariest of all, because the murderous rage seems to come out of nowhere.

The Sinner is focused on action, first and foremost, and has little patience for deliberation or discussion. If a Sorcerer, she casts the spell first, and asks questions later. If an Investigator, she browbeats suspects for information, attacks anyone who prevents her from accessing a crime scene, and generally acts like the sociopath that she is.

As far as the Sinner is concerned, the Crusader's annoying focus on always doing the right thing is a major pain in the ass.

Lepers are edgy, but not over the edge. So they're not as much fun. Still, the Sinner respects their capacity for punishment. That's kind of cool. Ultimately, blood is blood, whether you're spilling it or wearing it.

Prophets spend a lot of time thinking and pondering and looking at inanimate objects, and not nearly enough time breaking things into tiny pieces.

Messiahs are loudmouths, all talk and no action. They spend more time on their hair than they do on their weapons. Not only that, but they steal the lime-light with all their posturing, which is annoying. At least they don't kill-steal that often, leaving the Sinner to do what she does best.

Powers

Knife Twist: The Sinner uses this power before attacking. If the attack is successful, it inflicts 3 extra points of damage.

Curb Stomp: When the Sinner uses this power, it results in the instant and immediate takedown of ordinary human. This can be an automatic kill, or an automatic knockout (the player chooses).



3.2. Attributes

There are three Attributes that you must determine. These Attributes help you define what your character is (as opposed to skills, which are things that your character knows).

Strength: Power, speed, and endurance

Sense: Intellect, education, and wit

Soul: Spiritual fortitude and will

These scores answer questions one might pose about your character. Is she smart? Is she strong? Is she confident? Is she fast? Is she tough?

To answer these questions, distribute 9 points between these three scores. The minimum score is 1, and one of these scores must be a 4, 5, or 6. This high score will tell you whether you're a Fighter (high Strength), Investigator (high Sense), or Sorcerer (high Soul).

Here's what the points mean:

- 1 is below average
- 2 is average
- 3 is above average
- 4 is high
- 5 is amazing
- 6 is superhuman

Let's create a character named Skag. She used to work as a bouncer at a nightclub, and we definitely want her to be combat-focused, so let's give her a high Strength score: 6. She's not a genius, but she gets by, so we'll give her 2 points for Sense. This leaves 1 point for Soul. Her convictions just aren't that strong; she's a brawler, not a philosopher.

NOTE: Her combat score (7) is equal to her Strength score plus 1, because she's a Fighter.

Our next Zealot is Casket. He's an investigator, so we'll give him a Sense of 5. Then, we've got to choose between Strength and Soul -- essentially, a choice between combat and magic, for reasons that we'll delve into presently. For Casket, magic is more important than combat, so we'll give him 3 points in Soul and 1 point in Strength. He's extremely intelligent, and has above average spiritual power, but he's in lousy shape. Cigarettes and booze keep him weak and slow.

3.2.1. Using Attributes

Any time a character is challenged personally, he or she must perform an Attribute check. This is done by rolling a number of dice equal to the Attribute Score. If the highest die matches or beats the Target Difficulty, the roll is successful. If the highest die is lower than the Target Difficulty, the roll is a failure.

The Target Difficulty will range from 2 (very easy) to 7 (average) to 12 (difficult) to 17 (theoretically impossible).

If the character's body is tested in some way, such as having to kick a door down or climb a wall, the character must make a Strength check. Combat is based on the Strength score.

If the character's mind is tested in some way, such as having to recognize a disguised suspect in a crowd, or having to decipher a message written in a code, the character must make a Sense check. A character with a high Sense score will have more points to assign to his skill.

If the character's spirit is tested in some way, such as having to withstand the hypnotic gaze of an angel, the character must make a Soul check. Spell casting is resolved using the Soul score.

3.2.2. Attributes vs. Skills

Skills are described in more detail later in this chapter, but in brief, skills reflect what the Zealot used to do for a living. Attributes, on the other hand, reflect the character's natural strengths and weaknesses.

Though there's a little overlap between skill checks and Sense checks, the rule of thumb is: if you need to be educated to pull it off, you're talking about a skill check, not an attribute check; however, if it's something that you have to figure out, then it's a Sense check. For instance, if you see stripes on someone's shoulder, you can't make a Sense check to figure out his rank. You need a Military skill, or some other applicable skill.

If you want to hack into a computer system, again, that's not a Sense check; it requires a skill in Computers, or something similar.

However, if you're trying to catch someone in a lie, or if you're trying to solve a logic problem, then it's not a question of your character's education: it's a question of intelligence, and in that case, you make the Sense check instead.

3.2.3. Opposed Attribute Checks

There are times when you'll engage in a non-physical conflict with another character. In these situations, make an opposed attribute check, based on the kind of interaction. If it's intellectual, it's an opposed Sense check. If it's a test of wills, then make an opposed Soul check.

For example, you may try to catch another character in a lie. In this case, make a Sense check against the other character's Soul check. If you're trying to convince someone to do something, make a Soul check against the other character's Soul check.

NOTE: THE LAW

Police officers, federal agents, even trained soldiers are all "civilians" to a Zealot. The average civilian has attribute scores of 1 or 2. Sending an ordinary person to do a Zealot's job is tantamount to murder.

For that reason, it would be immoral (and probably counterproductive) to call the police or the National Guard for reinforcements during a take-down. They're just not qualified, and you're just going to get a lot of people killed.

In fact, if the authorities do become involved in an investigation, you may want to take steps to minimize their exposure to the armies of Heaven. Even if the public is aware of angels in your agreed-upon game setting, you may still want to shepherd police officers and agents, to prevent loss of innocent life. This can be a challenge, particularly if they suspect you of criminal activity.

3.3. Classes

There are three character classes: Fighter, Investigator, and Sorcerer.

The Fighter specializes in combat, the Investigator in the gathering of information, and the Sorcerer in powerful magic.

Each of the three classes has an array of available powers. Choose **one**, but be aware that you will be able to add more powers as your character evolves (discussed in the Advancement section).

3.3.1. Fighter

The Fighter is the first into battle and the last to leave the fray. She has mastered armed and unarmed combat, and is a force to be reckoned with on the battlefield. Due to the Fighter's superior combat abilities, add 1 point to her Combat score (note that the Strength score remains unchanged).

There are different approaches to this class. Some Fighters love to jump into the brawl and mix it up with brute strength. Others are more prone to finesse, using stealth and subterfuge to sneak up on their opponents. Some fighters use close-quarters weaponry like swords and axes, while others prefer ranged weapons like bows and shurikens; some rely on firearms and explosives, and some prefer to fight with their bare hands, or whatever they pick up during combat.

Typically, Fighters take point on the most powerful nemeses during combat, leaving the Investigators and Sorcerers to provide supporting firepower. Due to their low Soul scores, they usually don't do a lot of spellcasting; however, when facing the Ophanim, Fighters can cast devastating Blasphemies.

During exorcisms, Fighters tend to run interference, keeping at bay anyone who would seek to prevent the Sorcerer from casting out the possessing angel. Similarly, during the investigation sequence of a mission, the Fighter typically keeps opponents away from the Investigator so that he can do his job.

Powers

Broadside: When using this power, the Fighter can inflict considerable damage when behind the wheel of a vehicle. A successful ramming attack results in double damage.



Cover Fire: When using this power, the Fighter defends one of her teammates against an attack. For one round, the other Zealot can roll an extra number of dice equal to the Fighter's Combat score while defending. So if the Fighter has a Combat score of 6, the Sorcerer she's protecting can roll an extra 6 dice each time he defends against an attack.

Multiple Targets: When using this power, the Fighter can split dice between multiple opponents. For example, if the Zealot has a Combat score of 6, she can attack 6 opponents, using 1 die against each, or 2 opponents, using 3 dice against each, or any other combination adding up to 6 dice.

3.3.2. Investigator

Some are ruffled gumshoes, some are high-tech covert operatives, and some are suit-and-tie chameleons who pose as federal agents or police detectives. The Investigator hacks the computers, questions the eyewitnesses, hotwires the car, and establishes cause of death at the crime scene.

During combat, the Investigator must be cautious, due to a low Combat score. However, when battling with the Ophanim, the Investigator has access to the powerful Desecrations.

Powers

Evasion: This power enables the Investigator to take cover from attacks. For one round, she will not be able to attack, but she'll be able to roll twice the number of Combat dice when defending.

Lead: When using this power, the Investigator will come up with a person's name (provided with the Director). She won't know anything about this person, but she'll know that the person is definitely connected to the investigation in some way. Can only be used once per mission.

Analysis: This is the most powerful weapon in the Investigator's arsenal.

The Investigator is carefully attuned to the behavior of her supernatural prey (including angels, demons, and otherworldly entities, but not half-breeds). As a consequence, she can discover things about the creature that's being hunted, and these facts can help the team during the takedown.

Each time the Investigator finds a piece of evidence, she gets to make an Analysis check. This entails rolling a single die; a roll of 9 or higher means that

the Investigator has learned something about the angel in question. By killing a point of Fury, she can roll two dice instead of one -- but that's the maximum number of dice that can be rolled on an Analysis check; you can't kill a bunch of Fury to roll a handful of dice for the Analysis check. If the roll is not successful, the player can try again, but a point of Fury must be spent each and every time the Zealot wants to roll two dice during Analysis. You can't use the Killshot stunt during Analysis.

Evidence can include (but is not limited to) the following: physical evidence (teeth, scales, claws, tentacles), recordings (audio or video), crime scenes, victims' injuries (alive or deceased).

If successful, the Director will narrate a single fact about the angel in question (its name, its patterns, its victims, et cetera). After that, the player describes some key piece of information that his character has learned, and as a result of this information, there will be combat bonuses when the Cadre finally comes up against the entity in question.

For example, while hunting an angel, which the Investigator has determined to be a Seraph known as the Shuemiav angel, the player might narrate the following: "When this one starts to pray in Aramaic, which it sometimes does during combat, we can swarm it real fast, catch it off-guard." This is a random bit of information that only applies to the specific angel in question, and not all angels (or even all Shuemiav angels). Meaning, this trick won't be useful against the next Shuemiav they encounter.

The information narrated by the player can't be some ridiculously perfect vulnerability, either ("If we pour water on it, the angel will die!"). It has to be a weird factoid that the group can use to their advantage, but not something that gives them an obvious upper hand.



If the Investigator performs three successful Analysis checks, then later in the adventure, when the Cadre engages the angel in combat, they will all receive an extra die while attacking the angel (for the duration of the takedown). This die applies to combat and spells, but not stunts.

In addition, for each Analysis check that the Investigator performs successfully, she will receive an extra die (referred to as the Analysis pool). This pool of dice can **only** be used by the Investigator, and can't be shared with other Investigators. It can only be used in combat (attacking or defending, not stunts or magic), and it can only be used against the angel in question.

A total of 12 dice can be stored in the Analysis pool in this fashion -- but again, they can only be used against the angel, and it's a one-time opportunity. Think of them like a reserve Fury pool. The player

can use all 12 at once, or divide them up. But once they're used, they're gone (and, of course, they cease to exist when the angel has been killed).

For example, the Cadre is hunting an angel, but they don't know what kind. They find a mangled corpse and a puddle of some noxious green fluid. The Investigator makes two Analysis checks (one for the corpse, one for the fluid). She rolls a 10 on the first one. Just be safe, she kills a point of Fury so that she can roll two dice on the next one. She rolls an 11 and a 4. This means that the Investigator has gathered two bits of data. If she successfully picks up one more clue, everyone on the team will get an extra die when they attack the angel, later on.

The Director provides two facts: number one, they're facing a Shuemiav angel, and number two, it is a writhing mass of tentacles with an armored blue carapace, like that of a giant insect. After that, the player narrates two facts ("That carapace protects the soft meat of its neck, but this particular angel's carapace has a gap in it, which we can use to our advantage when we attack" -- "This Shuemiav has poor eyesight, so try to flank it during the takedown"). These facts don't have any mechanical bonus yet -- but when the player makes one more successful Analysis check, the team will get an extra die when attacking the Shuemiav.

And the Investigator's Analysis pool now has 2 dice in it...

MAKING A POSITIVE IDENTIFICATION

Regardless of which Power you've selected, your Investigator can successfully identify a hostile upon making visual contact. This includes angels, demons, half-breeds, whatever. The subject can be alive or dead. There are no combat bonuses, but at least you know the name and patterns of the entity you've encountered.

3.3.3. Sorcerer

Though all Zealots can wield magic, Sorcerers have access to a large arsenal of spells, and their high Soul scores make them fearsome opponents. Furthermore, they alone can harm Shadows directly.

During combat, Sorcerers can become easy prey due to low Combat scores, but many make up for it through judicious spellcasting.

The Sorcerer is the only class to have access to two Imprecations: Anathemas and Maledictions.

The Sorcerer is the only one who can cast Shadow angels out, using the Anathemas listed in chapter 4. The player may elect not to choose any Anathemas. However, without these spells, the only way to cast an angel out of a host body is to kill the host.

Maledictions are powerful spells used against Ophanim.

Powers

Pyrrhic Strike: This power must be used before the Sorcerer rolls an attack. If the attack is successful, then the Sorcerer inflicts an extra point of damage. However, if the attack is unsuccessful, then the Sorcerer actually takes damage, equal to the difference between the dice, and the opponent takes double that amount of damage. For example, if the Sorcerer attacks with a 4, and the angel defends with a 9, then the Sorcerer takes 5 points of damage and the angel takes 10.

Lifeblood: When using this power, the Sorcerer can transfer Life between two consenting characters. Any amount can be transferred, but the usual limits (minimum of 1, maximum of 12) apply. This power takes the place of any action in a given round.



Obscintacle: This power results in a single tentacle that grows from somewhere on the Sorcerer's body (player's option). The tentacle, which is foul and grotesque (details up to the player), blocks incoming attacks and protects the Sorcerer. It acts as armor 5. After sustaining 5 points of damage, it melts into a foul-smelling liquid.

3.4. Skills

Double your Sense score. This is the total number of points that you may distribute among your skills. Choose from the list, starting on the next page, and distribute the points as you see fit. For each item, list the skill on your character sheet, followed by the job title and the score. For example:

Crime (Bank Robber) 2
Medicine (Surgeon) 3
Journalism (News Anchor) 1

Each skill has a minimum score of 1 and a maximum score of 6. This score represents the number of dice that you roll when making a skill check.

For example, Skag has a Sense score of 2, so we'll distribute 4 points among her skills. Due to her background as a bouncer, we'll give her Intimidation at 3, and with the remaining point, we'll give her Driving (she used to be a cabbie).

Then, we need to document her skills, with the pertinent job description and score:

Intimidation (Bouncer) 3
Driving (Cab driver) 1

Note that the skill in question is either Intimidation or Driving. That means that the job title is merely a descriptor. Let's say that a character has the Empathy skill because she used to be a police negotiator. This means that she has the ability to relate to people, to calm them down, to get them to see her point of view. She can talk her way out of tricky situations, and she can defuse potential problems. But the player can't say, "She knows how to defuse a bomb because she used to be a cop." That's not what her skill is about. She's an empath, not a demolitions expert.

3.4.1. Using Skills

When there is a situation where you think that your character's skill could come in handy, indicate to the Director that you would like to use it. The Director will tell you the difficulty, and you'll perform a skill check. If at least one of your dice equals or beats the difficulty, you have succeeded. Note that the roll is against a target difficulty, not against another character's roll.

For example, Skag is trying to get some information out of a small-town sheriff. This is a challenge, because he's a law-enforcement officer, and he's not inclined to take her seriously. But Skag used to work as a bouncer at a nightclub, and she has an Intimidation skill at 3. So the player decides to use that skill to bully the sheriff into giving her the information. The Director rules that this is something of a challenge, for the aforementioned reason, and so the target difficulty is set at 9. The player rolls 3 dice, and gets 11, 7, 3. The 11 is higher than the established difficulty, so the attempt is successful. At this point, the player would then narrate what Skag said, and might even go so far as to describe the sheriff's response (or the Director could do it, using that opportunity to divulge the information that the player was after).

Note that if the player had gone into detail and described the scene in an interesting way, then she would have rolled 4 dice for Skag, instead of 3.

Because skills are general, and encompass a great deal of experience, it's legitimate to use them in creative ways. If the character used to be an actor, and played a doctor on TV, it's conceivable that he or she may know a few things about medicine. However, the Director will set the target difficulty higher in this case, because the character isn't really an expert. That means that characters with different

skills may have different target difficulties when attempting the same task. An experienced doctor or nurse would have a target difficulty of 7 (for example), but the aforementioned actor might face a difficulty of 11 or 12.

3.5. Skill Descriptions

Each description begins with a heading that sums up the point of the skill. In the first case, the heading is Charm, because the skill allows the character to get the confidence of total strangers quickly.

The description continues with a list of possible jobs, such as Con Man, Grifter, Hustler, and Actor. Choose one, representing the job where the Zealot learned how to be charming. Feel free to pick a job that isn't listed, as long as it reflects the focus of the skill -- in this case, the ability to charm or persuade people. The description of the skill is followed by an explanation of its usage.

3.5.1. Charm

Jobs: Actor, Con Artist, Con Man, Grifter, Hustler, Player, Psychologist

You've always had a knack for getting people to believe you. Whether it's because you're really charming, or attractive, or just a good actor, you've always been able to convince people that you're on the level, even if you've burned them before. When you need to borrow a car, ask a favor, or get someone to "loan" you a sizable chunk of change, things just seem to fall into place for you. You're also good at pretending to be people that you're not, which comes in handy when you're trying to get into exclusive nightclubs or invitation-only society dinners.

Gameplay: When a character is trying to persuade someone, trick them, or pass himself off as someone

else, this skill can be employed. Obtaining money from a total stranger, explaining an awkward situation to the police, and impersonating an official are all good examples.

3.5.2. Computer Use

Jobs: Computer Geek, Hacker, High-Tech Cop, Programmer, Developer

You've always had a natural talent for computers. You can build them, repair them, and hack them. When it's time to retrieve data from a stolen laptop, shut off a security system, or find information online, the Cadre looks to you for the solution.

Gameplay: When a character is trying to hack a network, find hidden files on a computer, or fix a broken computer, this skill can be employed. Finding porn on someone else's machine, switching hard drives, and repairing a computer found in a dumpster are all good examples of this.

3.5.3. Crime

Jobs: Bank Robber, Cop, Detective, Federal Agent, Private Investigator

You know a thing or two about crime. Whether you're a beat cop who's seen it all, or an ex-con who's actually done it, you know how to crack a safe, hotwire a car, or bust into someone's house without making a sound. If it's not legal, you're the one they turn to.

Gameplay: When a character is trying to break into a house, pick a lock, or sneak past a security guard, this skill can be employed.

3.5.4. Driving

Jobs: Cab Driver, Car Thief, Courier, Drag Racer, Getaway Driver, Race Car Driver, Trucker

You've always been good with cars. You know how to shake a tail, take sharp curves, and drive fast without getting anybody killed. When it goes down, you're the getaway driver. Whether you raced cars professionally, had training, or were just born with a knack for driving fast and staying on the road, you're the team's driver in a crisis situation.

Gameplay: When a character is trying to evade pursuers, ram another car, or swerve to avoid a collision, this skill can be employed.

3.5.5. Empathy

Jobs: Guidance Counselor, Police Negotiator, Religious Worker (Rabbi, Priest, Imam, et cetera), Social Worker

You know how to hear what people are really saying. It's always been like that for you, and you've never known why. For some reason, you can pick up on emotional vibes, read faces, and hear unspoken words. It's not like you're psychic; it's just that you can discern those non-verbal cues that seem to elude most people. When someone's lying, you can tell. When someone's hiding a great sorrow, you can feel it. And somehow, you convey this to others, so people naturally open up to you. It's not just that you're aware of what's going on; you're also receptive to it, and that makes you the person that they turn to when they need a shoulder to cry on.

Gameplay: When a character is trying to glean information from a source, or gain the confidence of a stranger, this skill can be employed. stranger, this skill can be employed. This can include persuading a child to admit to abuse, or convincing a student to confess to a malicious prank.

3.5.6. Hunting

Jobs: Bounty Hunter, Hunter, Private Detective, Safari Guide

You are a hunter. For as long as you can remember, you've been good at trailing people. When someone has to be found, you've got an uncanny ability to locate them. Whether you're following someone in the city, or in the woods, you're the one that instinctively knows where to look.

Gameplay: When a character is trying to pursue a target through the jungle, follow an unsuspecting quarry through the city without being spotted, or locate someone who's skipped bail, this skill can be employed.

3.5.7. Intimidation

Jobs: Bouncer, Cop, Drill Instructor, Interrogator, Thug

People fear you. It's not your body, or your face; it's something that they see in your eyes. Civilized people recognize a line that can't be crossed. When people look into your eyes, they realize that you can't see that line, and you have no compunctions about doing terrible things. It may or may not be true -- but that's what they see when they look at you. Consequently, people have a hard time saying no to you.

Gameplay: When a character tries to intimidate or bully someone, this skill can be employed. Interrogating a reluctant witness, convincing a bellhop to look the other way, or getting a wary receptionist to look at financial records are all examples.

3.5.8. Journalism

Jobs: Blogger, Newspaper Editor, Television Reporter, War Correspondent

You know what's going on. Before your life changed and you became a Zealot, you were plugged into the city, and knew all about who was doing what to whom. You've been away, but your skills are still sharp. You still know how to cold-call, how to act like someone's best friend, how to get information fast. You're the gatherer of data, and a repository of knowledge about the city.

Gameplay: When a character is trying to find out who's behind a building project, or who wrote a particular newspaper article, or who's running against the mayor next year, this skill can be employed.

3.5.9. Linguistics

Jobs: International Traveler, Localization Manager, Professor of Linguistics, Translator

You're good with languages. You always had a knack for figuring out what people are saying, even if you'd never been exposed to the language before. You've learned a few languages along the way, but you can usually manage to decipher a little bit about tongues that are foreign to you.

Gameplay: When you choose this skill, select a number of languages equal to the score. If you take Linguist for 3, select three languages. In these tongues, you are fluent, and if you run across documents written in these languages, you only need to make a roll if the content is technical or complicated. If you are trying to read something written in a language you are unfamiliar with, you may attempt to decipher the general content or theme (but specifics will elude you).

3.5.10. Medicine

Jobs: Coroner, Doctor, Medical Examiner, Nurse, Orderly, Pharmacist, Physician, Surgeon

You know how the body works. Whether you pursued medicine as a career, or just took some first aid classes, you've always been good at the subject. You know about pharmaceuticals, surgery, and treatment, and you know your way around a hospital.

Gameplay: When a character tries to diagnose a medical condition, recognize the effects of a drug, or determine information from a medical chart, this skill can be used. Recognizing symptoms, evaluating tissue damage, and identifying drugs are good examples of this.

3.5.11. Military

Jobs: Contractor, Mercenary, Reservist, Soldier, Spec-ops team member

You've served your country. There was a time when you wore a uniform and carried a gun. Though you're no longer a member of the armed forces, you haven't forgotten your training, and you still remember the way that things worked. You are, in many ways, still a soldier, and your training has paid off time after time.

Gameplay: When a character is in a situation where knowledge of military rank, procedure, or life is necessary, this skill can be used. Recognizing a medal, field-stripping a weapon, and identifying armaments and munitions are good examples.

NOTE: This skill pertains to training and procedures, and doesn't convey any combat bonuses.

3.5.12. Profession

Jobs: Accountant, Construction Worker, Lawyer, Musician, Office Manager, Realtor, Student, Teacher, Web Designer

Your job defined you, for a while. From eight to five, you got up, and you went to work. It wasn't just any job, either; it was fairly technical, and you worked with some really talented people. Things didn't work out, but you were pretty good at it, back in the day. Now, of course, you just think about it from time to time, but back then, you lived and breathed your job.

Gameplay: Choose one profession; you can select the skill more than once, for a different profession each time. This skill encompasses the skills and abilities picked up while working in the cited profession. When your professional skills might be brought to bear on a situation, this skill can be used.

3.5.13. Repair

Jobs: Auto Mechanic, Handyman, Repairman

You're a fixer. You can fix anything, from motors to small appliances to cars to HVAC systems. You were born with a silver wrench in your hand, and the Cadre relies on you to keep things moving (or to wake the dead, if the car gets wrecked).

When a character tries to repair an old or defective machine or system, this skill can be employed. If there are missing parts or inadequate tools, the target difficulty will increase accordingly, but a high level of proficiency with this skill generally means that a Zealot knows how to fix damn near anything.

3.5.14. Science

Jobs: Lab Technician, Professor of Chemistry, Scientist

You're an educated person. Chemistry, Biology, Botany, Astronomy -- these are your meat and milk. Years of scholarship have resulted in a prodigious wealth of knowledge about the way that the world and universe work.

Gameplay: When a character tries to identify an element, plant, or heavenly body, this skill can be used. Recognizing traces of sulfur, identifying constellations in an old photograph, and recognizing a toxic mushroom are all good examples of this.

NOTE: DUPLICATE SKILLS

During character creation, you may envision a concept for a Zealot, only to discover that one of your fellow players has created a character with a similar skill.

There are a few ways to handle this. You can just proceed with the characters, and accept that two of them will have similar skills. Or, one of you can adjust the character and choose a different skill. This may be difficult if the character's profession is closely tied to his or her backstory.

You can also choose a related skill, and tie it in to the original concept. For example, if your idea was a character with a background in the military, you might say that he was a mechanic at an army base, and choose a skill in Repair. Or you might say that he was a combat medic, and select Medicine.

3.6. Drive

Consider who your character used to be, and who he is now. What is it that motivates him to hunt angels? What is it that he's after? What is it that he wants? Write down a brief description of your character's primary motivation, the thing that keeps him going. Then boil it down to a single word. This is your Drive.

Your character's Drive might be Action, Anger, Courage, Danger, Freedom, Honor, Justice, Love, Protection, Purity, Revenge, Salvation, Spirituality, or Valor.

During gameplay, if you can relate what you're doing to your character's Drive, you receive an extra die. You could add this die to your next roll during combat, or when using a skill, or when making an Attribute check. This isn't something that can be done with every single fight, or with every use of your character's skill. The use of Drive is something special, something that specifically connects your character's story to the events that are taking place in the game.

3.6.1. Example of Drive

Let's revisit our previous example. This time around, Skag is trying to convince the small-town sheriff to give her all of his weapons and ammunition, along with the keys to his cruiser. The sheriff is about two seconds away from placing her under arrest (or trying to).

The player describes the scene vividly, painting a picture of raised voices and escalating tension, then decides that Skag is now going to use her Intimidation skill. The Director rules that this is going to be a major challenge, because the sheriff has absolutely no reason to trust her. The difficulty is set at 12.

The player invokes Skag's drive, which is Duty. In addition to a colorful description of the situation, the player also explains that Skag has a moral obligation to clear the meth-dealing skinheads out of town and get the kidnapped teenagers back. She describes how Skag gets in the sheriff's face and explains the gravity of the situation in no uncertain terms. The player doesn't need to say, "I'm going to use my Drive" -- it's enough to show how this is happening, in the game-world. Then the player ends the situation on something of a cliffhanger: the sheriff takes a step back, suddenly doubtful. At this point, the situation could go either way. The roll of the dice has been set up perfectly.

The player rolls three dice for her skill, another die for the description, and a fifth die for invoking her drive. She rolls 11, 11, 9, 3, 1. Two 11s equal a 13, so the player was successful.

3.7. Contacts

You've got two Contacts, people that you've turned to for help in the past, or who have asked you for help. A Contact is someone that you met after crossing the White Line. They don't know the old you -- they only know you as an investigator of the paranormal.

Your Contacts may get in touch with you if they encounter the supernatural or the inexplicable. In fact, they may also pass your name along to other people in desperate situations, who will then get in touch with you.

Contacts are the property of the players, not the Director. The only person that can kill off a Contact is the player. Speaking of which, if the player gets tired of a Contact, and wants to create a new one, the first Contact has to die. Talk it over with your Director to come up with a suitably gruesome demise



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3.7.1. Using Contacts

During gameplay, you may decide to turn to your Contacts for assistance. For example, your Cadre may want to sneak onto an army base, but you're wary of capture. If one of you had a skill in Military, or Crime, then it might be possible, but that's not the case. So, you call up one of your Contacts, a lieutenant in the Army, and you ask him for help.

As long as you're not asking for an unreasonable advantage, there's no reason this can't work. If you were asking for access to guns or explosives or equipment, then the Director would be right in telling you that this is not possible. However, if all you're asking for is a little help getting through a situation, then the use of a Contact is perfectly acceptable. However, if asking your Contact for such a favor becomes a habit, the Director may rule that the Contact becomes unavailable temporarily, or that the Contact begins to demand favors from your team before helping you out.

These favors may put the Zealots in an awkward situation, or may even require them to break the law. If the Director rules that the Contact is going to ask a favor in return, the player gets first crack at coming up with the specifics. The Director can then build an upcoming scenario around it (or work it into an existing scenario).

Examples include intimidating a mob enforcer, stealing a valuable piece of software, and robbing a bank to retrieve incriminating documents from a safe deposit box.

During gameplay, when you use a Contact, the narration of the exchange is described by the player, or the player can role-play the conversation out with the Director (or another player).



Beis 09

STUNTS

3.8. Fury

Fury is a measure of your Zealot's power, strength, and righteous anger over the general unfairness of life. At the beginning of each adventure, your Zealot has 12 points of Fury, which can be used to perform Stunts and Powers.

3.8.1. Regaining Fury

Over the course of a scenario, you'll probably spend Fury during investigation or combat. However, you can get some of it back. Each time you complete one of the secondary objectives in a case, you get between one and three points of Fury. The number of secondary objectives varies, but the maximum Fury score is fixed: 12.

3.8.2. Stunts

Fury can be used to kick ass in a variety of ways. These stunts are generally accompanied by vivid descriptions of impossible or ill-advised feats, such as dodging sniper fire as you sprint into a cornfield, grabbing a screaming angel by its tentacles, and ramming it headlong into the spinning blades of a combine harvester.

Each stunt is accompanied by a fury cost (per use), a description (which must be furnished by the player before the dice are rolled), and an explanation of the mechanics.

Stunts can't be combined. It is possible to execute two stunts in a single round, provided that the first one is the Hardcore maneuver.

Hardcore

Fury cost: 1-12

Description: This isn't a stunt; it's a miracle. The player describes how the Zealot's injuries heal themselves: flesh knits back together, bones realign, blood spurts from injuries as they scab up, and burned flesh sloughs off, replaced by fresh pink tissue.

Mechanics: This can be used at the beginning of an action, but it does not count as an action (meaning that when it's your turn to act, you can perform a Hardcore maneuver, then attack or cast a spell as usual. When you perform a Hardcore maneuver, you can spend as many Fury points as you want, on a one-to-one basis (for instance, you can kill six points of Fury to get six point of Life). As usual, the maximum Life score is 12.

Killshot

Fury cost: 1

Description: The player describes a moment of clarity in which the Zealot concentrates on his next action. Whether the Zealot is feeling overpowering rage or Zen-like calm, it's a split-second of focus that improves the character's aim or efficacy.

Mechanics: This results in an extra die on your next roll. The Killshot maneuver can be performed at the beginning of an action, but it doesn't count as an action (so when it's your turn, you execute the Killshot, then add the extra die to your attack or skill roll or what-have-you). You can only kill one point at a time (in other words, you can't kill five points of Fury and roll five extra dice). This cannot be combined with other stunts (except Hardcore).

Second Chance

Fury cost: 1

Description: The player describes the Zealot's desperate desire to get it right this time.

Mechanics: If a player kills a point, he can roll again. Anytime a player fails a roll, he can elect to roll again, effectively gaining a second chance to succeed at an action. However, this can only be used if the first roll was a failure, and can only be done once per round. If a roll is failed, and rolling again is also a failure, then that's the end of the player's round. Note that any extra dice must be justified as usual (a die for a Cool description must be earned again, a die for a spent Fury point requires killing an additional point of Fury, et cetera).

Bullseye

Fury cost: 2

Description: The player narrates his Zealot's expertise, strength, intellect, or spiritual fortitude as appropriate. For one moment, the Zealot is completely on top of things, and can do no wrong.

Mechanics: This stunt constitutes a single action. The player rolls no dice. He succeeds automatically on any attribute check or skill check. This stunt cannot be used on rolls involving combat or magic (just attributes and skills).

Organ Grinder

Fury cost: 2

Description: The player describes a futile gesture that's pretty much guaranteed to fail. It's stupid, it's insanely dangerous, and if the Zealot had any sense at all, he'd know that it's pretty much out of the question.

Mechanics: This stunt constitutes a single combat action. Instead of making a combat roll, the player rolls two dice, picks the highest one, and doubles it. This value is compared to the Director's roll. If there's a tie, all of the dice are re-rolled until a clear victor and loser are determined. If the player's roll is

higher, any applicable weapon bonuses are added to the damage inflicted.

Rasputin

Fury cost: 2

Description: The player describes a dirty, sneaky, underhanded maneuver. It's violent, it's sick, and it's completely unexpected.

Mechanics: The player rolls 2 dice, and the director rolls 1. The player's high roll is compared to the Director's die. If the player's roll is the highest, damage is inflicted, along with any applicable damage bonuses. However, if the Director's roll is higher, then the difference between the two scores is inflicted on the player.

Bloody Sanchez

Fury cost: 3

Description: The player describes a gory, blood-drenched combat maneuver. Regardless of the weapon being used, the attack must result in hemoglobin bukkake.

Mechanics: The player rolls an attack with one extra die. Any die which shows a 4 or less may be re-rolled until the result is a 5 or higher. Example: The player has an attack score of 3. He rolls 4 dice, and gets 2, 5, 6, and 8. The 2 is re-rolled, and comes up as a 4. The player rolls the die once more, getting a 10.

Flesh Wound

Fury cost: 3

Description: The player narrates a brutal, merciless maneuver that has the potential to cause massive tissue damage.

Mechanics: The player rolls twice as many dice as he ordinarily would. This is compared to the Director's roll. The player loses 10 points of Life. If the Zealot doesn't have enough Life, then the difference is subtracted from the character's Fury. If the Zealot doesn't have enough Fury, the character is Retired.

Socket Wrench

Fury cost: 3

Description: The player describes a foolhardy and dangerous stunt that's likely to result in serious property damage.

Mechanics: The Zealot rolls dice as normal. The Director only rolls two dice, and the high roll is compared to the player's roll. Whether successful or not, the Zealot takes 3 points of damage.

3.9. Gear

During the course of the game, you'll want to use various items, equipment, and weaponry. You can acquire these items by using your Cash score. At the end of this chapter, you'll find several lists of items that you can purchase.

3.9.1. Cash

Your Cash score represents how much available money your Zealot has. Once in a while, you'll get a check from the Monitor so that you can keep the lights on. You begin with a Cash score of 1, though this can go up over time. This number represents the number of dice that you roll when it's time to go shopping.

At the beginning of each adventure, roll your Cash dice. The resulting number indicates the amount of points that you can spend on weapons and equipment. Consult the Weapons list and the Gear list to see how much items cost.

After you select your gear, you're tapped out for the moment, and you can't make any other purchases.

Example: Skag is getting ready to take on a new case. She has a cash score of 1, so the player rolls a single die and gets a 7. The player can now purchase 7 points' worth of gear, including weapons, armor, or

Example: Skag is getting ready to take on a new case. She has a cash score of 1, so the player rolls a single die and gets a 7. The player can now purchase 7 points' worth of gear, including weapons, armor, or equipment.

If the characters suddenly inherit a sizable amount of money, then their cash flow might be bumped up by a point or two, at the Director's discretion. The duration of this change in financial fortunes is also left to the Director. It might last for the next couple of game sessions, or it might last for a long time.

3.9.3. Equipment

On the next few pages, you'll see several lists of gear. The first is a list of weapons, in order of damage. The second is the weapons list, but this time it's in alphabetical order. Then you'll see a list of armor, and finally a list of available equipment.

Illegal Weapons

You and your Director need to agree on how to handle this. If you're playing a more realistic game, then the use of hand grenades in public places will probably have consequences. You may, however, be playing one of those what-the-hell campaigns where it's not a big deal. Discuss, decide.

Looting the Dead

It's customary to loot the bodies of the dead when playing an RPG. Spite is no different. In fact, Zealots are encouraged to loot the living. See a bad guy carrying something that you like? Then take it. Why not?

Weapons

Sniper Rifle: For a complete description of how sniping works, see section 6.1.7. When using a sniper rifle, the bonus for an aimed shot is +4 instead of +2. But if you fire a shot without aiming, you get a penalty of 2 dice. If you fire at someone in range 1 or 2, you also get a penalty of 2 dice. These can be combined, so if you are attacked by someone in range 2, and you grab a sniper rifle and shoot back, you get a penalty of 4 dice.

Projectile Weapons: If you run out of arrows or bolts, you can attack someone with your longbow or crossbow (damage bonus of 1).

Assault rifles are a subclass of automatic rifles. Assault rifles are a little less powerful.

Submachine guns are extremely popular with Zealots, because they're a lot easier to conceal. The Uzi, HK UMP, and FN P90 are favored by many Fighters.



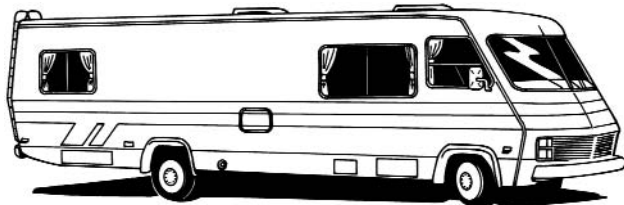
EQUIPMENT - COST

Blanket - 1
 Bolt cutters - 1
 Boots - 1
 Cell phone, disposable - 1
 Chalk - 1
 Compass - 1
 Duct tape - 1
 Flashlight - 1
 Glass vials - 1
 Highway flare - 1
 Lighter - 1
 Magnifying glass - 1
 Permanent marker - 1
 Steel wire, 20' - 1
 Army camo - 2
 Backpack - 2
 Binoculars - 2
 Briefcase - 2
 Doctor's scrubs - 2
 Fingerprint kit - 2
 First aid kit - 2
 Two-way radio - 2
 Digital camera - 3
 Digital recorder - 3
 Police uniform - 3
 Camcorder - 4
 Parachute cord, 100' - 4
 GPS navigator - 5
 Low-end PC - 5
 Laptop - 6
 Three-piece suit - 6
 Designer dress - 7
 Fake ID - 7
 NV goggles - 8
 Fake badge - 9
 Hazmat suit - 9
 High-end PC - 10



**VEHICLE - COST;
BODY/SWERVE/RECOVER/RAM**

- Ambulance - 14; 28/3/1/2
- Bulldozer - 17; 55/1/1/4
- Bus - 13; 40/1/1/4
- Camper - 12; 34/1/1/4
- Car - 11; 20/2/2/2
- Excavator - 16; 50/1/1/4
- Hearse - 12; 30/2/2/2
- Helicopter, large - 26; 85/3/2/1
- Helicopter, military - 18; 70/3/2/1
- Helicopter, news - 17; 65/3/1/2
- Helicopter, small - 17; 65/3/1/2
- Jeep - 10; 26/2/3/1
- Minivan - 11; 32/1/2/3
- Motorcycle - 9; 10/4/1/1
- Pickup truck - 12; 30/1/2/3
- Plane, passenger - 28; 75/2/1/3
- Plane, private - 18; 60/2/2/2
- Police truck - 16; 32/2/1/3
- RV - 12; 36/1/1/4
- Semi - 15; 48/1/1/4
- Snowmobile - 10; 18/2/3/1
- Speedboat - 13; 25/4/1/1
- Sports car - 14; 18/3/2/1
- SUV - 14; 30/2/1/3
- Tank - 30; 55/1/1/4
- Transport truck - 15; 32/1/1/4
- Van - 11; 34/2/1/3



Helicopter, military is equipped with light machine gun.



Tank is equipped with heavy machine gun and 120 mm gun (3/5/6).

WEAPON - COST; RANGE/DAMAGE/AMMO

(SORTED BY COST)

Human Femur - 0; 1/2/-
Pot of hot coffee - 0; 1/2/-
Broken bottle - 1; 1/1/-
Club - 1; 1/1/-
Dagger - 1; 1/1/-
Garrote - 1; 1/1/-
Knife - 1; 1/1/-
Lead pipe - 1; 1/1/-
Scissors - 1; 1/1/-
Short sword - 1; 1/1/-
Steak knife - 1; 1/1/-
Tire iron - 1; 1/1/-
Broad sword - 2; 1/1/-
Hand axe - 2; 1/1/-
Hatchet - 2; 1/1/-
Nightstick - 2; 1/1/-
Quarterstaff - 2; 1/1/-
Scimitar - 2; 1/2/-
Javelin - 2; 2/1/-
Meat grinder - 3; 1/1/-
Power drill - 3; 1/1/-
Stovetop burner - 3; 1/1/-
Falchion - 3; 1/2/-
Khopesh - 3; 1/2/-
Battle axe - 3; 2/1/-
Polearm - 3; 2/1/-
Spear - 3; 2/1/-
Chainsaw - 4; 1/2/-
Long sword - 4; 1/2/-
Revolver - 4; 2/1/1
Shuriken - 4; 3/1/-
Katana - 5; 1/2/-
Sawed-off shotgun - 5; 1/2/2
Bastard sword - 6; 1/3/-
Pistol - 6; 2/1/2
Semi-automatic pistol - 6; 2/1/2
Short bow - 6; 2/1/2

Crossbow - 6; 3/1/2
Long bow - 6; 3/1/2
Nailgun - 7; 2/2/2
Pump-action shotgun - 7; 2/2/2
Shotgun - 7; 2/2/2
Autopistol - 7; 3/2/2
Automatic shotgun - 8; 2/3/2
Submachine gun - 9; 3/3/3
Assault rifle - 9; 3/3/4
Grenades - 10; 3/4/1
Automatic rifle - 10; 3/4/2
Flamethrower - 11; 2/5/1
Light machine gun - 11; 3/4/5
Heavy machine gun - 12; 3/5/5
Sniper Rifle - 12; 4/3/3



WEAPON - COST; RANGE/DAMAGE/AMMO

(SORTED ALPHABETICALLY)

Assault rifle - 9; 3/3/4
Automatic rifle - 10; 3/4/2
Automatic shotgun - 8; 2/3/2
Autopistol - 7; 3/2/2
Bastard sword - 6; 1/3/-
Battle axe - 3; 2/1/-
Broad sword - 2; 1/1/-
Broken bottle - 1; 1/1/-
Chainsaw - 4; 1/2/-
Club - 1; 1/1/-
Crossbow - 6; 3/1/2
Dagger - 1; 1/1/-

Falchion - 3; 1/2/-
Flamethrower - 11; 2/5/1
Garrote - 1; 1/1/-
Grenades - 10; 3/4/1
Hand axe - 2; 1/1/-
Hatchet - 2; 1/1/-
Heavy machine gun - 12; 3/5/5
Human Femur - 0; 1/2/-
Javelin - 2; 2/1/-
Katana - 5; 1/2/-
Khopesh - 3; 1/2/-
Knife - 1; 1/1/-
Lead pipe - 1; 1/1/-
Light machine gun - 11; 3/4/5
Long bow - 6; 3/1/2
Long sword - 4; 1/2/-
Meat grinder - 3; 1/1/-
Nailgun - 7; 2/2/2
Nightstick - 2; 1/1/-
Pistol - 6; 2/1/2
Pot of hot coffee - 0; 1/2/-
Polearm - 3; 2/1/-
Power drill - 3; 1/1/-
Pump-action shotgun - 7; 2/2/2
Quarterstaff - 2; 1/1/-
Revolver - 4; 2/1/1
Sawed-off shotgun - 5; 1/2/2
Scimitar - 2; 1/2/-
Scissors - 1; 1/1/-
Semi-automatic pistol - 6; 2/1/2
Short bow - 6; 2/1/2
Short sword - 1; 1/1/-
Shotgun - 7; 2/2/2
Shuriken - 4; 3/1/-
Sniper Rifle - 12; 4/3/3
Spear - 3; 2/1/-
Steak knife - 1; 1/1/-
Stovetop burner - 3; 1/1/-
Submachine gun - 9; 3/3/3
Tire iron - 1; 1/1/-

ARMOR - COST, DAMAGE

Jacket - 2/3
Plastic vest - 3/4
Concealed - 45
Kevlar vest 5/6
Tactical - 6/7
Fiberglass vest - 7/8
SWAT armor - 8/9
Vectran armor - 9/10
Ceramic plate - 10/11
Carbon armor - 11/12

Jacket: Looks like a windbreaker, but a flak jacket can deflect small arms fire.

Plastic vest: Bullet-resistant webbing between layers of plastic film.

Concealed: Includes a flexible armor plate; goes under clothing.

Kevlar vest: Lightweight, like clothing fiber, but stronger than steel.

Tactical: Level IIIA, protects against most handguns.
Fiberglass vest: Contains a composite fiberglass/resin panel.

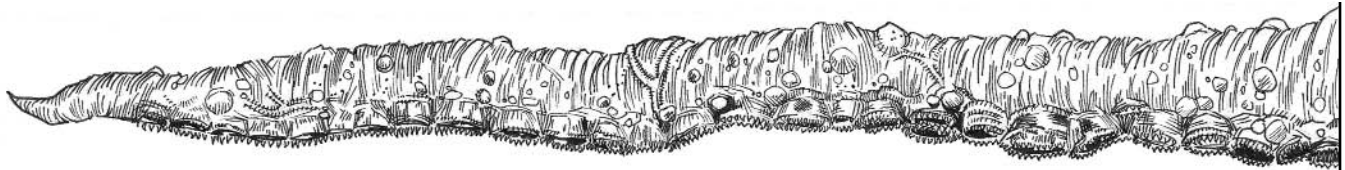
SWAT armor: Worn by police officers in high-risk situations.

Vectran armor: Made from a fiber twice as strong as Kevlar.

Ceramic plate: Worn by soldiers in war zones.

Carbon armor: Made from hollow cylinders of carbon just one atom thick.

For a description of the way that armor works, see page 138.



Without are dogs, and sorcerers, and fornicators, and murderers,
and idolaters, and whosoever loveth and liveth a lie.

-- Revelation 22:15



My brain's on fire, and the smoke will drown my closing eyes
All I can see is people eating up their hateful lives
There is no life worth living when you can't explore the mind
And all the losing souls will stay behind, remaining blind
They won't stop until you tame your soul
Don't tame your soul

-- Leæther Strip, *Don't Tame Your Soul*



CHAPTER 4



MAGIC

JOURNAL 14

"You need a name," he said. Dizzying, trying to talk to this man. "A new name for a new you."

"Skag," I said.

He frowned. "What the fuck?"

"Means heroin. Used to have a friend. He said I looked like a heroin addict. Called me Skag."

"You need some new friends. Let's go meet them."

JOURNAL 15

Hostage crisis at a bank. Blue lights, yellow tape blocking pedestrian traffic, crowd of vultures gathered on the far end of the street, snapping pix with phones, thirsty for a little bloodshed.

Bank robbery went south. Dead guards. Silent alarm got tripped, one of the gunmen blew his cool and fragged a couple tellers.

Two people leaning against a black SUV. Guy in a rumpled suit, looks like an alcoholic private eye. Reeks of gin and cigarettes and cheap cologne. Interestingly enough, one of his eyes has been gouged out and is dangling on his cheek.

He gives me the head-to-toe, nods. He's been shot in the mouth, and most of his jaw and teeth have been pulverized. As I watch, the flesh knits itself back together. My stomach does a slow roll. I turn to the other one.

Girl in a tube top, built like a gymnast. She grins at me. Her eyes are hollow and vacant. Like making eye contact with a tarantula. Her mouth is distorted, her face demonic, her teeth and talons long.

She crosses her arms. Muscular brunette. Lean tissue. The deformed face relaxes, becomes human once more.

Attucks grins. Flash of gold tooth. "This is your Cadre," he says. "He's Casket, she's Hazmat."

We move into an alley. The guy lights a cigar that smells of scorched hair. He pulls out a hip flask, takes a drink. Flash of blue lights across the brick. It was like the cops didn't even see us.

"This is Skag," Attucks says to them. "She's your new best friend."

Casket grins. "I give her a week," he says.

Hazmat snorts. "Optimistic."



4. Magic

After you crossed the White Line and became a Zealot, you learned how to use magic. It wasn't what you expected at all.

When you cast a spell, you are tampering with the natural order of things. There is risk, and there are often consequences. Sometimes, these consequences are extremely painful, or permanent. But that's the price you pay for interfering with the natural order. Like any interloper, you are taking an enormous risk, and you will come to great harm if you keep taking that risk. Still, it's the only edge you have.

CAUTION

Remember that you're not an ordinary person anymore. You can spit acid, resurrect the dead, and summon nightmarish creatures to do your bidding. If you use this magic in public, most people are going to panic; some will flee, some will call the authorities, and some will attack you. As always, you're a Zealot, and your mission in life is to protect the innocent.

Also bear in mind that attracting attention to yourself is not always a good thing; there are others out there who would kill for power, and if they feel that you are privy to secrets that will grant them this power, they'll do whatever they have to do. So exercise caution and prudence.



On your first day as a Zealot, the Monitor placed you into a deep, trancelike state. You don't remember what happened while you were in that state, but when you regained consciousness, the world felt different. Your Monitor explained that he had helped you to unlock that part of the brain which most people are unable to access. When you came out of the hypnotic state, the world was different, because it was malleable. You had crossed the Line.

Now you can do the impossible: hurl a car across the street, punch through concrete, or rip off your skin to reveal a demon within. These techniques, taught by your Monitor, are your primary weapons in your war against the angels. They are described below.

Each Zealot starts the game with a number of spells equal to twice his Soul score, and can cast a number of spells per case equal to his Soul score. Furthermore, a spell can be cast more than once per case. For example, a character with a Soul score of 3 will have 6 spells in his arsenal, but may choose to cast one of those spells 3 times in a single case.

BY THE CASE

You don't keep track of days and hours -- it's just a series of cases that you have to resolve. A case can take a few hours, or a few days. Either way, your Zealot is running ragged until it's all over. Then, he or she gets some rest, and you get your Life and Fury back. Like ammo, it's just an easier way to keep track of things (such as spells).

If the Zealot casts more than that number, he must make a Soul check against difficulty 11. Failure means that the character takes 2 points of damage. If the roll is successful, the Zealot takes no damage, but must make that roll each time she attempts to cast a spell until the next case.

Casting a spell is just like taking an action in combat. A character cannot cast a spell, then take an action or attack an enemy. Even if the spell's duration is listed as Immediate, it still requires concentration and focus to cast, so it counts as an action.

When calculating duration, count the round in which the spell was cast.

Spell range is the same as weapon range, described in the Combat section (chapter 5). A range of 1 means that the target is within arm's reach. A range of 2 means that the target is in the room. A range of 3 indicates that the target is down the street.

Each spell has a specific target, and is ineffectual against anyone not listed. Some spells can affect more than one target. Here are the possible targets:

1. Self: This spell only affects the caster.
2. Humans: This spell only affects ordinary people.
3. Half-breeds: Affects Zealots, Disciples, and other half-breeds.
4. Demons: Only affects demons and agents of Hell.
5. Angels: Affects angels and other agents of Heaven.
6. All: Humans, half-breeds, angels, and demons.

4.1. Sacraments

Sacraments are magics that can only be wielded by those who have crossed the White Line.

Unlike Anathemas, Blasphemies, Desecrations, and Maledictions, these spells can be wielded by any Zealot, including Fighters, Investigators, and Sorcerers.

Many spells include descriptions of the special effects that accompany casting. Feel free to embellish or add to these during gameplay. For example, your Zealot's use of Abnegation might sometimes result in a blast of freezing cold, or a spray of acid. A vivid description of such an effect could result in an extra die (or two) for you, so feel free to take some liberties with the spell descriptions -- but only with regard to the effects, not the mechanics themselves.

Spell Quicklist

These descriptions are quick-and-dirty summaries of spell effects. If you're trying to create characters in a hurry, skim over this list and pick out whatever looks cool. Prior to using the spell, you'll want to read the description and familiarize yourself with the specific effects (and side-effects). *NOTE: This list does not include Anathemas, Blasphemies, Desecrations, or Maledictions.*

Ablution - defend with armor made of water

Abnegation - attack with fireball

Absolution - defend with metal armor

Acolyte - defend with entity

Affusion - travel rapidly underwater

Altar - attack with demonic creature

Anamnesis - access target's memories

Anchorite - summon demonic servant

Annihilation - attack gigantic worm

Anointment - bonus to next action

Apophasis - detect angels or demons

Arcadia - hypnotized crowd of people

Ascesis - attack with massive arms

Aspersio - boost Life score

Baptism - attack victim with water

Benefice - target recovers Life, defends

Canticle - attack angels with sound

Catafalque - attack with zombies

Catechism - transform into animal

Celestine - grow wings and take flight

Cenotaph - determine cause of death

Censer - increase ally's skill with guns

Cilice - insects attack target

Cleansing - acid attack against demons/angels

Communion - glimpse the near future

Confessor - force victim to answer questions

Confirmation - see target's true nature

Consecration - look just like someone else

Credendum - distract crowd with illusions

Cruce Signati - humans incapable of violence

Crucifer - attack with tentacles, immune to fire

De Profundis - blind and deafen victims

Destruction - tear through solid matter with hands

Devastation - summon tentacled monstrosity

Dolmen - caster becomes invisible

Encolpion - illusion of cherished item

Epiphany - caster teleports between doors

Ex Cathedra - caster attacks with circular blades

Fiat Lux - caster can see in the dark

Fortitude - caster takes half damage

Genuflection - enemy attacks become less effective

Immersion - caster becomes liquid

Imposition - caster can leap long distances

Intinction - caster becomes incredibly skilled

Invocation - attack with biomechanical gun

Judgment - summon plant-demon to battle

Kenosis - observe last moments of the deceased

Lectisternium - take on appearance of deceased

Lustration - regain 6 points of Life

Monstrance - render humans unconscious

Nuncio - appear to be hideous monster

Ordination - arms transform into guns

Obeisance - steal a memory from target

Paraclete - protection from demons and angels

Penance - attack with blast of fire

Penitence - caster and target transported to hell

Perdition - vomit bile, absorb points of Fury

Procession - caster wield telekinetic energy

Purification - transform into horrific demon

Reconciliation - telepathic chatter between Zealots

Rectorate - caster tracks individual for miles

Sacrifice - control ordinary humans

Sacrist - hypnotize human target

Sanctuary - immunity to Benisons

Shrive - drain souls of humans, regain Fury

Sigillum - attack bonus to entire Cadre

Synod - appear to be an authority figure

Thurification - attack with tongue, boost initiative

Transubstantiation - resurrect dead Zealots

Viaticum - attack with massive claws

Vigil - see through eyes of several people

Votive - grow armored exoskeleton

4.1.1. Ablution

Duration: 1

Range: 1

Target: self

When this spell is cast, the Zealot is surrounded by an envelope of rippling water that protects him. The water is four inches thick, and distorts the caster's appearance, as though he were standing behind a waterfall. It permits the flow of oxygen, so there's no danger of suffocation. While inside the envelope, the caster experiences some protection from physical attacks, acting as armor with a value of 5. When the five points are used up, the spell is broken and the water splashes down on the ground. While the spell is active, the caster also rolls an extra die when defending against physical attacks, and takes no damage from falling (regardless of the height). The Zealot is able to attack while inside the water, without disrupting the spell.

Gameplay: Senator Haller grins. Six bodyguards. Twelve pistols, pointed right at you. Time to get the fuck out of here. You cast Ablution and draw your sword.

4.1.2. Abnegation

Duration: 1

Range: 2

Target: Humans

A blast of fire emanates from the caster's hand, burning a single human target. When casting Abnegation, the Zealot rolls a Magic attack against the defender's Combat score. If successful, damage is +3, and the target will drop any metal objects that he's carrying.

Gameplay: Rooftop, downtown. Below you, the motorcade. The sniper hears you, whirls around. You cast Abnegation. Waves of red fire scorch him. The rifle clatters to the ground. Objective secure.



The sniper rifle clatters. Below you, shouts of panic, sirens. They saw the blast of fire. Your work is done. Time to get clear.

4.1.3. Absolution

Duration: 2

Range: 2

Target: Humans, half-breeds

When this spell is cast, a suit of metal armor surrounds the target. This armor has a value of 7, but regenerates 4 points of damage between the first and second rounds. If the armor is reduced to 0, it will vanish (and it will also vanish after the second round, regardless of how much damage is taken). This spell cannot be used on the caster. The armor can be medieval, modern, or anywhere in between.



ACOLYTE

Gameplay: The angel undulates across the ceiling. Bile drips down. Ogre tosses the shotgun and draws her longsword. She's going to finish this thing off. You figure you can offer support. You hit her with Absolution. A gleaming suit of golden samurai armor. Face mask, the rictus of a lion. The angel drops to the ground. Ogre charges. You grit your teeth.

4.1.4. Acolyte

Duration: 2

Range: 1

Target: Self

A tentacled entity slithers into existence and obeys the caster until it is destroyed, or until the spell expires. The entity can attack and defend itself independently, but will prioritize the Zealot's life above its own. It will not leave her side, and will place itself between the caster and any attacker. Furthermore, damage from any successful attack against the Zealot will be taken from the entity first, as though it were a living suit of armor. If it is destroyed while protecting her, then overflow damage will then be taken from the Zealot. The entity has the following stats:

Entity

Strength 3

Sense 1

Soul 1

Life 6

Gameplay: Three of them. Skinless dogs with mouths like lampreys. Could be angels, could be demons. Three of them, bounding towards you. Thick snuffling noises coming from their orifices. Your revolver just isn't going to do the job. You cast Acolyte. It wriggles into view, tentacles dripping with saliva. Hope it's enough.

4.1.5. Affusion

Duration: 10

Range: 1

Target: Self

This spell permits the Zealot to swim like a fish, moving at an extraordinary rate through fresh or salt water. Unencumbered, the Zealot can move 100 feet per round. In addition, the Zealot's throat develops gills, allowing him to breathe water. The Zealot's speed is attributable to webbed hands and feet, as well as oily, greenish skin that cuts down on resistance. For best results, the Zealot should wear as little clothing as possible. Regular clothing will cut speed to about 60 feet per round, and any objects carried will reduce speed to 30 feet per round. If the Zealot breathes dirty or polluted water, it will be necessary to make a Strength check against difficulty 10, or take a point of damage for each round of exposure (the check is made every round that the caster is exposed). The Zealot's webbed hands are tipped with long black claws, which act as a weapon with a damage score of 2.

Gameplay: Somewhere, down there, two big problems. One, a nuclear sub on the verge of meltdown. Two, a creature large enough to swallow you whole. The former's more immediate. You take off your shirt. You take off your boots. You take off your body armor. You cast Affusion. You dive into the water. You wonder how you'll taste.

4.1.6. Altar

Duration: 3

Range: 1

Target: Self

When this spell is cast, a hideous demon erupts from the caster's bowels and attacks. The creature, an eyeless grub with massive teeth, has a limited range, because most of its body is still inside the caster's

abdomen, so it can only attack those in range 1. The player rolls 3 extra dice, and the creature's fangs inflict damage +1. All the Zealot's allies experience a sudden boost of +1 (die added to pool) for any attacks made during the spell's duration. When the spell ends, the creature retreats back into the caster's abdomen, and the torn flesh knits itself back together. However, the clothing remains torn and bloody.



Gameplay: Martinez nods. His men come at you with pool cues and tire irons. They need some old-time religion. You cast Altar. It tears out of your guts. It screams. The one closest to you gets hit right in the face. He staggers back, screaming. Missing one eye and part of his cheek. The thing coiling out of your belly chews, swallows. You feel good. You smile.

4.1.7. Anamnesis

Duration: 1

Range: 1

Target: Human

This spell allows the Zealot to access the memories of any human. In order to cast the spell, the Zealot must be in close physical proximity with the human. In order to avoid a barrage of overwhelming images and sensations, the Zealot must have a specific question that needs answering. To cast the spell, the Zealot must make a Magic check against the victim's Soul check. If successful, the Zealot is able to hear and see a memory that pertains to the question. The process is not without consequences. If the spell is cast successfully, then after rolling the dice, determine the effects on the victim. Look at the difference between the Zealot's dice and the victim's dice. If the result is between 1-3, the victim experiences a severe headache and nausea. If the result is between 4-6, the victim suffers extreme agony and is rendered unconscious. If the result is between 7-9, the victim becomes comatose. And if the result is 10-12, the victim is killed (but not until after the Zealot has accessed the memory).

Gameplay: Where's the body? You need the body. Kovalchuk knows something, but he won't tell. No time for games. You cast Anamnesis. You ask him where the body is. He recoils. You see it. A clearing in the woods. A highway sign. A glimpse of the mountains in the distance. Right. You know where he buried her corpse. Now. What do you do with him?

4.1.8. Anchorite

Duration: 3

Range: 1

Target: Self

This spell summons a spindly, insect-like demon that obeys the caster's every command. The entity,

This spell summons a spindly, insect-like demon that obeys the caster's every command. The entity, roughly two feet long, is not capable of attacking, but it can defend itself by evading and dodging. It will perform simple tasks, as commanded by the caster. It can spy on others, gathering information and reporting back to the caster in its buzzing voice. It can also seize and deliver small objects such as keys and wallets, or terrify unsuspecting humans (though, again, it has no combat ability). These are the creature's stats:

Creature

Strength 1
Sense 1
Soul 1
Life 3

Gameplay: You have guns. You have bullets. You have grenades. But do you have the element of surprise? You cast Anchorite. A twenty-inch wasp crawls up your leg. You point to the guard tower on the other side of the minefield. The bug takes off. Hopefully, when it gets back, it'll tell you how many shooters there are, and whether they're expecting you. Either way, you've got to get in there. You load your gun. You wait.

4.1.9. Annihilation

Duration: 2
Range: 3
Target: Angels, demons, half-breeds

This spell causes a massive worm-like creature to emerge from the earth beneath the Zealot's feet. Connected to the caster by tendrils of purple flesh, the monster vomits a spray of fluid at a single target (make a Magic check against the victim's defend roll). If successful, damage is +1. Furthermore, on the victim's next defend roll, subtract the highest die. This only applies to a single defend roll. This effect is not cumulative.



Gameplay: The angel hauls itself up from the rubble. It walks towards you. It kicks a pickup truck out of the way. You cast Annihilation. The sidewalk cracks. A glimpse of pale green tissue. Violet tentacles spurt up out of its flesh. They burrow into the flesh of your legs. It rises up out of the ground. You're being lifted. You're thirty feet in the air. You're eye-to-eye with the angel. Ah, balls, this is going to suck.

4.1.10. Anointment

Duration: 2
Range: 1
Target: Self

When this spell is cast, a bright column of burning fire erupts from the ground at the caster's feet, and the pillar of fire follows the caster for the duration of the spell. The fire, which is visible for miles around, is roughly twenty feet tall. During the round in

which the spell is cast, the caster receives a bonus of 2 dice when defending against any attacks. The following round, the caster gets an extra 6 dice on his next action (if the caster performs more than one action, the dice only apply to the first action, whether it's a skill, a spell, or an attack).

Gameplay: The sniper shoots. Another chunk of the fence is blasted away. You try to flatten yourself into the sand. Another couple of shots and you're going to get hit. The rest of the Cadre is on their way. Could be a while. You need to act now. You cast Anointment. You are enveloped in flame. He shoots again. You're sprinting towards his position. He sees you, fires again. It goes wild. You're climbing up the hill. He panics, tries to run. You're on top of him, the Bowie knife in your hand. He's going to tell you where the compound is. Could be he tells you before you scalp him. Could be he tells you after. You put the blade against his forehead and push.

4.1.11. Apophasis

Duration: 3

Range: 1

Target: Self

When this spell is cast, the Zealot is able to detect the presence of angels or demons. For three rounds, the Zealot's eyes will glow with a pale blue light, and he will be able to recognize humans that have been possessed. The afflicted persons will appear deformed or grotesque. No one else will be able to see what the caster sees. The demon or angel will immediately know that it has been detected, and will respond accordingly.

Gameplay: The angel is somewhere in this crowd. Could be anywhere. It's taunting with you. Eviscerated waitress in the bathroom. Bloody handprint in the hallway. It knows you're looking. It's fucking with your mind. You cast Apophasis. Fifteen seconds. You start elbowing your way through the crowd. Got to get to the escalators. Need a vantage point. Need a grenade launcher.



4.1.12. Arcadia

Duration: 3

Range: 2

Target: Humans

This spell allows the caster to hypnotize a crowd of humans, pacifying them and easing any tensions. Even if the crowd was rioting or fleeing, they will suddenly become calm and reasonable, and will listen objectively to anything that the caster has to say. The caster will appear to the crowd as an angelic figure, complete with wings and halo; even nonbelievers will feel a sense of peace and harmony while gazing up on the Zealot. After the spell is cast, the area may become a holy shrine or a site of religious worship.

Gameplay: Lynch mob's not backing down. You can fire a shotgun into the air. Sometimes, that sends them packing. Other times, it pushes them over the edge. Any second, those flesh-eating demons are going to be here. It's a fucking buffet for them. You need to clear these civilians out. You cast Arcadia. A glowing naked dude with bird wings appears in the sky. The sheep kneel and start bawling. You tell them to go home and pray. The naked dude speaks with your voice. They listen. They leave. You rack the shotgun and tell Grendel to get ready. Demons should be here soon.

4.1.13. Ascesis

Duration: 2

Range: 1

Target: Self/half-breeds

When this spell is cast, the Zealot's arms become grotesquely large and powerful, so huge that she can walk upon them. In addition, serpents will erupt from the flesh of her shoulders, and her strength and combat scores go up by 3 points. However, she gets no bonus when defending. If she successfully attacks



a half-breed with her serpents, the victim will be unable to use magic for one round. The Zealot will be incredibly powerful for the duration of the spell, and will be able to lift and toss cars or boulders with ease.

Gameplay: Violet takes a round in the stomach. She goes down. You return fire. The hit men take cover behind the SUV. Violet coughs up blood. She stands up. She flexes her biceps. She casts Ascesis. Her arms ripple, swell. Her knuckles drag on the concrete. She thuds over and uses one of her monster-hands to flip the SUV over. One of the hit men sees her and urinates, soaking his pants. She punches him with a three-foot-wide fist. She pushes his face out through the back of his head.

4.1.14. Aspersio

Duration: 1 hour/1 round

Range: 1

Target: Self/half-breeds

The Zealot will vomit up a great quantity of blood, which he will be able to mold into a solid sphere. This sphere, which has the consistency of a large, rotten tomato, will remain intact for one hour. The process costs the Zealot two points of Life, and is extremely painful. When the Zealot tosses the sphere of congealed blood, it erupts on impact, showering his ally with blood. The other half-breed receives 4 points of Life, and receives a combat boost of 2 points. The effects are temporary (1 round), but the 4-point Life boost can be used, even if the target's Life is currently at 12; this means that the Life score can temporarily be raised to 16. After that round, the Life score's maximum returns to 12 (and all unused Life points are lost). The sphere cannot be used on the caster. The spell cannot be used more than once on a single target (the results are not cumulative if multiple spheres are used on one target).

Gameplay: Barrow pukes up a gutful of blood. He packs it into a ball and drops it in his backpack. Insurance, he says. I look through the goggles. Nightvision green. Bright green figures, moving. People. Soldiers with guns. This is insane. At least twenty of them. Armed to the teeth. This is going to be one ugly fight. Good thing I've got Barrow's blood-scrotum. Christ, this job sucks.

4.1.15. Baptism

Duration: 3

Range: 1

Target: Human

This spell causes the victim to be surrounded by an envelope of water. If the victim doesn't escape, he'll drown. To cast the spell, the Zealot must make a

magic check against the victim's Strength check. If the Zealot fails, the victim is suddenly soaked, but suffers no ill effects. If successful, the victim is encased in water, and begins to drown. The first round, the victim takes 2 points of damage from drowning. Each round thereafter, the victim must make a Strength check against difficulty 9 in order to escape. Failure means the victim has taken another 2 points of damage. While suffering the spell's effects, the human can still attack and defend, but can only roll 1 die. After the spell is over, the water splashes to the floor.

Gameplay: You look up. Hermida's shooting out the window, firing wild. You cast Baptism. His face blurs, suddenly underwater. He starts choking. He starts thrashing. He falls out the window. You walk over. You pick up his shotgun.



4.1.16. Benefice

Duration: 2

Range: 1

Target: Half-breeds

When this spell is cast, the target regains 2 points of Life. For the duration of the spell, the target can reroll his lowest die when defending against attacks. In addition, the target will be able to perform the Hardcore stunt at twice the normal rate: for every point of Fury, the Zealot will get back 2 points of Life. This will no longer be possible after the spell has elapsed, however. The target of the spell is illuminated by a soft red glow that is visible for several hundred yards (particularly in darkness). The spell cannot be cast on oneself.

Gameplay: The angel thrusts a spiked tentacle clear through Habit's leg. Blood spurts. Habit screams. She flings herself off the catwalk. Falls twenty feet. You run over. You shoot at the angel, which is climbing head-first down the wall, singing hymns. You cast Benefice. Habit starts to glow. The hole in her leg starts to scab up.

4.1.17. Canticle

Duration: 1

Range: 2

Target: Angels, demons

A deep humming sound emanates from the earth, a perfectly-pitched vibration that causes agony to demons and angels. To cast the spell, the Zealot makes a Magic check against the target's Sense check. If successful, the damage inflicted is equal to the difference between the two scores. This can only be used on one enemy at a time.

Gameplay: The angel screeches and tears the door off the armored car. You fling yourself farther back, out of range of those teeth. You cast Canticle. To you, it

of range of those teeth. You cast Canticle. To you, it sounds like a vacuum cleaner. To the angel, it's the most horrifying sound in the universe. Green fluid squirts from all four of its ears. It tumbles back into the street.

4.1.18. Catafalque

Duration: special

Range: 1

Target: All

When this spell is cast, three rotting corpses emerge from the ground and attack the caster's targets. These flesh-eating zombies attack without regard for their own safety, but also have no interest in the caster's well-being; they'll ignore her, regardless of how outnumbered or injured she may be. The zombies have but one goal: to consume the flesh of the living. As a consequence, they'll also attack the caster's allies, if they're within range. These slow-moving wretches are stupid and relentless. They're immune to any magic that affects sensation or perception, and they will continue to attack until they're destroyed. Any humans that they kill will rise the following round as zombies. Any half-breeds that they kill will remain dead. Zombie stats follow:

Zombie

Strength 4

Sense 1

Soul 1

Life 6

Gameplay: Maillot points at you. His men all pull out switchblades. "Motherfucker, this ain't *West Side Story*," you say. You cast Catafalque. The first zombie rams its head up out of the dirt and bites one of the shooters in the calf. The guy screams and drops his gun. Maillot stares. He never even sees the one behind him. It swats the top of his head clean off and buries its mouth in his brains. Not enough for a decent meal there.

4.1.19. Catechism

Duration: 10

Range: 1

Target: Self

Casting this spell transforms the Zealot into the rotting carcass of a deformed animal, be it a wolf, or a boar, or a massive insect. Upon transformation, the Zealot can track humans as though he had the Hunting skill at 12. The Zealot can also attack with claws or fangs, which inflict damage +2.

Gameplay: Kiselev and the girl could be anywhere. Could get the parking lot security tapes, review the footage. No. Not enough time. You cast Catechism. A woman drops her shopping bags on the sidewalk. A child screams. A hairy snout tears its way through the cartilage of your nose. Teeth ram themselves through your gums. You smell your own filth. You smell Kiselev's scent. You spray urine on the woman's bags as you lope past her.

4.1.20. Celestine

Duration: 3

Range: 1

Target: Self

When this spell is cast, large wings erupt from the Zealot's shoulder blades. These can be feathered bird wings, or insect wings, or bat wings. Regardless of appearance, these permit the Zealot to fly up to 100 feet per round. Furthermore, the caster can perform a dive-bomb attack, which adds two dice when attacking.

Gameplay: Plane's taking off. You briefly consider fighting your way through an FBI cordon and then hijacking a military helicopter. You decide this is probably not a great idea. You cast Celestine. Leathery bat wings tear out of your shoulder blades and spread wide. You sprint down the runway. You draw your sword. You leap into the air and you're airborne.



4.1.21. Cenotaph

Duration: 3

Range: 1

Target: Human (deceased)

The caster can analyze a corpse, determining cause and time of death. When the spell is cast, the Zealot will be able to open the victim up using her fingertip as a scalpel, peeling back the epidermis to gain access to internal tissues. During the examination, the corpse floats up in the air, and the various organs are separated from the body; they hover in place while the Zealot studies them. She can feel the nature of the victim's injuries (blunt force trauma, strangulation, fire, drowning, sharp force trauma, gunshot wound, supernatural weapon, angel tentacles, and so on). She will be able to determine the exact time of the target's death, as well as the relative height of the killer (taller/shorter than the victim). In addition, she'll know whether the victim



expected the attack or was caught by surprise. When the spell is over, the victim and all of his internal organs will collapse to the floor in a bloody heap. This spell can count as evidence for Analysis. (Note to Director -- a random table for this spell can be found in the Appendix at the end of the book.)

Gameplay: You're looking directly into his sinuses. His face appears to have been torn off. But by what? An axe? An angel's claws? You cast Cenotaph and take a deep breath. This is going to be nasty like a roadhouse toilet in July.

4.1.22. Censer

Duration: 2

Range: 2

Target: Half-breeds

This spell affects one ally. When the Zealot casts the spell on a fellow half-breed, that individual will be able to wield firearms more precisely. When attacking with a pistol, shotgun, machine gun, or other firearm, the target will roll an extra die while attacking, and will be able to re-roll all 1s, 2s, and 3s.

Gameplay: The old lady grins, and a muscular grey arm thrusts itself out of her mouth. Six fingers peel back her jaw, pushing her throat wide open. The angel steps out as the disguise is torn to shreds. Pall reaches for her shotgun. You cast Censer on her and you hope her aim is better than her attitude.

4.1.23. Cilice

Duration: 1

Range: 1

Target: Humans

A swarm of buzzing insects attacks the caster's human opponents. Meanwhile, the caster's face is distorted: four-inch mandibles erupt from the skin on either side of her mouth, and her eyes become multifaceted, like those of an insect. For every point

of damage that the swarm inflicts, the Zealot gets a point of Life (to a maximum of 4). The maximum of 12 points of Life remains in place, however. When the spell expires, the insects disperse.

Gameplay: You're bleeding out. Grenade took off one of your legs. Brigaud's assassins are getting ready to open fire and finish you off. You cast Cilice. A second later, a cloud of wasps hits them. Flail, scream, fall, writhe. They're no longer a threat. You feel a throbbing ache in your leg. You look down. Pink meat sliding over bright white bone. You'll be walking again in a couple seconds. You pull out your steak knife. You told Brigaud you would take his scalp if he tried anything. Can't go back on your word now.

4.1.24. Cleansing

Duration: 1

Range: 1

Target: Angels, demons

When the spell is cast, the Zealot vomits up a huge quantity of bloody mucus which acts as an acid on the skin of angels or demons. The caster rolls a Magic attack against the entity's Sense check, and the damage is equal to the difference between the two scores.

Gameplay: The angel slithers up out of the sink, bubbles over the formica counter, and congeals on the kitchen floor. A second later, it's striding towards you, mandibles clacking. You cast Cleansing. It's just like all those wasted Friday nights, only instead of puking up Jag and Beam, you're heaving up chunks of your own stomach lining and torn esophagus. The angel screams. Sizzling flesh. Thick smoke. Aftertaste of vomit. Nostalgia.

4.1.25. Communion

Duration: 1

Range: 1

Target: Self

The caster becomes one with the cosmos, and can glimpse the future. The Zealot can view the possible outcome of current events, ten to thirty minutes into the future. The vision is brief, lasting about five seconds, and consists of a series of still images with very little connecting narrative. It's hard to make out faces, and often the Zealot has little more than a jumbled impression of places and objects. However, there's usually at least one specific clue that will lead the Cadre to a new location or person. (Note to Director -- a random table for this spell can be found in the Appendix at the end of the book.)

Gameplay: No leads. No ideas. No time. The Cadre turns to you. Great. Time to get with the Zen. You cast Communion. You see a face. An old woman. Wait, right, the one at the hospital, who was going into surgery. Now another image. She's got you in a headlock and she's tearing the top of your ear off with her teeth. Okay. This isn't fun anymore. Now another snapshot image. She's naked, and one of her arms is about twelve feet long and dark red, and she's ramming it down Nettle's throat. You snap out of it. Nettle asks you if you saw anything. You take the breath mints out of your pocket and you hand them to her. "For later," you say. No time to explain. Got to get to the hospital.

4.1.26. Confessor

Duration: 1

Range: 1

Target: Humans

This spell forces the target to immediately answer three yes-or-no questions honestly. The victim can't move or escape, and is incapable of saying anything but 'yes' or 'no'. When the spell wears off, the victim may flee or attack, but while the spell is in place, the Zealot is in control. To cast the spell, make a Magic check against the victim's Sense check.

Gameplay: Cerborino starts to run. You pin him to the wall with Confessor. He grabs at his throat, gagging and retching. Tries to get away. Can't. You ask a question. "Is she dead?" He knows who you mean. "No." He says. Good. If she's still in play, the angel's still after her. "Do you know where she is?" A cough, a wheeze. "Yes." Good. You can beat the information out of him in a second. Now. "Do I have to break your legs to get the info that I need?" A moment of silence. A strangled sigh. "No." Ah. That's a shame.



4.1.27. Confirmation

Duration: 1

Range: 2

Target: Humans, half-breeds

This spell allows the Zealot to see the target's true nature. She can detect drug use, alcoholism, homicidal thoughts, or the presence of supernatural entities like demons or angels. All of this will be revealed in the form of shimmering images, visible only to the caster, which hover behind the spell's target. The caster's eyes will burn with a greenish fire while the spell is in effect, and nothing the Zealot does will cover up the sickly light. (Note to Director -- a random table for this spell can be found in the Appendix at the end of the book.)

Gameplay: He's being really helpful. In this town, that's aberrant behavior. Could be a genuinely nice person. Could be an angel sizing you up. Wondering how you'll taste. Better not to risk it. You cast Confirmation. Your eyes light up. His eyes widen. You can see the surprise on his face. He's human. The images flash in the air behind him, like photos in a book. He takes a few drinks at night, but nothing supernatural in his background. Well, there's you. But other than that, nothing. Now, how to explain what just happened...

4.1.28. Consecration

Duration: special

Range: 2

Target: Human

When this spell is cast, the Zealot's body is completely transformed, and he now resembles his human target in every way. Even close family and friends will be unable to tell the two apart physically. However, the Zealot will not possess the target's speech patterns or education or memories or mannerisms, and this can complicate things. The

The transformation lasts until the target is dead. As long as the human target of the spell remains alive, the Zealot will continue to look just like him.

Gameplay: You need to get into the biolab. You cast Consecration. Miller stares at you. He must feel like he's looking into a mirror. So what do you do with him now?



4.1.29. Credendum

Duration: 2

Range: 1

Target: Humans

This spell creates an illusion that captures the interest of a large crowd. Regardless of what the targets were doing, they will stop it and pay complete attention to the illusion created by the Zealot. The illusion

in question is a public spectacle of a prurient nature; whether it's a public figure (such as a mayor or celebrity) staggering drunkenly from a wrecked car, or a pair of adulterous lovers caught *in flagrante delicto*, or a nude woman astride a horse, it's something that no one in the crowd can ignore. Even those who aren't interested in such things find the illusion to be completely irresistible. During the two rounds in which the spell is active, almost anything can be done without attracting attention. However, using magic, or engaging in any kind of violence, will shatter the spell completely. When the spell ends, the illusion goes up in a puff of smoke, leaving the crowd astounded and confused.

Gameplay: Mob's getting dangerous. How long before they go for the molotov cocktails? You cast Credendum and treat them to a show of fireworks that form the shape of sex organs overhead. What the hell, it seems to be working.

4.1.30. Cruce Signati

Duration: 2

Range: 2

Target: Humans

An angelic figure appears overhead, and all humans in range are suddenly incapable of attacking. For the duration of the spell, the very pious and the very sinful may find themselves on their knees, confessing their sins, their desires, and their fears. If any human affected by this spell is attacked, it's possible that several members of the crowd will turn on the attacker savagely. When the spell expires, the crowd will disperse, some of them dazed or weeping openly. (Note to Director -- a random table for this spell can be found in the Appendix at the end of the book.)

Gameplay: The soldiers point their rifles at you. No time to explain. You cast Cruce Signati and they all drop to their knees and begin to pray aloud. Nice.

4.1.31. Crucifer

Duration: 2

Range: 1

Target: Self

The Zealot's body is covered in bluish flame, and tentacles tear forth from his face and palms. For the duration of the spell, his attacks will inflict a damage bonus of 2, regardless of the weapon that is used. Furthermore, the caster will be immune to the effects of naturally-occurring fire (though magical fire will inflict damage as normal).

Gameplay: The room goes up in flames. Angel's still coming at you. You cast Crucifer and tear into it with your tentacles.

4.1.32. De Profundis

Duration: 1

Range: 2

Target: Humans, half-breeds



This spell causes a swirling cloud of dust and debris to scour everyone in the area. Any humans and half-breeds (except for the caster) will be blinded and deafened by the vortex. It will be impossible to attack, and all targets will suffer a penalty of 2 dice while defending. The caster will be able to move about as usual.

Gameplay: The half-breeds surround you. The rest of your Cadre's still tied up in that fight on the rooftop. You cast De Profundis and head for the fire escape.

4.1.33. Destruction

Duration: 1

Range: 1

Target: Self

The Zealot will be able to tear through solid (non-organic) matter as though it were made of cardboard or dough. She will be able to rip through bank vaults, push through brick walls, or chop cars in half with her bare hands. The spell doesn't change the caster's strength, so this will have no effect on her combat ability or the amount of weight that she can lift. In effect, a car would still weigh the same, but the substance would be like clay in her hands. This spell has no effect on organic matter, or the divine/infernal matter of angels or demons.

Gameplay: The bank vault is locked. But that's never stopped you before. You cast Destruction and start to push your way through the steel.

4.1.34. Devastation

Duration: 1

Range: 3

Target: Humans

This spell summons a monstrous entity from underground. This demonic creature is only visible as a series of tentacles that erupt from the ground,

tearing through earth, metal, and concrete to strike at their targets. The tentacles are coated with a thick, foul-smelling ooze. This substance eats through armor, but has no effect on organic tissue. Once the tentacles have wiped themselves on the target, they retreat into the ground. The Zealot can target up to three people with a single attack, each of whom must defend against the player's roll. The Zealot makes a Magic check, and each defender rolls a number of dice equal to his armor score. If the player is successful, the difference is subtracted from the armor score.



Gameplay: Fucktastic. Now they're tossing grenades at you. You cast Devastation, and massive gooey tentacles rip out of the ground. They shred the mercenaries' armor, leaving them exposed. You open fire.

4.1.35. Dolmen

Duration: 3

Range: 1

Target: Self

When this spell is cast, the Zealot is able to turn invisible. The spell affects humans and half-breeds, but not demons or angels (who will be able to see the

Zealot quite clearly). To the affected parties, the Zealot just vanishes without a trace. When the Zealot reappears, his visage will be distorted in so horrific a manner that any human who sees him will need to make a Soul check against the caster's Magic check or be stunned (automatically losing initiative and going last in case of combat). This process is quite painful to the caster, and the distortion costs 1 point of Life. Half-breeds are not affected by the reappearance (though they are, as noted previously, affected by the spell itself, and will not be able to see the caster without the use of magic).

Gameplay: Got to get past these security guards. Got to convince the bank manager to open the vault. You cast Dolmen and zip right past the guards. Then you're in the manager's office. When the spell wears off, and he sees you, he gives this high-pitched screech. Totally worth the migraine.

4.1.36. Encolpion

Duration: 6

Range: 1

Target: Humans

This spell causes a small object in the caster's hand to appear to be the most precious thing in the world (or a way to attain it). The affected human won't see a rusty nail -- he'll see the key to a safety-deposit box containing a long-sought heirloom, or an envelope that contains a new version of his father's will, or the phone number of a woman he loves from afar. Whatever it is that the person wants most will be found in the hand of the Zealot. However, to the Zealot, it will just be a paper clip (or a stick of gum, or a thimble, or whatever). The Zealot may be able to figure out what the victim thinks it is, but there is no guarantee that this will be the case. To cast the spell, make a Magic check against the victim's Soul check. Failure means that nothing has happened, but the victim will suspect some kind of scam, and may

become violent. When the spell ends, the trinket will be visible for whatever it truly is (with potentially explosive results).

Gameplay: You need access to the crime scene. You approach the detective and hand him a jellybean. Then you cast Encolpion. His eyes widen as he stares down at it. "My God," he says, reaching for it. Question is, what does he see?

4.1.37. Epiphany

Duration: 3

Range: 3

Target: Self

Two wooden doors, complete with frames and brass knobs, appear at two different places (both of which must be visible to the caster, with a maximum range of 3). To anyone else, they're just randomly placed doors, but the caster will be able to pass between



them. For the duration of the spell, the caster will be able to pop back and forth (once per round), after which he'll be able to take a single action (cast another spell, execute an attack). However, the Zealot will still be subject to regular attacks if he's on one side or the other -- if he jumps through a door and attacks, his enemy will be able to retaliate (unless the Zealot gets initiative and jumps back through, in which case the enemy might still be able to make a ranged attack). When the spell expires, the doors collapse into splinters.

Gameplay: Out of ammo. Some guns on that rooftop, though. You cast Epiphany and step through the door. Now up on the rooftop, you step over the dead half-breeds and pick up a sniper rifle. Time to do some shooting.

4.1.38. Ex Cathedra

Duration: 1

Range: 1

Target: Self

The caster's skin darkens and becomes rough and scaly, and two saw blades of ragged metal appear in her hands. Her face becomes demonic and bestial, and her eyes turn jet-black. Though wracked by great pain, the Zealot can channel this agony into combat ability. For each point of Life that she sacrifices, she can roll an extra die when attacking with her blades (which inflict a damage bonus of +1).

Gameplay: Need to take this angel down once and for all. You cast Ex Cathedra, and your body distorts as you feel the power surging through your limbs. Question is, how badly will you need to hurt yourself in order to take this thing down?

4.1.39. Fiat Lux

Duration: 3

Range: 3

Target: Humans/Self

A brilliant light emanates from the Zealot's eyes, which causes blindness in humans who are exposed to it (unless they successfully make a Sense check against the caster's Magic check). If blinded, they suffer the usual penalties (minus 2 dice, as noted in Chapter 5). The Zealot is able to see in complete darkness, and can also see in the infrared spectrum. While this will not help him see invisible entities, it will allow him to see everything in extremely high detail.

Gameplay: Mine shaft is pitch black. You cast *Fiat Lux* and scan it for hostiles. There, blinded and confused, a bunch of mercenaries wearing nightvision goggles. The light from your eyes has them disoriented. Easy prey.

4.1.40. Fortitude

Duration: 2

Range: 1

Target: Self

When this spell is cast, ram's horns curl from the caster's brow, and his eyes become slitted like those of a reptile. Claws sprout from his fingertips, and his mouth is crowded with fangs. While the spell is active, the Zealot will be able to withstand more punishment than usual; all damage will be halved (and rounded down, meaning that damage of 1 will count as 0.5, rounded down to 0, inflicting no harm).

Gameplay: The angel gets ready to tear into you one more time. You cast *Fortitude* and brace yourself for impact. This job sucks.

4.1.41. Genuflection

Duration: 3

Range: 1

Target: Self

This spell causes a rubbery maroon tentacle to grow from the Zealot's mouth, and hideous fanged maws



to grow in the caster's palms. A successful bite or tentacle attack means that the caster has inflicted a point of damage (and no more) to the enemy. The enemy will now have a very difficult time attacking the caster. Any attempt to do so will result in a penalty of 2 dice on each attack. This penalty is cumulative; should the Zealot hit someone three times, then the opponent will have a -6 to attack against the caster (remember, the minimum for any roll is always 1 die).

Gameplay: Got to find a way to keep this skill from killing you while you wait for the Sorcerer to get here. You cast *Genuflection* and lash him with your tongue-tentacle. A couple more of those, and he won't be able to do much damage at all.

4.1.42. Immersion

Duration: 4

Range: 1

Target: Self

The Zealot's flesh becomes liquid, and she drips out of her clothing and armor onto the floor. She is now able to slide under doorways, through cracks and

pipes, and between spaces in brick walls. If she enters another body of liquid, she will be able to maintain cohesion without being dispersed. However, if the spell expires while she is still inside a solid object, she will have to make a Strength check against difficulty 13, or take damage (equal to the difference between the two numbers).

Gameplay: Need to get into the compound without alerting the guards at the towers. You cast Immersion and slide into the river. Now, what the hell are you going to do about clothes?

4.1.43. Imposition

Duration: 3

Range: 1

Target: 1

This spell causes the caster to grow massive bat wings, tentacles, and claws. Though flight is limited,



the Zealot will be able to leap long distances (60 feet) with relative ease. The caster's combat ability will be improved drastically, at the expense of her defensive capabilities. When attacking, roll twice the number of dice, but when defending, roll a single die (maximum, regardless of description, Drive, or other factors that would ordinarily be taken into consideration).

Gameplay: Need to get to the other skyscraper. You cast Imposition and hurl yourself off the roof. Flying through the air, divebombing the enemy -- does it get any better than this?

4.1.44. Intinction

Duration: 2

Range: 1

Target: Self

The caster reeks of blood, and thin red rivulets of blood are visible in the air behind her, as though she were bleeding in water. Her eyes and lips also turn maroon. For the next two rounds, she can perform any skill at level 10 -- even skills that she doesn't know. However, the smell of Zealot blood tends to attract angels...

Gameplay: Your Investigator's still outside the facility, and you need to get into that network. You cast Intinction, and suddenly, you're a brilliant computer hacker. So, why are you so nervous all of a sudden?

4.1.45. Invocation

Duration: 3

Range: 3

Target: Self

One of the caster's arms becomes incredibly large, and covered with ridges and spikes of black bone. The hand is so large that it rests comfortably on the ground, permitting the Zealot to lean against it. The



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other arm is welded into a biomechanical rifle that fires explosive rounds. The recoil is so severe that the Zealot must use the giant arm to remain standing. When attacking with the biomech gun, the Zealot rolls an extra two dice, and the weapon has a damage bonus of 3. However, the arm is so heavy that the caster has difficulty dodging attacks, and so suffers a penalty of 3 dice when defending.

Gameplay: You ran out of ammo, and they've got you pinned down. Time to even the odds. You cast Invocation and open fire with your biomech rifle.

4.1.46. Judgment

Duration: 2
 Range: 1
 Target: All

This spell causes all plant matter in the area to grow rapidly, forming a creature that fights to defend the caster. The plant-demon will grow by 1 point of Strength and 3 points of Life each round until it has reached its final stage. After two rounds, it will no longer fight to defend the caster, and will instead try to kill every living entity it detects.

The creature takes double damage from any fire-based attack. Its limbs may end in sharpened spikes of wood, or massive Venus Flytrap jaws, or brightly-colored blossoms that dust their victims with toxic spores.

From time to time, Zealots may encounter a rogue plant-demon wandering in the wilderness...

<i>Round one</i>	<i>Round two</i>	<i>Final stage</i>
Strength 3	Strength 4	Strength 15
Sense 1	Sense 1	Sense 1
Soul 1	Soul 1	Soul 1
Life 6	Life 9	Life 42

4.1.47. Kenosis

Duration: 4
 Range: 1
 Target: 1

When this spell is cast on a corpse, the Zealot can observe the last moments of the deceased's life. A numinous ghost appears, and re-enacts the last seconds, whether they were spent nodding off in a wheelchair or flying through the air after being struck by a car. The Zealot will not be able to see much of the world around the dead person; a glimpse of shadowy figures may indicate that there were other people in the room when he died, but their faces won't be visible. However, the Zealot should be able to piece together how the departed met his end (weapons, a mauling, a heart attack or other medical condition). There may be other pertinent information conveyed in the vision that could help with the investigation (Director's discretion).



Gameplay: Got to figure out what killed this man. Maybe there's a way. You cast Kenosis on his dead body. His ghost is talking on a cell phone. Now his ghost is being lifted into the air and torn in half. Okay, time to go pick up some bigger weapons. Like a daisy cutter.

4.1.48. Lectisternium

Duration: 10

Range: 1

Target: Self

The caster takes on the appearance of a dead person. While in the guise of the deceased, the Zealot will be able to persuade anyone, even close relatives, that he is the spirit of the departed, come back to haunt them (or bless them, or watch over them). In addition, the Zealot will be able to detect an aura around each person he meets, which will tell him how the person felt/feels about the deceased. For example: grey indicates neutrality, green indicates love, blue indicates pity, red indicates anger, and black indicates that the person murdered the deceased (or wanted to). This spell requires that the Zealot knows what the dead person looked like in life. If the caster uses any other magic or tries to attack anyone, the spell will be broken.

Gameplay: Before you can get mixed up in this situation, you need to know who did what to whom. Right now, all you've got is a dead body and a whole lot of suspects. You cast Lectisternium on yourself and assume the shape of the deceased. Time for them to pay their respects all over again.

4.1.49. Lustration

Duration: 1

Range: 2

Target: Half-breeds

When this spell is cast, the target (who must be

someone other than the caster) will regain 6 points of Life. In addition, all poisons and toxins will be removed, and any damaged attributes (such as Sense) will be restored. However, an ordinary human not far from the Cadre will suddenly lose 6 points of Life. The Zealots may never find out who this person was, but the chances are good that the damage will prove fatal.

Gameplay: Haven is down. She's spitting up blood. Got a rib sticking out of her side. Not a good sign. You cast Lustration. It's a bitch, it really is. Somewhere out there, someone's probably going to die. But you need Haven alive to complete the mission, and a lot of innocent people are counting on you. Someone has to make the call, and you're making it. Hell with it.

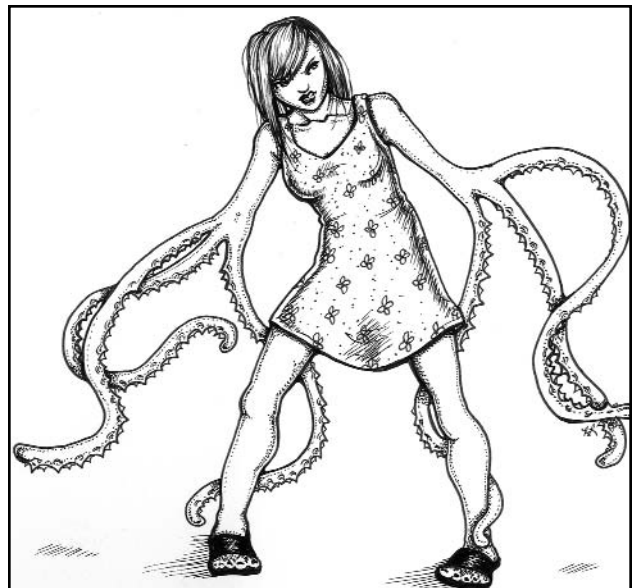
4.1.50. Monstrance

Duration: 2

Range: 1

Target: Humans

The caster's touch causes ordinary humans to become unconscious when this spell is cast. The Zealot's arms and hands become thick grey



tentacles, ridged with spikes of bone. If the caster attacks with these ridges, they inflict damage +2. Or, the caster can instead caress her enemy with the oily residue at the tip, which can cause the victim to keel over, unconscious. To resist the effects, the opponent must make a Strength check against the caster's Magic check. The victim will regain consciousness after 5 to 10 minutes.

Gameplay: Security guard goes for his gun. Don't want to hurt him. But you need to access those files. You cast Monstrance. Your fingers weld together, moisten, start to drip. Tentacles, sliding around his wrist. He falls over, unconscious. Now, time to move before the others get here.

4.1.51. Nuncio

Duration: 2

Range: 3

Target: Self/Humans

When this spell is cast, the Zealot suddenly takes the form of a horrific monster. His voice and appearance instill terror in crowds, and cause large groups of people to either flee or obey him (if he presents demands). The caster must make a Magic check against difficulty 10; if successful, the crowd is his to command. Though terrified, they won't do anything blatantly illegal or immoral (such as killing someone in their midst or attacking officers of the law). However, they can be coerced into doing things that appear to be in their own self-interest (fleeing a dangerous situation, evacuating town, handing over all weapons).

Gameplay: Angry mob with pitchforks. What is this, Curse of the Werewolf? You cast Nuncio. They recoil in horror, genuflect, drop their farm implements and scatter. Good enough.



4.1.52. Ordination

Duration: 2

Range: 2/3

Target: Self

The caster's forearms and hands become two massive firearms. The left hand fires a single armor-piercing round, which gives the caster a +2 damage bonus (range of 3). The right hand fires a barrage of flechettes, which offer 2 extra dice when attacking (range of 1). In exchange for 4 points of life, the Zealot can attack with both weapons in a single round. However, the Zealot won't be able to swap these actions for something else -- for example, he can't perform two stunts, or cast two spells, instead. He either fires both weapons, or takes a regular action. Until the spell wears off (or is cancelled), the Zealot won't be able to open doors or pick up objects.

Gameplay: Outnumbered. Surrounded. Unarmed. Your kind of odds. You cast Ordination. Your hands glint like steel as they morph into some serious ordinance. You start shooting. They start dying.

4.1.53. Obeisance

Duration: 1

Range: 3

Target: Human

When this spell is cast, the Zealot is able to steal a specific memory from a human target. If the Zealot's Magic check is higher than the target's Soul check, then the caster has successfully (and permanently) transferred that specific memory into his own mind. The victim will be unable to remember that event, no matter how hard he tries. However, the caster will also take another memory from the victim. This memory will be of a wonderful and joyous event (a wedding day, or the birth of a child), or of something horrid and dreadful that fills the victim with sadness or rage (a traumatic event, a memory of abuse). A roll of a d12 (odd or even) can determine whether this other memory is a good one or a bad one. But again, the memory theft is permanent.

Gameplay: Anzimani won't give it up in public like this. But you've got to know where he hid the corpse. More people will die if this isn't resolved soon. Anzimani keeps eating his dinner with that smirk. The waiter's talking to a couple of cops. Damn, that was fast. This is going to suck. But you cast Obeisance on Anzimani. You see through his eyes. He threw her body into the river, weighted down with stones. And you see his tenth birthday party. The last day Anzimani ever spent with his father. You feel sick. He's staring at you, fork frozen just in front of his mouth. He knows that something wrong. He looks down at his plate. He knows. He knows you did something terrible. But that's the job. That's the fucking job.

4.1.54. Paraclete

Duration: 3

Range: 1

Target: Humans, half-breeds

When this spell is cast on an ally, the target is surrounded by a sphere of glowing green light. No angel or demon can enter the sphere, and attempts to attack the target are repulsed by the field (even with distance weapons). In addition, the target receives a degree of protection from all physical attacks; when defending, the target rolls an extra 2 dice. This spell cannot be cast on oneself. It is possible for a demon or angel to indirectly harm the target (by toppling a building that lands on the sphere). In this case, the victim would still receive the 2 extra dice when trying to escape the falling debris.

Gameplay: The angel flips the van over and strides towards you. It talks. Its voice sounds like a jackhammer at the base of your skull. You and Kestrel are completely fucked. Only one chance. You cast Paraclete on Kestrel, and then you turn around and start running.

4.1.55. Penance

Duration: 2

Range: 1

Target: Demons, angels, half-breeds, humans

This spell causes a blast of fire to emanate from the caster's hand or mouth. If the caster makes a successful Magic check against the target's Sense check, the target takes damage equal to the difference between the two scores. If the Zealot wants to sacrifice 6 points of Life, the damage will be doubled; but this decision must be made before the dice are rolled. If the attack is a failure, the 6 points are lost regardless. However, the Zealot can use the Second Chance stunt at this point, and if successful, then the damage is still doubled. As usual, Second Chance can



only be used once per action.

Gameplay: Angel comes slithering up out of Greenwalt's corpse. Twenty feet, still rising. This one's going to be some work. Kestrel's on the next rooftop, taking aim with a sniper rifle. You need to keep the thing here, buy some time. You cast Penance and breathe a massive cone of blazing orange fire, scorching its tentacles. Mmm, Lord, smell that bar-be-CUE. Nothing like a summertime cookout.

4.1.56. Penitence

Duration: special

Range: 3

Target: Any

When this spell is cast, the Zealot and her target are transported to a dark corner of Qo'Crast, a hellish

nether-realm. In Qo'Crast, the sky is a vast sheet of pink flesh whose suppurating orifices drip fluids down upon vast fields of severed heads that scream eternally. In the distance, vast and terrible windmills made of dried skin turn slowly, serving some unknowable function. Along roads paved with the skulls of aborted infants, swarms of bloody teeth bounce in unison, seeking fresh meat. Here, the Zealot and her target must fight to the death. As this place is infernal, the angel is weakened, and loses 1 die on all subsequent actions. The spell does not end until one of them is dead.

Gameplay: The rest of the team is still dealing with the Gressil angel. This one, whatever it is, is all you. But it keeps killing civilians. That's starting to get on your God damn nerves. You cast Penitence, and suddenly both you and the angel are standing on a wind-blasted promontory of black stone, looking down upon an orchard of screaming cherubs nailed to inverted crosses. The angel turns to look at you with something like accusation in its eyes. Man up, motherfucker. You gotta die.

4.1.57. Perdition

Duration: 2

Range: 3

Target: Angels, demons, half-breeds

When this spell is cast, the Zealot's hand is transformed into a monstrous claw, and she can vomit up a huge quantity of black bile. If she lands a hit with her claw, she absorbs 1-6 points of Fury, Grace, or Wrath from her target (which are added to her Fury pool). Instead of inflicting damage, the difference between her attack roll and her target's defend roll will determine the number of Fury points that she gains (up to a maximum of six points per hit). If she instead chooses to vomit on her prey (Magic check against soul check), she absorbs 1 point of Soul, which translates into 4 points of Life for the caster.



This is cumulative, and can be performed twice (once each round), resulting in -2 Soul for her target and +8 Life for herself. However, each time she vomits, there's a 1 in 12 chance that the spell will backfire. In this case, the vomit has no effect, and the Zealot is temporarily transformed into a hideous tentacled monstrosity that bears no resemblance to a human. Her stats remain unchanged, and she can still use magic, but driving a car is pretty much out of the question. So is going out in public without inciting a riot. This lasts for 30 minutes to 6 hours (d12 x 30 minutes).

Gameplay: The half-breeds have the drop on you. Packing submachine guns. Got to even the odds a bit. You cast Perdition and start puking up some scorching black mucus.

4.1.58. Procession

Duration: 3

Range: 3

Target: Self/Humans, half-breeds

This spell allows the Zealot to wield telekinetic energy. The caster can pick up objects up to 500 pounds, and can move them at a rate of 100 feet per round. In addition, the caster can use inanimate objects as weapons, or pick up and hurl humans and half-

breeds. In either case, the caster rolls a Magic check against the victim's defend roll. Damage is +2.

Gameplay: He's making a break for the car. Too far away to reach him with your lead pipe. You cast Procession, pick up a mailbox, and toss it through his windshield, crushing the steering wheel. Then you start walking towards him. Slowly. No rush. Not anymore.

4.1.59. Purification

Duration: 2

Range: 1

Target: Self/Humans

When this spell is cast, the Zealot rips off his clothing and skin, revealing a demonic countenance beneath. The Zealot gets a bonus of +2 to damage on any successful attack with claws or fangs. In addition, the caster has the ability to attack large groups



of humans with a spray of venom from glands in the crest of bone above his head. This spray affects up to 10 humans, each of whom must make a Strength check against difficulty 9 or lose a point of Strength. If they reach 0 Strength, they lose consciousness. When the spell ends, the caster must be able to step back into his skin. If the skin is missing or damaged, then when the spell ends, the Zealot will have returned to his normal shape, but with several serious injuries. In this case, he will lose half his current Life (round halves up).

Gameplay: Cops, all over you. They think you're the assassin. Probably got Secret Service on the way. Need to sort this out quick. You cast Purification and spray the venom from your glands (is it Friday night already?). They start keeling over, unconscious. The ones who don't pass out stare at you, open mouthed. What's their problem...? Oh, right. You look like a demon.

4.1.60. Reconciliation

Duration: 4

Range: infinite

Target: Cadre

This spell allows all the Zealots in a Cadre to communicate with each other telepathically. No matter how far apart they are, they will be able to exchange thoughts instantly, without detection.

Gameplay: Fuck walkie-talkies, you have brainy-chatties. Or something. Kestrel comes in with her situation. She's on the other side of town, needs back-up. You hop in the SUV and rev the engine.

4.1.61. Rectorate

Duration: 6

Range: 1

Target: Self

When this spell is cast, the Zealot can enter a higher state of consciousness. The world becomes a swirling watercolor, and everything fades to shades of grey, except for one person -- the caster's target (which must be a human or a half-breed). This individual is bright green, and is visible for miles. While in this state, the caster becomes ethereal, silent, and invisible, so it's not possible to communicate with the other Zealots (unless Reconciliation is used). The caster can move at a normal rate of speed in this shadowy realm, but must proceed on foot. The exact location of the target cannot be easily determined until visual contact has been made, due to the swirling nature of the shadow world. While in this realm, the Zealot may inadvertently attract the attention of angels.

Gameplay: Got to find Edelstein. You cast Rectorate and the world fades out. Off in the distance, Edelstein. You start running. You're almost there when the winged shadow falls upon you. You look up. Angel. Dammit.

4.1.62. Sacrifice

Duration: 4

Range: 2

Target: Humans

Her appearance disfigured by spikes of bone, horns curling from her forehead, and long black talons, the caster is able to control ordinary humans and bend them to her will. Though they will not harm themselves or others, her victims will obey simple tasks without question. The caster must make a Magic check against each victim's Soul check. Up to 12 people can be affected at one time. When the spell wears

off, it's probable that the victims will realize what has happened, and may react violently. The same is true for those who were not affected by the spell.

Gameplay: The factory workers are all staring at you. You cast Sacrifice and order them to shut the blast door, sealing you in. They do it. Then you order them to leave. They do it. You turn around. The angel is dragging its smoking carcass out of the flames. Time to finish the job.

4.1.63. Sacrist

Duration: 1

Range: 1

Target: Human

When this spell is cast, the caster will be able to hypnotize a single human target. If the victim fails a Sense check against the Zealot's Magic check, then the caster will have implanted a suggestion in the victim's mind. The suggestion can't contradict reality as the victim knows it, but the Zealot can nudge the target in the right direction. For example, if the victim saw the Cadre fighting an angel, the use of Sacrist could persuade the target that it was all just a bit of performance art; if the target saw a victim of angelic possession, the Zealot could persuade him that the person he saw is mentally deranged, and was having a public breakdown. There is a 1 in 12 chance that the use of this spell will inadvertently kill the target.

Gameplay: The reporter's staring at you. Camera's still rolling. You don't need this. You cast Sacrist and say that you're a federal agent. You demand the camera. He gives you the camera. You smash it on the ground. He whimpers. Fourth Estate's not what it used to be.

4.1.64. Sanctuary

Duration: 12

Range: 1

Target: Self

While this spell is in use, the Zealot is immune to the blessings of angels. He can still be attacked physically, and can also respond in kind. But Benisons will have no effect at all.

Gameplay: The angel is facing the other way. It doesn't see you yet. Last time you tangled with one of these motherfuckers, it said something to you. You don't know what. But it didn't go very well. This time around, you're not taking any chances. You cast Sanctuary on yourself. Now, it can say whatever the hell it wants. You're covered. You resist the urge to tap it on its shoulder. Instead, you put the AK-47 to your shoulder and you start shooting.

4.1.65. Shrive

Duration: 1

Range: 2

Target: Humans

By draining points of Soul from a group of people, the caster can regenerate up to 6 points of Fury. The Zealot casts the spell on a group of 1-12 people, each of whom must make a Strength check against the caster's Magic check. Each one who fails loses a point of Soul. For each 3 points of Soul, the Zealot gets a point of Fury (round up). As always, the maximum Fury is 12. Should any of the victims' Soul scores drop to 0, the victim will enter a catatonic state for a period of 1-3 days. Sometimes, the catatonia is permanent. Each time that the spell is used, there's a chance that the Zealot will be temporarily deformed. Tentacles, extra limbs, or hideous pseudopods will erupt from all over his body, transforming him into a freakish entity for 1 hour. Roll a d12; a score of 3 or lower means that the Zealot has been transformed.

4.1.66. Sigillum

Duration: 1

Range: 1

Target: Self/angels, demons

The Zealot's face and limbs are distorted and deformed: fangs, claws, and spines. Once per round, he can fire a blast of energy at an angel or a demon. If he hits, the attack does no damage, but subsequent attacks by Zealots in the Cadre will be at +1. Furthermore, the effect is cumulative, so if the Zealot casts the spell four times and hits the angel

four different times with an energy blast, then other Zealots in the Cadre will attack at a +4. Each energy blast costs the caster 3 points of Life.

Gameplay: You've only got one shot at this. Need to take the angel down, and fast. Since you've never been much of a warrior, you cast Sigillum. Next to you, you can feel Barrow taking aim; now, she's just a little bit faster, a little bit more accurate. Same with Warhead and Blue. Good to be part of a team. You turn your head and spit up some blood. No big deal. Part of the job.



4.1.67. Synod

Duration: 6

Range: 1

Target: Self/Humans

When this spell is cast, any human who sees the Zealot will perceive her to be an authority figure, whether political, religious, or military. They'll obey orders and react as they ordinarily would, unless the caster does something to arouse suspicion. However, the caster won't know who she's supposed to be until someone tells her. To make matters worse, each victim of the spell will see the Zealot as someone different.

Gameplay: These federal agents are going to be a problem. One of them's going for his radio, but the other seems to be going for his gun. No time. You cast Synod and you start giving orders. A second later, they're all following your lead as you kick down the doors of the church and walk inside. Blood everywhere. Great. Must be Monday morning.

4.1.68. Thurification

Duration: 3

Range: 1

Target: All

This spell causes the caster's tongue to protrude from his mouth and attack his enemies. For the duration of the spell, the caster's initiative is improved by 6, and when he attacks with his tongue, he gets two extra dice and inflicts damage +2.

Gameplay: The detonator is on the floor. You want it. Krohne wants it. For a split-second, nothing happens. But you can't let him get to it first. You cast Thurification, and you speed across the room and snatch it up before he can even move. Then you lash him across the face with your tongue. Just to let him know who he was fucking with.



4.1.69. Transubstantiation

Duration: 1

Range: infinite

Target: Special

This spell resurrects dead heroes. Through Transubstantiation, the Cadre can bring fallen Zealots (or other half-breeds) back to life. This spell requires the caster to eat the still-beating heart of an Ophan. Each member of the Cadre must sacrifice one spell permanently (it's erased from the character sheet). The Cadre must then travel to the black shores of Heaven and stand atop Calvariae Locus. Once there, they must perform the ritual of the Cicatrix. No Cadre has ever survived the ritual.

Gameplay: You can't believe it. Kestrel's dead. He tore the angel to pieces with his bare hands, and he told you about his dead wife, and then he was gone. Well, fuck that. You're not ready to bury another friend. You and the other Zealots make a pact; first chance you get, you're going to bring him back. It's stupid, and it's crazy, but there's a way to do it: Transubstantiation. The only thing is, you're not sure where to find an Ophan's heart. As a general rule, they're not organ donors. Still, if Mohammed will not come to the mountain...

4.1.70. Viaticum

Duration: 2

Range: 1

Target: Self

This spell causes the caster's arms to elongate into rubbery pseudopods lined with large black claws. The claws drip with a thick mucus that smells of rotting fish. For the duration of the spell, the Zealot's combat score is raised to 8, and any damage inflicted with the claws is +1.



Gameplay: The angel slashes you with a tentacle. Time to return the favor. You cast Viaticum and your arms transform into slimy tentacles. When in Rome...

4.1.71. Vigil

Duration: 3

Range: 3

Target: Humans

When this spell is cast, the Zealot can see through the eyes of a person in his line of sight. Each round thereafter, the caster can 'jump' into another target, for a total of three victims. In this way, the Zealot can see around corners and down alleyways that would ordinarily be out of sight. The Zealot cannot control the person; it's like watching a live video feed, but the spellcaster isn't holding the camera.

Gameplay: Angel's got to be around here somewhere. You see someone down the street, running like crazy. You cast Vigil on him. He's now looking at you. Weird. But he looks over his shoulder. Cloud of smoke, more people running, a female cop with a gun pushing against the crowd. You skip into her. Now you're looking through her eyes. Something crawling out of the wreckage of the cargo truck. Something huge. You snap back into your body and radio the rest of the Cadre. Time to break out the rocket-propelled grenade launcher. Yay.

4.1.72. Votive

Duration: 3

Range: 1

Target: Self

This spell causes a hard chitinous material to erupt from the caster's skin, covering her completely. The shell acts as armor with a rating of 8, and regenerates 2 points per round if it takes damage. If the armor takes 4 points of damage in the first round, then the caster will start the second round with an armor rating of 6 (8-4+2).

Gameplay: The angel lumbers towards you, spraying putrid fluids from its cybernetic appendages. You've never seen one like this before. Best not to take any chances. You cast Votive and the armor tears through your flesh, covering you in chitin. Time to see what this thing wants. Probably violence. That's okay.

EXORCISM AND IMPRECATIONS

Anathemas are only available to Sorcerers. These spells are used to cast Acronicals (Shadow angels) out of their victims. This form of exorcism is the only way to safely remove the Shadow angel from a victim of possession.

Imprecations are extremely powerful spells that are only effective against the Ophanim. There are three types of Imprecations: Blasphemies, Desecrations, and Maledictions.

Blasphemies are powerful spells that can only be wielded by Fighters. The Blasphemy can only be used in the presence of an Ophan.

Desecrations can only be wielded by Investigators. These powerful spells can only be used in the presence of an Ophan.

Maledictions are used by Sorcerers against the Ophanim.

Before an Imprecation can be cast, the Zealot must spend two rounds gathering mental energy in preparation for the horrific ordeal ahead.

During the first round, the player announces that he is going to cast an Imprecation against the Ophan. Gameplay (presumably combat) proceeds as normal, but the Zealot suffers a penalty of 1 die on all actions, due to the physical strain.

During the second round, the discomfort has become agony, and the Zealot suffers a penalty of 2 dice on all actions.

During the third round, the Zealot can cast the Imprecation.

When the Imprecation is cast, the Zealot must roll a single die. If you roll under your current maximum Life, you're fine. If your roll is equal to or greater than your maximum Life, you lose a point of Life permanently. If you have a maximum Life score of 12, and you roll an 11 or less, you're fine, but if you roll a 12, you lose a point of Life, and your maximum score is now 11. Thereafter, if you roll a 10 or lower when casting an Imprecation, you're fine, but if you roll an 11 or 12, you lose another point of Life permanently (lowering your maximum to 10).

It is said that receiving the blessing of an Erelim can restore this lost point of Life, but no one knows how this can be accomplished, because no one is certain what, precisely, an Erelim is...

4.2. Anathemas

The Sorcerer has access to Anathemas, which are Imprecations that allow a Zealot to cast an angel out of the skull that it has possessed. There are seven Anathemas, each with its advantages and risks, and each results in the casting out of Shadow angels. These spells are not useful against Judges or Weavers, since they don't possess their victims.

These spells require the caster to physically touch or strike the angel before the spell can be cast. During gameplay, the Zealot must first roll to hit, then inflict damage; the spell then takes effect immediately.

Because many angels are physically powerful, attempting to get in close can be extremely risky. It is recommended that the Sorcerer work with the other members of the Cadre to wear down an angel prior to attacking with an Anathema.

An angel can inflict harm to the Cadre through its supernatural powers and strength, but because the Zealots have crossed the White Line, they are immune to possession, and can never be taken over by an angel.

4.2.1. Alastor

Duration: 1

Range: 1

Target: Angels, demons

This spell causes the possessing angel to tear its way out of the victim, spraying blood and gore everywhere. The process is an agonizing one, but not necessarily fatal, as the victim's body begins to stitch itself back together fairly quickly. The exorcism is



incredibly fast, so just as the Zealots are getting ready to attack, the angel lunges (and as a consequence, all parties must roll initiative after the exorcism). The spell is fatal for 1 out of 12 victims of possession. To cast this spell, make physical contact with the skull and make a Magic check against difficulty 10.

4.2.2. Asmodeus

Duration: 1

Range: 1

Target: Angels, demons

This spell causes the victim to exhale the possessing angel in a cloud of foul-smelling smoke which rapidly coalesces into the shape of the angel. The victim of possession keels over and loses consciousness, which lasts until the Cadre kills the angel (or vice versa). The angel gets one free attack before initiative is rolled. To cast this spell, make physical contact with the skull and make a Magic check against the angel's Sense check.

4.2.3. Baphomet

Duration: 1

Range: 1

Target: Angels, demons

When this spell is cast, the Zealot takes the possessing angel into herself. The angel leaves the skull's body and inhabits that of the caster, who then vomits the angel up in a thick wad of bloody mucus. This costs the caster 3 points of life, but the skull is unharmed. To cast this spell, make physical contact with the skull and make a Magic check against the angel's Sense check.



4.2.4. Belial

Duration: 1

Range: 1

Target: Angels, demons

The victim leans over and vomits up a repulsive worm-like entity which swiftly grows into the shape of an angel. In seconds, the creature is attacking (and initiative must be rolled). Meanwhile, the victim is temporarily driven insane by the experience. Roll a d12; if the score is 9-12, the victim is catatonic, and just stares, a condition which lasts for a few hours; if the score is 2-8, the victim becomes psychotic, and attacks the Cadre, but this will only last for a few minutes; if the score is 1, the victim is driven permanently insane, and will spend the rest of her life

trying to kill everyone she comes into contact with. To cast this spell, make physical contact with the skull and make a Magic check against difficulty 10.

4.2.5. Lilith

Duration: 1

Range: 1

Target: Angels, demons

Casting this spell allows the Zealot to pluck the angel from one skull and toss it into another body, which is rendered comatose by the experience. For the next hour, the angel will be imprisoned in this comatose body, and the original skull will be unharmed and free to go. After 1 hour, the angel will tear its way out of the body, killing its new host. During that hour, if any harm comes to the comatose skull, the angel will tear its way out and attack (again, with fatal consequences for the skull). Throughout that hour, it will be possible to perform exorcisms as normal. To cast this spell, make physical contact with the skull and make a Magic check against the angel's Sense check.

4.2.6. Mephistopheles

Duration: 1

Range: 1

Target: Angels, demons

When this spell is cast, the skull's body liquefies, dissolving into a puddle of foul-smelling brown ichor. Then, the skull and the angel both claw their way out, and the skull slumps to the ground (having taken 1-6 points of damage; roll d12, divide by 2, and round halves up). The angel attacks, so initiative must be rolled. To cast this spell, make physical contact with the skull and make a Magic check against difficulty 10.

4.2.7. Samael

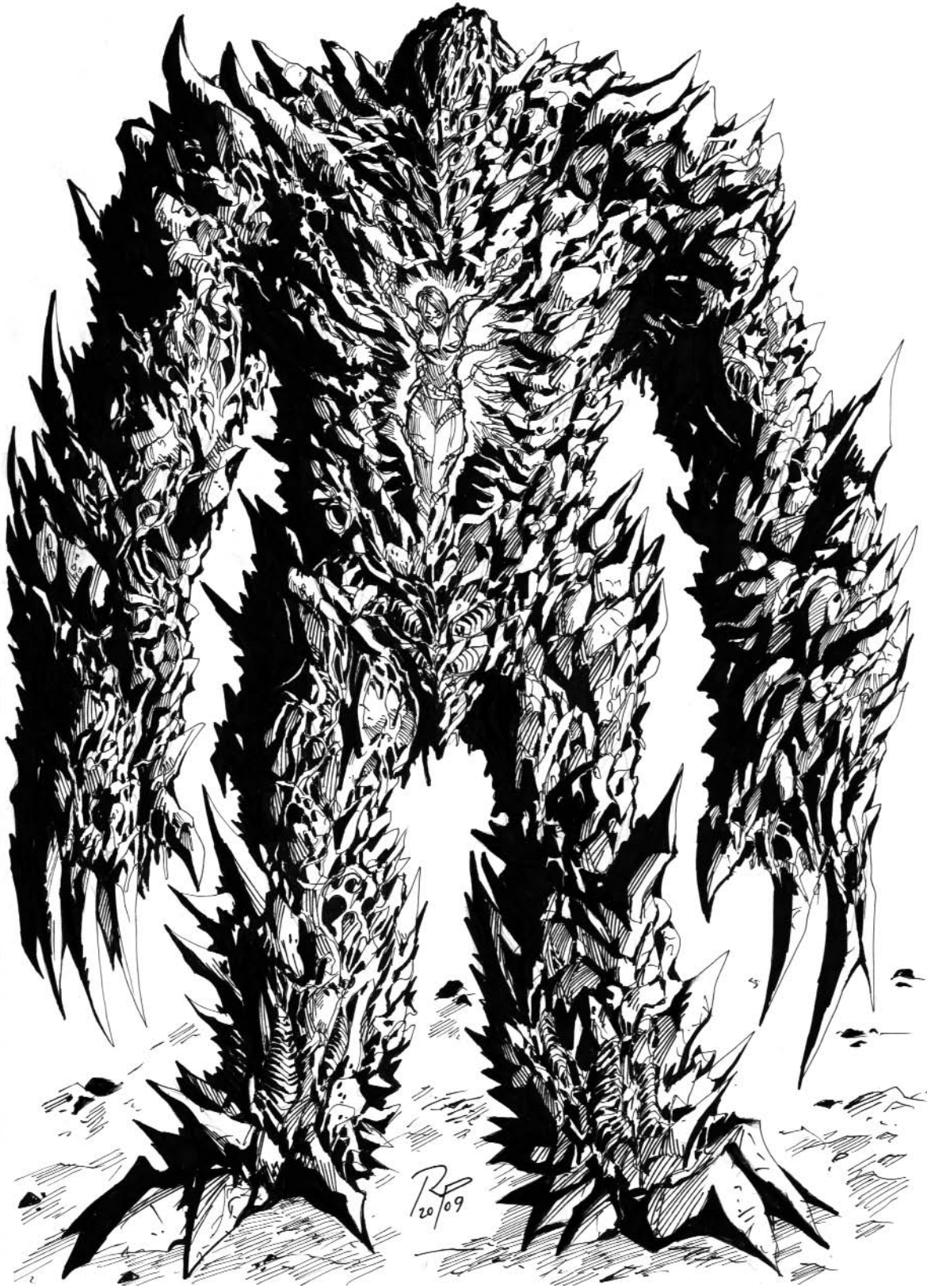
Duration: 1

Range: 1

Target: Angels, demons

This spell causes the angel to take partial control of the victim. The victim's appearance changes, based on the kind of angel that has taken control (teeth, fangs, tentacles). Trapped inside the fragile body, the enraged angel will attack. However, though it has access to Grace, and all its Blessings, it is stuck inside the shell, and must use her stats (attributes, Life) until the shell dies. After that, the angel erupts from the body and attacks (roll initiative). Any damage sustained by the shell is subtracted from the angel's Life, and any Grace used up during combat remains gone. To cast this spell, make physical contact with the skell and make a Magic check against difficulty 10.





CALUMNY

4.3. Blasphemies

After the Fighter has announced that he will be casting a Blasphemy, there are two rounds of preparation. During the third round, the Blasphemy may be cast (see page 114 for an overview of this process).

Once the Blasphemy is cast, it doubles the Fighter's combat score. Furthermore, the Fighter's Strength score is deducted from the Ophan's attack score or defend score (the player gets to choose). These effects only last for one round.

For example: Skag has a Strength of 6 (which means a Combat score of 7, because she's a Fighter). She's cast a Blasphemy, and it's round 3. This is the round that the spell goes into effect. The player describes the effect of the spell (see the descriptions on the next few pages), and then dice are rolled. In this case, Skag's combat score is doubled, so it is now (temporarily) 14. Her Strength score, 6, is subtracted from the Ophan's defend score, because the player wants to inflict some damage to the angel. As noted at the beginning of the chapter, you have to roll a die each time you cast an Imprecation, to see if you lose a point of Life. Skag rolls a 5. Since she didn't roll a 12, she's fine.

This penalty lasts for one round, and its effects are cumulative with other Imprecations (including other Blasphemies, or Maledictions, or Desecrations). If someone else casts a Blasphemy on the Ophan at the same time as Skag, then more points can be subtracted from the angel's defend score (or attack score, if the player wants to do it that way).

Once Skag has cast an Imprecation in battle, then for the duration of that battle, she won't have to spend two rounds warming up. From this point forward, she can cast her Blasphemy each round until she is no longer able to cast spells (or until she dies, or the Ophan dies).

After 1 round, the spell wears off and Skag's combat score returns to normal (and the penalty no longer applies to the Ophanim).

If the Zealots play their cards right, they can all hit the Ophan with Imprecations at the same time, resulting in penalties as high as -18 to its defend or attack scores. While the angel can always attack and defend with at least one die, minus 18 dice is still an enormous penalty.

Furthermore, individual Blasphemies provide additional combat bonuses to the Zealot, which can come in quite handy during the Takedown of the Ophan. Please note that these additional combat bonuses, explained in the spell description, only last for 1 round (thus the duration of 1 for most Imprecations). For example, Calumny grants the caster an armor rating of 7, an attack bonus of 1, and a defend bonus of 1; this is only for one round.

4.3.1. Calumny

Duration: 1

Range: 1

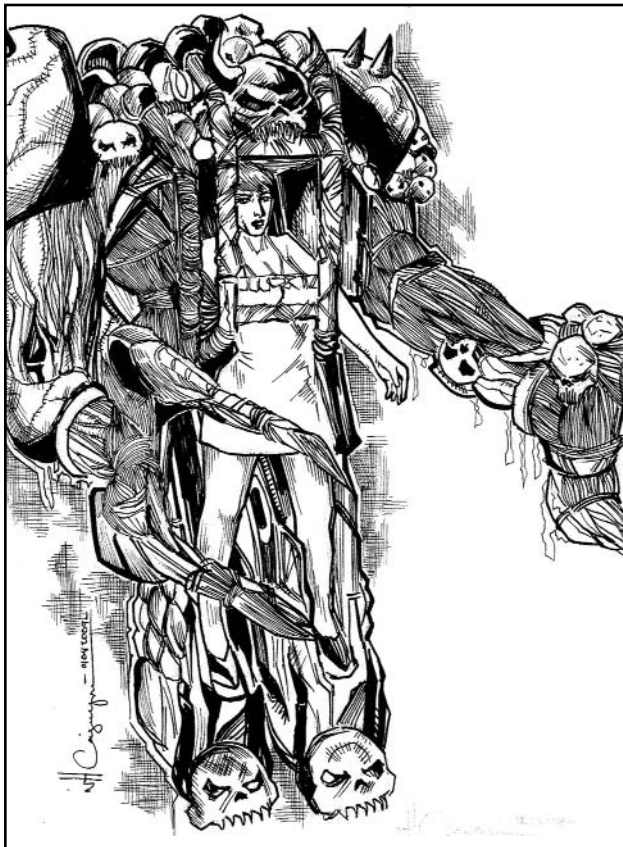
Target: Self

This spell creates a massive (25'/7.5m) exoskeleton of demonic chitin that completely encases the caster. The gigantic arms are tipped with long, powerful claws of black metal, and the entire exoskeleton is covered in barbed spikes and razors. When the caster walks, the ground shakes, and an ear-splitting roar temporarily deafens any humans in the area. When the spell expires, the exoskeleton flakes off and disintegrates. The exoskeleton has an armor rating of 7, and gives an attack bonus of 1 and a defend bonus of 1.

4.3.2. Censure

Duration: 1
Range: 1
Target: Self

This spell creates a suit of armor wrought from the rotting tissue of fallen demons and angels; skulls, bones, musculature, and ligaments are fashioned into an exoskeleton that the caster can use to attack the Ophanim. When humans see the suit, they suffer nightmarish visions and hallucinations that linger for days. When the spell has expired, the tissue softens, sags, and sloughs off. The exoskeleton has an armor rating of 6, and bestows an attack bonus of 2 and a defend bonus of 1.



4.3.3. Denigration

Duration: 1
Range: 1
Target: Self

When this spell is cast, an insectile exoskeleton grows around the caster, encasing her in a ten-foot-tall (3m) suit of armor. The head is tipped with a pair of giant mandibles, and its forelimbs are spiked like the arms of a praying mantis. When the caster attacks, swarms of insects bite any humans in the area. When the spell expires, the exoskeleton peels off and is consumed by the insects. The armor has a rating of 5, an attack bonus of 2, and a defend bonus of 2.

4.3.4. Enmity

Duration: 1
Range: 1
Target: Self

When this spell is cast, chunks of stone rise from the earth and form a crude covering around the Zealot. This huge (32'/9m) construct has four massive arms, each of which ends in a boulder-like fist. Any humans in the area begin to bleed uncontrollably from all orifices when the Zealot comes into view. When the spell ends, the stone crumbles into dust. The suit has an armor rating of 5, an attack bonus of 1, and a defend bonus of 3.

4.3.5. Odium

Duration: 1
Range: 1
Target: Self

When this spell is cast, a suit of medieval armor appears and secures itself about the caster. The armor is demonic, with gruesome horns and spikes on black-enameled metal. Any human seeing the armor will scream uncontrollably until the spell ends. When the spell expires, the suit fades into nothingness. The armor has a rating of 3, and provides an attack bonus of 3 and a defend bonus of 3.

4.3.6. Vitriol

Duration: 1
Range: 1
Target: Self

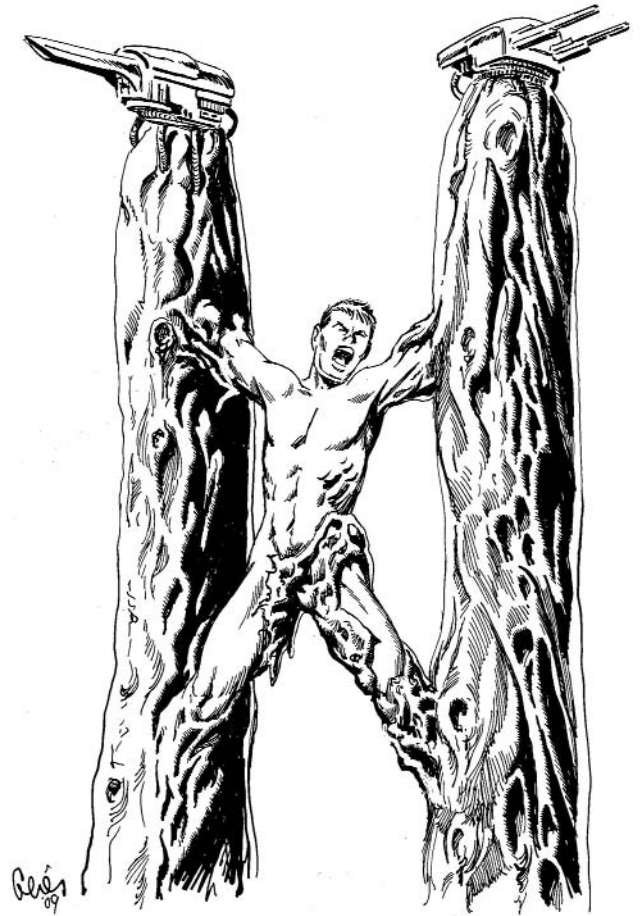
This spell causes a nacreous material to seep from the caster's pores, which hardens into a perfectly smooth coating around the Zealot's body. From a distance, the caster appears to be a statue made of shiny metal, but up close, any human who sees the armor will go blind temporarily. When the spell ends, the suit becomes liquid again, and seeps back into the caster's body. The suit has an armor rating of 3, an attack bonus of 2, and a defend bonus of 4.

4.3.7. Vituperation

Duration: 1
Range: 1
Target: Self

When this spell is cast, the flesh of the caster's hands and feet begin to grow and expand grotesquely, forming two vast pillars of flesh and bone, roughly twice as tall as the caster. The Zealot hangs suspended between them, in agony. Each column is topped with a heavy weapon that is wired directly into the Zealot's nervous system. Clumsily tottering along as

though on a pair of monstrous stilts, the caster's visage is so gruesome that any human who sees it will inflict harm on himself until the spell has expired. When the spell expires, the flesh rots away and the Zealot tumbles to the ground. The exoskeleton has an armor rating of 3, and bestows an attack bonus of 5 and a defend bonus of 1.





D A B A R

4.4. Desecrations

After the Investigator has announced that he will be casting a Desecration, there are two rounds of preparation. During the third round, the Desecration may be cast (see page 114 for an overview of this process).

Once the Desecration is cast, it boosts the Investigator's combat score by 4. Furthermore, the Investigator's Sense score is deducted from the Ophan's attack score or defend score (the player gets to choose). These effects only last for one round.

For example: Casket has a Strength score of 3 (which means a Combat score of 3). He's cast a Desecration, and it's round 3. This is the round that the spell goes into effect. The player describes the effect of the spell (see the descriptions on the next few pages), and then dice are rolled. In this case, Casket's combat score is boosted by 4, so it's now 7. His Sense score, 5, is subtracted from the Ophan's attack score, because the player wants to keep the angel's offensive abilities down. As noted at the beginning of the chapter, you have to roll a die each time you cast an Imprecation, to see if you lose a point of Life. Casket rolls a 2. Since he didn't roll a 12, he's fine.

The angel's penalty of 5 dice lasts for one round, and its effects are cumulative with other Imprecations (including other Desecrations, or Blasphemies, or Maledictions). If someone else casts a Desecration on the Ophan at the same time as Casket, then more points can be subtracted from the angel's attack score (or defend score, if the player wants to do it that way).

Once Casket has cast an Imprecation in battle, then for the duration of that battle, he won't have to spend two rounds warming up. From this point forward, he can cast his Desecration each round until he is no longer able to cast spells (or until he dies, or the Ophan dies).

After 1 round, the spell wears off and Casket's combat score returns to normal (and the penalty no longer applies to the Ophan).

If the Zealots play their cards right, they can all hit the Ophan with Imprecations at the same time, resulting in penalties as high as -18 to its defend or attack scores. While the angel can always attack and defend with at least one die, minus 18 dice is still an enormous penalty.

Furthermore, individual Desecrations provide additional combat bonuses to the Zealot, which can come in quite handy during the Takedown of the Ophan. Please note that these additional combat bonuses, explained in the spell description, only last for 1 round (thus the duration of 1 for most Imprecations). For example, Dabar grants the caster an attack bonus of 3 and a defend bonus of 1; this is only for one round.

4.4.1. Dabar

Duration: 1

Range: 3

Target: Ophanim

This spell dredges up the worst experiences of its human victims, and gives them life. The caster taps into the fears and memories of all the humans in the area, and channels this energy into a monstrous entity that attacks the Ophan. The victims will never again rest easily. The caster gains an attack bonus of 3 and a defend bonus of 1.

4.4.2. Epinoia

Duration: 1

Range: 3

Target: Ophanim

This spell summons the spirit of the city or land where the battle takes place. All of the history and culture that ever graced the area is channeled into a golden entity of energy, which can then be used to combat the Ophan. This entity can take whatever shape the caster desires. During the days that come, the area will wither away and cease to exist. If it is a city, then in time, it will be overtaken by poverty and crime and corruption, and it will no longer be a fine place to raise children. If it is a small town, it will be marred by blight and overdevelopment, and the old will lament what used to be. If it is a wilderness, it will be spoiled and polluted beyond all recognition. The essence of the place has been robbed, and is gone forever. The caster gains an attack bonus of 2 and a defend bonus of 2.

4.4.3. Gnosis

Duration: 1

Range: 3

Target: Ophanim

The Zealot utters the name of every person in the area in a single deafening word that causes pain to the Ophan. The player must choose which word is spoken. However, some of the people who are named will suddenly become partially amnesiac; no matter how many times they are told, they will never again be able to recognize their own names. For the rest of their lives, they will question their own identities. The Zealot gets an attack bonus of 4.

4.4.4. Logos

Duration: 1

Range: 3

Target: Ophanim

Every human in the area runs towards the Ophan, and they attack en masse. After that, they disperse as quickly as they can. Some of them are crushed or devoured, but most survive. Several of them hang back to protect the caster from physical attacks, acting as human shields. Entire families are wiped out. The Zealot receives an attack bonus of 3 and a defend bonus of 1.



4.4.5. Rhema

Duration: 1

Range: 3

Target: Ophanim

The Zealot harvests the sense of forgiveness for past sins, stealing it from everyone nearby. The energy is wrought into a sphere that surrounds the caster, protecting her from harm. When the spell ends, most of the victims will have that sense of forgiveness restored to them, but some will not. These, haunted by guilt and remorse, will spend the rest of their days struggling with an abysmal lack of self-worth. The caster receives a defend bonus of 4.

4.4.6. Sophia

Duration: 1

Range: 3

Target: Ophanim

The hopes and dreams and fondest memories of the humans in the city are culled by the caster, who forges them into a weapon of pure light. This weapon, which takes whatever shape the caster desires, is used in combat with the Ophan. When the spell expires, most of those dreams and memories are returned to their owners, but some are broken in combat and are lost forever. The caster receives an attack bonus of 1 and a defend bonus of 3.

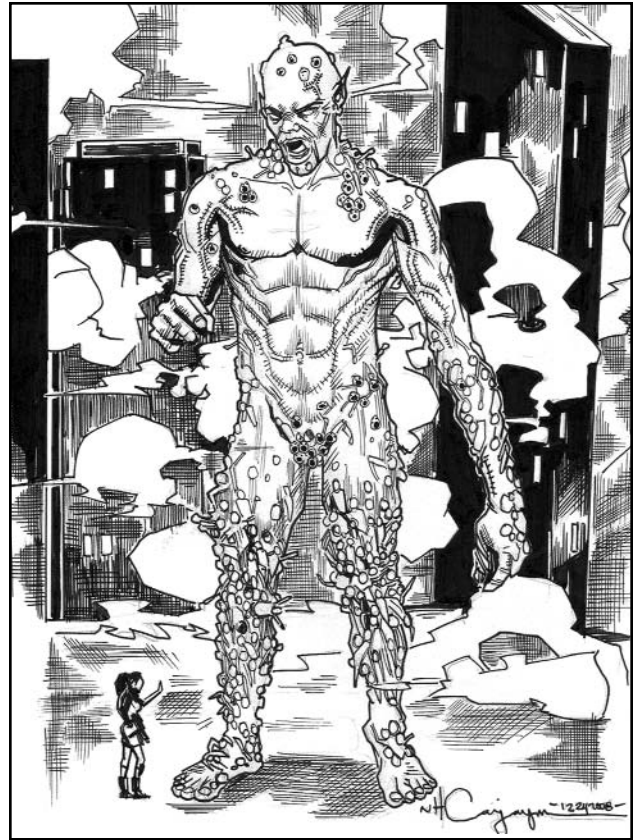
4.4.7. Theos

Duration: 1

Range: 3

Target: Ophanim

When this spell is cast, the Zealot summons the unborn souls of all of those children who might have been born, under different circumstances. Years ago, a businessman, running late for a meeting, nearly split a cab with an attractive woman, but decided not to at the last minute; the caster brings forth the soul



of the child that might have been born had the man entered the cab and struck up a conversation. Then the caster summons forth a hundred thousand more of these unborn souls, and welds them into a single towering giant that she sends forth to do battle with the Ophan. When the spell ends, all of those who could have been parents will feel a sharp, piercing sense of loss; for some, the pain will prove fatal. The entity strikes once and then disintegrates; the caster receives an attack bonus of 4.



ABADDON

4.5. Maledictions

After the Sorcerer has announced that she will be casting a Malediction, there are two rounds of preparation. During the third round, the Malediction may be cast (see page 114 for an overview of this process).

Once the Malediction is cast, it boosts the Sorcerer's combat score by 4. Furthermore, the Sorcerer's Soul score is deducted from the Ophan's attack score or defend score (the player gets to choose). These effects only last for one round.

For example: Hazmat has a Strength of 2 (which means a Combat score of 2). She's cast a Malediction, and it's round 3. This is the round that the spell goes into effect. The player describes the effect of the spell (see the descriptions on the next few pages), and then dice are rolled. In this case, Hazmat's combat score is boosted by 4, so it's now 6. Her Soul score, 6, is subtracted from the Ophan's defend score, because the player wants to inflict some damage to the angel.

As noted at the beginning of the chapter, you have to roll a die each time you cast an Imprecation, to see if you lose a point of Life. Hazmat rolls a 12. She needed to roll under her maximum Life (which is 12), but she didn't. Because she rolled a 12, she has permanently lost a point of Life, and her maximum Life score is now 11.

The angel's penalty of 6 dice lasts for one round, and its effects are cumulative with other Imprecations (including other Maledictions, or Blasphemies, or Desecrations). If someone else casts a Malediction on the Ophan at the same time as Hazmat, then more points can be subtracted from the angel's defend score (or attack score, if the player wants to do it that way).

Once Hazmat has cast an Imprecation in battle, then for the duration of that battle, she won't have to spend two rounds warming up. From this point forward, she can cast her Malediction each round until she is no longer able to cast spells (or until she dies, or the Ophan dies).

After 1 round, the spell wears off and Hazmat's combat score returns to normal (and the penalty no longer applies to the Ophan).

If the Zealots play their cards right, they can all hit the Ophan with Imprecations at the same time, resulting in penalties as high as -18 to its defend or attack scores. While the angel can always attack and defend with at least one die, minus 18 dice is still an enormous penalty.

Furthermore, individual Maledictions provide additional combat bonuses to the Zealot, which can come in quite handy during the Takedown of the Ophan. Please note that these additional combat bonuses, explained in the spell description, only last for 1 round (thus the duration of 1 for most Imprecations). For example, Abaddon grants the caster an attack bonus of 3 and a defend bonus of 1; this is only for one round.

4.5.1. Abaddon

Duration: 1

Range: 3

Target: Ophanim

The caster summons the souls of the city's murdered, who rise from their graves as burning spirits that emanate a sickly yellow light. The Zealot's arms become huge and powerful, ridged with spikes and horns, and four spiked tentacles protrude from his mouth. When the spell ends, most of the dead souls will return to their graves, but some will linger as Chamsiel angels. While the spell is active, the caster

4.5.2. Acheron

Duration: 1

Range: 3

Target: Ophanim

The caster tears the veil of reality aside, and people for miles around suddenly catch a glimpse of the perfect harmony and contentment that was meant for our species; for some, the revelation is a catalyst for insanity, but others are delighted for the momentary flash of paradise. The caster harnesses that energy and creates a powerful shield from their souls, which the caster uses to deflect attacks from the Ophanim. Those who are driven mad by the epiphany eventually become Raum angels. The caster receives a defend bonus of 4.



4.5.3. Gehenna

Duration: 1

Range: 3

Target: Ophanim

When this spell is cast, the life energy of aborted infants will manifest itself as a dark red aura that surrounds the Zealot. For the duration of the spell, their ear-splitting screams will accompany her into battle against the Ophanim. When the spell expires, some of that life energy will remain behind in the form of Turiel angels. The spell gives the caster an attack bonus of 2 and a defend bonus of 2.

4.5.4. Hades

Duration: 1

Range: 3

Target: Ophanim

When this spell is cast, the Zealot seizes the life energy of veterans and uses it to create a weapon of pure energy, which is directed against the Ophanim. Some of these aging warriors cannot take the strain, and their bodies collapse in upon themselves, only to reform as Gressil angels. The spell gives the caster an attack bonus of 3 and a defend bonus of 1.

4.5.5. Infernus

Duration: 1

Range: 3

Target: Ophanim

This spell causes people in the vicinity of the Ophanim to catch a brief glimpse of the endless agony that is perdition; the ensuing terror and anguish are harvested by the caster and wrought into a pillar of fire that descends from the heavens and stands between the Ophanim and the caster. Gouts of flame strike at the angel, and intercede to defend the Zealot from attacks. Some of those people who catch a glimpse of the abyss are inexplicably aroused by the lightless and infinite pain; these eventually become Oriphiel angels. The spell gives the caster an attack bonus of 2 and a defend bonus of 2.

4.5.6. Sheol

Duration: 1

Range: 3

Target: Ophanim

The caster channels the despair of all of those who have lost their way. This dark energy is molded into the shape of a demonic entity, as vast and terrible as the Ophanim that it is sent to fight. After the spell expires, some of those wrestling with grief find their way into the light. Some continue to grapple with hopelessness. Some awaken to find their minds blasted into oblivion and their bodies wracked into the shapes of Nelchael angels. The spell gives the caster an attack bonus of 1 and a defend bonus of 3.

4.5.7. Tartarus

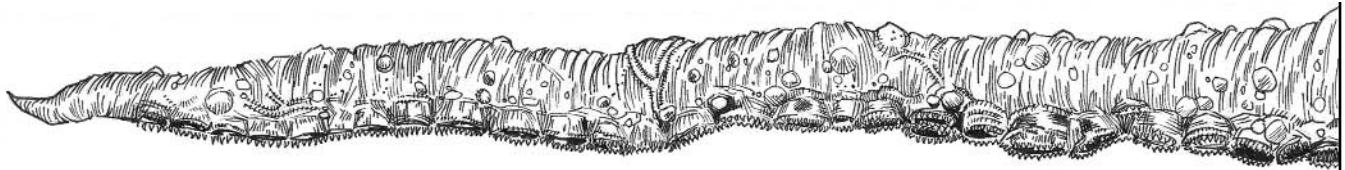
Duration: 1

Range: 3

Target: Ophanim

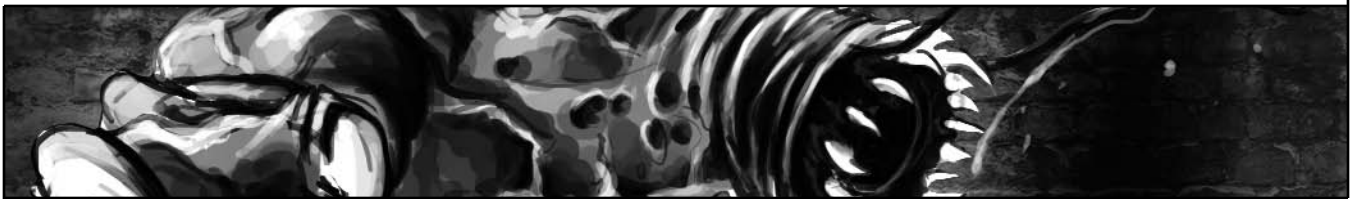
The caster leeches a point of life from a crowd of dozens or hundreds of ordinary people, and uses it to direct a blast of pure light energy against the Ophanim. Some of those in the crowd are unable to take the strain, and they perish; others find their bodies twisting and stretching, and these eventually transform into Jophiel angels. The spell gives the caster an attack bonus of 4.





Every combat is therefore the bloody and destructive measuring of the strength of forces, physical and moral; whoever at the close has the greatest amount of both left is the conqueror.

-- Carl von Clausewitz



All men are timid on entering any fight. Whether it is the first or the last fight, all of us are timid. Cowards are those who let their timidity get the better of their manhood.

-- George S. Patton



CHAPTER 5



COMBAT

JOURNAL 16

"We're on the front lines," Casket said. "We're the only ones who know about the angels."

The three of us were on a job. My first job. Word on the street, something in the train yard. Homeless guy got killed, newspaper said gangs. Attucks said that was complete bullshit. Attucks said the killer was an angel. Attucks said we should check it out. We said okay.

Riding in the station wagon.

"God damn," I said. "A station wagon? This is the best we can do?" I turned around. Hazmat was in the back seat, napping. Attucks told me she used to collect medical waste for disposal, thus the name Hazmat. She's the Cadre's artillery, according to Casket. Apparently, that means she can wield magic, just not as powerful as Attucks.

Casket told me that Attucks is an angel.

Casket told me that there's a war in Heaven and that the human race about to get fucked with a strap-on dildo of Biblical proportions.

He said that we were nearly at the train yard.

He said to check my ammo.

Then he took a pull from his hip flask. He wiped his mouth with the back of his hand. He checked me out. "You're hotter than a thirty-year-old Grandma," he said.

Didn't break his jaw.

That was day one.



JOURNAL 17

The train yard. Black night, clouded, moonless. Moving slow. Walking between tracks, great rusting freight cars on either side of us.

They told me that the angel was stalking the train yard, feeding off the homeless. Punishing them. That's what angels do. Make us bleed for our sins. Suffer. See the error of our ways. Or see some other bastard suffer for the error of his ways, and then we get right with Jesus because we'd rather not end up like him.

Angels walk the Earth. Can't get my head around it. I'm a supernatural investigator with a P90. Belgian submachine gun. 5.7mm ammunition, bullpup. Lady's got to have her protection.

Was walking. Freight cars. Hazmat had the flashlight. Heard something, turned. Pointed the light in my direction. I turned. Saw my shadow on the freight car. It waved at me. I stopped walking. It pointed at me. Another shadow came up behind it, rammed a fist into my shadow's skull, pulled out dripping matter. My shadow slid down. The other shadow waved at me.

Casket tapped me on the shoulder. "They do that," he said. "Don't worry about it. Just keep an eye out. Sometimes it's not just for fun. Might turn into a situation."

He looked around. He seemed nervous.

Hazmat shouldered past him and clapped me on the shoulder.

"Kill or be killed, fresh meat," she said.

She giggled and she strode into the darkness. Casket shrugged.

"Loco en la cabeza," he said.





5. Combat

In this chapter, we're going to cover the mechanics of combat. This includes initiative, attacking, defending, special cases, armor, penalties, injuries, and vehicular combat.

Minutiae aside, the important thing to remember is that combat should be vivid and cinematic. Player and Director alike should work to keep combat fun and interesting.

5.1. Combat Mechanics

Combat involves three rolls: initiative, attack, and defense. For each round of combat, which lasts for five seconds, a player rolls initiative, then performs as many attacks or actions as permitted (most characters are only allowed one attack/action per round, but some spells and powers permit multiple actions). Defense is rolled each time the character is attacked.

5.1.1. Breakdown

Initiative: This is rolled at the beginning of each round. Each player rolls a single die. High roll goes first. There are two ways to proceed from there. The group can just continue to follow the next highest die in descending order (12 goes first, 11 goes next, 10 goes third, and so on); alternately, the group could just play clockwise from the highest-rolling player (this is the best option for large groups).

Attack: Punching, kicking, or shooting. Most characters can do this once per round, but some characters are permitted multiple attacks.

To attack, roll a number of dice equal to your combat score. Your Director will make the defend roll for your opponent. Look at the highest die on each side. If your roll is higher, you inflict damage equal to the difference between the two scores. If you're using a weapon, add the weapon bonus to the damage inflicted. For instance, a knife has a damage bonus of 1, so you'd add 1 point to the damage inflicted.

Defense: Avoiding someone else's attack (through blocking, evading, or dodging). To defend against an attack, roll a number of d12s equal to your Combat score. If you equal or beat the attacker's roll, you take no damage.

Action: Casting a spell, executing a stunt, using a skill, or performing some other non-combat activity during a combat round (kicking down a door, hacking a computer). Most characters can do this once per round, but some characters are permitted multiple attacks (typically through the use of magic or powers).

5.1.2. Ties

In case of a tie, always look at the next highest die until a victor emerges, or until someone runs out of dice. For example, if the player rolls 10, 8, 4, and 2, and the Director rolls 10, 8, 2, and 1, then you ignore the 10s and the 8s, and you compare the 4 and the 2. The player hits, and inflicts 2 points of damage.

If someone runs out of dice, proceed as follows:

If the player is attacking (or taking action), and the player runs out of dice, then the attack is unsuccessful. For example, the player rolls 10, 7, and the Director rolls 10, 7, 3. The player's 10 is negated by the Director's 10, and the same goes for the 7. The player is out of dice, and the attack did not succeed.

ORDER OF NARRATION

It can be tricky, figuring out who is supposed to be narrating combat, and when. Here's the structure:

1. Initiative is rolled
2. Actor (whether it's the Director or player) describes an attempt
3. Dice are rolled, and they tell you whether it was successful
4. Actor then describes the outcome of the attempt

This applies to pretty much everything. You can't say that you've run the car off the road when you haven't even rolled dice yet. So you say that you jerk the wheel hard, and that your van caroms across the highway towards the car. If you roll the dice and it's a success, then you narrate the impact. If you roll and it's a failure, you narrate how you just missed them. You don't narrate what they do -- the Director tells you if they swerve madly, or start shooting at you. Their actions are up to the Director, the same way that your Zealot's actions are up to you.

You can, however, add color. You can talk about the startled looks on their faces, or the sparks that flew when their car was grinding on the guardrail in an effort to avoid being rammed. It's just that the dice give you the outcome, and the Director gives you specific actions taken by NPCs (even your allies).

If the player is attacking, and the Director runs out of dice, then the unopposed die is compared to a value of 0. For example, the player rolls 9, 8, 5, and the Director rolls 9, 8. The 9s and 8s cancel each other out, so the 5 is now compared against 0. The player hits for 5 points of damage.

If the Director is attacking, and runs out of dice, then the attack is unsuccessful.

If the Director is attacking, and the player runs out of dice, then again, the Director's attack is unsuccessful.



EXAMPLE OF COMBAT

Casket is attacked by two cultists. He rolls initiative, and gets a 6. The cultists roll 2 and 8. One will go before him, and one will go afterwards.

The first cultist swings his meat cleaver. Since he has a combat score of 2, the Director rolls two dice. Casket has a combat score of 3, so the player rolls three dice. The Director rolls 10, 8. Casket gets 11, 7, 1. Casket's highest die is higher than the opponent's, so he is successfully able to defend himself against the attack.

Since it's now his turn, he attacks with his switchblade knife. He rolls three dice, and gets a 10, 6, 5. The Director rolls 10, 2. Since the high rolls are tied, we look to the next highest dice. A 6 for Casket, and a 2 for the cultist. That means that Casket hits, and inflicts 4 points of damage (6 minus 2). In addition, the knife has a damage rating of 1, so the total damage inflicted on the cultist is 5.

The second cultist attacks now, and the Director rolls 11, 2. Casket gets 9, 9, 3. Because you add multiples to their number of instances, Casket effectively rolled an 11 (a roll of 9, on 2 dice, means 9 plus 2). Therefore, the high scores are tied. So we look at the next highest dice, and we have 2 for the cultist and 3 for Casket. Again, he is able to block the attack.

Initiative is re-rolled, and Casket goes first this time. The player decides to kill a point of Fury for an extra die, and then launches into an elaborate description of how he ducks under the cleaver, spins the cultist around, and puts him in the path of the second cultist's weapon. The description is cool, and he gets to roll an extra die as a result.

Along the way, the player also describes how furious Casket is that these cultists have been sacrificing children to the angel that they worship. Because Casket's drive is Anger, and this drive has been tied into the action, the player gets an extra die (3 dice plus 1 for the Fury point, 1 for the description, and 1 for Drive). Casket's player will now be rolling 6 dice in the ensuing attack, versus the cultist's 2.

5.1.3. Penalties

During combat, the Zealots may be impeded by their environment, or by the situation that they're in.

All players (and the Director) should discuss whether such impediments should result in penalties to combat rolls, attribute checks, or skill rolls. If so, employ the guidelines below (but please note that though these penalties are cumulative, the maximum penalty for these penalties should be three dice -- after which you can add other appropriate penalties, such as for magical effects or severe injury):

Darkness: If the character is in near-total darkness, such as a cave, then the penalty is one die.

Swimming: If the character is trying to take action while swimming, the penalty is one die.

Underwater: The penalty is two dice when trying to take any action while completely underwater.

Blindness: If the character is blindfolded, or if his eyes are damaged, the penalty is two dice.

Incapacitation: The penalty is two dice if the Zealot is chained, or caged, or otherwise restrained.

5.2. Life

Each Zealot begins a case with 12 points of Life. As the scenario progresses, the characters will take damage, which is subtracted from the Life score.

5.2.1. Injury

Each time the Zealot suffers damage to his Life score, he has been injured. It's up to the player to narrate the specifics of the injury, but here are some guidelines:

1-4 points of damage: Minor injury. Flesh wound. Bullet went through the skin, didn't hit any bone. Knife didn't puncture any internal organs. Abrasions, bruising, sprains, but nothing that a splash of whiskey won't put right.

5-8 points of damage: Serious injury. Broken bones. Internal bleeding. Third-degree burns. The Zealot is probably going to leave a trail of blood. Limping, groaning, and cursing through gritted teeth.

9-12 points of damage: Horrific injury. Cracked skull. Shattered bones. Severely damaged organs. Limbs are torn/wrenched off. Eyes are put out.

When the Life score reaches 4, the Zealot is badly injured, and suffers a penalty of one die to all rolls. However, no matter what kind of penalties are incurred, the player can always roll at least one die when attempting an action of any kind.

The Zealot can recover Life through the use of magic, or by employing the Hardcore stunt (which causes wounds to repair themselves at an accelerated rate).



5.2.2. Healing

After the Zealots close out a case, the Cadre returns to headquarters to recover from any injuries that were sustained. When the next case begins, all of the Zealots are healed up and ready to go. Life and Fury scores are returned to 12.

5.2.3. Retirement

If your Zealot's Life score reaches 0, then it's time to Retire. This means that your character will die soon. However, death is not immediate. Instead, your character's life score goes back up to 12, and his Fury scores goes up to 24.

The Zealot can now close out his last case. He does whatever he must, takes down the target along with his fellow Zealots, and then narrates a fitting demise. The death can be a quiet one (a last cigarette, a few mumbled last words) or a spectacular one (the destruction of the angel or demon results in a massive explosion that obliterates the Zealot, leaving no trace). However the Zealot dies, the player is now required to roll up a new character.

5.3. Armor

Every piece of armor, from a bulletproof vest to a full-body suit of high-tech ceramic plate armor, has a rating.

If you are injured while wearing armor, roll a number of dice equal to your armor rating. If any of the dice that you roll are equal to or less than your armor rating, that represents a point of damage taken by your armor (as opposed to damage inflicted on your character). The remaining damage is taken by your Zealot. Your armor's rating is decreased by the damage that it absorbed.

For example, Skag gets shot and takes 7 points of damage. Her armor has a rating of 4, so she rolls 4 dice. She gets 10, 7, 4, 3. Two of those dice were either less than or equal to her armor rating (4). This means that her armor absorbed 2 points of damage. Her armor rating is now 2. The remaining 2 points of damage are subtracted from her Life. The next time she takes damage, she rolls 2 dice and looks for any 1s or 2s. Obviously, her armor is of limited use to her now, but it's still better than no armor at all.

5.4. Range

There are three ranges:

- 1: Short range (arm's reach, melee combat, fistfight).
- 2: Medium range (close-quarters firearms combat, thrown weapons or objects, just across the room).
- 3: Long range (down the street, sniper fire, thrown grenades).

If your target is within range, roll dice as normal. If your target is out of range by a factor of 1, subtract one die. If your target is out of range by a factor of 2, subtract 3 dice.

For example, if Skag is attacking with a sword (which has a range of 1), and her target is right in front of her, she rolls 7 dice -- because her combat score is 7.

But if she's attacking someone on the other side of the room, she'll have to leap across the room to reach him. She now has to roll 6 dice, because the enemy is out of range.

If she wants to attack someone far away, she's going to have to find some way to rapidly traverse a great distance in order to land a blow with her sword. So now she'll roll 4 dice when attacking.

5.5. Ammo

Each weapon is good for a specific number of fire-fights. After that, the weapon is out of ammo. A revolver will only last a single gunfight, but a shotgun will get you through 2. The cost of ammunition is equal to the cost of the weapon, so bullets for a pistol have a cost of 6. See the tables on pages 74 and 75 for the costs of various weapons.

If a weapon is listed with an ammo score of "-", it means that the weapon never runs out of ammo. This is for melee weapons, such as swords and lead pipes.

5.6. Weapon Statistics

Throughout this book, you'll see weapon stats presented as follows:

Katana 1/2/-

Light Machine Gun 3/4/5

This is a shorthand reference for Range, Damage, and Ammunition. If you write these out, they look like this:

Katana

Range: 1 (melee weapon; effective against those standing very close to you)

Damage: 2 (if you score a hit, add 2 points to the damage inflicted)

Ammo: - (never runs out of ammunition, because it's a melee weapon)

Light Machine Gun

Range: 3 (can strike targets far away)

Damage: 4 (if you score a hit, add 4 points to the damage inflicted)

Ammo: 5 (good for 5 firefights, after which you have run out of ammo)

5.7. Vehicular Combat

The list of vehicles is presented at the end of chapter 3. Here, we'll learn how to ram, shoot, and blow up cars and trucks and hearses.

5.7.1. Driving

When driving a vehicle, roll the vehicle's applicable attribute whenever you need to check against a situation (for vehicle attributes, see the list at the end of chapter 3). If you're in a truck and you need to swerve, roll 1 die. If you're in a car and you need to recover, roll 2 dice.

If you have the driving skill, then add your skill score to the applicable modifier. So, to re-use the above examples, if you have the driving skill with a score of 3, and you're swerving in a truck, roll 4 dice (3+1). If you're trying to recover in a car, roll 5 dice (3+2).

If your character is driving, and you want to shoot, that's fine, but you can't drive and ram at the same time -- you have to choose one attack per round (unless you're able to make multiple attacks because of a spell or a Power).

5.7.2. Ramming

If you ram another vehicle, roll the appropriate number of dice versus your opponent's swerve check. If you are successful, you inflict damage to the other vehicle's body. To ram a person (or run him over), roll the appropriate number of dice against the opponent's defend score). Damage is equal to the difference, plus the vehicle's ram score.

If a Motorcycle sustains or inflicts 3 or more points of damage at any time, the driver must immediately make a recover check against target difficulty 12 or fly off the bike immediately. If unsuccessful, the

damage sustained by the driver is equal to the difference between the roll and the target difficulty.

Example: Mercy is on his chopper, and he gets rammed by a truck. The truck driver rolls a 10, and Hazmat rolls a 7, so the bike takes 3 points of damage. Hazmat now needs to make a recover check against difficulty 12. He fails, rolling 8, 3, 1. So, he's flung off the bike, and takes 4 points of damage (12 minus 8).

5.7.3. Swerving

When another driver wants to ram you, make a swerve check. If you're successful, you were able to avoid being hit.

5.7.4. Recovering

You make a Recover roll after your vehicle has been rammed, or if the vehicle has sustained any kind of damage. If you fail, you're run off the road. The target difficulty is equal to the damage sustained.

For example, Casket shoots at an opponent's car. He is successful, and his shotgun inflicts 6 points of damage to the car. The driver must now make a Recover roll against difficulty 6, or be run off the road (car damaged, no longer drivable).

5.7.5. Targeting Vehicles

To target a vehicle, roll an attack as normal. The driver then rolls a swerve check to avoid being struck. If the vehicle is struck, a Recover roll must be made (see previous section).

5.7.6. Targeting Passengers

To target a passenger (or driver) inside a vehicle, attack as normal, but the person being attacked has

the option to consider the car as partial cover (see page 144). If a passenger is using a car as partial cover, and is hit, then the car takes the exact same amount of damage as the passenger. If the passenger takes partial cover and is not hit, the car takes 1 point of damage.

5.8. Special Cases

There are countless special cases that you'll encounter during gameplay.

Here are a few unusual circumstances, including falling from a great height, getting struck by falling objects, group combat, grappling attacks, sniper fire, taking cover, area attacks, and knockout attacks.

If there's something that isn't covered here, use the existing structure and modify it as you see fit ("Okay, never heard of that one before... Hm... That would probably cause some serious damage, but there's a chance you could get out of it unscathed, so roll a combat check against 10, and if you fail, subtract the difference from your Life -- bypass the armor altogether").

5.8.1. Falling Damage

To determine if Injury is sustained during a fall, make a Strength check against the following target difficulties:

- 8: Second story window
- 10: Tall building
- 12: Top floor of skyscraper
- 14: Wing of plane

If you succeed, you sustain no Injury. If you fail, you sustain Injury equal to the difference between your roll and the difficulty.

5.8.2. Impact Damage

If something heavy falls on you, make a Strength check against the following target difficulties:

- 8: Piano
- 10: Car
- 12: Bus
- 14: Ophanim
- 16: Airplane
- 18: Collapsing building

If you succeed, you sustain no Injury. If you fail, you sustain Injury equal to the difference between your roll and the difficulty.

5.8.3. Group Attacks

If your Zealot is attacking a large group of mostly inept humans, rolling the dice over and over again can be kind of time-consuming. You can cluster hostiles into groups of 3 or 4 (at the player's discretion), and subtract damage from the mob's combined Life score.

Say that you're facing three hostiles, each with a combat score of 2 and a Life score of 5. The group would have a combat score of 6, and a Life score of 15. So now your Fighter (with a combat score of 7) attacks. She invokes Drive, kills a point of Fury, uses a cool description, and now she's throwing 10 dice against their 6. She rolls 12, 11, 9, 8, 7, 7, 5, 2, 2, 1. The Director rolls 12, 11, 9, 4, 2, 1. The Fighter's two 7s equal a 9; against the Director's 4, that's 5 points of damage, plus 2 for a katana (sure, why not). We're looking at 7 points of damage from the mob's 15 points of Life. That means the mob is down to 8 points of life. Since each of them has 5 points of Life, 8 points means that one is dead and one is injured. Done!

Alternately, the Zealot can use a stunt against a mob.

This all streamlines combat and keeps it moving forward. More than three or four human opponents will probably be too challenging for most Zealots, but it's up to the player.

5.8.4. Grappling

The grapple is a special attack. Before attacking, announce that you're going to be grappling the opponent. Then roll a normal attack, but you can only use weapons that would be helpful in such an endeavor (net, rope, chain, pantyhose, lasso).

Attacker and defender roll as normal. If the attack fails, the defender takes no damage. If the attack is successful, damage inflicted is halved (round up). Or, if the attacker wishes, the attack can succeed without inflicting any damage (which would be desirable if you were trying to restrain someone without causing harm).

At that point, the defender is pinned to the floor, or in a headlock, or trussed up. Whatever the case, the defender is considered incapacitated (section 5.2). Any attacks against the target gain the benefit of two extra dice. For each round thereafter, the attacker must score a successful attack to keep the defender bound. A failure means that the defender has shrugged off the choke-hold or cut through the net, and is now free again.

While grappling, the attacker has a minus 2 when defending against any attacks, and a minus 3 when defending against attacks from the defender (it's hard to avoid a knife to the gut when you've got someone in a headlock).

5.8.5. Area Attacks

Whether your Zealot is throwing grenades or detonating an explosive charge, area effects are a lot of fun. Things go boom, see the nice fire, bad guy fall down. You can't put a price tag on that kind of entertainment.

When employing an area attack, there's always a defender, and then a bunch of innocent (or not) bystanders. The attacker rolls as normal, as does the defender. Damage is inflicted as usual.

Anyone else within range 1 (within stabbing distance) is also considered attacked, and must roll a defend check against the attacker's initial roll. However, damage is minus 2. These people are caught in the blast, but have just enough time to shield their faces or dive for cover. Nonetheless, they are exposed to intense fire and heat.

Targets within range 2 (in the same room, but out of arm's reach) must roll a defend check against the attacker's initial roll. Damage is minus 4. These defenders reacted quickly and ducked behind doorways or used other people as human shields. Still, they may be badly burned.

Those within range 3 (down the street, or even farther away) roll against the attacker. Damage is minus 6. Any damage sustained is probably going to be minor, but it's possible that a piece of shrapnel could hit, inflicting some pretty serious injuries.

This damage applies to enemies and allies alike. The person throwing the explosive must also make a defend roll against his own attack roll, because no matter how careful you are with that molotov cocktail, there's a chance that things could go wrong.

For example, Casket is in a battle with a group of hostiles. He tosses a grenade into their midst from down the street. This means that they are at range 3. Casket's ally, Skag, is standing closer, exchanging gunfire with the hostiles. Since she's using a shotgun, she's at range 2 from the hostiles (which is where the grenade is going to be landing)

Casket throws the grenade. He rolls 11, 8, 7. The person that Casket is targeting with his grenade (let's say he's a cult leader) now rolls. The cult leader defends with 2 dice, and rolls 12, 7. He takes no damage from the explosion. The Director narrates how the cult leader saw the grenade coming, and he dove for cover.

The Director now rolls for everyone else.

First, we look at those who are within range 1 of the explosion. There are two other hostiles standing next to the target, so they qualify. For the first one, the Director rolls 2, 1. Compared to Casket's initial roll of 11, this is definitely a hit. The damage inflicted is 9, plus 4 for the grenade (total of 13). Since those within range 1 of the blast get damage -2, that means that the total damage inflicted to this human is 11. That's more than enough to kill him.

The second human hostile rolls 5, 4. Against Casket's 11, this is 6 points of damage, plus 4 for the grenade, minus 2. A total of 8 points of damage. Again, instantly fatal.

At this point, the Director continues the narration. When Casket flung the grenade, the cult leader acted quickly, diving for cover. The cultists who were standing right next to him turned to see what he was doing, and didn't see the grenade bouncing in their direction. Though not the intended target, they were close enough to take damage.

Now, we look at those who are within range 2 of the explosion. That would be Skag. She has a combat score of 7, so she rolls a 10, 9, 5, 5, 3, 2, 2. She takes 1 point of damage from the explosion, plus 4 for the grenade (total of 5). But she's at range 2 from the target, and so damage is minus 4. She takes 1 point of damage. The Director narrates that a chunk of shrapnel flew through the air and embedded itself in her calf. She curses Casket.

We now look at those who are within range 3. Casket is far away, but it's possible that he's been hit. He rolls against himself at this point. Unfortunately, he rolls 10, 5, 1. Comparing the 10 to the 11, we see that he's going to be taking 1 point of damage, plus 4 for the grenade (total of 5). However, because he's at range 3, we subtract 6 points of damage, so Casket is unharmed. The Director narrates that a chunk of stone flew through the air towards him, but he dodged it. Had he taken any damage (probably not much), the Director would most likely narrate that he was hit by that brick.

So. One grenade, two dead cultists, cult leader all alone and under fire from an angry Fighter with a shotgun. Not bad!



5.8.6. Knockout Blows

If you want to render someone unconscious, you must declare this before attacking. Then, attack as you ordinarily would, but you can't use sharp weapons or firearms (if you use the hilt or handle of a sharp weapon, such as hitting someone with the handle of an axe or the pommel of a sword, then you inflict a damage bonus of 1 and no more). If you use a blunt weapon like a staff or club, damage bonus is applied as usual.

However, if you actually hit someone with a knockout blow, you don't subtract the damage from his Life score. You just compare it. If you inflicted enough damage to kill him in a single blow, then he takes 1 point of damage and is knocked out for 1d12 rounds. If you didn't inflict enough damage to kill him instantly, then he takes 1 point of damage and combat continues.

For example: Skag is facing off against a drug dealer. She wants him alive so that she can use him to infiltrate a crystal meth lab. He's got a knife, but she's fighting with her fists.

She gets first attack because she rolled high initiative. She attacks with a combat score of 7, rolling 9, 7, 6, 5, 5, 2, 1. The dealer rolls 6, 2. Casket would have inflicted 3 points of damage, which isn't enough (because the target has a Life score of 5). So she inflicts 1 point of damage and combat continues. The drug dealer tries and fails to stab her with his knife.

She attacks again, rolling 10, 9, 9, 8, 5, 3, 2. This is an 11 (two 9s). The dealer rolls 7, 4. Skag would have inflicted 4 points of damage. The dealer's Life score is now 4, so the attack is successful, and the dealer takes 1 point of damage and is knocked unconscious. The Director rolls a 5, so Skag has 25 seconds to tie him up before he regains consciousness.

5.8.7. Taking Cover

If the defender is attacking from behind an object, he or she may be able to avoid injury. However, this also limits your ability to attack your opponents, because you're busy trying not to expose yourself to enemy gunfire (or magic, or what-have-you).

Cover only applies when using weapons with a range of 2 or 3.

Cover can only be used if the player explicitly states that he's going to be taking cover at the beginning of a combat sequence (just before initiative is rolled).

Cover includes attacking while behind a car, firing out the window at a target outside, shooting from the rooftop at a target on the ground, attacking from behind the corner of a wall, leaning out to attack from behind a doorway.

There are two kinds of cover: partial and full.

Partial cover means you're standing up while attacking. In this case, you suffer a penalty of 2 dice when attacking, but you get 4 extra dice when defending. Partial cover may also indicate that you're a passenger or driver inside a vehicle (it's up to the person being attacked).

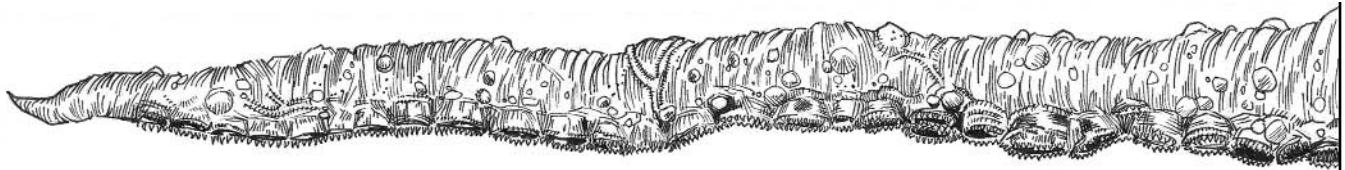
Full cover means you're crouching behind object or structure. You get a penalty of 4 dice when attacking, but you get an extra 6 dice when defending.

5.8.8. Sniper Fire

When you want to fire an aimed shot at an enemy, you declare it in advance. Then, you spend one round taking aim. After that, you get a bonus of 2 dice when you fire. If you wait for longer than that, you don't get any extra dice.







The greater the perfection of weapons, the more dreadful becomes modern battle, and discipline becomes more difficult to maintain.

-- Charles Ardant du Picq



I am Jehovah
I am the virgin whore
I am the battlefield
I'm pestilence and war
I am the monster
That lurks beneath your bed
I'm all perversions
Trapped inside your head
Just underneath you skin
Is evil's origin
Come see the face of devastation
You are me
I am abomination

-- Exodus, *I Am Abomination*



CHAPTER 6



ADVANCEMENT

JOURNAL 18

Later, running. Out of my mind. The fear. Jesus, the fear.

Felt flush from the confrontation with those punks. Had never seen a man die. Was okay with it. Was looking for trouble. Looking for an angel. Was wondering if anything was going to happen tonight. Was thinking maybe that was that.

Was standing between two parallel rows of freight cars.

Saw it.

Something white, spectral. Swimming. Not flying, swimming towards me. Giant tail behind it, swaying back and forth. Fins. A giant mouth, large enough to swallow me whole.

Casket was in the yard office. Trying to access security camera footage. Hazmat was with him, said she was going to cast a spell. I wanted to walk around. Work off some of the nervous energy.

This thing, swimming. Far away, but moving fast, heading right at me. Vast black mouth, open.

Ran, yelled. Tried to yell. Fell down. Turned, ready to fire the P90. Nothing. No sign of it. The others, it was after the others.

Scrambling in the gravel, getting to my feet, trying to get up. Finally staggering to the yard office, shaking legs, weightless and weird and exhausted.

"Fuck," I said. Then I just stared at them.

"Guess she saw it," Casket said. He racked his shotgun. Hazmat picked up her Uzis.

"You're the FNG," she said. "Fucking new guy. Hang back, watch."

She kicked the door open, went out into the yard. Casket followed. I took a deep breath. Followed them out. Got my first taste of the War.

JOURNAL 19

Train yard job went south fast. Thing tore Casket's face clean off. I got outside, he staggered towards me, I nearly dropped him with the P90. Thought he was a zombie.

The raw meat of his face started to coalesce. Bone, muscle, skin sizzled, stretched. He pushed his face back together like it was dough. He smirked.

Hazmat was throwing down. Blasting with the shotgun. Thing bearing down on her, glowing white monstrosity in the darkness. As it got in range, she horked up this wad of black mucus, spat. Hit. Angel made a sound. Louder than a Slayer concert. I keeled over like someone clocked me with a wrench. Couldn't stand up.

Casket helped me up, grimacing. Grabbed a throwdown piece out his ankle holster, started blasting. I took the hint, sprayed with the P90.

We lived. It didn't.

JOURNAL 20

"Learning magic is going to be a bitch," Hazmat said. "You cross that White Line, you become one of us, you get to do things ordinary people only dream about. Fly, turn invisible, summon the living dead to do your bidding."

"Sounds good." I picked at the bandage. She swatted my hand. I glared at her. She was immune to my death stare, it seemed.

"Sucks," she said. "It's going to turn you inside out. Rough. Worst hangover of your life. But when it's over, when you do the training, it's done. You're one of us."

She slapped the table, got up, and walked out. I figured that was that. I figured I'd show her what I was about. Not some shrinking God damn violet.

JOURNAL 21

Learning magic was a bitch.

JOURNAL 22

Saturday. New job. We've been at it three months. That makes us veterans. This job, you last three weeks, it's a miracle.

We're a Cadre of Zealots. A small group of people that hunt angels. We destroy them before they can kill innocent people.

I'm no theologian. I don't know or care why angels would do this. I've seen what they do, and it's enough motivation for me to pull seek and destroy missions on them.

I'm on point. Tank top, flexing the tats.

Got an angel uptown. Four dead. More to come. Got to take it down before anyone else gets killed. The job.

This is what I do now.

6. Advancement

When you complete a mission, you earn Advancement points. The exact number of points ranges from 1 to 3, depending on the success of your mission:

- 1 pt: Defeated enemy
- 2 pts: Defeated enemy, saved all innocents
- 2 pts: Defeated enemy, completed all objectives
- 3 pts: Defeated enemy, saved all innocents, completed all secondary objectives

6.1. Character Advancement

Advancement points can be spent to add or create skills, add powers, or add spells.

6.1.1. Improving Skills

By spending 7 points of Advancement, you can add a point to any skill. The maximum score for any skill is 6 points.

6.1.2. Adding Skills

By spending 13 points of Advancement, you can add a new skill to your Zealot, with score of 1. This skill can then be improved, just like any other skill (as described above).

6.1.3. Adding Powers

By spending 13 points of Advancement, you can add an additional Persona or Class power to your character (based on the Persona and Class you've selected). A Zealot can have up to five Powers.

6.1.4. Adding Magic

By spending 13 points of Advancement, you can add a new Sacrament or Imprecation to your Zealot. However, you can only select Imprecations that are appropriate for your chosen Class. See Chapter 4 for more information.

6.1.5. Improving Attributes

By spending 33 points of Advancement, you can improve one of your attributes by 1 point.

6.2. Item Creation

Advancement points can also be used to create powerful weapons, including Aspergilia, Osteons, and War Machines.





6.2.1. Creating Aspergilia

Aspergilia are magic weapons of great power. They are ordinary melee weapons (knives, staves, swords, axes) until the Zealot imbues them with part of her life energy, investing them with offensive and defensive capabilities.

To create an Aspergillum, the Zealot must spend 13 points of Advancement. Thereafter, abilities can be added for 3 point of Advancements each.

Using Aspergillum abilities does not count as an action, but the use of an ability must accompany an attack with the weapon. Adding abilities to an Aspergillum also counts as an action. It is not possible to add an ability to a weapon more than once (you can't have Burn Scar 'loaded' onto an Aspergillum five times; there can only be one such instance of an ability on the weapon).

If someone other than the caster tries to use the weapon, nothing happens. It's just a sword (or axe, or hammer). But if an angel picks it up, it suffers 1 point of damage and feels sharp pain.



These abilities have limited use; each has a certain number of charges, and when these are expended, the weapon must be recharged (by spending points of Advancement to add abilities). New abilities can be added to an existing Aspergilium anytime.

Black Aegis

Charges: 3

A sphere of black energy surrounds the caster, acting as armor 9. It lasts until dispelled by the caster, or until destroyed.

Bloodbomb

Charges: 3

The weapon drips a single droplet of blood, which lands on the skin of the caster, or of one of his allies. For an instant, the character's skin is glows bright red. Then, he or she receives 5 points of Life (up to the maximum of 12).

Burn Scar

Charges: 1

A blast of green fire accompanies the Zealot's next attack, inflicting an extra 4 points of damage (as long as the Aspergilium is the weapon employed; these 4 points are in addition to all other damage bonuses).

Daisy Cutter

Charges: 1

The weapon becomes intangible, and bypasses any armor (as though it just were not there). The Zealot gets an extra 3 dice when attacking with this ability (provided he's using the Aspergilium).

Wrecking Ball

Charges: 2

The weapon vibrates like a jackhammer, causing the Zealot to blur slightly. A successful hit on an inanimate object, such as a vehicle, inflicts 10 extra points of damage to the object (in addition to all other damage bonuses, and only if the Aspergilium is the weapon employed).



For example, you've got a sword with Wrecking Ball and Daisy Cutter. After you've used Daisy Cutter once, it's gone, and you'll need to spend 3 points of Advancement to get it back. After you've used Wrecking Ball twice, it's gone, and again, it will cost you 3 points of Advancement to recharge it.

On the next page, you'll find four example Aspergilia to get you started. It's also possible for Zealots to find Aspergilia created by Zealots (or other half-breeds, or even angels or demons).



Hellblade

Range: 2

Damage: 1

Ability: Burn Scar

This axe glows with a sickly green light. Its blade is notched, and the ancient wooden handle shows evidence of use. When swung through the air, it leaves bright green trails that slowly fade away.

Gouger

Range: 1

Damage: 1

Ability: Bloodbomb

Made of shiny copper, this wand emits a soft red light from the center of the sphere at the tip. Though it seems to be still when you look at it directly, if you look at the sphere out of the corner of your eye, the circles of metal appear to be moving slightly.



The Bastard

Range: 1

Damage: 3

Abilities: Daisy Cutter, Wrecking Ball

This powerful sword produces a deep humming sound when one of its powers is activated. Blue sparks are knocked from the blade during combat.

Deadlight

Range: 1

Damage: 1

Ability: Black Aegis

The staff, made of an unearthly metallic substance, has a grip attached to the midsection to make it easier to hold on during combat. When the ability is used, the tip of the staff glows with a deep blue light.

6.2.2. Creating Osteons

An Osteon is a weapon torn from the flesh of a dead angel. This can be a tentacle, a claw, a jawbone, or anything else that a Zealot might find useful. The Zealot tears off the limb, or tooth, or beak, and wields it as a weapon.

Once, and only once, the Zealot can unleash the harnessed power of the Osteon, at which point it crumbles into dust. Up until that point, however, it functions as a serviceable weapon.

To create an Osteon, the Zealot must expend 7 points of Advancement. This is done while the body part is being ripped from the angel's carcass.



After that, the weapon can be used in combat. The Zealot can distribute 3 points between the following:

- * Attack dice
- * Defend dice
- * Damage bonus

For example, the Zealot might tear off a whip-like tentacle, and indicate that the tentacle affords him 1 extra attack die and a damage bonus of 2. Or just 3 extra defend dice.

Whatever the case, when the Zealot wants to unleash the weapon's true power, he must declare this before attacking. While attacking, the Zealot can distribute an additional 4 points between the aforementioned categories, but only for 1 round. After that, the weapon crumbles into dust.

For example, the aforementioned tentacle has 3 extra defend dice. The Zealot activates the Osteon's power, and suddenly the Zealot has 7 extra defend dice -- but only for one round. Or 7 points of damage bonus, or 7 extra attack dice.

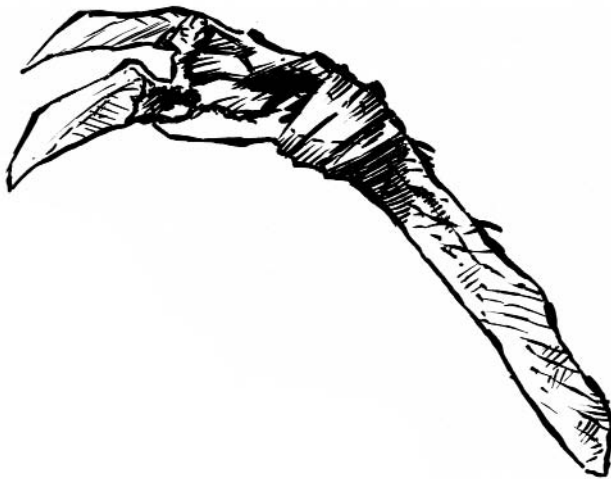
Whatever the case, there is a profound risk when an Osteon is used in such a fashion. Each time a Zealot unlocks the hidden power of the Osteon, there is a 1 in 12 chance that the twisted magics released will, in some way, deform the Zealot. The character may suddenly grow a tentacle from the middle of his chest, or a gaping lamprey-like maw in his left palm, or a third eye in his forehead.

Surgery may be able to fix these problems, but it is said that such deformity is like a beacon to angels, summoning them from miles away like moths to a porch light...

Example Osteons

Claw

Range: 1
Attack: 1 (3)
Defend: 1 (2)
Damage: 1 (1)



This claw, made from the forearm and claws of an angel, is wrapped in duct tape to make it easier to grip. Sometimes, if no one is watching closely, the claws will twitch. In combat, the weapon grants the user an extra die when attacking, an extra die when defending, and a damage bonus of 1. When the Osteon's power is unleashed, the user gets an extra 3 dice when attacking, 2 dice when defending, and a damage bonus of 1.

Jawbone

Range: 1
Attack: 0 (0)
Defend: 0 (0)
Damage: 3 (7)



This jawbone, torn from the face of a dead angel, has electrical tape wound around one end to form a crude handle. When the wind passes through the teeth, a voice can be heard, whispering Bible passages in Latin. In combat, the weapon grants the user a damage bonus of 3. When activated, the Osteon gives the user a damage bonus of 7.



6.2.3. Creating War Machines

War Machines are expensive, but they can really even the playing field when Zealots are up against the hardcore hosts of Heaven's heavy hitters.

Unlike other Advancement expenditures, this is a group effort. Everyone in the Cadre must pitch in.

To create a War Machine, begin by purchasing (or borrowing, or stealing, or "finding") a vehicle.

It doesn't matter what kind. Yachts make amazing War Machines.

After the vehicle has been acquired, it must now be transformed into a War Machine. This will cost everyone in the Cadre 7 points of Advancement and 4 points of Cash (at the beginning of the scenario, when everyone rolls for Cash, each Zealot must set aside 4 points of Cash for the War Machine; if anyone comes up short, it's got to come out of someone else's pocket).

Once the War Machine has been created, weapons can be added to the vehicle. Once it's been purchased or acquired, the weapon can be installed for a number of Advancement points equal to the damage the weapon inflicts. For example, the Zealots purchase a flamethrower for 11 points of Cash, and then someone needs to expend 5 points of Advancement to install it on the War Machine. The following weapons can be installed on a War Machine (followed by Cash cost and Advancement cost):

- * Assault Rifle 10/4
- * Automatic Rifle 9/3
- * Automatic Shotgun 8/3
- * Chainsaw 4/2
- * Crossbow 6/1
- * Flamethrower 11/5
- * Heavy Machine Gun 12/5
- * Light Machine Gun 11/4
- * Nailgun 7/2
- * Sniper Rifle 12/3
- * Submachine Gun 9/3

Weapons installed in a War Machine burn through ammo more slowly (for detailed information about ammunition, please see page 139). This means that you double the ammo score for any weapon installed in a War Machine. A flamethrower would have an ammo score of 2, and an assault rifle would have an ammo score of 8.



Spikes and saw blades will add to the vehicle's Ram score. Barbed wire harms those who try to attack the vehicle physically. These items are melee weapons, and do not have ammo scores. Each is followed by cost (in Cash) and a brief description.

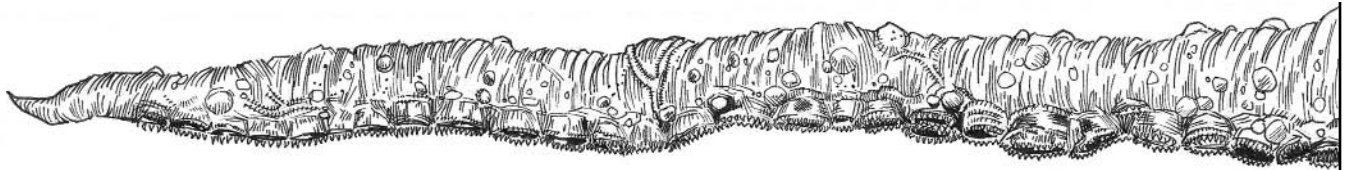
* Spikes: 3 cash per point of Ram damage.

* Saw Blades: 3 cash per point of Ram damage.

* Barbed Wire: 2 cash; anything that attacks the vehicle physically will take 2 points of damage per round of contact.

Armor can be purchased for 1 point of armor per 2 points of Cash. The maximum armor is 12, and it works like regular armor (except that you can add additional armor at the start of each session).

Body can be purchased for 1 point of Body per 2 points of cash, to a maximum of +10 points (so the max for a Jeep would be a Body score of 20).



That night the Baron dreamt of many a woe,
And all his warrior-guests, with shade and form
Of witch, and demon, and large coffin-worm,
Were long be-nightmar'd.

-- John Keats, *The Eve of St. Agnes*



did you feel that electric high i saw that sugar
sparkling hit your eye did you feel it in your
blood like lead i saw that bullet shooting up
and hit the back of your head this poison feels
like heaven like every bad thing that i want to
do she wears her bruised skin a little bit too
tight she wants to go out like a sun burning
much too bright

-- Chemlab, *Derailer*



CHAPTER 7



PREGENS

JOURNAL 23

New case. Some kind of connection to criminal elements. East European crime outfit. Zilant. Sounds like a car. Trying to get to this guy, Rossman.

White Swan. Nightclub. All nightclubs have idiotic names. Part of the culture.

Got all kinds of fun tonight. Dachau chic supermodels snorting up lines of dinner. Billionaires and mobbed-up entrepreneurs talking business.

Rossman's got a roped-off VIP table in the back. Getting bottle service. Getting high. Soon, getting laid. Man has things worked out pretty well, looks like.

Behind me, I can feel Casket moving left, Hazmat moving right. We briefly toyed with the idea of rolling up here in costume. Pretend to be waitstaff or fellow rich people. But no. We're doing what we do.

Hazmat's wearing military surplus: camo pants, olive drab tank top, army boots. Casket's doing his rumpled CEO thing. I got the tats out. Haven't flexed yet.

Bodyguard puts a hand on my chest. Not a good call there.

"Private table," he says. Thick accent. Huge neck. "Plenty of seats over there."

"Thanks, buddy," I say. "But I got business with your boss, Rossman."

He looks at his boss. Rossman shakes his head. Curious, but not curious enough to fuck up his Saturday night. He's probably wondering how we were able to get past security. He doesn't know we used magic. Would love to see the look on his face.

"Take a walk," the bodyguard says. Then he grins. "You are homosexual?"

"Nah," I say. "I'm a macrosexual. She's an aggrosexual, and he's a coprosexual. You keep fucking with me, and we're going to show you what all those big words mean."

He frowns. He's pretty sure he ought to kick my ass, but I'm just a little girl. He's not sure how to proceed. Then he shrugs. It's Saturday night. Might as well kick my ass. He cocks a fist and I hit him with a spell.

It's called Encolpion. I show him a marble. Hold it out in front of me. I can see his eyes light up. Encolpion causes the victim to see the object in your hand as the one thing they desire most in the world.

I have no idea what he sees when he looks at the marble, but I do know that I've only got a minute before the spell wears off. I close my palm.

"Tell your boss you think he should talk to me," I whisper. "Then you get your buddies together and go out for cigarettes. Only take a second." I hand him the marble. He pockets it reverently. He does what he's told. He bails.

Rossman eyes me with contempt and suspicion. His eyes flick to Casket. "Ah," he says. "I see. He's Good Cop and you're Bad Cop?"

I shake my head. "I'm Bad Cop, he's Murderer, and that brunette over there, she's Necrophiliac. We're a team. They call us The Aristocrats."

He doesn't get it, but he does me the courtesy of looking really pissed. "She your girlfriend?"

"Got me all wrong," I say. "I don't do crazy broads."

His frown intensifies. He wants to be angry, but he's curious and confused. He's one step away from having one of his other goons open fire on me.

Clock's ticking. I need to know where the girls are. I cast Confessor on him. Now, for the next few seconds, he'll have to answer my yes-or-no questions truthfully, with no prevarication or deceit.

After that, he'll be angry. He'll retaliate. He'll try to have me killed. Which is why we brought the C4.

7. Pregens

If you want to speed up the process of getting into the game, you can use the pre-generated characters, Monitors, Contacts, and Locations on the following pages.

7.1. Zealots

7.1.1. Skag

Class: Fighter
Persona: Prophet
Strength: 6
Sense: 2
Soul: 1
Life: 12
Skills: Intimidation (Bouncer) 3,
Driving (Cab Driver) 1
Spells: Confessor, Encolpion
Powers: Cognition, Cover Fire
Weapons: P90 SMG 3/3/3

A petite woman in her early thirties, Skag has tattoos of a dragon and a cobra on her arms. She appears surly and prone to sarcasm, but deep down, she is fascinated by the world around her -- even more so now that she's a Zealot.

7.1.2. Casket

Class: Investigator
Persona: Messiah
Strength: 1
Sense: 5
Soul: 3
Life: 12
Skills: Charm (Con Artist) 3,
Computers (Network Admin) 1,
Crime (Con Artist) 3,
Journalism (Newspaper Reporter) 1,

Medicine (Director of Surgery) 1,
Science (Pharmacist) 1
Spells: Anchorite, Benefice, Crucifer, Devastation,
Gnosis, Ordination
Powers: Analysis, Battle Cry
Weapons: Shotgun 2/2/2

A friendly, smooth-talking, self-absorbed loud-mouth, Casket spent his whole life using his natural charisma to get into (and out of) various outrageous situations. A small-time con artist, he has held numerous jobs in his lifetime for which he was completely unqualified -- but he did learn a lot on the job.

7.1.3. Hazmat

Class: Sorcerer
Persona: Sinner
Strength: 3
Sense: 2
Soul: 4
Life: 12
Skills: Military (Soldier) 2, Hunting (Big Game Hunter) 2
Spells: Anointment, Baphomet, Canticle, Censer, Infernus, Judgment, Sanctuary, Votive
Powers: Curb Stomp, Lifeblood
Weapons: Uzi 3/3/3

All her life, she has been drawn to violence and guns. However, her natural ability with magic compelled her to pursue magic when she was recruited into the Cadre. Brutal and callous, Hazmat has difficulty seeing the value in human life, but she follows the lead of her Zealots, whom she trusts and respects.

7.2. Monitors

7.2.1. Attucks

A tall black man in his late forties. Black leather jacket, black turtleneck shirt, afro. Tough, but calm. Attucks has been waging the war for a long time, and it shows. He's plain-spoken, fair, and supportive of his team. When it comes to giving the Cadre assignments, Attucks prefers a face-to-face discussion, usually over food (because he knows that his Zealots tend to forgo meals while on a job).

7.2.2. Hussein

Thin Caucasian female. Late twenties. Long red hair, green eyes, and freckles. Dresses like a colorblind librarian. Glasses. Terse, clipped delivery. Communicates via emails and text messages. Telegraphic writing style. Maintains personal distance from Cadre. Will kill for them without hesitation. Doesn't want to hear about their day.

7.2.3. Avery

An Asian male in his late thirties, Avery comes across like a federal agent. He's strait-laced, by the numbers, and focused on results, people. He's a firm believer in protocol and plans of action. When he tells the Cadre about supernatural activity, he often resorts to flashy presentations (he prefers NeoOffice Impress on his MacBook, as it's "quite robust"). Though formal in his demeanor, he's quite friendly to his Cadre, even if he does kind of seem like a boss talking to his employees before heading out for a round of golf.

7.3. Contacts

7.3.1. Graves

Samantha Graves works as a park ranger just outside the city. Prior to that, she spent a couple of years as a beat cop on the force, but a couple of rounds to the gut made her reconsider. Soft-spoken and mild-mannered, she's nonetheless capable and tough, and doesn't rattle easily. She's never had a direct confrontation with the supernatural, but she's seen a few things that she can't explain. Though she doesn't know exactly what the Zealots are doing, she believes that they're risking their lives to protect innocent people, and that's something she can understand (even if she's come to the conclusion that she's not ready to die yet). She can help the Cadre with police matters (though not much, because it's been a while since she left the force), and she knows a few things about tracking animals.

7.3.2. Kasarda

Alonzo Kasarda spent a year in Afghanistan and two years in Iraq. After he was discharged from the military, he opened up a restaurant. He's put on some weight since then, but he's still a big man. His laughter is loud and he slaps people constantly (on the back, on the shoulder, on the belly, you put on some weight, huh? Eh?). Kasarda's seen action, and he's killed men. He never talks about it. He's just happy to be home alive with his family. But he knows that there's another war going on, and he knows that the Zealots are the soldiers. So he does what he can to help them. He knows a few things about the military, and he knows a lot of people stationed nearby. Furthermore, a lot of important people come to his restaurant (which is well-known in the city), and he overhears a lot of high-level gossip.



7.3.3. Prescott

Alice Prescott works as a paramedic. She's young and vulnerable-looking, but she climbs into the ambulance, night after night, ready to stick needles and endotracheal tubes into gunshot victims and overdosing junkies in the heart of the city. She knows how to take care of herself. This came in handy a few weeks ago, when she found herself sprinting through an alley with something -- a creature not of this Earth -- right behind her. A seasoned runner, Prescott sprinted to safety, and she never got a good look at the thing, but she knows it would have killed her. The police never found any evidence, and her report was dismissed. But she knows that there's something out there, and she'll do whatever she can to help find it and put a stop to it.

7.4. Headquarters

7.4.1. The Estate

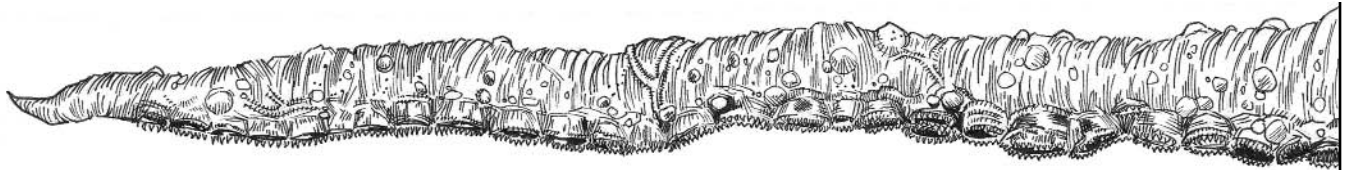
An abandoned warehouse that smells like a locker room, the Estate is where the Zealots sling their sleeping bags. The doors are padlocked and welded shut; the Cadre use the windows to get in and out. Inside, they've done a little bit of makeshift construction work, and they leech electricity and water from nearby buildings. The place isn't fancy, but it's livable. They've got a bunch of TVs, muted, showing different news channels, and they have a rough kitchen with a fridge, a microwave sitting on some ammo crates, and a coil burner. Bedroom is roped off, with blankets hanging down to give some semblance of privacy. Shotguns and battle-hammers on racks against the wall, along with different outfits: doctors, cops, firefighters. Their cars are two blocks away at a parking garage (free parking, they know the guy).

7.4.2. The Mansion

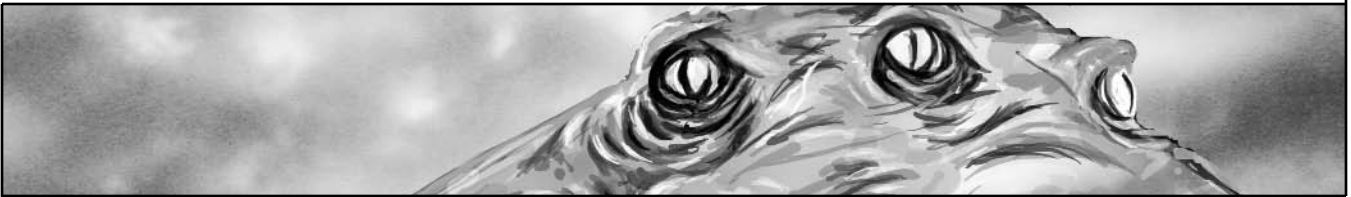
A run-down tenement building that was condemned last year, but hasn't been demolished yet, the Mansion is large and mostly empty. Graffiti in the stairwells, broken and flickering lights in the corridors, a dead body in a tarp-covered trunk in the basement (which they should probably do something about eventually). The Zealots have turned the first floor into a dojo, where they practice melee combat. The second floor serves as their living quarters. The third floor is where they keep weapons, confiscated materials, and computer equipment. From the fourth floor up to the roof, it's just empty rooms and cobwebs. They have a news chopper on the rooftop. So far, no one's noticed. Not sure how long that's going to last.

7.4.3. The Farm

The Farm is a dilapidated house in the country, surrounded by the bleached bones of cattle and pigs. The house is falling apart, but with baling wire and duct tape, the Cadre has managed to keep it upright for just a little while longer. They've got a computer network set up on the top floor, and a lab for specimen analysis. The resident Investigator keeps meticulous notes, and saves all of the physical evidence that the Zealots gather while hunting. Downstairs, they've got a large collection of handguns and shotguns as well as a couple of heavy weapons (including a much-prized flamethrower). Out back, they've got two pickup trucks, a black SUV, and a one-eyed Malibu without a muffler.



Hell is empty and all the devils are here.
-- William Shakespeare, *The Tempest*

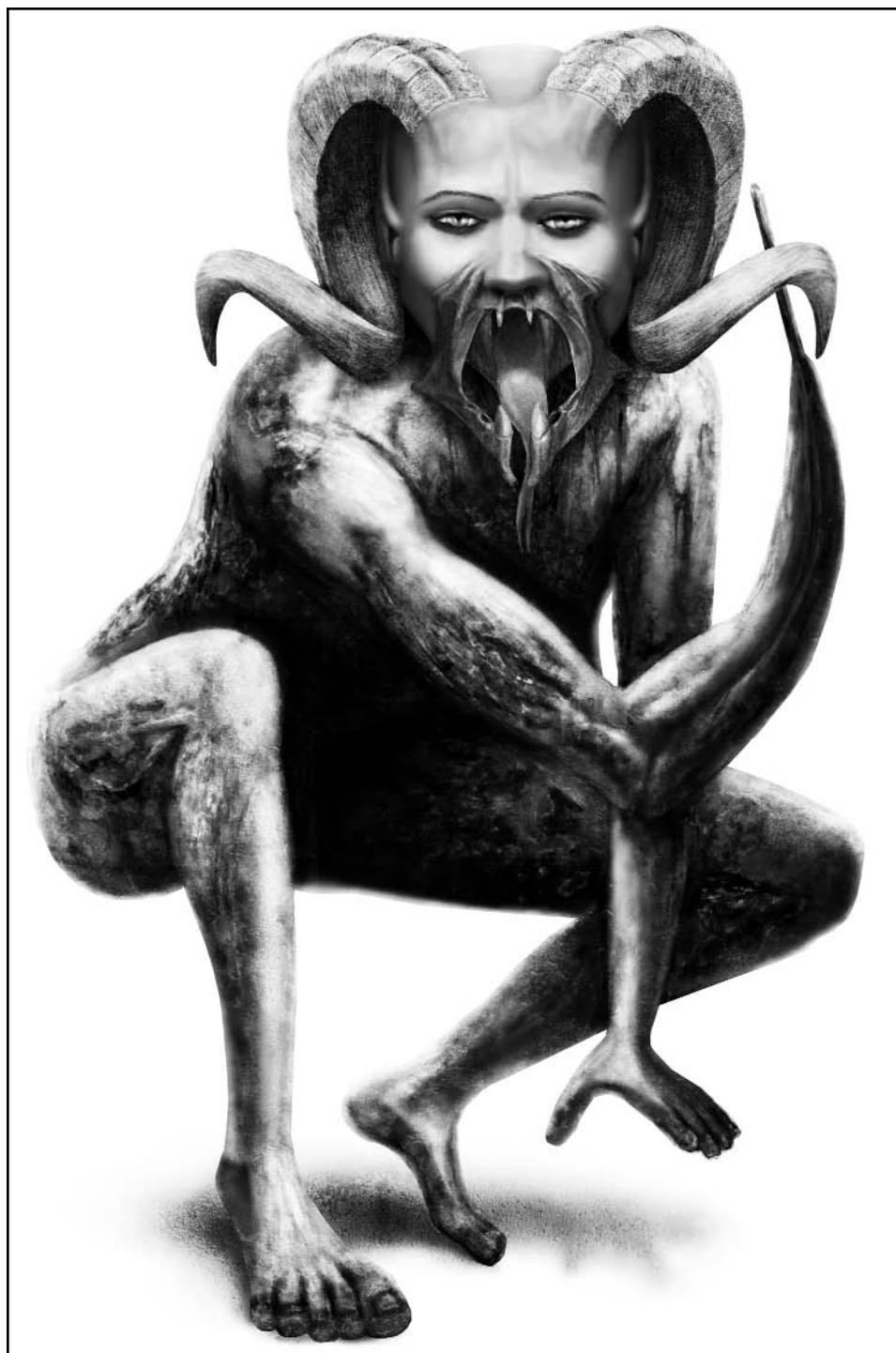


Dead culture
Sacrament of Holy Orders
Of infamous artifice
The testament of Man
Meeting his monsters
Should we choose to listen?
Should we choose to see?

-- Akercocke, *My Apterous Angel*



CHAPTER 8



QUICKSTART

JOURNAL 24

Job at the White Swan goes okay. Not great, but okay. Find the missing prostitutes, get them out of the city. Fake IDs, some cash. Should be able to start new lives.

We kill the pimps.

JOURNAL 25

Been doing this a year now. Hard life. Get the word from Attucks, we hit the road. Shake down sources of information. Question people. Interrogate. Find out who's doing what. Angels have patterns. The corrupt, the violent, the greedy, the abusive.

Endless string of fucked-up crimes, cover-ups, conspiracies. Abuses of authority. Politician tries to have wife killed, angel comes after him, but the wife finds out and her mobbed-up brother has a contract put out on the politician husband. Just trying to get to the angel and kill it, I get a dozen pistols pointed at my head.

We blitz through operations. We bring angels to ground and we neutralize them. We use magic and guile to get out of the crime scene. No one remembers us later. Or if they do, their stories make no sense.

We do the work.

JOURNAL 26

Casket leans against a tombstone and yanks the knife out of his leg. Dark red blood squirting out. Alarmingly copious amounts.

"Hey," I said. "You, uh, you got some blood there."

"On it," he says. "That femoral. Always get a nice arterial spray from it. Then you get the dizzies, then you wake up on the floor of the men's room in a pool of your own blood."

Rooting around in the duffel bag. Pulls out a roll of duct tape. Rips open his pant leg, tapes up the wound.

Quiet. Just the wind rustling some leaves. Oh, and the deep rumbling flatulence of fetid gases being expelled from the dead angel's various orifices. Its body is decomposing rapidly. By sunrise, a compost heap.

Hazmat squats on a headstone and lights a cigar. Points to Casket's duct-tape bandage with the glowing orange ember. "Going to lose some hair," she says. "That comes off, gonna have a big old shiny patch of hairless pink leg."

"Fine with me," Casket says. He takes a swig off his hip flask. "Maybe after that, I'll wax my junk." He spits.

JOURNAL 27

The angel just looks at me. One of its mouths vomits up this massive wad of bile and the other mouth turns towards me and starts talking. Never forget that voice.

It says, tell me the name of Cain's wife and you will be spared. I have no idea what that means.

So I just start shooting. Worst fight of my life. Thought I was dead. Literally torn in half, one arm smashed to gristle.

Managed to kill it, then picked up the pieces, nailed myself back together, and crawled out of there.

Spent the next few weeks trying to figure out who Cain's wife was. Still don't know. No one knows. Why not? Don't make any sense. Bothers me. I think about it at night.

JOURNAL 28

Shooter screams as he flails out the window. I rush over and look down. Six stories below, he explodes over the sidewalk. Screams. Cops hit the blue lights. Sirens. The governor's car peels out of the motorcade, burns rubber. Probably right for the highway.

SWAT team pounding up the stairs. Seconds before the door flies open. Not looking to get slaughtered, but I don't fight cops. Not honest ones. They're soldiers, like us. They just don't have the firepower to face what we face. So we keep them at arm's length when we can.

Casket's on the rooftop across the street. Packing up his sniper rifle. Gives me the nod. Hazmat grabs me from behind.

We dive out the window.

A gut-wrenching moment of doubt as we plummet. Then vast white wings -- like an angel's -- erupt from between her shoulder blades. Oh, the irony. And we're flying. Soaring through the lights of the city, over stunned faces looking up with open mouths. They don't understand the situation. They see a guardian angel rescuing a woman.

Some genuflect, others cry. They've seen the news, they've read the papers, they've seen the blogs and web videos. They know that something is wrong. They have no idea what's going on. But they're praying for saviors.

We're all they got.

Life is a motherfucker.

8. Quickstart

Ideally, the Director should be familiar with this chapter before the first game begins. This will enable your group to jump right into gameplay with as little preparation as possible. In this chapter, you'll find information on rapid character creation.

8.1. Start at the End

Why the hell are the quickstart rules at the end of the player section? Good question. The idea is, you've at least flipped past the rules for character creation, magic, skills, and combat. Maybe you read a few of those pages as you went.

Someone in your gaming group needs to know what the basics are prior to gameplay. Since the rules aren't all that complicated, if one person (preferably the Director) wants to skim through the player section and then read through this quickstart, you should be able to get a game up and running pretty quickly.

8.1.1. One-shot

This first game should be a one-shot, a disposable session that has no impact on a long-term campaign. You're just trying to get the group together and establish the basic concept of Spite. The game's pretty straightforward: it's like a cop show, in that you know you're the good guys, and the bad guys are out there, so you just need to seek and destroy. Sure, there are some grey areas that you may encounter later, but you can get into the politics of the war between Heaven and Hell later on. For now, just go in there swinging, and try to get into the action as quick as you can.

Don't waste a lot of time planning and debating during this one-shot. You can spend a half-hour discussing security systems for the bank vault, or you can just cast a spell and get in there (where you'll doubtless discover that some bank robbers got there ahead of you, inevitably resulting in a pitched battle while the cops swarm the place). The more time you spend chatting about strategy, the less time you spend getting it on. Just react viscerally to the circumstances and see where it takes you.

8.1.2. Mandatory Retirement

Skill 'em and chill 'em. You create a group of disposable heroes, quick-like, and then scrap them at the end of the session. Since they're created for the one-shot, and won't be used again, you don't have to spend a lot of time worrying about every decision. Make up your character quickly, basing him or her on yourself if need be. Don't spend a lot of time thinking up a cool name, or flipping through the spell list. Use the rules in this chapter to whip up your characters, then discard (or even Retire) them at the end of the session. If you want, you can recreate your character for the next game (your first "official" session), using what you learned during the initial one-shot.

8.2. Rapid Character Creation

The Zealot is a soldier on the front lines of The Last War. To create your character, you'll need to determine Attributes, Skills, Spells, Weapons, Contacts, Drive, and a Name. You can photocopy the character sheet on the last pages of this book. Or download it from www.neoplasticpress.com.

Character creation should be done as a group. It's easier to get all questions answered at the same time. Multiple copies of this book are helpful, but hardly necessary.

8.2.1. Classes

There are three classes: Fighter, Investigator, and Sorcerer. All Zealots can fight, use skills, and cast spells; classes merely represent expertise. So begin by deciding which element of gameplay (combat, investigation, magic) most appeals to you, and then select your class accordingly.

8.2.2. Attributes

Distribute 9 points between your Attributes. One of those Attributes must be a 4, 5, or 6. That means you'll have a distribution of 6/2/1 or 5/3/1 or 5/2/2 or 4/4/1 or 4/3/2. The high attribute should correspond with the archetype you've selected (Fighter = Strength, Investigator = Sense, Sorcerer = Soul).

8.2.3. Persona

Choose a Persona that works for your Zealot (there are five of them, starting on page 49).

8.2.4. Skills

Double your Sense score. This represents the number of points you can distribute between your skills. For example, if you have a Sense score of 2, you can distribute 4 points among your skills. You can put all 4 points in Empathy, or put 3 in Empathy and 1 in Journalism. Whatever.

These are the skills you can select from: Charm, Computer Use, Crime, Driving, Empathy, Hunting, Intimidation, Journalism, Linguistics, Medicine, Military, Profession, Repair, and Science.

8.2.5. Spells

Double your Soul score. This is the number of spells you can choose for your Zealot. The process of

selecting spells can be extremely time-consuming, so use the quicklist on page 82 to speed things up a little bit.

8.2.6. Weapons

Everybody gets a weapon from the list at the end of chapter 3, provided that it has a cost of 4 or less. Just pick one weapon and go with it. Normally, the process is more complicated, but we don't have time for that now. Skip the armor. Disposable heroes, remember?

8.2.7. Contacts

Create two Contacts (people that you know, who can either help with investigations or give you leads). They can't resolve issues or furnish hardware. They can offer information and do favors for the player character. They should be helpful, but should nonetheless be people of limited resources. For example:

- * Police Officer (yes)
- * Police Commissioner (no)
- * DMV clerk (yes)
- * Head of Department of Transportation (no)
- * Private Jones (yes)
- * Colonel Jones (no)

Normally, you'd work out the personalities and histories of each Contact with your Director, but this time, just scribble a quick note about each Contact and worry about the rest later.

8.2.8. Drive

This is one word that summarizes your character's *raison d'être*. It's what keeps you going: Justice, Revenge, Love, Faith, Hatred, Compassion, Adventure, Honor, or anything else you can think of. During gameplay, you can invoke your Drive



whenever applicable. Your rules expert can tell you more about that later.

8.2.9. Combat

Your Combat score is equal to your Strength score (unless you're a Fighter, in which case it's your Strength score plus 1). This is the number of dice you roll during a fight, whether attacking or defending.

8.2.10. Name

Your character's name should be short, easy to remember and pronounce, and fairly cool. But don't waste too much time coming up with something awesome, since this is a one-shot. Last names work well, as do nicknames based on some aspect of your character's appearance, persona, or history.

8.4. Quickstart process

This isn't a real game session. It's a demo, a dry run. The purpose is to get you used to the rules, and to make sure that your gaming group is firing on all cylinders. This is an opportunity to discuss your process, and to establish a framework for future gameplay.

8.4.1. Transparency

Your gaming group may decide that the Director isn't allowed to give hints during gameplay, or that Fury awards should remain secret until the end of each session (more on that in the Director section, so if you're a player, ask the Director), or you may decide that out-of-character dialogue is strictly verboten in your gaming group. Every group has its own standards. But during Quickstart gameplay, abandon those standards. Focus on analysis while you play. Since you're trying to spend as little time as possible during character creation, make sure that you're

asking and answering questions during the gameplay.

8.4.2. Negotiation

Ask questions about what's going on. Can I do this? Why or why not? What can I do? How does it work for his character? What skills do you have? Try to learn about the game while playing it. Of course, you want to keep the action going, so if there's a lot that you want to know, you can always write it down and discuss it during the postmortem (see below).

You also want to talk about the subject matter. What's your group comfortable with? What are the boundaries for religious themes, or violence, or other subject matter? How far is too far?

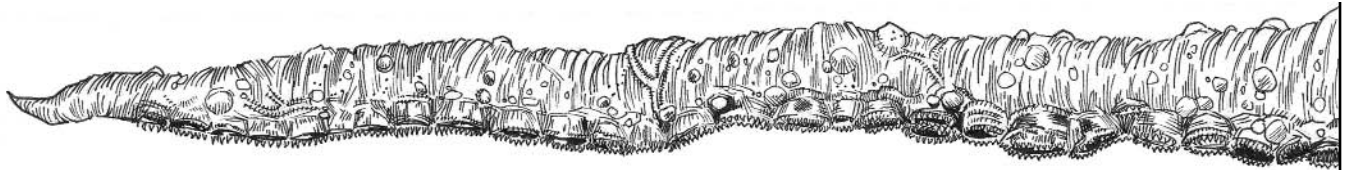
8.4.3. Process of elimination

Normally, you try to keep your Zealots around for the next game. For this session, though, you go all out. Take all kinds of crazy risks, pull all kinds of stunts. Zealots are ballsy and more than a little loco. There's no room for timidity in this game. With any luck, all of the player characters will go down swinging during the Quickstart session.

You don't even have to close the case. It's more about getting a feel for each others' gameplay style, and for the rules.

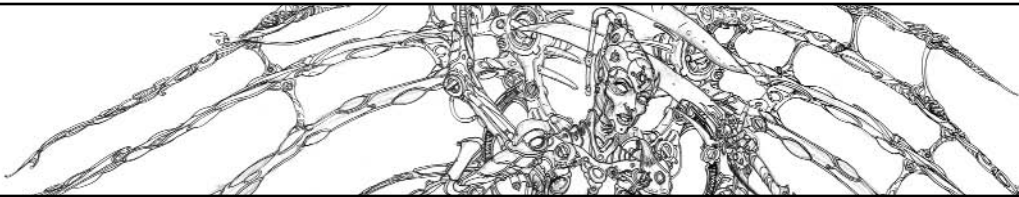
8.4.4. Postmortem

When it's all over, ask yourself what went wrong and what went right. What discussions or information would have helped to streamline the process? What parts of the game are still confusing? At this point, it'll probably be more helpful to flip through the rest of the book, reading chapters in their entirety.



And last, the rending pain of re-enactment
Of all that you have done, and been; the shame
Of motives late revealed, and the awareness
Of things ill done and done to others' harm
Which once you took for exercise of virtue.
Then fools' approval stings, and honor stains.

-- T. S. Eliot, *Little Gidding*



This is a ghost town
Alive with the echoes of failures fled
Lit up by shining faces,
That parade these streets
What used to be
Of humility is gone
You walk the mounds
Of skull and bones
Where living is denied

I see more movement in decomposition
Than in those hollow eyes
It is the only place I know
Where death is most alive

-- Dark Tranquillity, *Terminus*
(*Where Death is Most Alive*)



CHAPTER 9



APPENDIX

JOURNAL 29

Things are getting a lot worse. Motherfuckers got us outnumbered. Angels, demons, now we got half-breeds. Genetic mutation, fucking experiments. Governments, corporations. Always the little guy at the mercy of the one with the money and the guns. Genstructs and I don't know what all else. And the traitors -- Zealots working for the other side, hunting their own. Can't trust anyone.

Closing cases. An aircraft carrier in the Pacific, infested with Rephaim. Research station on Antarctica. Travel the world, meet people, watch them die in agony, kill some angels. Move on to the next place of slaughter.

Haven't seen Attucks in a while. We're self-sufficient now. Point us and let us go. This war is getting to us. No time to rest. The enemy is everywhere. Constant sense of impending doom.

Can't say I'm complaining. All my life, propelled towards pain and death. Always felt pushed by invisible hands, shoving me towards the bad decisions, the left-hand path.

The angel screams, people vomit. I rev the chainsaw. Feels just like coming home.

JOURNAL 30

Weird vibes. Hinky. Whole city is on high alert. Threat level brown, man. Feel something bad coming. Word on the street, an old lady got devoured by her Pomeranians this morning. Three cats tore some girl's face off. Animals at the zoo, going nuts. Attacking people. Strange lights in the sky. Heard there was blood raining downtown. Wanted to go see it, but we had other problems.

Manifestations. Things that don't make sense. Minister giving a sermon on Sunday morning, his Bible grows teeth and bites off three of his fingers. Botanist strangled by her ferns.

Casket's got a contact on the force, Detective Owens. I think he's sweet on her. Anyhow, she says things have been weird for a couple days, getting weirder. Something is coming, I can feel it. This is no ordinary bug hunt. We're looking down the barrel of a gun.

Hazmat's loading the grenade launcher. I'm sharpening my knife. We exchange a look. This feels like the end of the world.

JOURNAL 31

I never knew anything could be so big or so horrible.

JOURNAL 32

I slap the broken glass out of my eyes and crawl out of the debris. The police car explodes. Hazmat is picked up and flung across the street. She smashes into the brick wall of the police station.

Casket picks up Detective Owens. She's still alive. Sirens, getting louder. Casket checks her vitals. Looks like Owens is going to make it. For a few more minutes, anyhow.

I yank a piece of rebar out of my calf and I stand up. Everything looks blurry. Takes me a minute to realize that there's something in front of my left eye. It's a flap of skin from my forehead, torn loose, hanging by string of meat. I tear it off, look around.

There it is. So huge, my mind can't process it. An angel like no other. Thundering through the city. Buildings crumble, groan, and explode downwards into the street, sending up columns of dust and debris.

The Ophan turns around and bellows. Detective Owens thrashes around in Casket's arms, screaming. Blood pouring out of her ears. Something else, something yellowish. She stops moving. She's dead. Casket looks up at me.

Hazmat picks herself up and reaches for the grenade launcher. I sprint for the tank. M1 Abrams. Surrounded by dead soldiers. The first time the Ophan screamed, the soldiers all started shooting each other. A few committed suicide.

It's destroyed a city, killed thousands, driven thousands more completely insane, and it's going to kill me in just a few minutes.

Inside the tank, I engage weapons systems. Equipped with a Rheinmetall 120mm gun. I open fire. Deafening thunder. I get its attention. Another blast and it's headed this way.

It strides towards me, tentacles undulating. As the angel screams, its mouth opens. People fall out. Some dead, some still alive. They fall. Screams, then silence.

Casket casts a spell. Dead souls burn through the air. He is borne aloft. Lightning and fire. A blast of superheated energy. It swats him to the ground. Hazmat fires a grenade. The Ophan throws a Humvee at her. She goes down.

It's coming for me. I'm ready. I climb out of the tank. I pull out my knife.

I'm going to cut out its heart and eat it.

9. Appendix

Here, we'll cover a quick-reference glossary of terms, a list of slang used by Zealots, and a few pre-generated Zealots, Monitors, Contacts, and Headquarters.

9.1. Quickref Glossary

Ammo: Rather than keep track of individual bullets, you just keep track of how many firefights you've been in. Each weapon is only good for a specific number of firefights, after which time you need more ammo or a new weapon. See page 139 for more information.

Angel: A violent and dangerous creature from Heaven. There are at least three castes that you know of: Seraphim, Ophanim, and Rephaim. There may be others. Your mission is to hunt and destroy as many angels as you can. For more information, see page 31.

Armor: Whether it's a bulletproof vest or ceramic plate, armor has a rating between 1 and 12. More information can be found on page 138.

Attribute: There are three Attributes: Strength, Sense, and Speed. Each has a score between 1 and 6. Normal people have attributes of 1 or 2 (occasionally as high as 3, but that's rare). Zealots can have scores that are considered superhuman (up to 5 or 6). For more information, consult page 55.

Cash: Your Cash score represents the number of dice that you can roll when you're trying to buy something. Everyone starts with a Cash score of 1. For more information, see page 71.

Class: Your area of expertise. You're either a Fighter, an Investigator, or a Sorcerer. For more information, see page 56.

Combat: The Combat score is usually equal to the Strength score, and represents the number of dice that you roll when attacking or defending. For more information, see page 134.

Contact: A contact is someone that your character knows, who can help with an investigation or even trigger one. For more information, see page 66.

Drive: One word that describes your character's primary motivation. This can be invoked during gameplay to garner an additional die. For more information, see page 66.

Fury: Each Zealot begins the game with 12 points of Fury. You can kill these points to achieve certain goals during gameplay. If you fulfill certain non-essential objectives while closing a case, you can earn additional points of Fury. However, you can't have more than 12 points of Fury unless you're Retiring. For more information about Fury, see page 69.

Judge (angel): Kritarch angels, also known as Judges, prey on humans, killing them and/or feeding on them. For more information, see page 31.

Life: Each Zealot begins the session with 12 points of Life. If the score reaches 0, the Zealot must then Retire. For more information, see page 137.

Magic (score): Equal to your Soul score, the Magic score tells you how many spells you get (twice your Magic score), and how many dice you roll when using a spell (equal to your Magic score). For more information, see page 80.

Ophanim: An Ophan is a large and powerful angel. Not much is known about these, but they are rumored to be incredibly destructive and hard to kill. The only known way to survive an encounter with an Ophan is to use Maledictions, Deprecations, and Blasphemies. For more information, see page 31.

Persona: This is a summary of your personality, and it also establishes your role in the group's interpersonal dynamic. For more information, please see page 49.

Powers: Special abilities that are a result of your Persona or Class. Each time you use a Power, it costs one point of Fury. For more information, see Chapter 3 (Persona, page 49, and Class, page 56).

Range: Defined as follows: 1 = Standing next to you. 2 = Across the room. 3 = Up the street. For more information, see page 138.

Rephaim: A Rephah is a destructive and unintelligent angel, created by the use of Imprecations. See page 31 for more information.

Retirement: When the Zealot's Life score reaches 0, it's time to Retire. Death is not immediate; the Zealot is able to close the case out with a bang. For more information, see page 138.

Sense: An attribute which defines your character's intellect, education, and wit. See page 55.

Seraphim: A Seraph is an angel sent to Earth to punish the wicked and save the righteous. There are three ranks of Seraphim: Shadows, Judges, and Weavers. For more information, see page 31.

Shadow (angel): Acronical angels, also known as Shadows, possess their victims and force them to commit acts of violence. When fighting a Shadow, you can try to exorcise it from the victim (or skell) by using an Anathema, or you can kill the skell. For more information, see page 31.

Skell: Someone who's been possessed by a defiler angel. Skells can be innocent victims or scumbags who had it coming. It's hard to say which is which until the exorcism's over with. Your first priority is taking the angel down. Your second priority is saving the skell. See page 30.

Skill: Reflects what your character used to do for a living. For more information, see page 61.

SMG: Submachine gun. Useful!

Soul: An attribute which defines your character's spiritual fortitude and will. For more information, see page 55.

Strength: An attribute which defines your character's power, speed, and endurance. For more information, see page 55.

Stunts: By killing points of Fury, you can perform stunts that may help you turn the tide of battle (or may get you fragged). For more information, see page 69.

Weaver (angel): Telarian angels, also known as Weavers, persuade victims to harm themselves and others. For more information, see page 32.

9.2. Slang

This is a list of slang terms used by Zealots while on the job.

Angel food cake: (noun) A corpse, particularly one that has been mangled by angels.

Blackliner: (noun) A Disciple, Meiga, or Misericorde; someone whose powers are Infernal.

Boss: (noun) The group's Monitor.

Brace: (verb) To interrogate or question someone, usually in a hostile fashion.

Canned goods: (noun) Fake evidence, typically planted by Zealots to incriminate an enemy.

Carnivore: (noun) An angel that has consumed human flesh.

Case: (noun) An instance of supernatural activity that the Cadre must investigate.

Chalkout: (noun) A dead body.

Civilian: (noun) Anyone that isn't a Zealot.

Clear: (verb) To resolve a case by killing an angel.

Containment: (noun) The Cadre's policy of keeping the Last War a secret.

Decedent: (noun) A dead person.

Decapitate: (verb) To remove (through violence or other means) the leader of an organization.

Detox: (verb) To perform an exorcism.

Daikaiju: (noun) Japanese, "large strange creature". Slang term for Ophanim.

DNA: (noun) Physical evidence left behind by an angel.

Drop: (verb) To abandon one skill in favor of another. Some angels do this as part of their patterns.

Element: (noun) One component of a larger fighting force.

Extract: (verb) To leave or evacuate a place or situation.

Flak: (noun) Gunfire or the use of magic.

Frag: (verb) To kill, particularly a civilian.

Fucktard: (noun) A civilian that opposes the Zealots.

Hinky: (adjective) Something questionable or suspect.

Jonestown: (noun) The compound or headquarters of a cult.

Jurisdiction: (noun) The area of operations for a Cadre.

Lead poisoning: (noun) Death by gunfire.

Like: (verb) To harbor a suspicion towards someone.

Maggot: (noun) A human that works alongside angels.

Merrin: (noun) A priest that tries to interfere with the Cadre's work.

Millicent: (noun) A police officer or detective.

Neutralize: (verb) To kill or destroy.

OpFor: (noun) Opposing force; a group of enemies.

Padre: (noun) A holy person, such as a priest, imam, or rabbi.

Pineapple: (noun) A hand grenade.

Pull the pin: (verb) To Retire.

Redliner: (noun) No one is sure exactly what it means, but it's definitely something bad.

Secretor: (noun) An angel that leaves physical evidence behind.

Short-timer: (noun) A reckless Zealot.

Skeet: (noun) Physical evidence left behind by an angel; typically refers to liquid secretions.

Skell: (noun) A human that has been possessed by Shadow angel.

Suit: (noun) A federal agent.

Tango: (noun) Target; an enemy.

Ten-ring: (noun) An achievement, success, or effective maneuver. Refers to the circular center of a target at a shooting range (which is worth ten points).

Throwdown: (noun) A concealed weapon.

Tinfoil: (noun) A conspiracy theorist; usually a term of derision.

Tourist: (noun) An ordinary person who investigates the supernatural.

Unsub: (noun) Unidentified subject; a killer (human or otherwise) whose identity remains unclear.

Veteran: (noun) A Zealot with more than three months in the field.

Visual: (noun) To have a visual on something means that one can see the object or person in question.

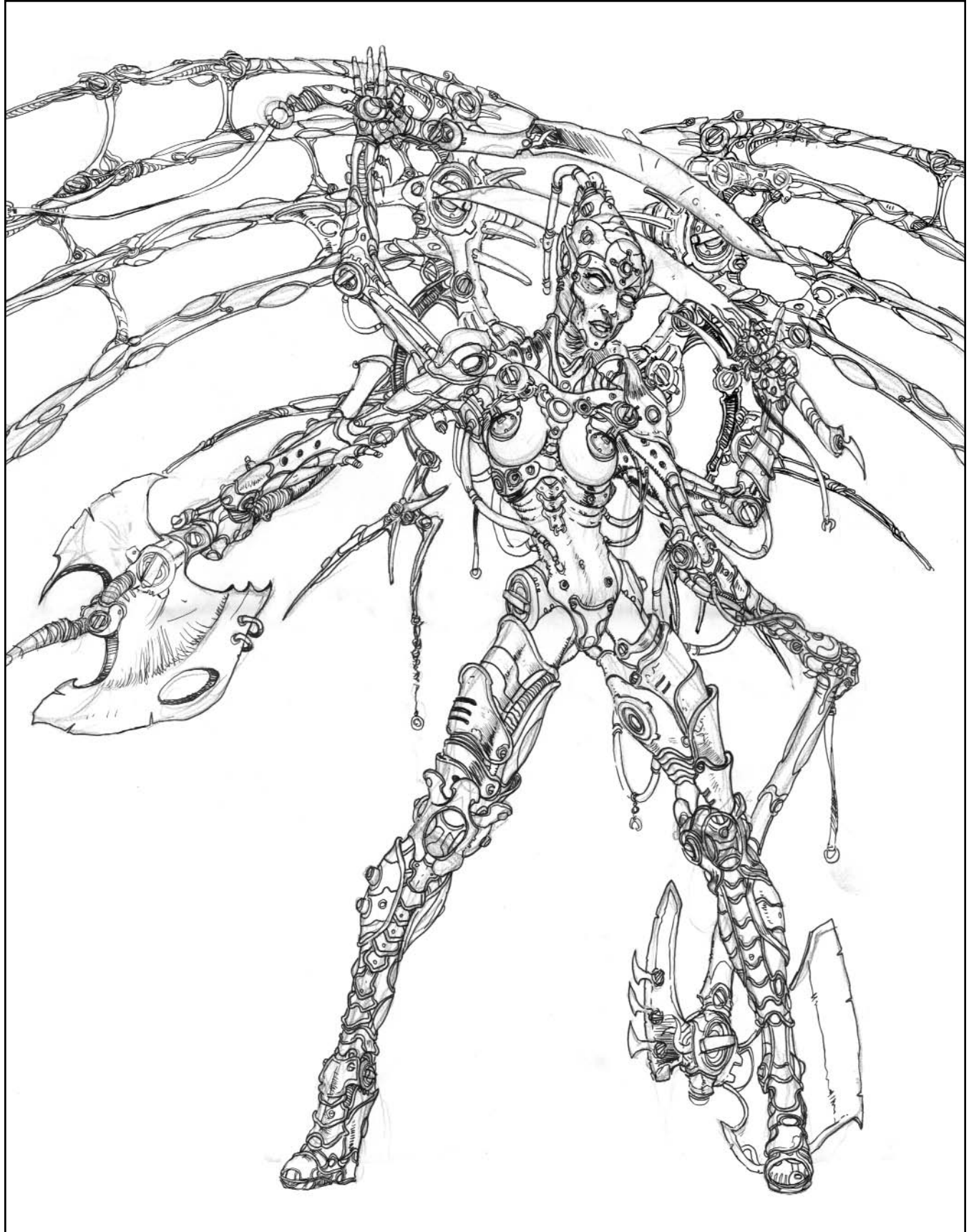
Whiteline: (noun) A Zealot, or someone whose powers are Divine in nature.

Witness: (noun) A civilian who becomes aware of the existence of angels.



9.3. Pronunciation

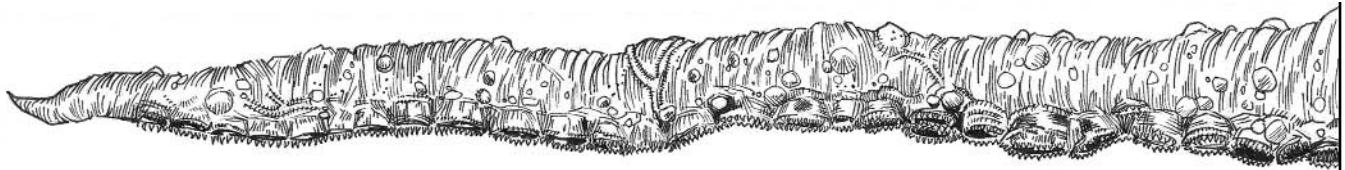
Abaddon - uh BAD un	Fortitude - FORE tuh tude
Ablution - uh BLUE shun	Gehenna - gi HEN uh
Abnegation - AB neg a shun	Genuflection - jen yoo FLEK shun
Acheron - AK uh ron	Gnosis - NOH sis
Acolyte - AK uh lite	Hades - HAY deez
Alastor - uh LAS ter	Infernus - in FER nuss
Anamnesis - a nam NEE sis	Intinction - in TINK shun
Anathema - uh NA the muh	Kenosis - ki NOH sis
Anchorite - AN kuh rite	Lectisternium - lek ti STERN ee um
Apophysis - uh PAH fuh sis	Lilith - LIL ith
Arcadia - ar CAY dee uh	Logos - LOH goss
Ascesis - uh SEE sis	Lustration - LUSS tray shun
Asmodeus - az muh DEE us	Malediction - mal i DIK shun
Aspersion - uh SPUR ziun	Mephistopheles - mef uh STOF i leez
Baphomet - BAF uh mut	Monstrance - MON struhns
Belial - BEE lee ul	Nuncio - NUN shee oh
Benefice - BEN uh fiss	Obeisance - oh BAY suhns
Calumny - CAL um nee	Odium - OH dee um
Canticle - CAN tuh cull	Paraclete - PAR uh kleet
Catafalque - CAT ah fawlk	Penitence - PEN i tuhns
Catechism - CAT eh kiz um	Rectorate - REK ter it
Celestine - SEL uh stine	Rhema - REEM uh
Cenotaph - SEN uh taf	Sacrist - SAK rist
Censer - SEN ser	Samael - SAM ay el
Censure - SEN shur	Sheol - SHEE ohl
Cilice - SIL iss	Sigillum - SIJ il um
Credendum - kri DEN dum	Sophia - soh FEE uh
Cruce Signati - CROO see sig NA tee	Synod - SIN ud
Crucifer - CROO suh fer	Tartarus - TAR ter us
Dabar - duh BAR	Theos - THEE oss
De Profundis - day pro FOON diss	Thurification - THUR if i kay shun
Denigration - DEN i gray shun	Transubstantiation - tran sub stan shee AY shun
Desecration - DES i kray shun	Viaticum - vahy AT i kum
Dolmen - DOHL min	Vigil - VIJ il
Encolpion - en COLE pion	Vitriol - VIT ree ul
Epinoia - EP uh noy ah	Vituperation - vahy too pur RAY shun
Epiphany - eh PIF uh nee	Votive - VOH tiv
Ex Cathedra - ex kuh THEE druh	Weltschmerz - VELT shmerts
Fiat Lux - FEE aht looks	



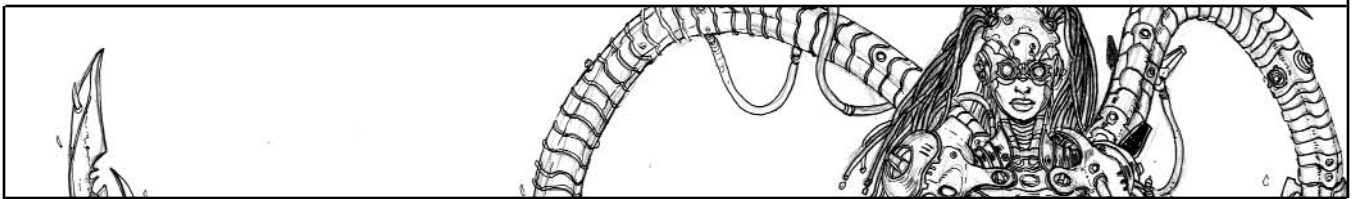
DIRECTOR

SECTION

PLAYERS
SHOULD
STOP
READING
NOW



All God's angels come to us disguised.
-- James Russell Lowell



Black is the badge of hell
The hue of dungeons and the school of night;
And beauty's crest becomes the heavens well.
Devils soonest tempt, resembling spirits of light.
-- William Shakespeare, *Love's Labors Lost*



CHAPTER 10



DIRECTION

10. Direction

The Zealot's rib cage is crushed by the impact, and there's no doubt in anyone's mind: he's going to Retire now. With one last heroic effort, he hurls himself at the angel and holds it at bay while the other two Zealots evacuate the nuclear processing plant. They look back, and see their comrade strangling the angel even as the massive containment shield slides down, obscuring him from view. Inside the shield, the Zealot finally kills the angel. The room begins to blaze with white light as radioactive gases flood the room. The Zealot leans against a wall, blood spurting from his throat. He lights a cigar, puffs on it, and says something pessimistic. Then he slumps to the ground.

The Cadre infiltrate the military installation through guile, magic, and brute force. The team's hacker accesses the government network while the other two keep an eye out for trouble. The hacker frowns. It doesn't make sense. The government is creating an army of supernatural warriors...? The door flies off the hinges as four soldiers charge the Zealots. The first soldier's jaw stretches unnaturally, and his teeth split the gums wide open as they elongate and sharpen. The second soldier holds out her hands, which meld into a single tendril of greenish flesh.

A putrescent Ophan topples a skyscraper with its oily tentacles; thousands of people stampede away from the monstrosity, some of them so mad with fear that they attack everyone around them until they are gunned down by shell-shocked police officers. Cars fly through the air like toys, smashing into buildings and setting entire city blocks on fire. Three Zealots shoulder their way through the crowd, but they're not running away from the monstrosity. They have shotguns, and they are walking towards it.

You make all this happen.

As the Director, it's your job to keep the action going. Yes, this is a game of back-and-forth, where the players have the ability to describe their actions in great detail. However, as the Director, it's your job to serve as the intermediary between the characters and the world.

In this chapter, we'll cover the structure of gameplay, the quickstart process, themes, extended campaigns, scene-setting, and world-building.

10.1. Overview

First, it's important for you to be familiar with the content in the Player Section. Chapter 8, the Quickstart rules, will help you get your first game off the ground, but it's still vital that you have an idea of where the major information is located.

As the Director, your task is to get the Zealots from the initial Trigger to the final confrontation, the Takedown. Typically, a standard series of events in a Spite session goes something like this:

1. Trigger
2. Investigation
3. Conflict
4. Revelation
5. Takedown

The trick is to get from the Trigger to the Takedown in a way that's fun for the players. Part of the difficulty stems from the fact that the players won't always jump through hoops that you've set up. The best way to sidestep this dilemma is to eliminate the hoops altogether.

Instead, think of the major settings in each scenario as scenes in a cop show, in which the major characters are investigators who are trying to nail the bad guys.

The team moves from location to location, and each segment of investigation brings them a little closer to the show's finale and the showdown with the serial killer or drug dealer.

In a game of Spite, the Zealots begin with a Trigger, then proceed through stages of investigation to the final showdown with the angel, resulting (presumably) in a Takedown.

10.1.1. The Trigger

The Trigger can come from any source, including Monitors, Contacts, or Non-Player Characters (NPCs). The Trigger is a small and cryptic indication of angelic activity. It can be a scrawled note, a voice message, an e-mail, a clipped newspaper article, a personal visit, a blood sample, or a vision. More often than not, the Trigger will be provided to the Cadre by the Monitor, particularly during the first few missions. He may call them with some information, or he may summon them to a meeting, or he may send them an email.

The Trigger never tells the whole story. If the newspaper article talks about a ritualistic murder-suicide, the Zealots should get the idea that there's more to it than that. If a Contact tells the Zealots about a relative who's acting strangely, there's bound to be a complication of some kind -- a case of angelic possession, for instance, or involvement in the Genstruct program. The Trigger should present the tip of the iceberg.

The Trigger requires immediate action. The situation should pose a threat of some kind, either to the players or to innocent people. It should be clear that someone's life hangs in the balance. A sense of urgency is vital.

TRIGGERS

Here are three places where you can choose to Trigger an investigation:

1. Before: The angel hasn't done anything yet. The Monitor gives the Cadre a clue, or they get word of a strange sighting that the police are dismissing as nonsense, or they otherwise find reason to investigate. But nothing's happened yet, so while they're over here, the angel is over there, and it does something, so they check it out, which brings them to the next location, and with each one, they get closer, until the showdown.
2. During: The angel strikes, and it makes the news. At the scene of a horrendous bloodbath, neighbors tell the cops that some child saw a hideous six-legged monster climbing up the side of a building. Authorities, though skeptical of the report, are on the lookout for an animal which may have escaped from a private zoo. Whatever the case, the Disciples get involved after the bodies have hit the floor.
3. After: The whole thing went down. The angel went on a killing spree, and the bodies are all piled up. Think of a terror cell or a serial killer that has just struck again. The investigators (cops or federal agents) kick open the door to the apartment. Inside, they find maps, notes, random scribbles, photographs tacked to walls. The same principle applies here. The angel has already picked out its next target, and there are cryptic clues that point to this somehow. This approach is a little like #1, except that this time, the Cadre gets to see the angel's handiwork (which should usually include one or two pieces of evidence) before the investigation begins. The clues won't lead the Cadre to the angel directly, but they'll put the team on its trail.

The Trigger should point to something or someone. A person, place, or thing should be part of the Trigger. At least one course of action (preferably several) should be obvious to the Zealots. For instance, a Trigger might come in the form of a tearful testimonial from a woman whose spouse appears possessed. This may be presented to the Zealots directly, or they might get a call from a Contact on the force, who knows one of the members of the Cadre from a past case.

Either way, the players can elect to ask further questions of the woman, visit her home and examine her husband, or try to follow the woman around and learn a little bit about her before just walking into her home. These three actions can generate further leads, or combat scenarios, or new dilemmas (for example, they arrive at the home, and the husband is found dead in the kitchen, two bullet holes in his back).

The Trigger should be part of a story. There should be a series of events leading up to the Trigger, and there should be a list of possible outcomes. For instance, in the case of a woman whose spouse is possessed by a Xaanuath, it could be that the wife was unfaithful, and the husband never forgave her. If the Zealots don't act in time, the wife will probably be mutilated, and might be killed.

If the Cadre reaches him in time, this can be averted. But if they drag their heels while investigating, they might get to him after he kills his wife, but before he's had a chance to kill anyone else. The Cadre's actions should influence and determine the events that unfold around them, but there must be a logical chain of consequences before and after the events of an episode.

10.1.2. Investigation

When the Zealots arrive at the first scene, the investigation begins. This may entail the use of skill to question people (such as using the Charm skill to get information from a police officer). The Zealots might also use their magic to gather information; spells like Confessor and Catechism can be extremely useful during the Investigation phase.

In all of these cases, the Investigation segment requires that a Director have some information to divulge. But it's not necessary to point the players in the location of the angel (or its possessed victim) right off the bat. In fact, this can be an extremely bad idea, as it will rob the scenario of its mystery (after all, the players are going to be wondering what kind of enemy they're up against), and it will also probably result in a much shorter scenario than you anticipated. It's good to provide some insulation; the angel may be working with a lesser entity, such as a Rephah; or it may be using humans to do its dirty work, such as a cult or other faction. As the scenario progresses, the Zealots will close the gap, building tension.

During the Investigation stage, the Zealots are often impeded by NPCs with hostile intentions. These NPCs are, for whatever reason, opposed to the actions of the Cadre, and are prepared to respond with deadly force. Consider the following scenario:

An angel has possessed a member of a crime syndicate. Using his body, it has murdered his family, and has also attacked people affiliated with a rival organization. Essentially, it's finding every significant person in his life and murdering them. Eventually, the angel will grow tired of the game, and will abandon the body, leaving the victim to face the consequences of its actions.

The Zealots are trying to find the angel and perform an exorcism so that they can kill it. However, the mobster has friends and enemies who are trying to find him as well. If the Zealots start poking around crime scenes, or visiting the possessed man's home, these mobsters are going to get suspicious. They may assume that the Zealots are federal agents, or members of another crime family. Either way, they're going to be aggressive, and will probably dismiss anything that the Zealots say. The likely outcome of any Investigation is going to be Conflict.

MULTIPLE ANGELS

As the Cadre becomes more powerful, it's possible that they'll go up against multiple angels. How do you handle the evidence?

For scenarios with two or more angels, be sure to indicate which physical evidence is found at what location. Be sure that each piece of evidence is tied to a specific angel, and keep track of it. Make sure that there are separate records kept for the angels in question so that you don't confuse the players.

10.1.3. Conflict

The NPCs that menace the Zealots during an investigation are going to be ordinary people, for the most part. They use guns, they use fists, they use makeshift weapons like baseball bats and pool cues. But they do pose a threat, because they tend to attack in groups.

The style and frequency of Conflict will vary from session to session, but it's always good to have at least one major fight in each game of Spite. The Conflict session is a good way for the players to spend Fury (then earn it back by completing

secondary objectives), and it allows them to blow off some steam. Nothing like a good barroom brawl or back-alley shootout to get the adrenaline flowing.

NPCs who pose a threat to the Investigation can take many forms, including: criminal organizations that perceive the Zealots to be law-enforcement agents or rival criminals; hate groups like white supremacist organizations and neo-Nazi outfits; crooked cops or federal agents, who fear that the Zealots will expose them; and angel-worshipping cultists who know about the Zealots and want to stop them.

All of these groups have common ground: they're all on the wrong side of the law, and they all perceive the Zealots as a direct threat to their goals. These groups aren't going to want to negotiate, and if their initial attacks are repelled, it's conceivable that they're going to come back with better weapons, in larger numbers.

After all, no matter how heavily armed, a normal person against a Zealot just isn't much of a fight. The average person has Attribute scores of 1 or 2 (maybe a 3 in there somewhere), so a Zealot should be able to make short work of an ordinary antagonist without even resorting to magic or Fury.

But when the reinforcements arrive, equipped with heavy weapons, or when the Investigation brings the Cadre into conflict with a well-funded faction, such as a government agency, then the threat will become real; body armor, assault rifles, and tanks will even the odds considerably.

Furthermore, as the characters get more powerful, they're likely to encounter well-trained enemies. Instead of mob enforcers with knives and pistols, they'll go up against assassins with sniper rifles and grenades and combat scores of 3, 4, or even 5.

10.1.4. Revelation

Each bout of Conflict should end with a Revelation of some kind. This is what the Investigation segment should lead to. If the Investigation produces a clue, and the Conflict scenario presents an obstacle, then the Revelation that follows should be an extension of the two that leads to a new round of Investigation (or to the Takedown).

For example, a Revelation might include information about the location of the skull, or clues about the relationship between a skull and the violent NPCs that the players keep running into. If the angel is a Judge, then the Revelation might be physical evidence that helps the players narrow down its location (since Judges tend to be territorial).

If the angel is a stalker, the Revelation could be a clue that points to a common ground between various murders, or a piece of evidence that uncovers the location of a missing person's body.

The Revelation is a new piece of the puzzle, some information that points to the next stage of investigation.

10.1.5. Takedown

The Takedown is the final stage of the case, and consists of a battle between the Zealots and the angel. On the one hand, the Zealots should be somewhat battered. They've been fighting NPCs, and they've probably taken some hits.

Typically, the Takedown comes into play after the players have experienced all previous segments of a case. In some cases, the players will go through the pattern more than once.

For example:

Trigger: The Zealots are contacted when police find a drug lord nailed to an inverted cross in a whorehouse.

Investigation: A Zealot casts Cenotaph and learns that the victim was killed by a twelve-foot entity with fangs and claws.

Conflict: The crooked cops turn their backs as the drug lord's henchmen attack the Zealots, thinking that they're FBI agents.

Revelation: One of the captured henchmen reveals that the drug lord's death is the latest in a series. A rival organization's boss was murdered last week.

Investigation: The Zealots hit the other boss' mansion for clues.

Revelation: The Zealots find claw marks and other evidence in the room where the boss was killed. There are clues suggesting that the mob boss was killed by someone that he knew and trusted. Possibly a woman.

[Continue the Investigation/Revelation loop. When the Zealots hit locations, they find evidence. When they visit Battlefields, they encounter armed resistance, then find more information. Finally--]

Takedown: The final showdown involves Zealots, the last remaining drug lord and his private army, and the angel itself

In this case, the first Conflict led to a Revelation, which pointed to a new phase of Investigation. After the cycle had been repeated, the team moved to the final battleground for the Takedown.

10.1.6. Session Duration

The length of the session is going to depend on the scope of the scenario. Basically, it's conflicts + investigation + takedown = duration. The more conflicts and investigations you throw in there, the longer the session is going to last.

Multiple encounters with cultists, drug dealers, or associated bad guys, plus numerous clues scattered through various investigation sequences, and you've got the makings of a multi-session adventure.

Generally, a single session will probably last between two and six hours. If it lasts longer, consider an intermission during which the Zealots recover Fury and Life before going back into the fray.

10.2. The Cast

Zealots are the stars of the show. Contacts are the people that they know, who can furnish scenario triggers or help provide information. NPCs are the ordinary people that the Zealots encounter during an investigation. Some of them are enemies, and some of them are in need of protection.

10.2.1. The Zealots

The Zealots are the focus of the game. This doesn't change, ever. The characters are the heart and soul of Spite, and if the players don't relate to them, there's no point in going on. If the characters get into a crisis situation, the players need to care about the outcome, or there won't be any tension, and the game just won't be any fun at all.

Take time during character creation. Get involved, and be sure to explain everything carefully. Make sure you answer player questions and present them with all their options. After all, it's your team, too. Set aside an entire game session to create the Zealots, and familiarize yourself with how characters are created.

Chapter 8: Quickstart is located near the end of the Player Section because you don't want to start there. It seems odd, but you want to read that chapter after you've read everything else, so that you can walk the

players through the process without hiccups or awkwardness. First impressions matter.

While it's important to have notes, also be sure to keep an eye on the players during a game. Are they involved? Interested? Bored? Waiting for something to happen? Trying to get a word in edgewise? Keep your finger on the pulse of the game, and make adjustments as necessary. If one of the players is bored and frustrated because his character's skills just aren't called for, and haven't been used in some time, shine a spotlight on him. Bring in a Contact, a clue, a challenge -- some opportunity to role-play, and to get involved. Let the players contribute to the story, and take your cues from them whenever possible.

10.2.2. Contacts

Contacts belong to the players. As the Director, you can't kill off a player's Contact. That's a job for the player, and for no one else. Use Contacts to move a story along, but don't overuse them. Let the players know that they're in control of their Contacts, and that they need to be willing to turn to them in a time of crisis or confusion.

Contacts make great story hooks. It's okay to use a Contact that way, provided that the players are still the focus of the story. A Contact can call one of the Zealots in the middle of the night to say that she hears screams coming from the apartment upstairs. After that, let the Contact recede into the story, unless summoned by the player. Don't have the Contact barge in on the Zealots as they're examining the corpse in the apartment upstairs. That's the player's call.

Instead, let the Zealot email or call the Contact to ask for a description of her neighbor. If things grind to an absolute halt, you might have the Contact call the Zealot on her cell phone, but remember to let the player take the lead after that.

Contacts add flavor. If the Zealots' Contacts are terse and hard-bitten, then that's how the game will feel. If they're light-hearted and prone to banter, they'll lighten the story and the tone. If you inject the Contacts with charm and glee, or misery and angst, make sure that it's what the players had in mind, or else things might get awkward. Talk to your players about their Contacts. Get them to tell you about the Contact's background and personality.

10.2.3. NPCs

NPCs are just the ordinary people that the players can interact with. Some are helpful, some are enemies; some are good, and some are evil.

NPCs can be anything. Window dressing, targets, victims, potential hostiles -- these characters currently belong to the Director. They are the people that the Zealots meet during the course of a scenario. They are store owners, priests, lawyers, policemen, teachers, and soldiers. They react to players' actions as you see fit, and they contribute to the mood and tone of an adventure.

Low-level NPCs can make good cannon fodder. Gang members, neo-Nazis, drug dealers, crooked cops, hitmen, and drunken mobs are all good practice for Cadres. These fights allow Zealots to develop combat strategy, which comes in handy during the Takedown.

These NPCs are not necessarily going to pose a direct threat to the Cadre. One or two thugs with pistols are easy prey, even for Zealots that aren't Fighters. However, NPCs can pose indirect threats. For instance, a man with a gun can kill an innocent person -- the Zealots will need to move quickly to prevent a tragedy. He can push a button, sounding an alarm, making it harder to infiltrate a military base. He can yell for help, summoning reinforcements. He can detonate a bomb, killing hundreds of victims a mile away. In this way, ordinary NPC humans can still create tension (threat) and a sense of accomplishment (resolution) for the group.

Make sure that some of them are sympathetic characters. Remember that almost every angel inflicts pain on an innocent. These NPCs are tangled up in complex situations. Frequently, they are involved in scenarios that must be resolved. A child whose mother is possessed by an angel can't just be taken to safety. Something must be done with the mother. Whether she is killed in combat, or freed from angelic possession by exorcism is up to the players, but something must be done to fix the problem.

10.3. Interaction

You're there to help the players get the most out of their characters. Encourage them to try to tie their Drives into challenging actions, and remind them to employ dramatic descriptions to get the extra die for being cool.

Negotiate boundaries and stick to them. Before gameplay, talk about out-of-character discussion, chatter, jokes, and phone use. Establish rules about all of the above, and stick to them. Make sure the players understand and agree to all of these rules. If they have to remind you of a rule, accept the reminder gracefully, and move on. If you've all

accepted these rules, and abide by them, the game will be a more pleasant experience for all involved.

Establish limits for subject matter. Discuss sex, violence, profanity, and blasphemy with your group, and make sure that everyone is aware of what's appropriate (or inappropriate) for you. If necessary, establish a film rating (PG-13, R, NC-17) and stick to it. If people feel uncomfortable with the subject matter, the game won't be fun for them. It's as simple as that. So be vocal before the game starts, and once it's commenced, don't explore any grey areas.

Be organized and efficient. Few things ruin a game faster than a Director who's misplaced his notebook, or who can't remember what happened last week. Take notes, keep them handy, and keep track of what's going on in the game. A couple of notebooks and a pack of post-it notes are all you really need.

Don't expect anything specific from players. If you've got a scene in mind that requires a Zealot to crash through a certain door, rewrite that scene. Now. There's a really good chance that the Zealot's going to pick the lock, climb through a window, or shoot off the doorknob, complicating your scene.

It might even prompt you to try to "railroad" the player into crashing through the door anyhow. It's awkward and frustrating when a player feels that he must jump through hoops to resolve a situation, so don't create that sort of tension. Accept the fact that players are unpredictable, and learn to avoid scenarios that require one specific action that must be performed.

10.4. Opponents

The nature of the opposition is going to vary pretty wildly from game to game, but over time, you may want the bad guys to evolve in order to keep up with

LOCATION, LOCATION, LOCATION

The players need to help design the setting. Have the players consider and answer the following questions about the town or city where the characters live and work:

Is it a large metropolis, or a quiet little town? Is there a lot of crime? How do citizens treat strangers or newcomers? Are people friendly? What's the weather like? What's the city famous for? Are there any current scandals? Do people go to church? Do children mind their parents? Do people stay out late? If so, what do they do? Do people answer cries for help? Do they try to take care of one another?

After that, the players need to design their base of operations. Have the players consider and answer the following questions about their home: Do they live in a house, or an apartment? Separate bedrooms, or a barracks? Is there a weight room? A laboratory? A dojo? A large kitchen? A library? A war room with a map of the city? A weapons locker? A study? An evidence room?

The home base needs to be described completely, in serious detail. The players need to be able to visualize it, so that they know what can and can't be done at home.

The base of operations is sacred. Unless the players deliberately invite trouble into their home, they'll never be attacked inside their base. It's a safety zone that allows them to regroup, recharge, and reconsider.

NOTE: Check out the first issue of Crux magazine (www.neoplasticpress.com) for Kobayashi's excellent headquarters-construction rules.

the good guys.

For a quickie one-shot, it's good enough to throw some thugs or dope dealers or crooked cops at the player, then let them take down an angel at the end of a session. Think of it as a cop show: you know that before you get to the big guy, you have to take down some low-level muscle first. Same principle.

Over time, you want to keep track of which angels you've already used (and maybe which tough-guy opponents, as well). You don't want to get repetitive, particularly when part of the fun is trying to figure out what kind of angel the team is dealing with. For extended campaigns, you might want to use modified versions of existing angels, just to keep the players off-balance.

For extended campaigns, you'll want to introduce recurring enemies. For example, your Cadre may lock horns with a particular cult, or a government organization that keeps interfering with their plans. Over time, the Zealots' enemies may also become more dangerous, switching to heavier weapons, or developing more sophisticated combat skills.

10.5. Pacing

Keeping the action going is all about starting big, moving the action, and picking up the slack when the session starts to slow down. What's more fun, a three-hour session of wall-to-wall skull-busting and car chases, or six hours of bickering, planning, and negotiation? Keep it moving, and you could get a short, mean game with lots of gore on the walls. That's what players remember, years down the line.

Start with something memorable. A dead body, a suicide note, some gruesome evidence, an explosion, an exchange of gunfire, a horrific act of mass destruction that's heard for miles around. Don't be coy, bust

out the big guns right at the beginning. Angels are not always subtle.

Everything is an opportunity for the players to be cool, and to do cool things (interrogate people, search dead bodies for evidence, cast spells, brawl). Car chases don't just happen. Leave the keys on the counter, so to speak, and the players will get the message.

If things are slowing down, speed them up. Blow up a building, or have a dead person try to run the players down in a stolen car. Have the nearest pay phone ring. Make sure it's a skell on the other line, or someone being eaten. You don't have to explain or justify it. The players will do that on their own. They'll come up with explanations and conspiracy theories that will blow your mind. Roll with it. They're the stars of the show, after all. You are the kid with a stick, poking at a hornet's nest to see if something interesting will happen.

10.6. First Game

Time for the first game. You only get one chance to make a first impression, so be sure that you know the quickstart rules inside and out, have some solid pre-gens on hand, and have all scenario information printed out and ready to go.

You want to be comfortable with character creation, and you should have an idea of where to find information like descriptions of spells and skills. During this character creation process, you also want to communicate the basics of gameplay, including combat and spellcasting. Nothing too complicated, just the fundamentals.

Make 'em and break 'em. You don't want the players to create permanent characters for the first game, or they'll be flipping through the spell descriptions all

night. Tell them they're playing a one-shot game with one-shot characters, and let them know that these characters won't be coming out of this one alive. Number one, this establishes the light-hearted and optimistic nature of Spite pretty effectively (“You’re all dead meat!”). Number two, it (hopefully) ensures that they'll move a little faster through the chargen process.

ANTHROPOMORPHIZING ANGELS

Angels don't have jobs. They don't watch TV. They don't wonder aloud if they should order dessert. They don't read celebrity gossip magazines. Sure, they might pretend to do these things, when they're trying to pass for human beings. But really, they're just mimicking our behavior, and they're really just trying to get close to their prey.

It's not unlike *Macrochelys temminckii*, the Alligator Snapping Turtle. The turtle lies still, with its mouth open, and it wiggles its tongue, which looks like a little bit of food. When a fish swims up to investigate, the turtle's jaws snap shut, and the prey is consumed. The turtle doesn't think about how clever it is, and it really doesn't have any opinions about the fish that it consumes. Angels function in the same way.

They don't enjoy what they do, they do it because they are engineered to do it. They're smarter than animals, but they're not human beings. They should feel alien, they should make people uncomfortable (even when posing as humans, they should feel... wrong, somehow).

Think of the angel as the snapping turtle, and humans as the unwary fish. The angels don't feel bad about the agony that they inflict. It's just the natural order of things.

When the first game's over, it's a good idea to create new characters on the spot, if time permits. The game session will be fresh in everyone's mind, so they're going to remember what they liked and hated about the characters they were using. You can photocopy the character sheet at the back of the book, or get it from www.neoplasticpress.com.

Jot down your thoughts and responses during gameplay. Make a list of high and low points during the game session, and note areas that require clarification, such as specific rules questions. After gameplay, you may want to lead a short postmortem on the game, while it's still fresh in everyone's mind. What worked? What things needed to be looked up? What subject matter was a little too extreme (if any)?

During the first game, the goal is to wipe the player characters out. It's not just your goal, it's everyone's goal. The players need to be in on this. It would be cool if they could all Retire at once, but that's not necessary. It's just important that however the session ends, the characters aren't going to be reused.

However, you must be merciful. You can't make the players feel like chumps. They're like the Spartans: doomed yet kickass. Let them have their glory, and don't fight them. They can die, but you can't actually oppose them. If the first experience with this game is frustrating, they're less likely to come back for more.

10.7. Scenarios

Creating scenarios for Spite requires the ability to roll with punches and go with the flow. You can't predict what the players are going to do, and you can't force them to do what you want. You need to get comfortable with is the idea that it's a group effort, and plotting a linear scenario isn't going to work in a game like Spite.

The best way to handle it is to create a cast, a summary of goals, a description of locations, and series of threats -- then let the players step into the scenario and decide where they want to go and what they want to do. This collection of elements is plotted on a diagram called the Death Spiral, which you'll see when you turn the page. But first--

Each scenario consists of a number of elements that you should determine before the game session begins. It's great if you have these elements committed to memory, but it's also okay if you just have them written in a notebook or on your computer. The important thing is that you can bring up this data during the game, so that you can continue the flow of response and description.

The angel is the focus of the session, and its destruction pretty much signals the end of the scenario. The nature of the angel determines a great deal about the kind of scenario that your players will be facing.

10.7.1. Objectives

There are three or four secondary objectives found in each scenario. The first priority is always the take-down of the angel, but secondary objectives usually pertain to the ordinary people and their problems. Secondary objectives include directives like:

- * Shut down mob operation
- * Rescue police officer
- * Prevent murder-suicide
- * Return stolen jewelry
- * Prevent car bombing
- * Rescue Senator from assassins

Each time the players complete an objective, each Zealot in the Cadre gets 3 points of Fury (as always, the maximum Fury score is 12 unless a character is facing Retirement). You can make objectives worth more or less Fury if you want to make it easier or

harder. You can also vary the number of objectives, naturally.

These objectives are secondary because they're not critical to completing the primary objective (taking down the angel). As such, it's possible to resolve a case without completing any of the secondary objectives. It's up to the players.

When a session is complete, you may want to discuss the objectives with your players, to let them know which ones they didn't complete. On the other hand, they may not want to know. Either way, they'll know about the completed secondary objectives right away, because you'll tell them when they get 3 points of Fury during gameplay.

10.7.2. Trigger

The trigger is the element that kicks off the scenario, usually in the form of a tip from the Monitor or from a Contact. You'll want to document which kind of Trigger is featured in your scenario.

Triggers could include:

- * A phone call from a coroner who is having trouble identifying the bite marks on a corpse;
- * Email from a federal agent whose investigation just got really weird;
- * Or a mysterious envelope left on the doorstep, containing photos that show an angel erupting from the belly of a pregnant woman.

10.7.3. Situation

The situation can consist of a few lines or several paragraphs. It outlines the events leading up to the players' involvement in the scenario, and establishes the various locations, threats, and major characters. It lists everything that happened just prior to the Cadre's involvement, and it outlines the things that

will happen next, unless the Zealots resolve the case.

10.7.4. Evidence

During the course of an investigation, the Zealots will find evidence alerting them to the nature of the angel that they're hunting. This can take a number of forms, including recordings (audio files, video surveillance, photographs), eyewitness testimony, physical evidence (slime, teeth, claws, scales, hair, feces), and wounds (on the bodies of the living and the dead).

Prior to gameplay, you want to determine what pieces of the puzzle will be available, and scatter them throughout the various locations and battlefields (mostly locations).

10.7.5. Locations

Locations are places that the Zealots will investigate. They'll find bodies, clues, evidence, and information. But they won't find trouble. The only characters that the Cadre interacts with will be neutral or friendly. Hostility on the part of the Cadre can change this, of course.

10.7.6. Battlefields

Battlefields are just like locations, but they feature less evidence. In addition, the characters encountered in battlefields tend to be predominantly hostile. In general, poking around a battlefield results in a fight. There's no way for the players to know whether a mansion is a location or a battlefield until the bullets start flying.

10.7.7. Characters

The players will interact with a number of characters, some of whom are being victimized by an angel,

and some of whom are merely victims of circumstance, coping with some other tragedy or trauma. These characters tend to comprise the majority of the secondary objectives. Here, you'll list all of the main characters in the scenario.

10.7.8. Hostiles

Hostiles are characters found in specific battlefields, and they'll attack the Zealots on sight. For example, the Zilant enforcers are found at this warehouse, and the dirty federal agents will be hanging out near their safehouse downtown, and so forth. These hostiles are tied to specific places, where they 'wait' for the Zealots to show up so they can fight.

Hostiles are the cannon fodder of Spite. They exist to get the daylights beat out of them by the Zealots.

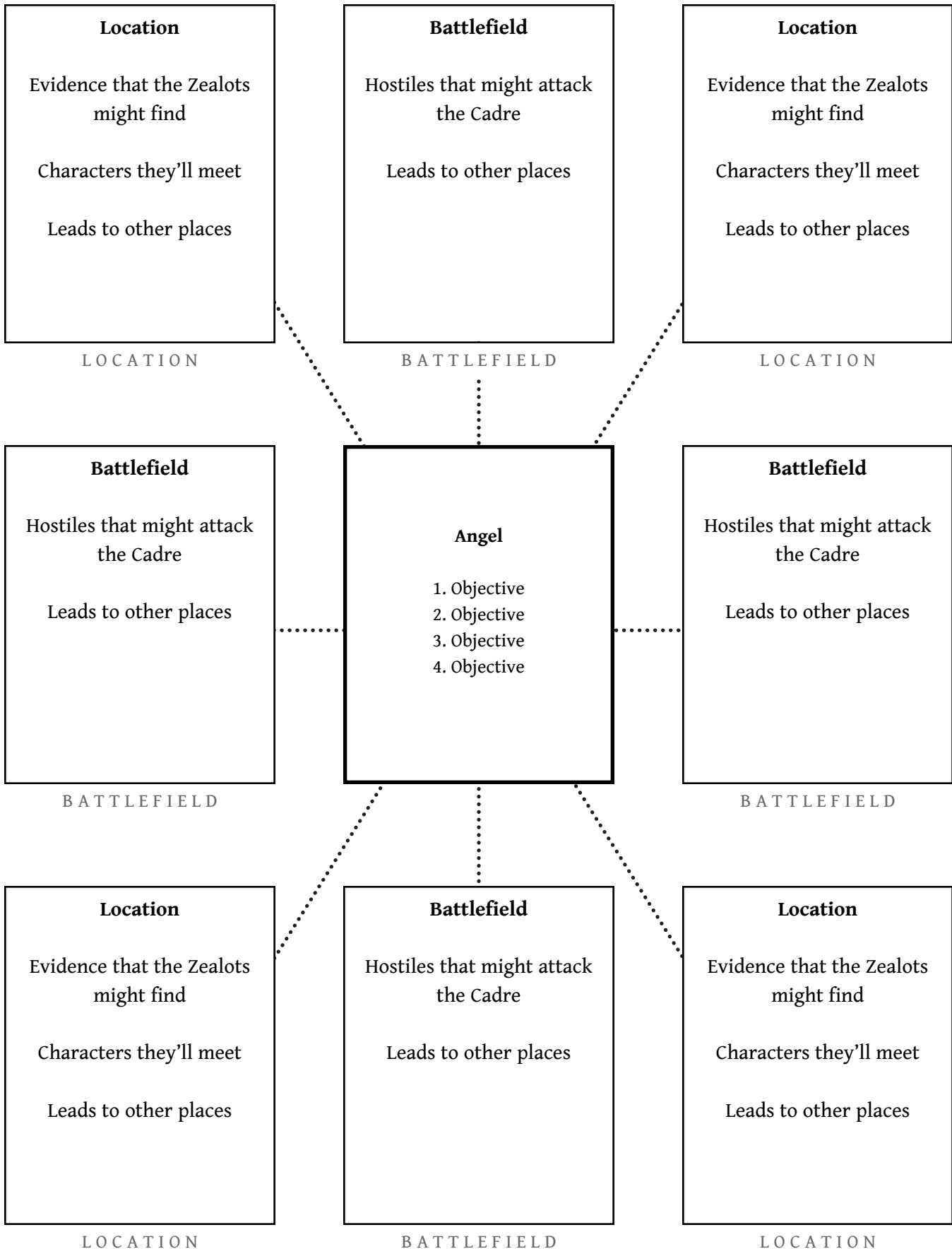
They are also angel food. More often than not, the Takedown starts in the middle of a fight with some hostiles, in which the angel manifests and promptly eviscerates a hostile to make its presence known. This can result in some pretty interesting firefights (of course, remember that everyone hates the Cadre, so if you've got an angel battling a group of mob hitmen, they should all eventually turn to the Zealots and open fire).

A complete list of generic hostiles is found at the end of chapter 13, but if you read through the faction descriptions in that chapter, you'll find some more challenging opponents for the Cadre.

10.7.9. Resolution

Each scenario has a single primary resolution: the destruction of the angel. But there are numerous ways that the scenario can play out, and the resolution section outlines some of the more likely possibilities.

DEATH SPIRAL



10.7.10. The Death Spiral

The death spiral is a depiction of the most significant elements of the scenario, and can help a Director keep an eye on the locations, battlefields, objectives, evidence, and hostiles. It includes all of the aforementioned elements, and serves as nothing more than a convenient way to document these story elements.

You don't need four locations and four battlefields. Feel free to mix it up. The important thing is that each place leads to at least one other location or battlefield (preferably, each place should point to two other places, so that the players never reach that dreaded dead end).

10.8. Campaigns

More than just a sequence of scenarios, the campaign drives the Zealots deeper into a complex situation that they understand only over time. It culminates in a major revelation, and it requires some significant action on their part.

A campaign begins as an ordinary scenario, but the information presented during the adventure will eventually lead the Zealots closer to the final act. Think of the campaign as a large version of the Death Spiral, but instead of locations, you've got scenarios. Those on the edge, farthest from the finale, are just the tip of the iceberg. These are ordinary sessions in which the Zealots get the Trigger, they investigate, and they destroy an angel.

In the next layer, as the Zealots work their way towards the center, they start to learn more about the conspiracy or puzzle at the heart of the campaign. Then, after they've worked their way through these, the campaign's finale transpires. Here, all information is revealed.

As noted, it's not unlike the Death Spiral. In the Death Spiral, the Cadre moves from place to place, gathering information about the angel they're hunting. Rather than just get all the data at once, they learn a little bit here and there. They find some physical evidence, they learn that it has tentacles, they find some teeth marks, they figure out its name, and so on.

In the same manner, the Zealots learn a little bit more about the situation with each additional scenario, which brings them closer and closer to the crux of the conflict.

EXAMPLE CAMPAIGN

In the first scenario, the Cadre is investigating unusual sightings downtown. They are attacked by a group of mercenaries. The Zealots win the fire-fight, and gather some clues from the mercenaries' corpses. Then, the Zealots find an angel haunting a church; it's killed a few people. This is the subject of their investigation, so they dispatch the angel. The whole thing takes four hours, and there's more to it, but this is a short version of their particular gameplay experience.

In the second, third, and fourth scenarios, the pattern is more or less repeated. The Zealots investigate angels. They hunt and kill the angels. Along the way, they run into the standard enemies: crooked cops, criminals, sociopaths, terrorists, and so on. Every so often, the Zealots find a clue that points them towards a company called Tigris Laboratories. However, all attempts to learn more about this company are a dead end. But just by poking around, they've attracted more attention.

[continued]

In the fifth, sixth, and seventh scenarios, the Zealots go up against some heavy hitters. An Erel hunts them. They are attacked by a group of half-breeds (FATES Operatives, or Genstructs, perhaps). The Erel is acting alone, as usual; but the half-breeds are employees of Tigris Laboratories. Under interrogation, one of the half-breeds admits that they were sent to capture or kill the Cadre.

In the eighth and ninth scenarios, the Zealots decide to turn the tables and take the initiative against their enemies. They set traps, and they ambush the half-breed soldiers sent to attack them. Then, they let one escape, and they track him to a facility in the country. There, they learn some more information about Tigris, including where their compound is located.

In the tenth scenario, the Zealots attack the compound, where they learn that Tigris is trying to create a new army of half-breeds by injecting ordinary people with Zealot blood. A bloody battle ensues, which culminates in a horrific three-way war when a scientist panics and releases all of the caged Rephaim; the Zealots, half-breeds, and Rephaim all tear into one another, and finally, the Zealots are the only ones left standing.

But as they're investigating the blasted ruins of the facility, they find a piece of information on a computer. It turns out that the head of research at Tigris used to work for a company called BioLogical, and he knows something about the Zealots. Specifically, he knows the truth about their Monitors...

10.8.1. Goals

Your goal for a campaign shouldn't be a specific resolution ("The Zealots learn this information and then they do this and that..."). Instead, you should be aiming towards an opportunity for action, which must be resolved in some way ("The Zealots learn this information, and then must decide what to do; some of their options include..."). If you always bear this in mind, then you'll be better equipped to respond to the decisions that they make (which will be different from the decisions that you would have made), and you'll also create situations that could be resolved in a number of different ways.

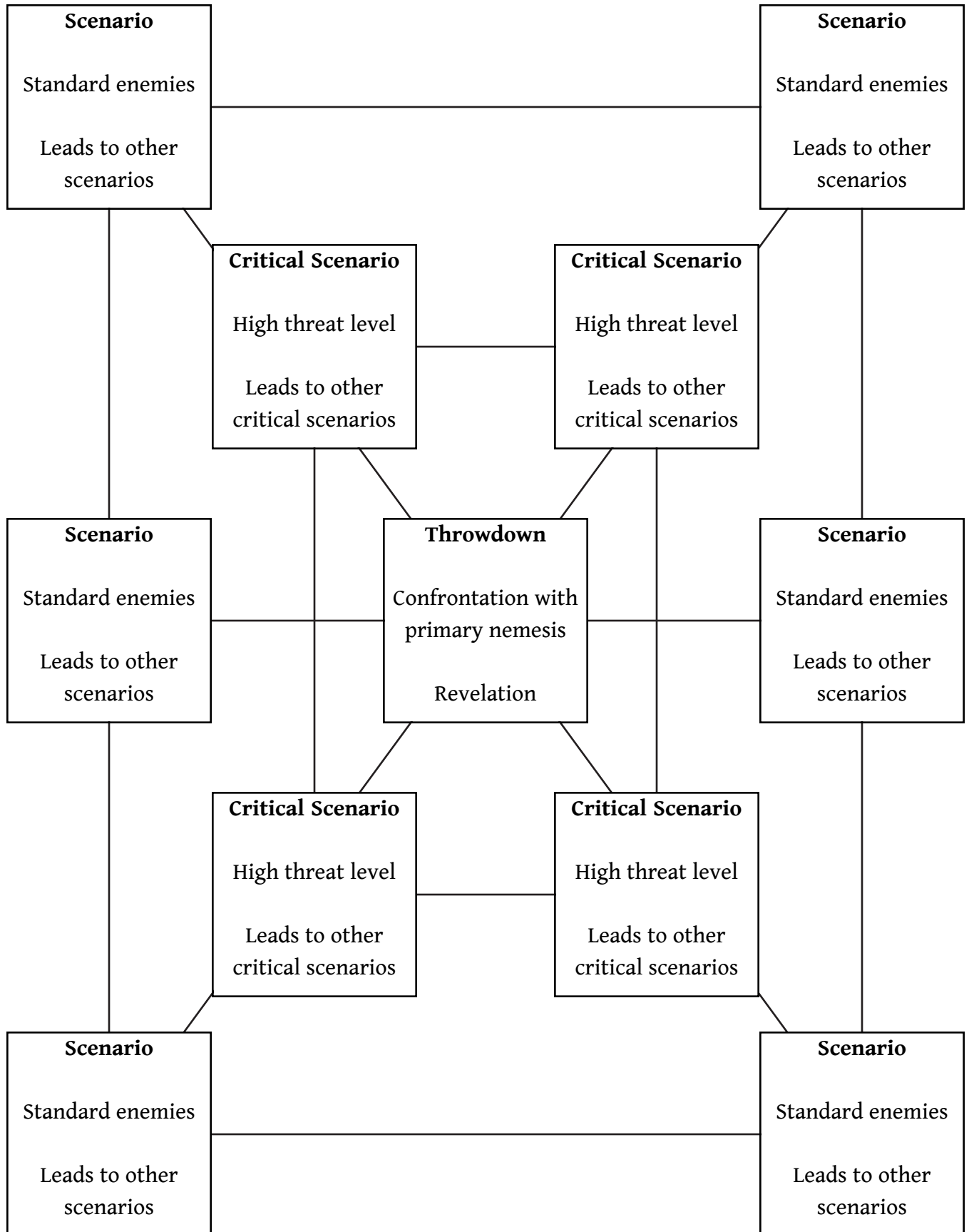
When you create open-ended situations like these, you cause some degree of tension. After all, if there's one way to fix a problem, and it's obvious, then there's no tension; but if there's a problem that might be resolved in a number of different ways, then there's no way to be sure that you're pursuing the best plan of action.

This kind of stress is healthy; when the gaming group has a choice to make, it requires some discussion and debate, which gets them more immersed and involved in the game world. After the choice has been made, and the situation gets resolved, there's a sense of accomplishment that transcends what would be felt had they just jumped through some prepared hoops without any kind of choice or risk.

10.8.2. Progression

During a campaign, your Cadre is likely to increase in power. As they rack up Advancement and acquire new weapons and gear, they're likely to get better at taking out the bad guys. By escalating the threats that they face, you can keep the game interesting.

CAMPAIGN SPIRAL



However, if the escalation takes place immediately after a transition in power for the Cadre, then some of the thrill is lost. For example, the group takes out a bunch of low-level human opponents and a few angels. They save up their Advancement and then they spend it all on a powerful War Machine. If you then reward them by throwing a bunch of extremely powerful enemies at the team, then they don't get to feel the power and authority that they now wield.

Instead, let them continue to face the low-level threats for a little bit. When they bust out the War Machine and they completely wipe the floor with a small army of drug dealers or terrorists, you let them enjoy the glory. This gives the team an opportunity to feel that sense of accomplishment that they've earned.

Then, you can gradually escalate the enemy threat level, building up the tension and menace. Eventually, the Zealots will outgrow these as well, requiring you to turn up the intensity yet again. This can be accomplished by increasing the number of hostiles, or by making the hostiles more powerful.

Low-Level Situations

The Zealots are new to the situation. They have powers and skills, but they're not adept at wielding them. Maybe they go up against a Rephah or two before you finally throw a Seraph at them. Their human opponents are dangerous in large groups, but the Zealots never encounter more than three or four at a time. They fight against drug dealers, neo-Nazis, smugglers, bank robbers, corrupt police officers, and gang members.

Mid-Level Situations

Now, the Zealots have a better handle on things. They know how to use their abilities, and they're working on putting together some special items via Advancement. Now, they're facing more competent human enemies, such as assassins, bounty hunters,

crime lords, cultists, and secret societies. While still dealing with Rephaim and Seraphim, they might also start dealing with half-breeds at this time.

High-Level Situations

The Cadre now faces powerful organizations, such as government agencies and crime families. These groups can throw small armies of ordinary humans at the Zealots, but they can also deploy half-breeds like FATES Ops and Genstructs. The Zealots can also become targets, rather than hunters: they may get stalked by Erelim. Worst of all, they may be summoned to a city just before the arrival of an Ophanim.

10.9. Advanced Techniques

Once you've gotten the hang of directing a game of Spite, you may want to consider experimenting with a couple of advanced techniques: scene setting and world building. These are techniques that require a substantial amount of player contribution, so you will definitely want to discuss this with your gaming group prior to incorporating these into your game.

10.9.1. Scene Setting

Scene setting can be a powerful tool that adds unexpected twists to a situation, and it is a good way to keep the players immersed in the game world.

When using this technique, you start to describe a situation or setting, but then begin to ask specific and pointed questions of the players.

For example, the Zealots may tell you that they want to check out the condemned building. Inside, they decide to sweep the area for clues or information. You tell them that they're standing in an empty office with worn grey carpeting. The acoustic ceiling tiles overhead are missing, and they can see the

HVAC wiring and pipes overhead. Everything is quiet and covered in dust. And in the corner of the room, there's a mangled corpse. Then, you start to ask questions:

- * What's on the ground?
- * How did he die?
- * Where are his eyes?
- * What's running towards you?
- * What's written on the wall?
- * Where is the gun?
- * What's in the sink?
- * Who is in the photograph?
- * Why is the smell so nauseating?

This definitely requires you to be comfortable with seat-of-the-pants directing, and it means that your gaming group has to be ready to answer questions like that without hesitation (too much prevarication will kill the momentum and ruin the moment).

As you can see in these two examples, you can widen or narrow the focus of your questions. Open-ended questions are a bit of a challenge, as you're essentially providing a blank space that must be filled with content. While a veteran Director has no problem coming up with something that fits in that space, a player may not be accustomed to that level of improvisation.

More narrowly-focused questions can make it easier for players to get into the spirit of scene setting. By telling them what they're looking at, then asking for one or two key details ("A name is written on the wall in blood -- What's the name?"), you get them involved in the process, and you make it easy for them to participate.

The more narrowly-focused the questions, the easier it is for the Director to incorporate content into a scenario. More open-ended questions ("What's

SETTING THE SCENE #1

(To Player 1): What gender is the corpse?

(Player 1): Female.

(To Player 2): Okay, what about the particulars? Height, weight, and so on.

(Player 2): Um, Caucasian female, mid-thirties, medium build.

(To Player 3): What kind of injuries are we looking at?

(Player 3): Shattered skull, busted wide open. Don't know if that's what killed her, though.

SETTING THE SCENE #2

(To Player 1): The engine is still running, but it's in park, and there's no one in the driver's seat. The back doors of the van are wide open. What's inside?

(Player 1): I can see wooden crates. Six or seven crates in the back of the van.

(To Player 2): Something's dripping down the side of one of the crates. What is it?

(Player 2): Um... at first I thought it was blood, but it's too thick. Some kind of bodily fluid, dark blue.

(To Player 3): What's written on the crates?

(Player 3): The address is a PO Box, but on the sides, I can see FRAGILE and LIVE SPECIMEN written in red ink in all-caps.

inside the coffin?") can be a challenge, because there's absolutely no way to know what the players are going to say ("Jimmy Hoffa's corpse! No, wait, it's a six-foot cybernetic tapeworm with a penis!").

So good luck with that.

10.9.2. World Building

World building is a mini-game that can be played at any time in a campaign. Before starting a scenario, explain the rules to your players and use the mini-game to create a world that the players have some stake in, as co-authors.

Here are the rules:

Each player gets 5 points. You can spend points (or earn points back) by assigning people to the world, and also by assigning them attributes. Each player (including the Director) can contribute one item (from the list below) per turn.

- Create person (name) - Costs 1 point
- Add normal backstory to person (hometown, personal life) - Costs 1 point
- Add special backstory to person (fame, notoriety) - Costs 2 points
- Add powerful backstory to person (wealth, elected office, authority) - Costs 2 points
- Establish allegiance between two characters (marriage, friendship, business) - Costs 1 point
- Establish dislike between two characters (rivalry, animosity) - Earns 1 point
- Establish murderous intentions between two characters (revenge, hate) - Earns 2 points
- Establish character as Cadre's nemesis (criminal, authority) - Earns 2 points

This process doesn't need to continue until all points are used up. Once the group has spent a few rounds

EXAMPLE OF WORLD-BUILDING

Player1: I'll start. I'm creating a character named Chris Anderson. That costs me 1 point, so I'm down to 4.

Player 2: Okay, I'll create a character named Stephanie Brogan. Also costs me 1, so I'm at 4 now.

Player 3: Hmm. I'll give Chris a backstory. He was running for office, but a scandal forced him to withdraw. He's now a hard-drinking man. Bitter and alone. That's a special backstory, which costs me 2, so I'm down to 3.

Director: Let's say there's another character named Seneca. A woman. I got 4 points.

Player 1: Nice. Seneca is an assassin in the criminal underworld. Definitely a special backstory. I'm down to 2 points.

Player 2: Stephanie is... a district attorney. That also gives her some power, as an elected official. So that's 2 points, leaving me with 2 points.

Player 3: Time to make these people hate each other. Stephanie is making Seneca's life difficult, so Seneca wants her dead. That earns me 2 points. I was at 3, but now I'm back up to 5.

Director. Sounds good to me. I'll say that Seneca is also the Cadre's nemesis. Not sure why yet, but she wants you guys dead. That's 2 points for me, so I'm now up to 6.

Player 1: Let's say that Stephanie Brogan is the one who cost Chris Anderson his career. So he's going to be loyal to Seneca, which costs 1 point. I'm down to 1.

on this process, you're bound to have a pretty interesting group of characters that you can now flesh out and incorporate into the game. Rather than dropping completely new NPCs into the mix, you'll now be adding characters that the players know a little bit about.

Though they haven't established much about Stephanie Brogan, they do know that she's a principled district attorney who's not afraid to destroy a corrupt politician if he's crossed the line; and they know that she's been targeted by an underworld assassin.

This mini-game is something that you don't want to drop on novice players, as they've got enough to get accustomed to. But if you've been playing some one-shots, and you want to start gearing up for an extended campaign, this can be a good way to signal a shift in gears.

10.9.3. New Play Styles

You can play Spite in a variety of different ways.

For example, you can run a series of adventures in which a group of half-breeds (a Genstruct, a FATES Op, and an ANGELS Op) are on the run from the government. They face Rephah, Seraphim, and evil half-breeds like Hellions and Saviors (as well as other man-made half-breeds).

Or you can play a game in which the players are supernatural investigators. Maybe one of them has a few points of Fury that can only be used for psychic or telekinetic attacks, and perhaps the other is a sorcerer who knows 2 spells. They mostly lock horns with the Monsters listed at the end of chapter 12.

Or perhaps your gaming group doesn't care for the blasphemy, so the angels are actually demons, and the backstory is edited somewhat to make it more

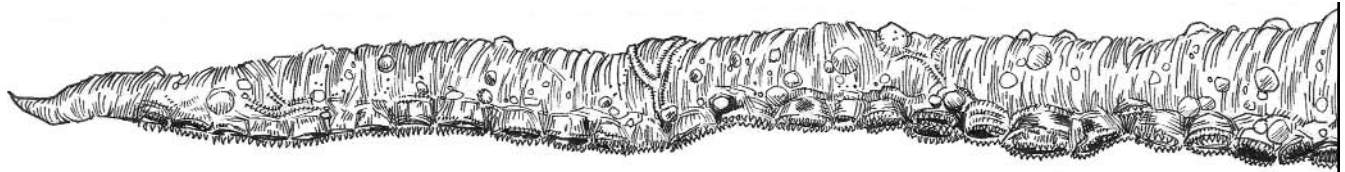
palatable for your and your players.

Or maybe you want to role-play the way that your Zealots crossed the White Line. In this case, create ordinary humans (distribute 6 points between your attributes) and give them some gear, then turn them loose. Maybe they're common criminals on the run, or a group of soldiers on duty in the Middle East, or a bunch of paranormal investigators.

Regardless of what they do, they become aware of supernatural activity and resolve to do battle with evil. They fight a Rephah, or maybe one of the weaker Monsters. Then, just as things are going well, they're attacked by a Seraph and torn to pieces. When they wake up, the Seraph is dead and the Monitor is there. He tells them that they've been "chosen". Then you have the players add 3 points to their attribute scores (with the standard maximum of 6) and choose personas and classes and so on.

This approach can be fun with veterans of Dread, or those who have played Spite before, but it can be really hilarious if the gaming group doesn't know what to expect. You can even go back and play a 'flashback' one-shot in which your gaming group establishes how they met, and what drew them over the White Line.

If you're looking for crazy, though, consider having your group play a bunch of Rephah who've gone AWOL. They're on the run from Seraphim, chased by half-breeds, hunted by Zealots, and all they really want to do is find and eat some people, then take a nap...



The charm of history and its enigmatic lesson consist in the fact that, from age to age, nothing changes and yet everything is completely different.

-- Aldous Huxley



History repeats itself,
first as tragedy,
second as farce.

-- Karl Marx



CHAPTER 11



SETTING

11. Setting

In this chapter, we'll examine the history and ramifications of the Last War, the hosts of Heaven and Hell, the true nature of the Zealots and their Monitors, and the essential themes of Spite.

11.1. The Last War

The Last War began many years before *Homo habilis* wrought his first weapon.

An undying hatred lingers between angels and demons, once the executioners of Heaven's will and the force that drove sinners to reconsider (respectively). Now, the two factions are engaged in open war, and that conflict has spilled over to Earth.

To protect an unsuspecting humanity, two enormous black Gates were constructed, one in Heaven and one in Hell. Passage through the Gates is carefully restricted, and this keeps the war contained.

But every so often, a group of angels or demons is able to tear their way through the Gate's Barrier. This usually results in massive casualties (99% are killed as they push through), but those who make it to Earth are able to wreak unimaginable havoc. A group of angels attempted this in 1908, but the Kharasiai, who had spies in Heaven, learned of the plot, and they arrived to smite the angels down (in accordance with the Covenant).

On May 14th, 2007, a day known in America as Blood Monday, a group of demons tore their way through the Gate and obliterated a small town in Oklahoma, then scattered across the globe. Over the next few days, swarms of demons were able to pass through the Gate in various other locations. They now walk among us.

This was a violation of the Covenant, but the divine response was uncharacteristically slow.

Only recently has the truth begun to emerge.

11.1.1. Treason

The Ragheddim (demons) have begun the slaughter. Thousands of humans have been slain by the demon army.

But not all the demons participated.

Some of the Chraleddim (archdemons) formulated a plan to postpone the end of the Last War by sabotaging the armies of Heaven. They ascended to Earth and, posing as fallen angels, recruited an army of humans to hunt demons. These humans, known as Disciples, were persuaded that they were doing righteous work. However, they were actually serving Hell, in a twisted way.

Once enough humans have been killed by demons, the angels will have no choice but to descend and commence the final battle. However, since the Disciples are hunting and killing demons, the angels have no justification for an invasion. As long as the Disciples continue to wage their suicidal battle against the forces of Hell, the armies of Heaven must sit and wait, as they are not permitted to defy the Covenant.

However, the angels discovered that an act of treason could nullify certain prohibitions in the Covenant. The actions of the Chraleddim against their own kind constituted just such a treason. Consequently, the armies of Heaven were able to send small groups of angels down to Earth, in order to spread the word about the impending Tribulation -- and to purge the world of the Chraleddim who would disrupt the natural order.

These Chraleddim, who call themselves Mentors, and claim to be fallen angels, are now being hunted, as are the Disciples that they have trained.

But the plot thickens.

The angels -- Seraphim, Ophanim, Erelim, and Rephaim -- who have come to Earth have used this as an opportunity to destroy the human cattle that always seemed most favored by Heaven. Jealous and angry, the angels are now brutally separating the saved from the damned, with horrific results.

Not all angels approve of this plan. Some of them oppose this plan of action. A small group of angels known as the Malakim, who have always been more sympathetic to humanity, have forsaken their immortality to walk among us.

Calling themselves Monitors, these angels have begun to recruit human soldiers to build an army that can turn the tide against the murderous angels that walk among us.

If caught, these Monitors will be subjected to unimaginable torment for all eternity, but they believe that humans have a right to free will. So they risk their lives to protect people. But they are wary of divulging too much, so rather than tell their recruits -- Zealots -- the truth, they claim that the angels among us are actually renegades, fallen angels. The truth is, the only fallen angels are the Monitors themselves. The angels that the Zealots battle are actually serving the will of Heaven.

Worse, because the Zealots are affiliated with the treasonous Malakim (Monitors), it means that the Zealots are also traitors by proxy, and will therefore suffer eternally when they die. The fires of Hell await them.

11.2. The Armies

There are two armies: the demons of Hell and the angels of Heaven. Some say that there is a third faction, known as the Reavers, but this is generally dismissed as superstition.

11.2.1. Angels

Angels are categorized into castes, ranks, and breeds.

A caste is a major categorization. There are six angelic castes: the Exousiai, the Malakim, the Seraphim, the Ophanim, the Erelim, and the Rephaim.

Exousiai: The highest angelic caste, these serve as the generals in Heaven's army. They are twelve in number, and their names are unknown. They have never been seen on Earth, and it is likely that they never will be.

Malakim: Extremely powerful angels who feel pity and affection for humans. They have forsaken their immortality to walk among us as Monitors. They look just like normal people, but they have the power to transform ordinary humans into Zealots.

Seraphim: The shock troops of Heaven, and the primary antagonists of the Zealots.

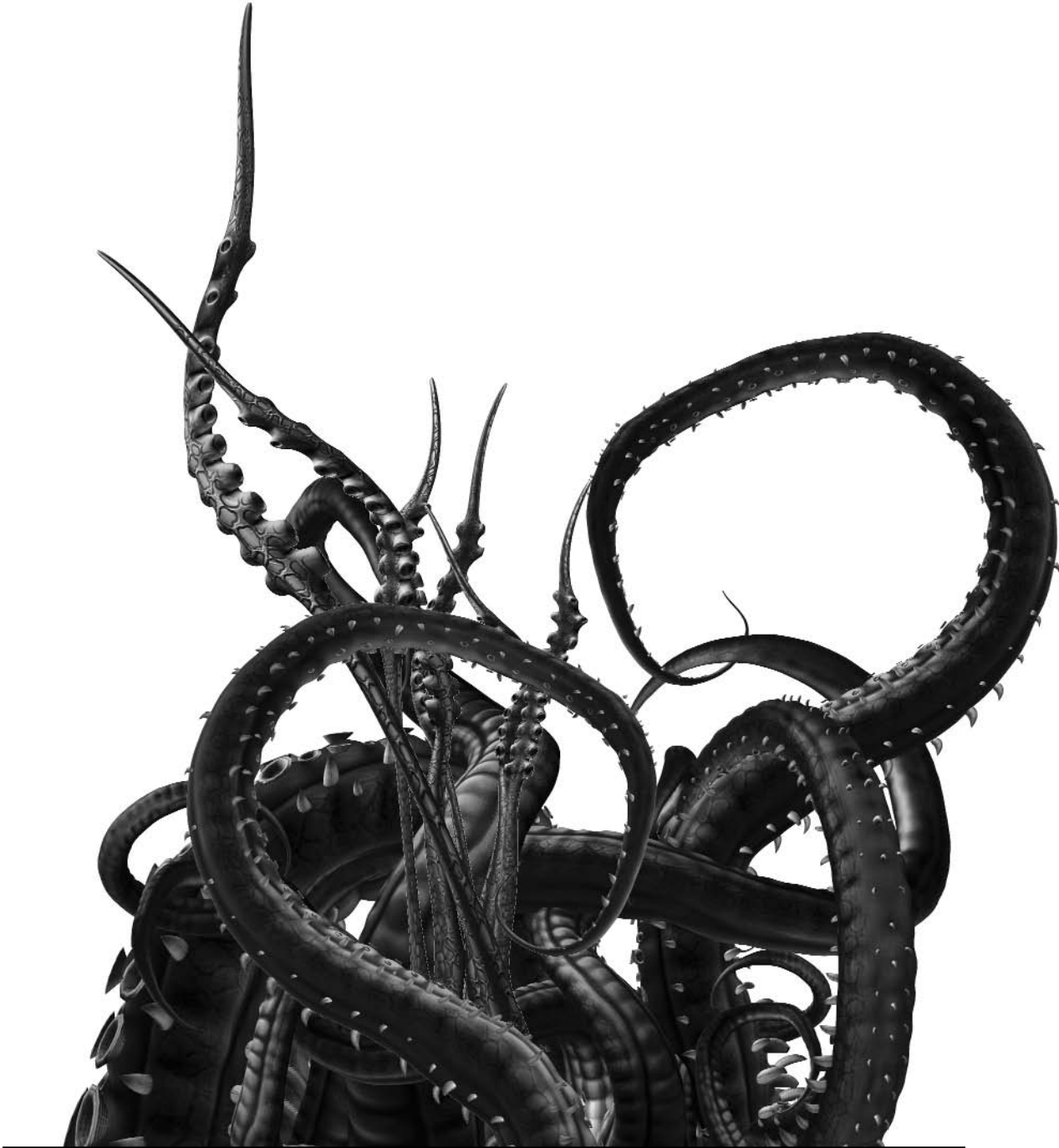
Ophanim: Colossal angels that destroy cities.

Erelim: High-tech angels that hunt half-breeds.

Rephaim: Low-level angels that serve more powerful entities or simply wander around looking for humans to torment.

A rank is a designation that connotes a certain behavior pattern -- for example, will an angel possess its victim, hunt and kill its prey, or manipulate humans into harming one another? There are three ranks of Seraphim: Acronicals (Shadows), Kritarchs (Judges), and Telarians (Weavers). The other angelic castes do not use ranks.

A breed is a specific kind of angel, such as a Yan'ahiel angel, a Jophiel angel, or a Cyveanth angel. There are countless angels of each breed, waiting at the Gates for a chance to enter our world. Armies of Cyveanth angels, multitudes of Jophiel angels, and so on. There are 39 different breeds of Seraphim, 9 breeds of Erelim, and 7 breeds of Rephaim.



The Ophanim are different, because there are only a few of them in existence -- if one of them is killed, then it is gone forever. Thas-Naphor is a proper name, not a breed.

11.2.2. Demons

There are at least three infernal castes, including the Kharasiai, the Chraleddim, and the Ragheddim.

The Kharasiai (demon lords) are the highest demonic caste, and serve as the generals in Hell's army. They are twelve in number, and their names are unknown. They have not been seen on Earth in over 100 years.

The Chraleddim (archdemons) are the field leaders, who will fight the angels on the front lines of the Last War. Some of the Chraleddim have escaped to earth, and have recruited Disciples to help postpone (or even prevent) the Last War -- all while posing as angels.

The Ragheddim (the demons that Zealots and Disciples hunt) are the lowest caste, and they serve as the shock troops of Hell. There are three ranks: Maculates, Chthonics, and Nycterents. The Maculates, known as Defilers, are demons that possess their victims and force them to commit acts of violence. The Chthonics, also known as Stalkers, are demons that haunt and torment their victims, often unseen. The Nycterents, also known as Hunters, are predators who attack and devour their prey.

Need some demons? Hit www.neoplasticpress.com and download the first issue of *Crux: The Pandemonium Scriptures*. *Crux* is a magazine of content written by the fans, for the fans, including new spells, enemies, scenarios, articles, fiction, humor, poetry, and artwork. To submit content to *Crux*, email me at crux@dread-rpg.com.

11.2.3. Monitors

Most Monitors are angels that have ascended to Earth, forfeiting their immortality in exchange for the ability to transfer some of their power to humans. The Monitors have built an army of Zealots, most of whom think that they are doing the work of Heaven (which they are, in a manner of speaking, since they're saving innocent lives).

To further complicate matters, a small group of demons also wish to see the war postponed, because when the war ends, demonkind will be annihilated. They, too, have surrendered their immortality, and have ascended to Earth to recruit and train Zealots. An uneasy truce exists between these fallen angels and risen demons. There's a slim chance that a group's Monitor could be a demon. It's up to the Director.

Though fallen angels and risen demons have given up a great deal of power to walk the earth, they are still strong enough to obliterate the average human without even thinking about it. They could take out a dozen Zealots without breaking a sweat, so the group should never face one in combat.

In gameplay, Monitors give the Cadre leads, provide advice if the players have struck a dead end, and occasionally bail them out of trouble. The Monitor allows the Director to help the players get out of bad situations. Initially, the Monitor can play a very active role in the game, but his or her involvement should diminish over time, as he or she will want to move on to other Cadres as soon as this one is functional.

11.2.4. Zealots

Wielding powerful magic granted to them by the Monitors, the Zealots hunt angels on a one-way mission that can only end in blood and fire. They track down and destroy their enemy, unaware that they themselves are, in a manner of speaking, servants of Hell.

The players may never find out that their Monitor is an angel (or a demon). It's up to the Director to decide if this is an interesting direction for the campaign. However, the players should never feel that their work is invalidated. Regardless of the larger implications of the Last War, their own war against angels has saved innocent lives (and souls).

This does create some grey areas, however.

Some Zealots will balk at the notion of hunting angels when it is revealed that the angels are not renegades or fallen angels. Some Zealots may become angry that they've been tricked into doing the work of Hell. Others will see the logic of postponing the Last War, given the amount of suffering that will result if they don't do their jobs. Some will resent the deception of the Monitor, while others will shrug and say what the hell.

11.2.5. Learning the Truth

The Zealots may learn that their Monitor is an angel early on, or it may be something that you build up to over time. One thing to bear in mind is that the Zealots have crossed the White Line. This means that they're something other than human, and it shows. Though the Monitor is (probably) an angel, humans were not meant to wield such power, and this makes Zealots unholy.

If a Zealot uses magic in a holy place, such as a church, he or she may notice unusual phenomena as a result, including statues that weep blood, boiling holy water, and crosses that blacken and smoke. These events aren't consistent, and may be interpreted by the players as evidence of angelic activity.

The typical priest or holy person will not be able to help. Most clergy wouldn't know true evil (or good) if it dropped a severed head in the collection plate, so they're not going to be able to answer the Zealots' questions with any degree of authority. Instead, clues may be dropped by angels during combat, or by angels who are trying to thwart the Cadre. This can arouse the suspicions of the Cadre, who might wind up following their Monitor (which could lead to a series of extremely interesting adventures, because there's no telling what kind of connections their Monitor could have -- consider some of the factions in chapter 13).

11.3. Themes

Every campaign has its own flavor, but there are certain themes that are inherent to Spite. Consider these when you're running your scenarios.

11.3.1. Corruption

No one is innocent. Everyone has a secret, something they've done that's come back to haunt them, something that they're trying to hide.

When you've got an angel that hunts blasphemers, ask yourself what the blasphemer is trying to hide. So he's an artist that takes offensive photographs of nude women with crucifix-shaped sex toys. Great. But what else does he have photos of? Maybe compromising pictures of a politician and a call girl *in flagrante delicto*? If so, what's the photographer doing with the negatives? Is it a blackmail scheme? What

about the politician? Could it be that he has ties to the mob? Could he be asking them for help?

Now, when the Zealots investigate the angel, and find that it's stalking this innocent photographer and his family, they'll be attacked by a bunch of mob henchmen. When they try to find out why, the photographer will stall them out. Eventually, the truth will emerge. So what would make this more interesting? Well, maybe the call girl is actually his wife. She sleeps with powerful men, her husband secretly takes photographs, they blackmail the victims, and they make a lot of money. But they also make a lot of enemies, and now the two of them are being stalked by assassins. Do the Zealots help them? Do they protect them? How far will the Zealots go to keep these people safe?

Some secrets are minor -- sins of omission. For example, you could adjust the above scenario so the photographer himself isn't the one doing the covert pictures or the blackmailing -- but he knows the person who's doing the dirty work, and he knows about the scheme. So now he's not guilty of blackmailing anyone, but he didn't go to the authorities, either. So now maybe the mob still wants him dead because he knows about the politician and the call girl. So, again, should the Zealots help him, or do they just kill the angel and wish the photographer good luck? Either way, the photographer is now more interesting. He has a life, a personality, a background of some kind.

This also reinforces most of the game's core concepts. After all, the angels mostly stalk those who are corrupt or dirty in some way, ranging from minor offenses (which most of us have committed at one time or another) to major crimes such as murder. If everyone has a sin or crime in his past (or present), it's a lot easier to weave new angels and new scenarios into an existing cast of characters. When they've

saved the photographer, maybe the next scenario has a Phanium angel stalking his wife.

11.3.2. Grotesquerie

Magic is gruesome, Zealots are gruesome, angels are gruesome. This game is full of entrails and tentacles and foul-smelling fluids. Spite can be used to create psychological horror as well, but by and large, it's a game about things that are repulsive, and a lot of that repugnance stems from the Zealots themselves.

Play up the grotesquerie. When the Zealots find a corpse, don't call it a corpse. Start with the shattered skull and head south from there. Get graphic. It doesn't have to be an exhaustive catalog of injuries -- if you cite two or three massive wounds, accompanied by such concrete details as smell, texture, and color, the players' minds will do the rest.

When describing a living room, skip the basic details. Everyone knows what a living room looks like. Zoom in on the two or three incongruous details. It's rare to find a bloody sword rammed into a coffee table, so start there. Then talk about the bloody handprints on the wall, or the four-foot loop of something that looks like link sausage, but then turns out to be a small intestine, hanging from the ceiling fan.

Use examples and references and comparisons ("the color of urine", "the texture of grape jelly", "the smell of insect repellent") rather than adjectives. These details are far more memorable than words like yellow, gelatinous, and smelly.

We are bipeds. We are vertebrates. We are sacs of fluid and tissue, surrounded by a soft epidermis. Spite is a game about flesh, and the horrible things that can happen to it.

11.3.3. Isolation

The Zealots are alone. Sure, they have each other, and a Monitor, and a few Contacts, but they're fighting this war on their own. They can't involve the cops, or the feds, or the military. Worse, it looks like those agencies may have been corrupted (see Section Zero and the DPI in chapter 13 for examples of this). As a result, the Zealots have to keep the war a secret, and they can't even call for backup.

This can complicate matters. When there's a crime scene, Zealots can't just flash the badge to get in. Or if they do, they have to do use guile, and this can have consequences. Say that they pose as cops to get into a crime scene -- maybe later, they'll be posing as a news crew to get close to a victim of possession, and a cop from the crime scene will recognize one of them. Now, the Zealots have to find a way to keep him quiet, whether through the use of skills or magic.

When things get weird, when things get desperate, the Zealots don't really have anyone to turn to, not even the authorities. This reinforces the macho and heroic aspects of their persona.

11.3.4. Heroism

Ultimately, the Zealots are the game's only heroes. Everyone else is doing something that they shouldn't, or they're just not qualified to save the day. In all things, the Zealots must be the good guys. They might make tough choices, or use extreme methods, but they are the ones fighting to protect innocent people, and they're risking their lives to do so.

Remind them of this through your NPCs, or even the Cadre's enemies. A villain that shows the heroes respect can be a lot of fun. Even if he's trying to kill them at the time.

11.4. Sources of Horror

Ultimately, the horrific elements of Spite gameplay always come back to the same source: humans.

Angels are drawn to human vice. Innocent people are caught in the crossfire and victimized. Evil people are in control; they run corporations, governments, branches of the military, criminal organizations, and cults. Every minor puzzle or clue leads to something larger and darker: physical evidence leads to an angel; supernatural phenomena foreshadow the arrival of an Ophan; cryptic notes reveal the existence of the factions detailed in Chapter 13.

Furthermore, the escalation of threats will draw the Cadre deeper into the horror because of the implications present in each new threat.

When the Cadre first gets started, and they take on the Rephaim, the Zealots are heroes, and the victims are saved (or avenged). All is well.

Then, they face the Seraphim, who feed on human sickness. Zealots come face-to-face with vice and sin.

When the Cadre goes up against an Erelim, they find themselves targeted by powerful angels that use cruel and intimidating tactics.

Then, they face the Ophanim, who force the Zealots to use magic which causes great suffering to innocent people, and which results in the creation of new Rephaim.

Along the way, the Cadre will tangle with half-breeds, reinforcing the notion that humans are every bit as dangerous and horrific as angels or demons.



CROSSOVERS WITH DREAD

If you have a copy of *Dread: The First Book of Pandemonium*, you can combine hostiles to create all kinds of horrific new scenarios for your players. For example, imagine that the Zealots are on the trail of an angel -- and just as they catch up to it, it's attacked by a demon. The two entities exchange blows, then realize the Cadre is watching. Angels and demons loathe one another, but half-breeds are an affront to their very existence, and they threaten the integrity of the Last War. So the angel and the demon declare a hasty truce -- and they attack in tandem.

Alternately, consider possession. Imagine that a Shadow angel has possessed the body of a Hunter demon, and is using it to track down and destroy the Cadre (or to pursue its agenda as usual, but in a new body). Or flip it around -- a Defiler demon has possessed a Judge. In either case, compare the three attributes (Strength, Sense, Soul) for each entity and pick the highest one. Then add the two Life scores together, add Wrath to Grace, include any armor, and voila -- a killing machine like no other. For example, a Myavethi takes control of a Vouzire (*Dread*, 231):

Myavethi/Vouzire

Strength: 10

Sense: 6

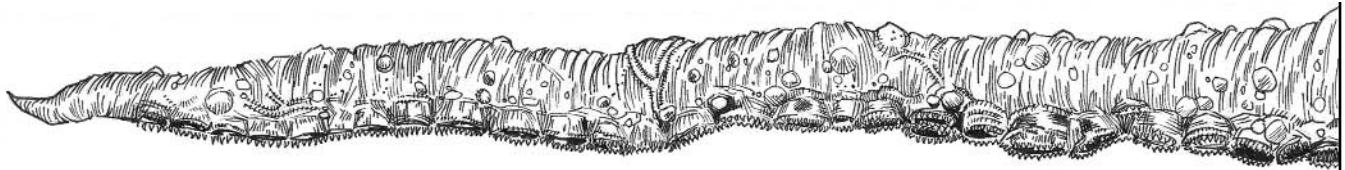
Soul: 8

Life: 45

Grace: 33

Armor: 5

Such an entity would be **extremely** powerful, so reserve it for more experienced (and better-equipped) Cadres.



The weeds are the sons of the evil one,
and the enemy who sowed them is the
devil. The harvest is the close of the
age, and the reapers are angels.

-- Matthew 13: 38-39

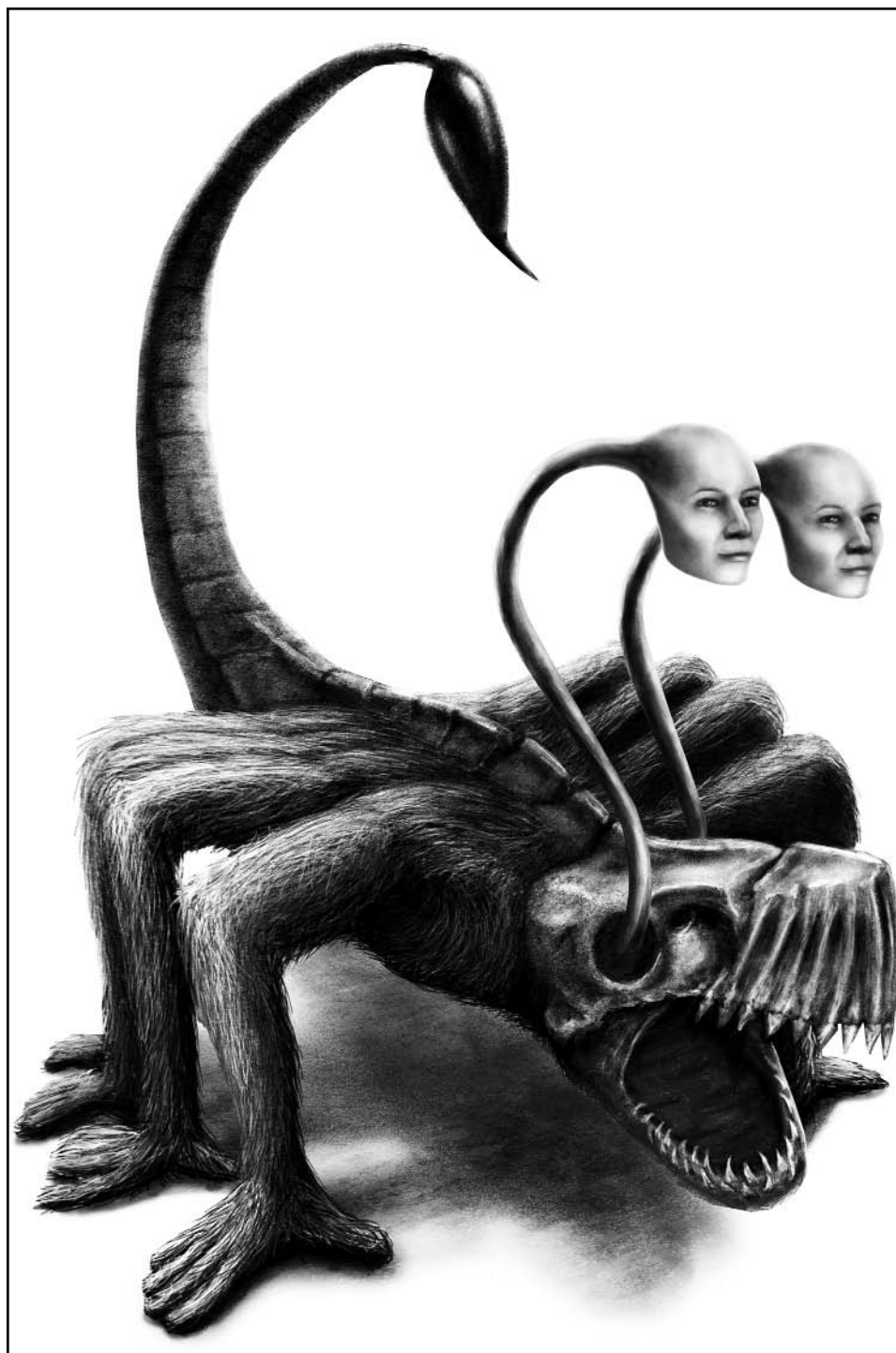


For the Angel of Death spread his wings on the blast,
And breathed in the face of the foe as he passed,
And the eyes of the sleepers waxed deadly and chill,
And their hearts but once heaved, and for ever grew still

-- George Byron, *The Destruction of Sennacherib*



CHAPTER 11



ANGELS

12. Angels

There are four angelic ranks: the Seraphim, the Ophanim, the Erelim, and the Rephaim.

The Seraphim are the rank-and-file soldiers of divinity; they are here to separate the wicked from the pure, and to teach the world to fear the wrath of Heaven.

The Ophanim are city-destroying monstrosities that exist only to spread death and misery. A single Ophan can wipe out an army of unprepared Zealots.

The Erelim are state-of-the-art hunters whose sole purpose is to track down and eliminate Zealots, or anyone else who would interfere with the work of Heaven.

The Rephaim are lesser angels, created when Zealots wield Imprecations. Mindless and savage, they feed on human flesh. Unlike other castes, they often hunt in groups, which can make them extremely dangerous.

Each of the four angelic ranks is described in this chapter. Before starting a scenario, please familiarize yourself with the overview of angels presented on the next few pages, then read the angel's description, which will provide additional information about its appearance and behavior.

12.1. Presentation

There's a difference between knowing that there's an angel, and knowing where the angel is. By prolonging the takedown, and by providing the players with a detailed description of the angel, you can make the final battle of each session a memorable experience.

By describing the sounds, smells, textures, and colors, you can help the players to envision the enemy that they're fighting.

Sounds can be creepy, soft, deafening, and even misleading. Some angels speak with a human voice, while others cry like babies or sing like children. Attempting to imitate the speech of an angel may produce results that are more comical than frightening -- sometimes, it's better to describe than to mimic. Familiar sounds, such as barks and roars, can be described to evoke certain moods.

Smells are often tied directly to moods and memories, and by describing foul and sweet odors, you can help the players to develop their sense of the angel in question. Some angels are associated with specific scents, but feel free to embellish these as you see fit.

Textures can be experienced by the characters during combat. Describe the skin of the angel or the skull as grainy, rough, pebbled, leathery, slick, wet, or moist to help contextualize the illustration for the player.

When describing the angel, feel free to associate its colors with unpleasant things, such as feces, vomit, blood, or mucus. Though the angel's skin (or horns, or wings) may not share the textures of these substances, by describing a fecal brown or a bloody red, you create associations in your players' minds.

12.1.1. Phenomena

An angel is a deviation from the natural order, and it heralds some awful consequence. As a result, the mere presence of an angel causes weird things to happen, even long after the angel has gone:

* The ground where an angel has walked is now covered in slithering maggots;

* Animals are torn apart from within by hives of

insects growing in their bowels;

* Strange people with cadaverous grins wink and wave from inside mirrors;

* Knives fling themselves from kitchen drawers and hurl themselves at people;

* Fluids slide up walls and across ceilings in defiance of gravity, then rain up into the sky;

* Laughter is heard in empty rooms, and then it turns into screams of utter agony;

* Solid objects, such as tables and chairs, are suddenly rendered rubbery and malleable;

* A reporter on TV blows her brains out, and the screen explodes as blood sprays into the room;

* Healthy and friendly animals suddenly attack their masters (or themselves);

* People suddenly vomit up living things, which rapidly crawl away;

* Statues step down from their pedestals and devour children;

* Paintings speak, telling of horrible calamities yet to come, then commit suicide;

* Ovens grow teeth, and they bite off the hands of cooks, then broil the skin black;

* A tentacle snakes out of the toilet and starts attacking anyone in range;

* Loud screaming is heard from every speaker in the area, including radios, phones, and TVs;

* Words written in blood appear on walls, giving false information to the Cadre;

* Trees reach down and carve their initials into the flesh of teenagers.

Over time, these incidents become more commonplace. They also escalate. Sometimes, these manifestations take physical form and attack the Zealots.

Deformed people in the mirror will step through and attack; shadows will become tangible; statues will bludgeon Zealots with their stony fists; deformed animals will bite and claw. These manifestations aren't as powerful as Seraphim, but the very fact that

these can attack should challenge the expectations of the player, making them nervous.

Manifestations

Strength: 5-8

Sense: 1-3

Soul: 1-3

Life: 7-10

Grace: 0-12

Armor: 4-8

These phenomena can also make for excellent Triggers, drawing Zealots into the investigation.

12.1.2. Grace

Grace is the angelic equivalent of Fury, enabling the angel to perform certain stunts. During combat, all angels can kill a point of Grace to regain a point of Life. This can be done as often as necessary.

Angels can also perform special abilities by using Grace. These are detailed in the description for each caste (see page 225).

12.1.3. Benisons

There are ten Benisons, or blessings. Each is a variant on the name of God. When uttered by a Seraph or Erel, the Benison causes effects which can be harmful or even fatal. Against normal humans, Benisons are typically lethal, but half-breeds can avoid these effects.

Benisons have a range of 2, and can be used every other round. An angel can use the same Benison again and again, or alternate as it sees fit.

Descriptions of all ten Benisons can be found on the following pages.

Abhir

When this word is spoken, a blazing sword of Judgment appears before the victim, blinding him with a holy light. The blade hangs in the air before the victim, aimed directly at his heart. The sword is ornate, and psalms are etched into the blade in an angelic script that, though illegible to mortals, is nonetheless seared into the retinas briefly. A human who views the sword must make a Strength check against difficulty 10 or suffer a fatal heart attack or stroke. If successful, the human loses all but 1 point of Life. A half-breed who hears the word must make a Strength check against difficulty 10 or lose 4 dice on his next attack roll.

El-Berith

When the angel speaks this word, the voice of Divinity is heard, and the victim is compelled to obey. Typically, the angel will order its victim to drop all weapons, falls to his knees, and surrender. Sometimes, the angel will order its victim to stand still and scream at the top of his lungs, or to assume the fetal position on the ground. Any human who hears the word must obey immediately, without question. Any half-breed who hears El-Berith must make a Soul check against difficulty 10. If the roll is unsuccessful, the half-breed must obey the angel or take 6 points of damage. If the roll is successful, the half-breed is able to resist the command.

El-Gibhor

The victim appears to be beset by vermin and parasites: spiders, ants, termites, wasps, tapeworms, scorpions, and ticks suddenly appear and swarm the victim by the thousands. The victim must make a Sense check against difficulty 10. If successful, he sees through the illusion and suffers no ill effects. A half-breed who fails the check feels as though he's being torn apart (suffering a penalty of 2 dice on all actions for the next round). A human who fails the Sense check rips his own skin off in agony.

Elohim

The angel's voice fills the victim with perfect harmony and love. The victim must make a Soul check against difficulty 10 or become utterly serene, all guilt and fear and self-doubt wiped away. The side-effect of this absolute eradication of self is an uncontrollable desire to consume human flesh. Any human who fails the Soul check is driven insane and becomes a psychotic cannibal. This person will attack anyone in sight with hand-held weapons, teeth, or fingernails until killed; the afflicted person will consume the flesh of anyone he kills. Human victims gain Strength, Life, Armor, and Fury (6 points each). The condition is irreversible. If the Soul check is successful, the victim is knocked unconscious (and probably becomes food for the others). Any half-breed who fails the check will attack one of his allies (but only once, after which he comes to his senses). If the Soul check is successful, nothing happens.



Kadosh

When this Benison is spoken, a glowing orb appears in the sky, and a ray of light shines directly on the victim's face. This is the light of Divinity, and it is so bright that it may well blind the victim. The orb is indestructible, and only lasts for a few seconds; roughly a foot in diameter, it cannot be moved, and its light cannot be avoided, passing through solid objects to strike its victim's eyes. Any human who hears the word must make a Sense check against difficulty 10 or be permanently blinded -- the victim's eyes become milky-white, and he weeps tears of blood. If the Sense check is successful, the blindness is temporary, lasting only a few hours. Any half-breed who sees the light must make a Sense check against difficulty 10 or be blinded for 2 rounds. Success means that the half-breed suffers no ill effects.

Magen

When the angel says this word, the victim suddenly understands the will of God. The ensuing revelations destroy the victim's mind, and he attempts to inflict serious harm upon himself. If a human fails his Strength check against difficulty 10, he will tear himself apart. If he succeeds, he will keel over, bleeding from various orifices, alive but paralyzed for several minutes. If a half-breed makes his Strength check, he will experience sharp pain, but it's over quickly and he suffers no ill effects. If he fails the check, he must attack himself (rolling once to hit and once to defend, then compare the scores to see how much damage he has done to himself). The half-breed uses any hand-held weapon nearby, and doesn't use any modifiers like stunts or Fury or descriptions -- just roll the dice and see what happens.

Melekh

When this word is spoken, the victim hears a choir of angels singing. The victim must make a sense check against difficulty 10; success means that the victim is able to shake off the effects. If a human fails the

check, he sits down and remains in a drooling catatonic stupor for the rest of his life. If a half-breed fails, he spends one round in a daze (-4 to all actions for next round).

Tetragrammaton

When this horrific Benison is spoken, the victim hears the true name of God. If the victim is human, and fails a Strength check against difficulty 10, the victim must now breathe voluntarily. If the victim doesn't concentrate, then his lungs will not fill with air. He will begin to asphyxiate. If he grows weary and tries to rest, he will stop breathing. Eventually, after many hours, the victim will reach a horrendous point at which he is so exhausted that he cannot stay conscious, but his body wakes him up each time he closes his eyes, because he has stopped breathing. This hellish condition can last for days, during which time the victim usually goes insane. Respirators and other such machines are the only way to keep a victim alive. If a half-breed fails the Strength check, he must spend 1 round concentrating on breathing (as above); -3 on all actions. A successful check means the victim suffers no ill effects.

Tsaddiq

When this Benison is spoken, the victim is engulfed in a pillar of fire twenty feet high. Any human who fails the Sense check against difficulty 10 is instantly immolated; if he makes the check, he is still engulfed in flames, but manages to get clear before dying -- he loses all but 1 point of Life and is badly burned. A half-breed must make the Sense check against difficulty 10, and if he fails, he takes damage equal to the difference between the two scores. If he succeeds, he is able to get out of the way of the flames.

12.2. Seraphim

There are three ranks of the Seraphim: the Acronicals, Kritarchs, and Telarians.

Acronicals (known to Zealots as Shadows) possess their victims and force them to commit evil acts. When tracking a Shadow, the Cabal doesn't always know who (or where) the skell is. Often, all they know is that something weird is going on. Exorcism can be used to cast the angel from the skell's body, but the angel will only be more powerful once it's released.

Kritarchs (known as Judges) are predators that maim, kill, and devour their human prey. When on the trail of a Judge, the Zealots will find dead bodies, trace evidence, physical clues, and prints. All of these will lead to a violent showdown with their target.

Telarians (or Weavers) haunt and torment their victims. While investigating a Weaver, the Cabal will first have to determine who is being stalked, and why. Much of the time, the victim is prone to evil behavior even without the involvement of the angel, but the goal is always the same: take the target down. Once the Zealots are able to figure out what's going on, they can attract the angel's attention and engage it in battle.

Patterns

All angels follow patterns of behavior based on their type. They're helpless, in a sense, as they must obey these urges.

The Weaver must hide in plain sight and torment its human victim. In order to escape detection, it must misdirect people with Wrath. If anyone interferes with its work, it must reveal itself and attack.

The Shadow must take over the body of a human victim and do evil. If confronted, the angel must use its body to do harm. If the angel is exorcised, it must eventually attack the exorcist and do as much damage as possible.

The Judge must track down and kill humans. If discovered, it must eventually attack.

While an angel's presence may be 'felt' by the Zealots, the angel isn't always going to stick around once the Cabal has begun the investigation. It may choose to avoid confrontation at first, until the Zealots have completed part of the Death Spiral (see page 201).

At that point, you will want to bring the angel out of hiding and allow the takedown to proceed. Until that time, the angel will employ various methods of remaining undetected.

Takedowns

Shadows hide inside their hosts, and it's possible that the team may even make face-to-face contact with the skell without realizing that they are talking to the angel (the average Shadow loves doing this, despite the risk). However, as a general rule, once a Cabal starts a case, the angel tries to avoid contact with them as long as possible, knowing that they want to separate it from the host that it's tormenting.

Weavers use the Grace (see page 221) to misdirect those who pursue them. By spending Grace, the Weaver can look like anyone, or can even become invisible. This enables the angel to torment its prey without attracting undue attention, and it allows the angel to make a speedy retreat when things get violent. Only spells like Apophasis will help a Zealot identify a Weaver in such a case.

Judges tend to hide in shadows, and mostly operate at night. Some will attack indiscriminately, but even the most bloodthirsty and deranged can recognize the threat that Zealots pose, and so a Judge won't attack the moment that the Cabal begins to poke around the kill site. Instead, it will watch them, study their movements and interactions, and form a plan of attack. They may even discover evidence that the angel has been watching them, but attempts to locate it will fail (unless the group is close to the end of the session and it's time for the takedown).

Many angels maintain lairs, where they store the remains of their victims, or souvenirs from their kills (such as bones, wedding bands, or hair). The lair may be an abandoned church, a cave, or the basement of a condemned house. If the Cabal discovers the lair, it's unlikely that they'll find the angel there unless it's near the end of the session. Sometimes, the angel will set traps throughout its lair to punish trespassers.

In combat, Seraphim attack **twice** per round. In addition, they can expend Grace to execute additional attacks or perform special abilities.

Each round, a Seraph can also whisper a Benison, which can have disastrous effects on ordinary people and half-breeds alike.

Grace

By killing points of Grace, the Judge can execute a third attack during combat. The more Grace the angel kills, the more dice it can roll on its second attack. If it kills 1 point of Grace, it attacks with 3 dice. If it kills 2 points of Grace, it attacks with a number of dice equal to its Strength score. If it kills 3 points of Grace, it attacks with its Strength score plus 3. The Judge can attack a maximum of three times in a single round.

A Shadow can use Grace to hurl objects and attack people with them. By killing Grace, the angel can attack with a number of dice equal to twice the amount of Grace killed (5 points of Grace equals 10 dice rolled). This can be done in combat, in addition to its ordinary attacks, and it can be done while the Shadow is still in the host or after it has been exorcised through an Anathema. If the angel is still inside the skell, there's no way to be certain (short of magic use) that the skell is responsible for the telekinetic attack. It's common for angels to pretend to be terrified as steak knives and circular saw blades fly through the air towards a Zealot's face.

By killing a point of Grace, the Weaver can turn itself invisible or transform itself into the likeness of an ordinary person. This lasts for a single day. Short of magic, there's no way to detect a Weaver that's used Grace in this way. The angel can also kill a point of Grace to take over a group of people and turn them into mindless drones. By killing a point of Grace, the angel can temporarily possess a number of people equal to its Sense score, and can direct them to fight on its behalf. This temporary possession only lasts for a single battle, after which the victims slowly emerge from their zombie-like state, bewildered and unsure of what's going on. Zealots are immune to this possession. Victims of this kind of possession tend to be feral, screaming horribly as they swarm the Zealots and attack with their teeth and nails. The Stalker can also use Grace to defend itself by killing up to 6 points at a time to add to its defend rolls during combat.

NOTE: COMBAT WITH SERAPHIM

A Seraph comes out swinging. It will attack twice, using Grace to kick both rolls up to 12 dice, and then it will toss out a Benison and use its extra attack. Eventually, it'll run out of Grace and Life, and the Zealots will take it down. But they'll remember those first few seconds...



12.2.1. Aeshuam

Rank: Judge

Strength: 8

Sense: 2

Soul: 5

Life: 30

Grace: 9

Armor: 10

Appearance

The Aeshuam angel is a large insectile predator that strides on six armored legs. Eight feet tall, the angel has a dark maroon exoskeleton, scarlet mandibles, and a bright red blade at the end of both arms.

The blades are wide and serrated, and are able to saw through flesh and bone with ease. The Aeshuam is covered in spines, and has a powerful tail covered in ridges of chitin. The angel reeks of vomit.

Pattern

This Seraph stalks and kills adulterers. It hunts married people who stray from the beds of their spouses, and it hunts those who fornicate with married people.

Once the angel has targeted its prey, the adulterer suffers the wounds of the stigmata. A sudden sharp pain is accompanied by blood from the palms of the hands and the soles of the feet. Though the injuries can be treated, they will not heal, and they will continue to trickle blood. The Aeshuam tracks its targets through smell, and can detect the scent of their blood from miles away.

The angel crawls, invisible, across walls and ceilings. It stalks everyone involved in the duplicity, from neighbors who turn a blind eye, to motel owners who know exactly what's going on, to co-workers who cover for the adulterer on the phone. Those deserving punishment are tracked down, attacked while alone, hamstrung, and devoured while still alive.

Finally, the angel will turn its attention to the adulterers themselves. They will be captured, brought together, and given a chance to survive: a fight to the death, with the victor set free. However, the angel has no intention of living up to its end of the deal. After one has killed the other, the angel will amputate the victor's arms and legs, then sing hymns while he or she bleeds to death.

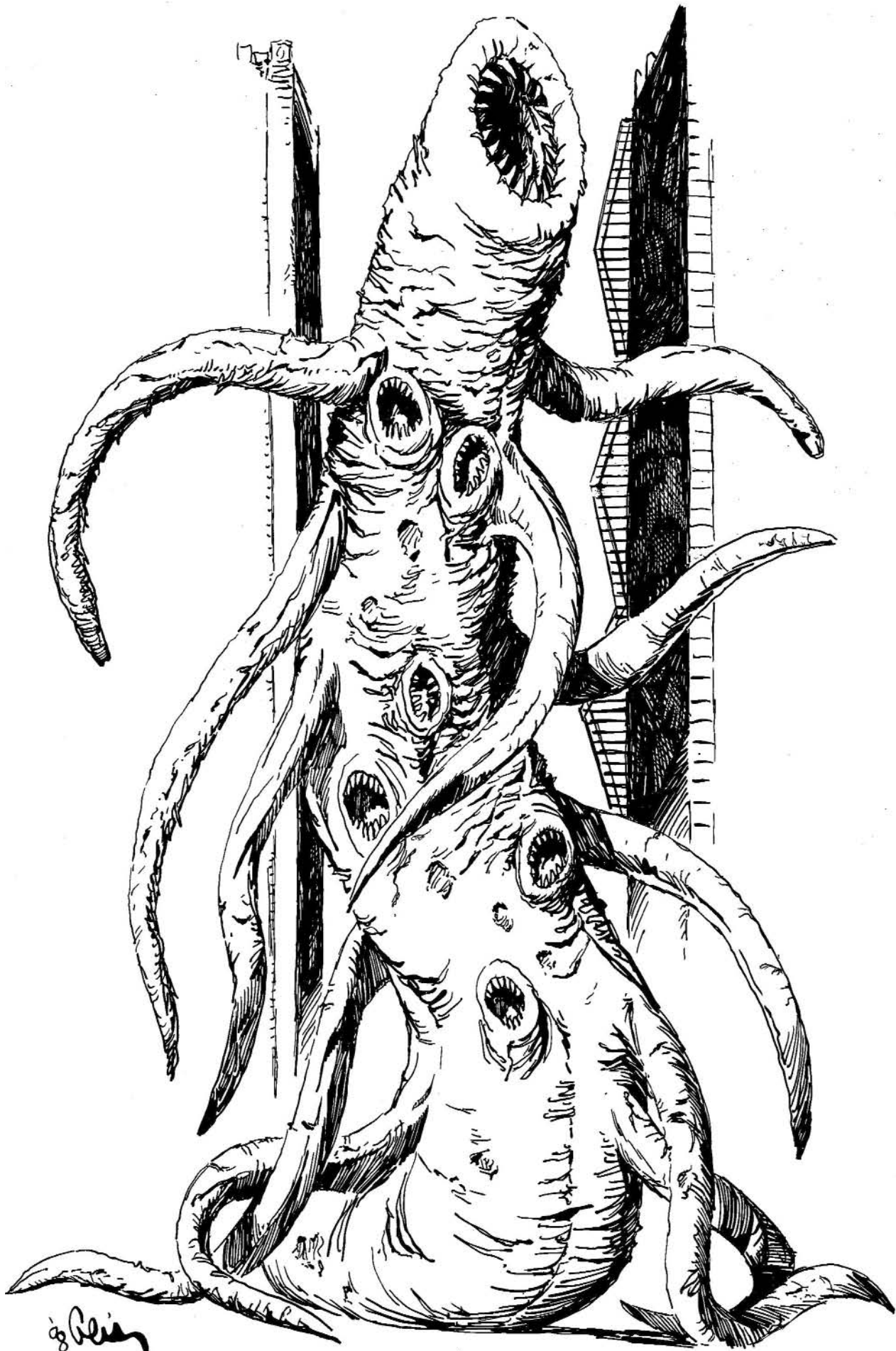
If the angel encounters anyone pious and worthy, such as the unwitting spouse of an adulterer, it will save her by turning her body to ash.

Takedown

The Cadre will typically get involved after one or two people has been killed. Many adulterers have more than one sexual partner, and the angel will want to bring everyone to justice, so there could be a great number of potential victims on its list. With each new corpse, the Zealots will be one step closer to finding the angel.

After the carnage of an attack, the Zealots might find trace evidence at the scene. The angel leaves behind a watery orange stool, and when it is agitated, its chitin flakes off in small amounts.

Often, it makes its lair in an abandoned building, as close to the top floor as possible.



12.2.2. Aiarex

Rank: Shadow

Strength: 2

Sense: 6

Soul: 9

Life: 18

Grace: 21

Armor: 3

Appearance

The Aiarex is a towering, wormlike entity with rubbery mauve skin that scrapes off as it undulates across the ground. There are bright red and pink mouths all across the angel's body, drooling a grey mucus that smells of strawberries.

It has a dozen tentacles, ranging on color from yellow to sepia, along its body. The Aiarex has a large maw, capable of swallowing a man whole.

Pattern

The Aiarex preys upon those who dissolve sacred bonds of marriage. This can include spouses, lawyers, counselors, legislators, and any religious persons who condone divorce.

The angel takes control of one of the two people who are trying to get divorced. It attacks the victim when he or she is alone. After incapacitating the victim (without causing serious injury), the angel transforms itself into liquid and enters the target's body. The victim is now possessed.

The Aiarex accesses the skell's memories and knowledge, and makes a list of everyone involved in the divorce proceedings.

Using the skell's body as its instrument, the angel systematically seeks out and destroys everyone who permits or encourages this sin.

After each kill, the Aiarex emerges in liquid form from its victim's orifices. It then coalesces into its actual shape, and feeds on the corpse of the murder victim while the skell watches, horrified.

If the skell tries to flee, the angel will capture him, but without causing permanent harm (since it needs the body to fulfill its purpose).

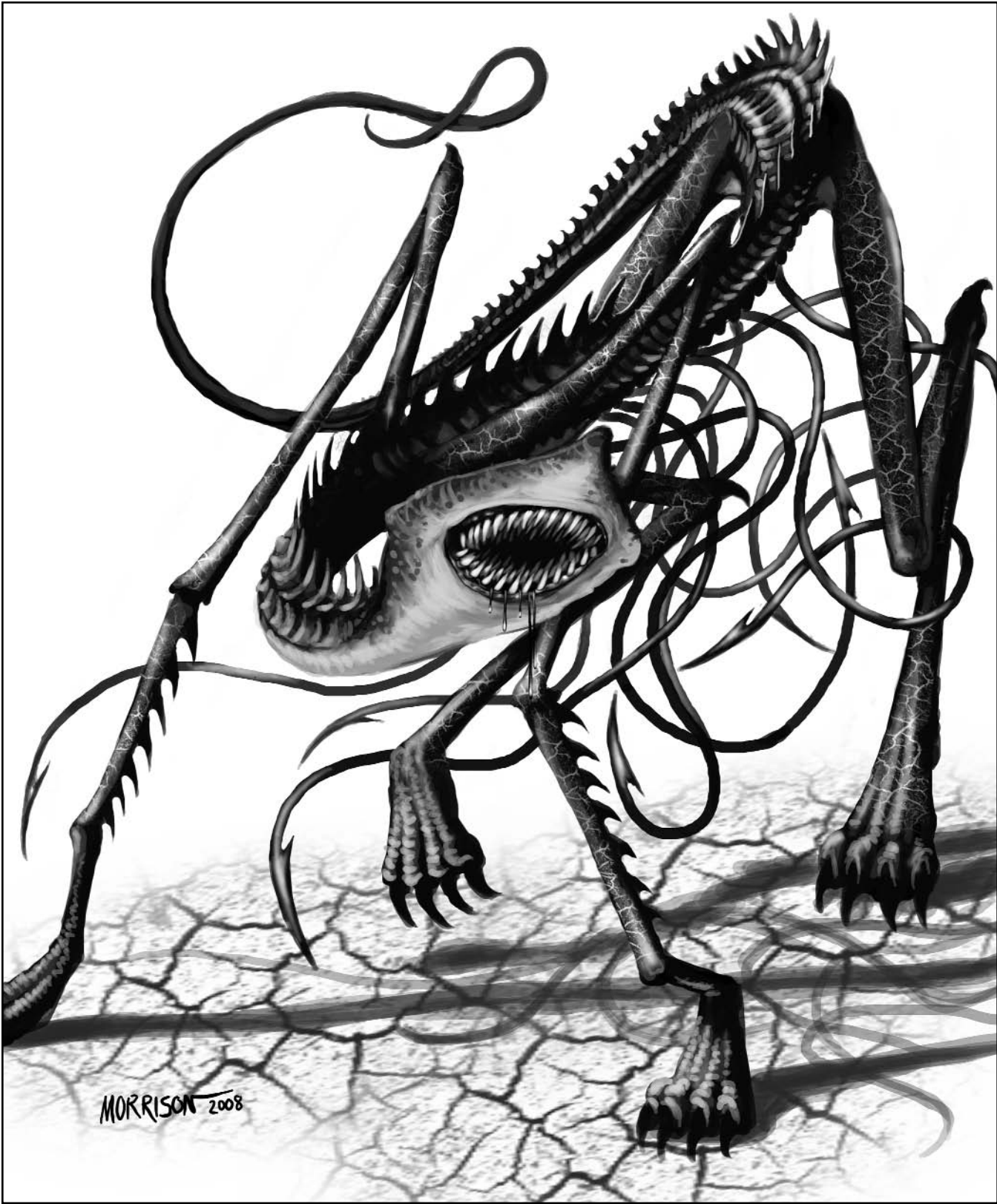
Eventually, the angel will have killed everyone on its list. It will then leave the host's body, turn around, and swallow him whole, digesting him over a period of hours (though it's likely that the victim will perish of asphyxiation first).

Takedown

The Zealots will probably get involved when the bodies start to hit the floor.

When inside the host, the Aiarex often stays near sources of plumbing or waterways, because it likes the option of a hasty retreat if discovered too soon.

Should the Cadre reach the skell prematurely, he will probably vomit the Aiarex up into the nearest commode or lake so that it can speed to safety (returning later to wreak vengeance on the Zealots for interrupting its handiwork). In such a case, the angel will find and possess someone else involved in the divorce.



12.2.3. Amiesse

Rank: Judge

Strength: 9

Sense: 1

Soul: 6

Life: 28

Grace: 11

Armor: 12

Appearance

The Amiesse has a long grey body ridged with spines, a dark blue whip-like tail, and four black legs ending in curved black talons. Eyeless, its head ends in an oval-shaped mouth bristling with multiple rows of bright white teeth.

Underneath, the angel has several long green tentacles tipped with barbed white spikes. The angel chitters and whistles like a bird. It smells like roses.

Pattern

The Amiesse hunts those who abort children. A merciless Judge, it hunts and kills everyone involved: parents, doctors, grief counselors, clinic staff, and anyone else who has knowledge of the abortion (but does nothing to stop it).

The angel's victims are hunted down and killed. It strikes its targets one at a time, but it doesn't care if there are witnesses or not. Driven insane with bloodlust, it will attack its victims in crowded shopping malls, churches, or police stations. It just doesn't care.

The Amiesse begins by tearing off one or two limbs, and then eviscerates its prey, using its lashing tentacles. Anyone who attempts to interfere is bitten or slashed; the angel tends to aim for major arteries when dealing with interlopers, in order to ensure a quick and efficient death.

After a killing, it often mangles the corpse. Sometimes, it uses its tail to paint a nativity scene on a nearby wall, using its victim's blood.

Takedown

In addition to the paintings, the Amiesse tends to leave behind physical evidence, such as greenish urine, the broken tips of its spines, teeth embedded in its victims' bones, and footprints.

The Zealot may get involved after a massacre. Given the angel's tendency to attack in public places, it's possible that one kill may turn into several very quickly.

The Cadre may also get reports of pregnant women (who are considering abortion) being stalked by a grotesque creature. This will enable the team to get to the angel before the killings start -- in theory.



isben

12.2.4. Anamiev

Rank: Shadow

Strength: 3

Sense: 5

Soul: 8

Life: 15

Grace: 24

Armor: 5

Appearance

The Anamiev is a huge angel. Its hard, leathery hide is fecal brown, covered with patches of amber and yellow. Its vast bulk is covered in thick tentacles tipped with white hooks of bone. Some of its tentacles end in gaping mouths that smell of old earth. They drip a milky white saliva.

Pattern

The Anamiev possesses elderly people, and uses their bodies to hunt those who do not respect their elders.

The angel possesses a victim by transforming itself into a bluish mist that travels through a city until it has found a target: an old man or woman who is rebuked or abused by younger people who ought to show more respect. The angel enters the host body and takes control.

The skell remains unaware of his possession, and goes about his business as normal. However, those who rebuke him, or abuse him, or show scorn or a lack of compassion for his disabilities, are faced with the holy wrath of the Anamiev. The skell stands there, catatonic, as the mist flies from his mouth; emerging from the smoke, the angel instantly manifests itself and attacks.

The victim is pinned down, impaled, and devoured. Due to the angel's strength and bulk, there is usually considerably property damage during the attack.

If the abuse takes place near the skell's residence, or if the skell lives in a nursing home, then the angel will be more subtle. It will not attack immediately, but will instead wait until the skell is asleep. In mist form, it will track down the abuser, take physical form, and attack.

Takedown

The body count will eventually pile up, but there may not be anything to tie the victims together at first (other than the *modus operandi*). Eventually, of course, a pattern will emerge. The nasty receptionist at the doctor's office, the scornful teenager down the street, and the abusive employee at the nursing home all had something in common: they all knew (and abused) the skell.

Once the team has identified the skell, the Anamiev will do anything in its power to destroy the Zealots.



12.2.5. Avaenoi

Rank: Weaver

Strength: 5

Sense: 8

Soul: 2

Life: 21

Grace: 18

Armor: 9

Appearance

The Avaenoi angel appears as a nude human female with pale white skin. It has two black horns that curl from its brow, a bright red forked tongue, a wide and distorted mouth crammed full of sharp teeth, and a long spike of white bone in lieu of a left hand.

There is a mouth full of serrated teeth at the angel's groin; this mouth drools a dark green fluid that smells of pine.

Pattern

This Weaver is drawn to those who do not tithe. It transforms itself into an ordinary human, then joins a church, posing as someone new in town. It studies the congregation, learns about them, and befriends everyone it meets. Pleasant and gregarious, it volunteers for everything it can, and eventually becomes indispensable.

It uses its access to peruse church records, learning who contributes and who doesn't. It also takes careful notes during the collection, observing who places money in the basket (and how much). When its suspicions are aroused, it enters the homes of churchgoers and examines their financial records.

After weeks of study, it makes a list of those who are not contributing an appropriate 10%.

It then begins a new phase. It spends its nights whispering in the ear of the sleeping priest or rabbi (or what-have-you), telling him of the disloyalty and lack of piety in his congregation. Over a period of several days, it plants the list of the unworthy in his mind, and it fills him with a holy rage.

Eventually, the religious leader snaps. He brings a weapon to church one morning, and in the middle of the service, he attacks those that the angel has named. He will kill as many of them as possible, and will then turn the weapon on himself.

If anyone interferes before that fateful day, the angel will find them while they're alone, and it will kill them. The angel prefers to use the serrated teeth between its legs.

Takedown

The Cadre may get involved during the murder investigation after a massacre. Information at the crime scene might point to a mysterious member of the church who started acting strangely just before the shooting spree. Investigation of this person's home may turn up the name of the next church on the angel's list. Of course, the next time around, the Avaenoi will be in a new guise.



12.2.6. Craanoi

Rank: Judge

Strength: 7

Sense: 3

Soul: 4

Life: 27

Grace: 12

Armor: 9

Appearance

The Craanoi appears like a vaguely spherical sea creature. It has glistening aquamarine skin, which though harder than steel, is transparent, showing the angel's internal organs.

Ten feet wide, the angel hovers in the air, trailing organs and tentacles and limbs. It has large blue eyes, white lips, and pale green bristles around its mouth.

Pattern

This Judge punishes the covetous. Those who are prosperous, yet crave more wealth and material goods, are the focus of its wrath. It typically hunts its prey in well-to-do neighborhoods, such as high-income areas, gated communities.

It tends to concentrate on hunting those who neglect other areas of their lives in pursuit of money. It is especially drawn to people who lack religious conviction, or who ignore matters of spirituality, in favor of earning money that they hoard for themselves.

Once the Craanoi has selected a target, it begins to dismantle his life, one dollar at a time. His expensive cars are destroyed, his paintings are slashed, his statues are shattered, his prized collections are smashed, and his home is burned down. The angel makes sure to leave behind evidence pointing to its victim, to ensure that he is unable to collect on the insurance (and so that he now must face criminal charges for insurance fraud).

The angel then gets really nasty. It begins to target anyone who has business dealings with the target. Brokers, investors, corporate partners, assistants, employees, and lenders are all part of the pattern. The angel tracks them down and devours them, leaving nothing behind except a single piece of evidence linking the disappearance to the angel's target. This can be a personal item, a garment, or a pen with the target's fingerprints on it.

Eventually, the target of the angel's wrath will be arrested on murder charges. Ruined and disgraced, his wealth will now be devoured by legal fees (and divorce proceedings, which may attract the attentions of the Aiares angel).

When the victim is at his lowest point, the Craanoi will visit him in his cell and disembowel him.

Takedown

Though the killings will feature evidence pointing back to the angel's target, there may be eerie sightings of a monstrous fish-like creature, which could be the reason that the Cadre gets involved. The same is true for the earlier stage in which the angel demolishes its target's luxury items and home.

If interrupted, or confronted, the angel will attack the Cadre without hesitation.



12.2.7. Cyveanth

Rank: Shadow

Strength: 3

Sense: 5

Soul: 9

Life: 18

Grace: 21

Armor: 6

Appearance

This angel begins as a thin green worm, roughly eight inches long. In this state, it is extremely vulnerable, and can be killed by a child or pet.

Once it has matured, the entity is a muscular wad of dark green tissue with four long brown tentacles, each ending in a hooked spike. It has a long, segmented neck, ending in a flat, circular head. Its underside is covered with rows of short, sharp teeth. In this form, it is powerful, armored, and agile.

Pattern

The Cyveanth is a Shadow angel that takes control of its host like a puppeteer. It hunts those who judge others.

It begins as a worm-like creature that slithers into a host's mouth while he's sleeping. It always chooses a member of the clergy as its host. Inside the body, the angel attaches itself to the lining of his stomach, sends fibrous tendrils through his body, and takes control of his nervous system and brain.

Once it has complete control, it spends the next few days observing the members of its host's congregation. It takes note of those who are judgmental, whether they're casting judgment on unwed mothers, persons of other races or faiths, or anyone whose transgressions are deserving of forgiveness.

Once it has gathered enough information, the angel uses its host to commit a series of murders. Each of its targets is hunted down and killed in gruesome and painful ways.

Cleansing fire is then used to wipe away all evidence (though occasionally, some trace evidence is left behind, such as surveillance photography that shows the skell entering the murder victim's house).

Takedown

If any attempt is made to confront the angel, it will reveal itself by emerging from the host body. It shoves its tentacles through the skell's arms and legs and attacks. The only way to prevent this is to exorcise the angel before it has a chance to attack. If it emerges from the host body in this way, the host will be killed instantly.

The Zealots may get involved once the victims begin to add up. The fact that they all attend the same church will suggest the work of a serial killer, which may cause federal authorities to get involved as well.



12.2.8. Eamuanza

Rank: Judge

Strength: 7

Sense: 2

Soul: 4

Life: 30

Grace: 9

Armor: 11

Appearance

The Eamuanza is a ten-foot humanoid monstrosity with emerald skin. A muscular nightmare with claws of jade, its neck ends in a glistening orifice ringed with razor-sharp teeth and four pale blue tentacles. Droplets of lavender-scented saliva cling to its neck and drip down its chest.

Pattern

This Judge feeds on those who do not share their wealth with the needy. It is especially drawn to those who live extravagantly. The Eamuanza often targets powerful families and dynasties, including political families, criminal organizations, and family-owned corporate empires.

The angel's goal is to teach its victims humility and fear, so that they might know what it's like to live in poverty and want. It begins by tormenting its victims in person. It appears as a black cloud of foul-smelling vapors. Often, it will manifest inside their homes, leading them to believe that there's a fire. However, it will then appear out of the smoke, roaring and screeching.

Its victims, happy to escape with their lives, inevitably flee to their other homes, sometimes in other countries. The Eamuanza pursues them there, and continues to haunt them (though it is careful not to be seen or detected by any authorities summoned to investigate).

It then begins to drive wedges between the members of the family or group. It steals trinkets or personal items and leaves them behind after a manifestation, sowing discord and suspicion among its victims. When they have turned on each other (hopefully with fatal results), the angel finally takes physical form and tears them to pieces.

Sometimes, it will take some of its dead victims' wealth to a needy family, disguising itself as a wealthy benefactor. If it should encounter any pure souls while doing so, it will save them by transforming their bodies into glass and shattering them.

Takedown

The Zealots may get summoned when a house is deemed 'haunted' by its terrified millionaire owners. Of course, the angel will be agitated by their presence, recognizing them for what they are. It will not attack immediately, but will seek to paint them as the culprits, hoping that they'll be killed when the guns come out.

Ultimately, the angel will attack if cornered, or when its plan has reached fruition.



12.2.9. Escivinoi

Rank: Weaver

Strength: 6

Sense: 9

Soul: 3

Life: 24

Grace: 15

Armor: 6

Appearance

This Weaver appears as a gorgeous woman with pale white skin, long hair, and bright green eyes. In lieu of arms, it has two segmented golden tentacles attached to its shoulders, and instead of legs, it has two muscular arms that grip the earth.

At its crotch, three glistening black serpents hiss and snap. The Escivinoi smells of cloves.

Pattern

This angel hunts those who worship false prophets. Specifically, it targets members of cults or pagan organizations. Disguised as a lost soul in search of illumination, the angel allows itself to be indoctrinated into the cult's teachings. It proves an enthusiastic convert, and learns everything there is to know about the organization.

Meanwhile, it studies all of the cult's members, and makes an effort to speak with each one face-to-face. In order to determine who is pure and who is utterly corrupt, the angel must touch a person's brow. Afterwards, it can decide who shall be damned and who shall be saved.

When it is time for judgment, the pure are taken aside and given a chance to repent. The angel reveals itself and demands repentance. If the victim does not renounce paganism or occult practices, the angel merely walks away and resumes human form.

Those who repent are devoured by a swarm of ants and beetles which rise from the ground and utterly strip away the flesh and organs in a matter of minutes.

The damned are captured, incapacitated, and herded into a specially-devised lair which the angel has constructed (either far away from the cult compound or place of worship, or else so close by that no one would have suspected it, such as in a seldom-used library).

This lair has been covered with traps that will snare, mutilate, and kill the unwary. For the next few hours, the screaming victims will turn on each other as they try to escape, but the angel will have taken all contingencies into account, and only a few will be able to escape with their lives.

These lucky survivors will be torn apart by the angel's tentacles, or slowly flattened under its massive palms.

Takedown

The Cadre will most likely become involved while investigating cult activity of some kind. They may also get brought in after the carnage is over.



12.2.10. Evaiaci

Rank: Weaver

Strength: 5

Sense: 8

Soul: 2

Life: 21

Grace: 18

Armor: 7

Appearance

The Evaiaci appears as a demonic female with cloven hooves and ram's horn. Where not covered in black armor, its body is covered in runic tattoos in bright red and violet ink. Behind it, black wings tipped with shards of wide bone are spread over a reptilian tail ending in a bright red spike.

In each hand, it clutches a brutal-looking obsidian, edged with jagged spikes. The angel's eyes glow bright red, and it is surrounded by waves of black fire. The Evaiaci reeks of burning hair.

Pattern

This angel hunts those who are proud. It is drawn to the arrogant and the stiff-necked, and it is compelled to humiliate them. Those who are worshiped and adored must be taught to kneel.

To that end, the angel takes away that which they crave most: adulation. It finds ways to ruin them, taking away wealth, prestige, beauty, and success. It leaves behind nothing but failure and mediocrity.

This can be accomplished in a number of ways. Sometimes the angel kills a trusted friend or associate, and then assumes that person's form, and uses its access to destroy the victim's finances. Or it entices the victim into illegal or immoral behavior,

which will destroy the victim's reputation when revealed. It can also use its access to influence the victim into making careless decisions, which can have horrific repercussions (a drunk-driving incident that causes horrible facial scarring, or which results in the death of a child).

The Evaiaci then urges its victim to take desperate and ill-advised actions in an effort to regain the spotlight. Sometimes, these actions are merely foolish or repulsive. Other times, they're dangerous or illegal. A professional athlete who can no longer play because of steroid use turns to underground martial-arts events that sometimes end in death; a disgraced politician stages a fake kidnapping in order to make himself look like the hero; a gorgeous film starlet that no one will hire because of a drug problem suddenly finds herself performing in underground porn films of the most horrific variety.

The victim inevitably makes one wrong decision too many, resulting in tragedy. Or else the angel gets tired of waiting and crucifies the victim, then moves on.

Takedown

The Zealots may get involved after a crucifixion, or when the victim's friend is found (stuffed into a crawlspace, or hacked to bits and dumped in a garbage can). Either way, if the Escivinoi suspects the Cadre, it will take action against them.



12.2.11. Feiantha

Rank: Judge

Strength: 8

Sense: 2

Soul: 6

Life: 29

Grace: 10

Armor: 10

Appearance

The Feiantha angel appears as a large, fleshy entity with mottled brown-and-grey skin. It stands twenty to twenty-five feet tall. Its thick body has a yellowish underbelly, and there are six muscular arms that it uses to clutch its prey.

It moves rapidly by undulating like an inchworm, resulting in a heavy series of thuds as it moves around. It also tunnels through the earth at alarming speed. The Feiantha reeks of sewage.

Pattern

This angel hunts those who commit sodomy.

In particular, it is drawn to soldiers who perform this act. However, it is not exclusively interested in punishing those who engage in homosexual sodomy; it also punishes those who engage in sodomy between a man or a woman, including oral copulation. This can take place between adulterers or married persons; it makes no difference to the angel.

Typically, the angel erupts from the ground, attacks, and inflicts heinous damage on sinners before devouring them.

Sometimes, the corruption is so widespread that one angel alone cannot eradicate the stench of sin. In such cases, more than one Feiantha will attack. Two or three of them will attack an army base, or a neighborhood, or a college. They'll kill and devour as many of the guilty as possible before disappearing back into the earth.

Should it encounter anyone pure enough, the Feiantha will save the person's soul. The saved feel waves of bliss, emanating from deep within the earth. No one else can hear the deep pulsing vibrations, but to the saved, these will seem all-encompassing. Eventually, these vibrations will become overwhelmingly loud, shattering the saved person's eardrums and killing him.

Takedown

The Zealots may get involved after a killing, or even after a multi-Feiantha attack. The massive holes in the ground, coupled with eyewitness descriptions, should get the Cadre's attention.



12.2.12. Haueza

Rank: Weaver

Strength: 6

Sense: 8

Soul: 3

Life: 23

Grace: 16

Armor: 8

Appearance

The Haueza is a nude humanoid female with dark blue skin. It has four arms and four legs, each having six digits tipped with black claws. Its elongated cranium is studded with four jet-black horns, and its wide mouth is full of metallic fangs.

It has six eyes; two large white eyes and four smaller red eyes in its brow. Several whip-thin tentacles radiate from its back, each ending in a long needle-like spine of pale blue bone.

Pattern

This Weaver stalks those who accept bribes. Politicians, elected officials, executives -- it targets anyone who trades power or influence for wealth, particularly when they have earned the trust of the public.

The angel impersonates a person of great wealth and charisma, someone who seemingly has much to offer. In this guise, it ignores the righteous, but focuses its energy on the corrupt -- those who are susceptible to its money.

When it has selected its target, the angel begins a campaign of ruination. First, it determines the scope of the problem, including those who accept bribes, those who pay them, and those who are complicit. Then, it begins to destroy their careers. It exposes them to the authorities and the media, careful to avoid detection. It relies on anonymous phone calls, documents left in public places, and discreet meetings in remote locations with scoop-hungry reporters.

The angel then starts talking to everyone involved in the scandal, and each of them is told that another was the source of the leak. Inevitably, mistrust gives way to paranoia, which in turn gives way to fury. It's only a matter of time before one of them begins to plot murder. Given that all of the people in these scandals tend to be wealthy and powerful, it's relatively easy for them to hire people willing to take a life in exchange for cash.

After the ensuing bloodbath, the angel reveals itself to its surviving victims, but rather than inflict any harm on them, it tracks down and murders their closest loved ones, bringing back a single body part from each one (an eye, a finger, a kidney). Then, it leaves its victims to do as they will.

Takedown

The Zealots may get involved after the Haueza has exposed its true shape to one of its victims. In this case, the clock will be ticking, because the angel will be looking for the innocent relatives of the people that it's been tormenting.

Alternately, the Cadre might get brought in after the carnage is over, which means that they'll be trying to stop the cycle of violence by catching the angel before it kills again.



12.2.13. Hiulevaim

Rank: Shadow

Strength: 3

Sense: 4

Soul: 7

Life: 18

Grace: 21

Armor: 4

Appearance

The Hiulevaim appears a mass of slippery black tissue that writhes and coils around itself. Ropes of oily flesh extrude from the central mass, then merge together to form hands, claws, or tentacles, before sinking back into the body.

The various tendrils and appendages are slimy and cold to the touch, and leave tarry residue on everything they touch. Occasionally, faces can be glimpsed amid the folds of tissue, and these faces whisper, but it is impossible to make sense of what is said. The Hiulevaim leaves small pieces of itself behind, and these eventually melt into a sticky goo.

Pattern

This angel hunts those who do not pay their debts. It takes over the body of a collector, condensing its cold dark bulk into a single fiber and crawling inside his body. Using the skell, it harasses and intimidates those who owe money, whether to a company or a criminal organization.

It escalates the threats and the menace until its victims are ready to do anything to make the debt go away. It then proposes a desperate solution: robbery. The angel promises to erase the debt if the victim will simply go to an unoccupied house and take whatever can be stolen.

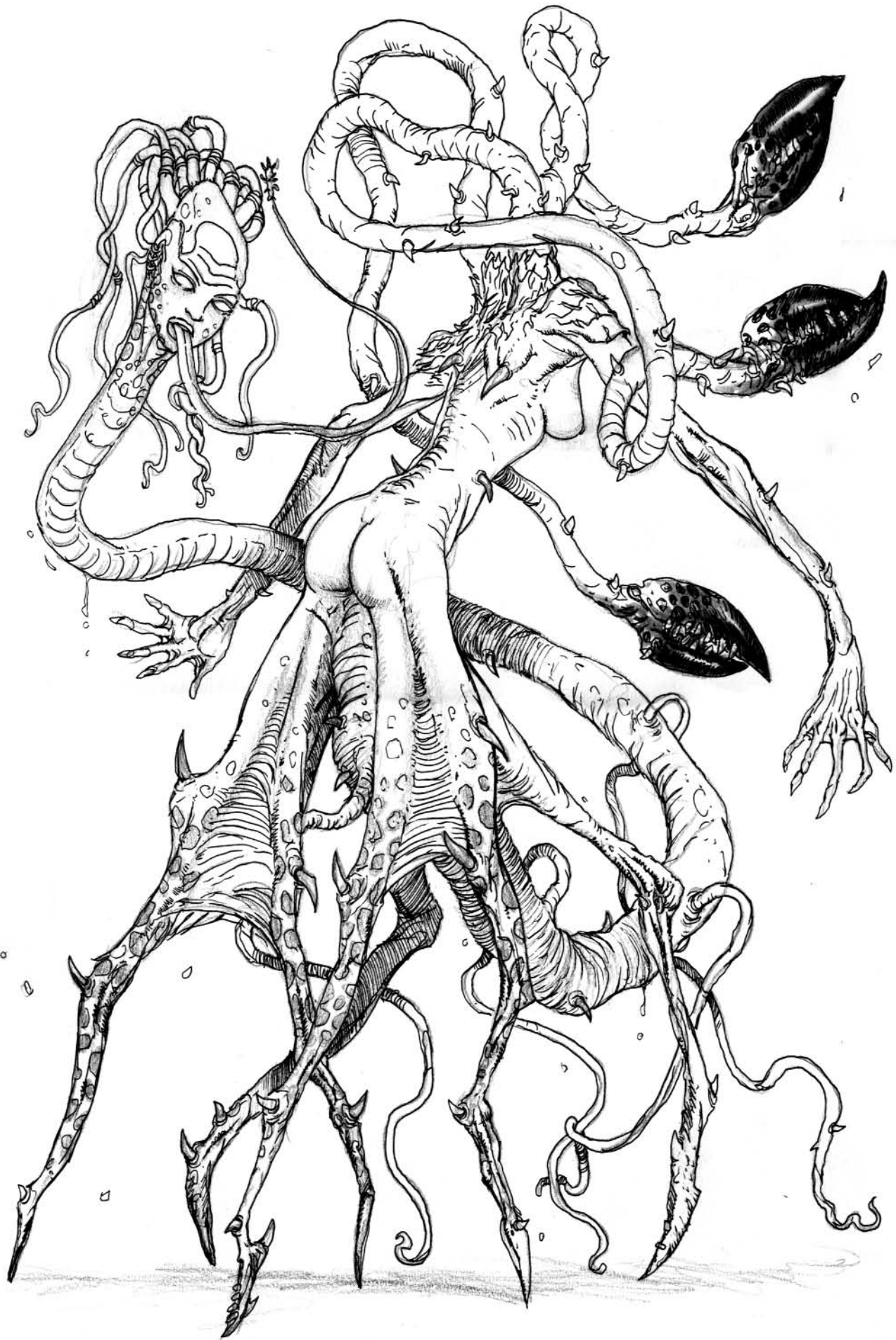
Naturally, the house is never unoccupied, and violence almost always ensues. The angel is there to see that the victim of its scheme is either the killer or the killed. If neither is the case, the angel reveals itself to all involved, and slaughters all of them, including completely uninvolved bystanders.

Those innocents that it finds are saved -- it absorbs them into its angelic mass, and their faces are occasionally glimpsed, whispering...

Takedown

The Hiulevaim will continue to use the collector to pursue those who do not pay their debts until it has exhausted his memory. At that point, it will simply leave him for another skell. The Zealots may be contacted by the collector, who could work for a credit card company or an organized crime family. Either way, he may give them all of the information, and perhaps even tell them where he last saw the angel.

Or they may get involved after the first killing, while the collector is still possessed.



12.2.14. Ieshavuul

Rank: Judge

Strength: 9

Sense: 1

Soul: 5

Life: 28

Grace: 11

Armor: 9

Appearance

The Ieshavuul appears as a nude human female. From between its shoulders, there's a cluster of green tentacles ending in three black claws. Its arms are long, and its body is covered with pale green thorns. Between its legs, there's a thick pale blue tentacle from which grow several smaller tentacles. This main tentacle ends in its head, which is topped by thin white tentacles that writhe around its face.

Its tongue is long and grey and dry, ending in wad of tissue tipped with spikes. Its legs are pale blue with dark brown spots, each ending in three spikes. The Ieshavuul smells of old paper.

Pattern

This angel hunts murderers. It stalks those who have taken another life for no reason other than personal gain, whether it's because of money, sex, power, satisfaction, or revenge. It does not concern itself with officers of the law, or soldiers, or those who kill in self-defense.

The angel will not kill its prey outright; instead, it captures a group of murderers, and it imprisons them in a remote location. Then it hunts them en masse.

First, however, it provides them with weapons. It also allows them a chance to escape or to defend themselves. However, it invariably wins the game, and winds up tearing its victims apart. Then it feasts on the corpses.

Sometimes, the angel will bring the families of those who have lost loved ones to these murderers, and it makes them watch, so that they can see that justice has been served -- and so they can understand that the penalty for a revenge killing is just as serious as the penalty for murdering someone for pay.

Takedown

The Zealots may get involved after a huge, partially-eaten pile of corpses is found by the authorities. Or they may hear of a rash of gangland disappearances. Either way, the angel welcomes the additions to its game.



12.2.15. Ithuamish

Rank: Weaver

Strength: 5

Sense: 7

Soul: 3

Life: 23

Grace: 16

Armor: 9

Appearance

The Ithuamish has a withered, emaciated body, with long legs and a bony structure. Its toes are long filaments of grey tissue that dangle as it flies through the air, and its arms are short, though tipped with long talons. Its skull-like cranium is long, and its eyes are slitted and green. It flies on ragged brown wings. The Ithuamish smells of rot.

Pattern

This Weaver hunts those who disobey parents. It does not pursue small children, nor does it exhibit interest in those who are disobedient on occasion. Instead, it focuses its attention on those adolescents and young adults who make a habit of disregarding their parents, bringing them grief and frustration. However, it also targets parents of such children, as they are partly to blame.

Children who do not study, or do not work, or do not worship, in defiance of their parents' commands, are like a beacon for the Ithuamish, as are those who habitually disobey curfews or disregard rules about drugs, sex, or other immoral behavior.

Once the angel has selected a family, it assumes two different guises, depending on who it is talking to. To the parents, it appears as an eager young protégé, looking to make a name for himself in the world. The angel seems to be looking for mentorship and guidance, which the adults are only too happy to provide, as their own children don't seem to have any interest in listening.

To the child, or children, the angel appears to be a laid-back and interesting older person, an authority figure without the authority. Experienced, worldly, and yet nonjudgmental, the angel is the ideal parent to these young people.

Over time, the angel uses its influence to gradually poison the relationships between parents and children, fostering resentment and jealousy. Playing the two groups against each other, the angel pushes them towards violent conflict, and then leads each to believe that the other has murderous intention.

Eventually, bloodshed ensues, and the angel is there to see to it that none survive the carnage.

Takedown

The Cadre may get involved after the family has been killed off. Investigation will reveal that while one or two of the murders may have been committed by human hands, bite marks on the murderer are definitely not human. At that point, the Zealots' challenge will be to find the angel before it strikes again.

It's also possible that they'll get involved before the violence begins, perhaps after a random eyewitness catches a glimpse of the Ithuamish changing from one guise into another.

12.2.16. Jesoavi

Rank: Shadow

Strength: 2

Sense: 5

Soul: 9

Life: 18

Grace: 21

Armor: 6

Appearance

The Jesoavi angel appears as a squat, muscular humanoid covered in a shiny black exoskeleton, like that of an ant. It has a shark-like maw full of serrated crimson teeth, massive claws on its two armored legs, and six grey tentacles that drip a yellowish ichor which smells of chocolate.



Pattern

This Shadow hunts those who worship false idols. It will stalk and kill anyone who practices a polytheistic faith.

First, it possesses a blasphemer by welding its body with his, an agonizing process that can take up to an hour. The angel captures the victim, holds him with its tentacles, and presses its frame against his until its flesh begins to bubble. The Jesoavi eventually integrates its flesh with the skell's, and is then able to take control of the body.

It uses its skell to infiltrate the polytheistic faith. It takes copious notes and learns all it can about the worshippers.

When the time is right, the angel hunts and kills all those involved, using the skell's body. It leaves behind a great deal of physical evidence, then leaves the skell at the crime scene to pay for its crimes.

Takedown

The Zealots will most likely be called in after the carnage, though it's possible that they may get involved while the angel is still in control of the skell.

12.2.17. Jithua

Rank: Weaver

Strength: 6

Sense: 8

Soul: 2

Life: 24

Grace: 15

Armor: 8

Appearance

The Jithua appears as an immense human female with dark red skin and coal-black hair. Ten feet tall and muscular, the angel does not speak, but occasionally sings in a voice like a choir of children. It has large, clawed hands and reptilian feet. Large black spines grow from its back. It smells of roasted meat.

Pattern

This Weaver stalks those who rebel against authority. This can include anyone who opposes government, whether by peaceful assemblies or outright rebellion. At anti-war or pro-gay rallies, at protests outside World Bank summits, at civil rights marches or anti-proposition demonstrations, the angel targets those who disobey the scriptural admonitions about obedience to one's leaders.

The Jithua transforms itself into an ordinary-looking human female and infiltrates a group of people prone to such behavior. Once in, it begins to push the group towards more extreme measures. Though most will have no part of such activity, and may even seek to oust it from the organization, there will doubtless be a few who are equally motivated. These it recruits to its cause, and it pushes them to criminal activity. Such criminal behavior inevitably results in loss of life, intentional or otherwise.



Once they've crossed the line, and are hunted by authorities, the angel ensures that the group's leadership (even those who opposed violent action) are implicated through evidence which it leaves behind. Then the angel simply disappears.

Takedown

The Cadre will probably get involved after the angel has struck, just after it has joined a new group. The Zealots' mission will be to prevent another such tragedy from taking place.



12.2.18. Lanshoi

Rank: Weaver

Strength: 4

Sense: 9

Soul: 3

Life: 25

Grace: 14

Armor: 8

Appearance

From the waist up, the Lanshoi angel appears as a humanoid female with four arms. The lower two ends in large green claws, and the top two end in human hands with long black fingernails. From the waist down, it has the body of a massive serpent, with the coloring of a coral snake (bands of black, red, and gold). Its tail ends in hook that drips russet fluid. The angel smells of hyacinth.

Pattern

This Weaver hunts those who claim to practice magic, miracles, or witchcraft. It pursues mystics, psychics, and faith healers. It hunts them whether they are true practitioners or charlatans, whether they actually believe or not.

Posing as a member of the audience, at a performance of some kind, it will use its Grace to help. These effects stun the magician, but most of the time, he'll play along, for fear of being exposed as a fraud. A witch who claims to commune with pagan nature deities will find herself surrounded by suddenly tame squirrels and rabbits. A psychic who speaks with the dead will find herself face-to-face with a numinous apparition.

Stories of these phenomena will attract larger and larger groups. Those who believe will swell the ranks, as will the skeptical and the curious.

Some, however, will be full of anger at the notion, and will attend to see for their own eyes who would perform such blasphemies. The angel will approach these, posing as an equally irate member of the crowd. Plans will be hatched. The aggrieved parties will be encouraged, urged on by the Lanshoi.

Ultimately, someone will show up at an event with a pipe bomb or an automatic rifle, and there will be casualties. Satisfied that people have seen the error of their ways, the angel will move on to the next victim.

If it is not satisfied, then it will help raise the body count by tracking down and killing a few other audience members, just to make sure that everyone gets the message.

Takedown

The Cadre will usually hear of these supernatural phenomena, and will be tasked with investigation. Alternately, they might hear of a mass murder following reports of witchcraft or psychic activity, and get involved when there's a lot of evidence on the ground.



12.2.19. Maoian

Rank: Judge
Strength: 7
Sense: 1
Soul: 4
Life: 30
Grace: 9
Armor: 12

Appearance

The Maoian resembles a large insect, with a skull-like head. Its lower jaw is split in two, and its mouth is crammed full of sharp teeth. Its eyes are multifaceted, and it has a yellowish underbelly and a bright red stinger. The angel smells of rain.

Pattern

This Judge stalks those who steal.

It pursues thieves and robbers, but also tracks down their associates, including the lookouts who keep an eye out for the police, the crooked cops who look the other way, the drivers who help them escape, the security experts who sell them blueprints and security codes, the fences who purchase their stolen wares, and the buyers who do business with the fences.

The Maoian favors direct action. It locates, hunts, and kills its prey as efficiently as possible. Often, it will simply fly across the room, land on its target's face, and just start biting until the target stops moving.

If it is in pursuit of a large group of thieves, it will pick them off one at a time, until they get wise and close ranks. At that point, it will use Grace to injure them before moving in for the kill.

In addition to petty criminals, the angel also targets large-scale thieves. This can include heads of criminal organizations, but it can also include embezzlers, bankers, politicians who misappropriate funds or accept bribes, CEOs who make millions while their employees are laid off, and contractors who overcharge governments while the taxpayers foot the bill.

For these, a special punishment is reserved. After wounding the target, the angel injects him with a powerful drug that induces paralysis from the waist down. Then it lays several eggs in his bowels, using its foot-long stinger.

After a period of several excruciating hours, these hatch into cherubim, which emerge from the screaming victim in search of food.

Takedown

The Maoian's activities always end in bloodshed that defies analysis by medical examiners, so there are plenty of reasons for Zealots to get involved.



12.2.20. Myavethi

Rank: Shadow

Strength: 2

Sense: 6

Soul: 8

Life: 15

Grace: 24

Armor: 5

Appearance

From the waist up, the angel resembles a human female. It has four arms, each ending in a dark red claw. Atop its head, there's an armored crest of black metal; in its claws, it holds a flail made of the same metal. From the waist down, its body is like that of a giant spider, covered in shimmering silvery chitin.

Pattern

This Shadow angel hunts those who abuse animals. This can include those who torment animals for their own sadistic pleasure, or those who force animals to fight one another for entertainment (such as cockfights and dogfights), those who train them to perform through violent means (as do certain circuses and entertainers), and those who test products on them.

The Myavethi begins by taking control of someone abusive, whether it's an animal trainer, an employee of a makeup manufacturer that does animal testing, or a breeder of fight dogs. Once it has possessed its victim, the angel secures a large space. This can be a warehouse downtown, an entire floor of an apartment building, or a network of caverns underground. Whatever the case, the angel makes sure that the area is secure from prying eyes, and begins to soundproof the location.

It then acquires restraints, jars of honey, large quantities of salt, bacon grease, and fresh blood (usually from the corpse of a murdered human, which may result in the leaving behind of trace evidence -- which will confuse a Cadre, as the human's death will be incidental, and will have nothing to do with the angel).

When the preparations have been made, the angel will strike. It drugs all of those who are involved in the animal abuse, and carries their unconscious bodies to the area that it has prepared. They are bound up tightly on the floor, and coated with the food-stuffs that the angel has procured. After a day, during which time the angel's terrified prisoners have realized that they will never get free of their restraints, the angel returns with all of the animals that have been abused. It sets the animals free and leaves them to do what they wish.

After another day, the angel returns. If its victims have not all been devoured by the pit bulls they train to fight, or the caged tigers that they train to perform, or the rats that they test cosmetics on, then the angel sets all of the animals free and introduces new variables into the equation. If the victims are being held in a warehouse, the Myavethi opens the windows so that birds can enter and peck the honey from the squirming victims; if they're in a cave underground, the angel returns with a swarm of wasps or an army of ants.

Takedown

In all likelihood, the Zealots won't get involved until after the first slaughter. When horrified authorities discover the remains of the trussed-up human victims, covered in animal and insect bites, the story will be a major news item for some time. Sightings of a giant insect in the area will doubtless pique the Cabal's interest.



12.2.21. Naruesha

Rank: Weaver

Strength: 6

Sense: 3

Soul: 8

Life: 24

Grace: 15

Armor: 7

Appearance

The Naruesha looks like the mythical harpy. From the waist up, it resembles a human female, with two pink wings tipped with grasping claws. From the waist down, it has legs covered in short brown feathers, and two taloned claws, like those of a bird of prey. The Naruesha angel screeches as it attacks. It smells of sex.

Pattern

Known to Zealots as the Herpe, the Naruesha angel hunts those who have lustful thoughts -- those who covet the neighbor's wife.

Once it has established a target, usually a happily married man who has been entertaining the idea of an affair, the angel poses as a beautiful woman (or man) and seduces him. It studies its victim beforehand, and it knows exactly what his type is, so it always succeeds at its endeavor.

The angel entices its target, and doesn't stop until they have fornicated. Afterwards, the angel sets out to punish him, but makes sure that his is the hand on the weapon.

Something of a Lady Macbeth, the Naruesha exhorts its victim to become more of a man. It urges him to destroy his male rivals, describing them as roosters in the henhouse. It convinces him that his wife is out to get him, or only interested in his money; it paints her as a castrating shrew who doesn't care about his needs or his feelings, a woman who uses sex as weapon. It suggests that his wife is cheating on him with business rivals, or with friends, or with common laborers. It implies that his children may not actually be his at all.

These insinuations and falsehoods are alternated with scorching bouts of ferocious sex. The victim is all but helpless under the angel's spell, and though initially incredulous, gradually becomes convinced that she's telling the truth. Before long, he is plotting a killing spree. Eventually, he buys a gun.

After the violence, the Naruesha will expose its true form to him, and it will tell him that he has murdered innocent people. Then it will move on.

Takedown

After the shooting, it's likely that the Cadre will get involved, based on the murderer's testimony (which the police won't be likely to take too seriously). They may also get involved before the killing spree, perhaps when a witness sights a "woman with angel wings" or a "vampire" in the area.



12.2.22. Nevaem

Rank: Judge
Strength: 9
Sense: 3
Soul: 6
Life: 27
Grace: 12
Armor: 10

Appearance

The Nevaem angel is a nine-foot-tall cobalt-hued nightmare of spines and spikes jutting out of hard armor. Under its eyeless carapace, it has a mouth full of jagged red teeth. From its abdomen grows long tentacle ending in a cluster of razor-sharp black spikes. Its long fingers are tipped with serrated claws, as are its toes. The angel never speaks, but it chuckles with a deep voices. It smells of vanilla.

Pattern

This Judge, a sadistic predator, hunts those who practice extortion.

It is drawn to those who extort money through coercion or intimidation. It also stalks those who use blackmail, or who kidnap victims and demand a ransom. The angel may target a group of criminals who collect protection money, or an extremist group holding hostages, or someone demanding money in exchange for incriminating negatives.

It stalks and hunts its victims, but first it teaches them a lesson. It pursues and mutilates (but never kills) those who are close to the criminals in question. The injuries inflicted are horrific, but it spares their lives so that their scars may serve as a warning to others.

Then it goes after those foolish or cowardly enough to cooperate with the criminals. It slaughters them indiscriminately.

Finally, it tracks down its targets. One at a time, the sinners are held down; it rams its tentacle down their throats, clutches their organs, and pulls them out.

Should the angel encounter anyone pious enough, it will save him by burning him alive.

Takedown

The Zealots will probably be brought in once the bodies start to hit the floor. The Nevaem's brutal habits will attract the attention of law-enforcement officers, who will have a hard time figuring out how the injuries were inflicted. The stories of the survivors of its attacks, though difficult to take seriously for people who don't know about angels, will nonetheless be consistent, which will raise suspicions.



12.2.23. Ouloroi

Rank: Weaver

Strength: 6

Sense: 7

Soul: 2

Life: 23

Grace: 16

Armor: 6

Appearance

The Ouloroi's torso resembles that of an attractive human female. However, it has six arms. From the waist down, its body is that of a huge ivory-white maggot with slimy skin. It smells faintly of smoke.

Pattern

Known to Zealots in the field as the Haggot (short for "hag-maggot"), this Weaver hunts traitors, those who have betrayed an allegiance to a faction, group, or nation.

This can include spy who has turned on his handlers, and who now sells secrets to his country's enemies; an executive who has been denied a promotion and now trades corporate secrets in exchange for a new job with his erstwhile competitor; or a Zilant assassin who arranges a hit on his own boss in order to clear a debt.

The Ouloroi begins by finding and killing one of the target's trusted associates, someone who knows what the traitor is really up to. It then assumes the form of this person and contacts the traitor late at night, seemingly in a panic. It says that the traitor has been burned, and that his enemies are coming for him.

It advises the traitor to try to regain control of the situation by negotiating, or taking hostages, or burning more secrets to a DVD and making a break for the border. Desperate and paranoid, the traitor will do whatever he must in order to avoid prosecution or death.

At this point, the angel will turn its attention to those who persuaded the traitor to turn on his people. In the case of a duplicitous executive, it will look to his new employers; for a treasonous spy, it will focus on the nation that lured him to turn against his own.

It will find those responsible and slaughter them, leaving evidence pointing to the traitor. Then it will bring attention to those that have been betrayed (the company he used to work for, the criminal organization he was a part of, the federal agency he once served).

Lastly, it will dump the corpse of the person it murdered in a public place, and then it will sit back and watch the inevitable fireworks.

Takedown

The actions of this angel can have global repercussions, pitting corporations, criminal groups, or even nations against one another. The mutilated corpse of the person that the angel impersonates will be a dead giveaway for the Cadre, given the trace evidence that the Ouloroi leaves behind.



12.2.24. Phanium

Rank: Judge
Strength: 8
Sense: 2
Soul: 4
Life: 30
Grace: 9
Armor: 11

Appearance

The Phanium is a skinless twelve-foot-tall humanoid. It has a bestial face, two large white horns, and a pair of cloven hooves. It exudes the coppery smell of fresh blood.

Pattern

The Phanium, or Skinotaur, hunts those who are deceitful, whether they cheat on their spouse, misrepresent themselves, or make a living as con artists.

Once the Phanium has tracked down its prey, it captures him, binds him, and drags him to a maze that it's constructed for the purpose of tormenting its victims.

The maze can be an underground network of tunnels, an abandoned school that the angel has modified with concrete and girders, or a remote forest full of fallen trees and other obstacles. The victims are dropped into the maze and set loose. The angel leaves various melee weapons lying around for its victims to use. Invariably, it tracks them down and eviscerates them.

If the angel perceives that the Cadre is closing in, it will retreat into the maze and wait. But first, it will release Rephaim, who will wander the maze in search of fresh meat (the human victims). When Zealots invade a Phanium's maze, they refer to the process as a 'dungeon crawl'.

If the angel encounters anyone pure enough, it saves him (by flaying him alive).

Takedown

Sightings of the angel will definitely result in calls or emails to the Cadre. They may also get involved after one slaughter, as a new one is beginning.

12.2.25. Renzaliem

Rank: Judge

Strength: 9

Sense: 1

Soul: 5

Life: 28

Grace: 11

Armor: 12

Appearance

A nightmarish mishmash of arms, legs, limbs, heads, mouths, and randomly placed eyes and spines and bristles, the Renzaliem reeks of rotten eggs and vinegar.

Pattern

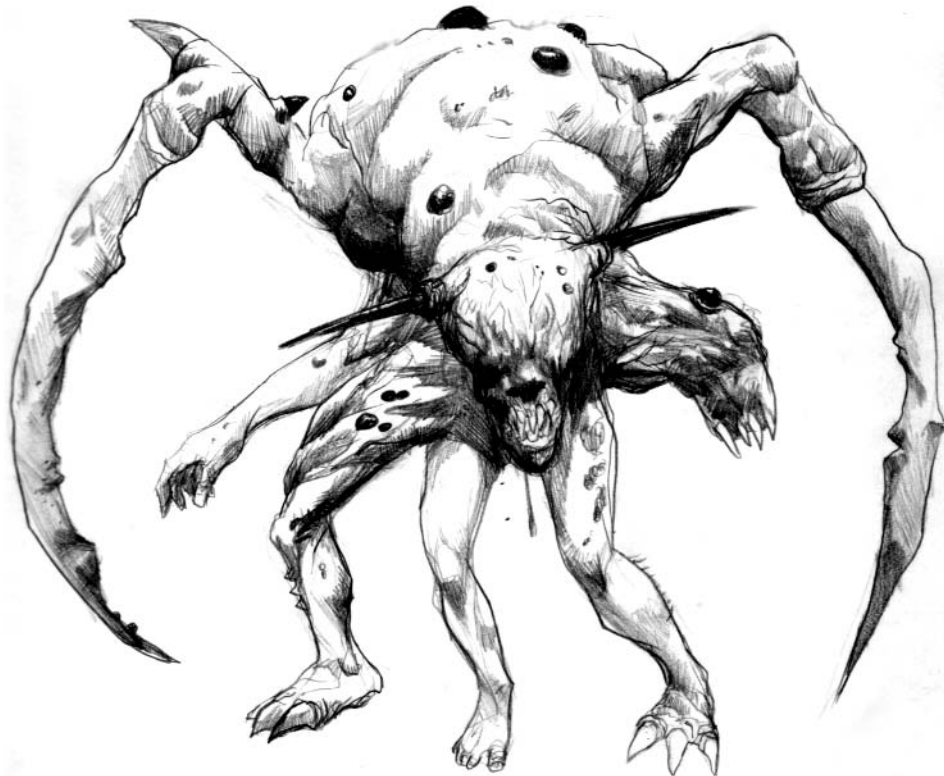
This Judge stalks those who commit violence. It has

no interest in soldiers or law-enforcement officers, preferring to focus its energy on those who perpetrate unjust violence against fellow humans.

The angel hunts them down, captures them, and then slowly absorbs them into its own body. After a time, it releases them, but they are now tainted by contact with the angel. They are as hideously deformed, and are now consumed with an insatiable desire to consume human flesh. The effects are permanent. After a human is transformed by the Renzaliem, drop the Sense and Soul to 1, then add 4 points of Strength, 4 points of Armor, and 8 points of Grace.

Takedown

The Zealots will probably get involved when things get interesting (i.e., when an army of deformed flesh-eating monstrosities attacks a shopping mall).





12.2.26. Reshai

Rank: Judge
Strength: 8
Sense: 3
Soul: 5
Life: 29
Grace: 10
Armor: 11

Appearance

The Reshai is a dog-sized reptile with leathery brown and tan skin. It has a muscular tail, an orange underbelly, and a ridge of black bristles along its spine. Its paws are tipped with thick talons, and its mouth is a circular maw full of teeth.

Pattern

The Reshai angel hunts those who bear false witness. This includes those who break vows, dishonor covenants, and lie under oath.

First, the angel tracks down and hunts the liar in question, but it does not kill him. It drags him, screaming, to its lair, where it binds him and forces him to watch.

Then, it brings before him all of those who knew about the deceit, but said nothing. Friends, family, loved ones, co-workers, and business partners -- anyone who could have brought the truth to light, but did not do so. These victims are torn to pieces while the liar watches.

Then, it brings before him all of those who suffered as a result of his deceit. Those who are guilty of any sin are torn apart.

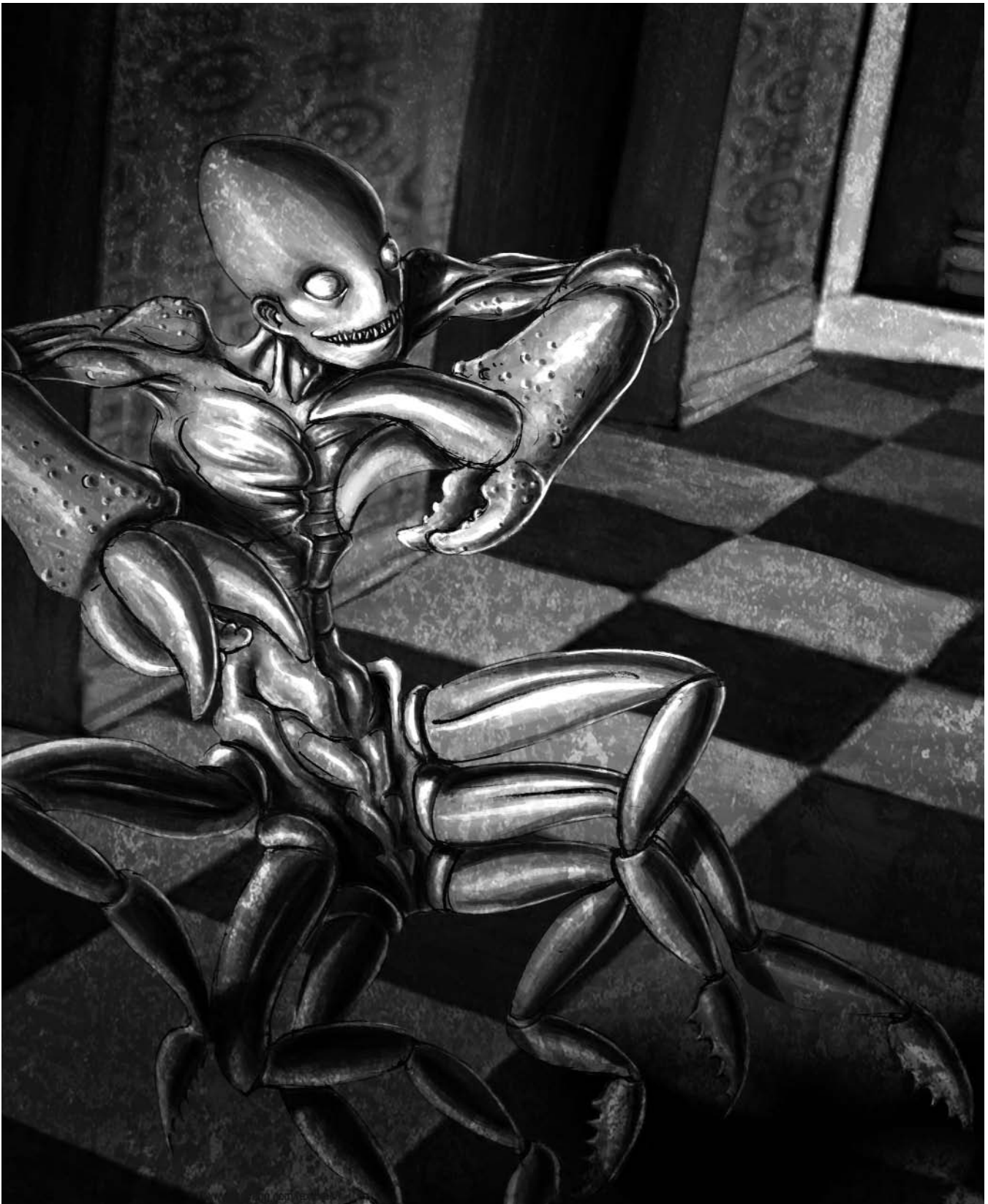
The saved are devoured. The liar is kept as a pet.

Takedown

The Reshai is a dangerous, if simple-minded, predator. It's even more dangerous if encountered in a pack (as is sometimes the case). Even two Reshai can inflict serious damage on a Cadre.

Typically, the Zealots will get involved once the Reshai has begun to snatch victims from their beds. Eyewitnesses may report sightings of bizarre dog-like creatures prowling around their neighborhoods.

Even if there are no witnesses, the fact that all of the missing persons are in some way related to someone who just testified in court (or who was involved in some kind of business dispute or divorce proceeding) should be a red flag to the Cadre.



12.2.27. Ruqoloi

Rank: Shadow

Strength: 3

Sense: 5

Soul: 9

Life: 17

Grace: 22

Armor: 3

Appearance

The Ruqoloi is a vaguely insectile grotesquerie with an exoskeleton that ranges in color from pale blue to teal. It has a kidney-shaped cranium, flat white eyes, and a fanged mouth. Both arms end in four-pincer claws, tipped with white, and it has six legs that scuttle and kick as it floats through the air. It smells faintly of cedar shavings.

Pattern

The Ruqoloi angel hunts those who commit blasphemy.

This can include those who blaspheme when agitated, or in casual conversation, in the form of an expletive. It can also include those who blaspheme through word or deed (for instance, by denying the scriptures or the Commandments). Lastly, it can include those whose artistic statements are in and of themselves blasphemous (such as a photographer who stages a crucifixion with a female Christ).

The Ruqoloi drags the victim to a holy place, which it then evacuates through the very fact of its presence. As soon as the hideous creature flings open the doors to a church, it is likely that the people inside will flee, screaming, at the sight. The Ruqoloi then punishes the blasphemer, depending on the type of offense. If the blasphemy was verbal, it will tear out

his tongue. If it was written, or created (such as a work of art or a document), it will cut off his hands with its claws. It will then leave its victim bleeding on the ground. During this time, it hopes that the blasphemer will repent his sin.

It occupies its time by tracking down and attacking those who did not protest the blasphemy in question. If they heard it but said nothing, it will puncture their eardrums. If they saw it, or read it, but did nothing, then it will put out their eyes.

After this process, it will find the blasphemer once more. Regardless of where the blasphemer is, or who is around, the angel will tear the clothing from his back and write across the blasphemer's skin. It typically inscribes details pertaining the suffering of martyrs (who, through history, have been burned, frozen, disemboweled, dragged, thrown to lions, hung, quartered, starved, flayed alive, beheaded, stoned, and crucified). For regular text, it will etch the words into the flesh using the tip of a claw. For the rubrication, it will use the blasphemer's blood.

If it encounters any who are pure of heart, the Ruqoloi saves them. This entails clutching them by the ankle and flying quickly over rough terrain. Bounced over stones and pavement, the victim is literally dragged to death.

Takedown

Because the angel's attacks are extremely public, and bound to attract attention, the Zealots have a number of different ways to get involved in the case. Should any civilians attack the Ruqoloi while it is punishing the blasphemer, it will interpret their actions as a blasphemy, and will respond accordingly.



12.2.28. Sameisa

Rank: Judge
Strength: 7
Sense: 3
Soul: 5
Life: 29
Grace: 10
Armor: 9

Appearance

The Sameisa looks like a spectral shark. It has pale blue skin, a white underbelly, and massive jaws lined with several rows of large teeth. Its body is ridged with sharp black spikes. Cybernetic enhancements line its dorsal ridge, and its eyes have been replaced with glowing red lenses. The angel swims through the air, glowing and ephemeral. Its skin smells of the ocean.

Pattern

The Sameisa hunts those who drink to excess.

Those who abuse themselves through the use of alcohol, night after night, are its prey. However, it does not simply find and kill them. Instead, it torments and terrifies them for a period of days or even weeks first. Long after they have sworn off the bottle and tried to find help, it continues to pursue them. Sometimes, it gets so close that the victim is knocked over by one of its fins, or scratched by a spike. But the angel never bites, and it never torments its victim when there's a witness around.

Eventually, the victim will begin to question his sanity. No one else will believe him. Whether he's a homeless drifter or a millionaire movie star, no one is going to listen to stories about phosphorescent cyborg sharks.

When the Sameisa grows tired of its game, it turns its attention to those who have enabled the victim, by turning a blind eye to his alcohol problem, or by buying him drinks, or by selling him drinks, or by letting him drive home drunk. It finds its victims when alone, and it snatches them up and bears them away. Sometimes, there are trace droplets of blood, but other times, the attack is so swift that there's no evidence of the attack.

When there is no one left for the victim to confide in, the Sameisa comes for him one last time. By this time, its victims are usually resigned to their fate, having realized what happened to those vanished loved ones and friends and bartenders.

After feeding, the angel 'swims' in the skies above the city, where it is sometimes spotted by pilots of low-flying aircraft.

Takedown

The angel is territorial, and usually repeats feeding pattern in a single area, so it shouldn't be hard to find. Once the Zealots get involved, the Sameisa may speed up its consumption of enablers.



12.2.29. Shaurine

Rank: Judge
Strength: 9
Sense: 2
Soul: 6
Life: 30
Grace: 9
Armor: 10

Appearance

The Shaurine angel is a huge insectile entity, six to ten feet long. Its carapace and mandibles are shiny and black, and its thorax and abdomen are covered with furry bands of yellow and brown. It stands atop four powerful, muscular limbs. Its long red stinger smells of cinnamon.

Pattern

The Shaurine hunts those who defend and support murderers.

This can include lawyers who represent them in court, psychiatrists who claim that their actions are the result of mental instability, spouses and loved ones who support them emotionally or financially despite knowing what they've done, and those who help the murderer avoid justice by concealing evidence or escaping prosecution.

Before the angel attacks, it first studies its targets and notes their behavior patterns. During this time, they will notice a preponderance of insect activity in the area. Swarms of bees or flies will be spotted in strange formations, or acting oddly (crawling over cars, flying in single file).

Once the Shaurine has established the whereabouts of its prey, and decided what order to attack them in, it begins. The angel always strikes at night, while its victims are alone. One by one, each victim is hunted down and impaled with its stinger. This induces paralysis in the victim, who is then hauled into the air and flown to a church. The angel leaves her on the rooftop, looking up at the stars. Then the angel leaves the victim there to contemplate her sins.

It then attacks the next victim on its list. For the next few hours, it leaves all of its victims on church rooftops across the city, so that they may be closer to Heaven.

At dawn, it returns.

Each victim is picked up, flown to a great height, and dropped. Though the paralyzing toxin is still in effect, the victim remains conscious and aware the entire time. The angel then moves on to the next victim. For several minutes, bodies plummet from a great height all over the city, landing on businesses, homes, and busy streets.

The angel finally turns its attention to the murderer. Though it does not kill him, it wants him to live without sin. So it captures him, carries him to a rooftop, paralyzes him, and then uses its razor-sharp mandibles to carefully remove all of the bones in his hands and arms.

If it encounters anyone worth saving, it will ram its stinger between his eyes. When injected directly into the brain, the paralyzing toxin allows the victim to experience utter and complete bliss before the nervous system shuts down.

Takedown

The Shaurine hates being interrupted, so if the Zealots begin poking around after hearing of unusual insect activity, the Shaurine may get careless. For example, it may accidentally administer a low dose of the toxin to one of its victims, allowing her to climb down off the roof of the church and tell people what happened to her. This can help the Cadre figure out what they're up against.



12.2.30. Suthuam

Rank: Weaver

Strength: 4

Sense: 9

Soul: 1

Life: 22

Grace: 17

Armor: 9

Appearance

The Suthuam angel appears as a nude human female. It has two short black horns, pale white skin, pointed ears, white eyes, and long hair. The Suthuam is always dripping with sweat that smells faintly of incense. It usually carries a chainsaw.

Pattern

Known to Zealots as the Fuckubus, the Suthuam stalks those who fornicate.

Unlike the Aeshuam, this angel is not necessarily interested in those who commit adultery. It is focused on anyone who commits fornication. In particular, it is interested in those who have multiple partners in a short period of time.

The Suthuam takes human form (male or female) and seduces one of its targets. Using guile, cunning, manipulation, and sexual dominance, the angel persuades its victim that another paramour is plotting something awful. A young woman is told that one of her boyfriends plans to kill her. A man is told that his pretty young girlfriend is going to blackmail him by threatening to send incriminating pictures to his co-workers. While these stories would elicit skepticism when coming from a normal person, they have the ring of absolute truth when told by an angel.

Over time, it works on its victims' insecurities, doubts, and jealousies. It continues to move down the chain, seducing different people while wearing different guises. It then arranges to meet all of its victims at a single location. None knows that the others will be there. When they arrive (at an empty house, or an abandoned building), they find each other, and they find various makeshift weapons lying around (a power drill, a hammer, a tire iron).

In no time at all, bloodshed will ensue. Terrified and angry, and twisted by the angel's manipulations, the victims will turn on each other.

The Suthuam tends to feel the urge to get into the action once the killing starts. When its victims have finished chasing each other around and clubbing or stabbing one another to death, and only a few of them are left standing, covered in blood and full of horror over what they've just done, the angel will reveal its true form and attack with a chainsaw.

For the next few minutes, it will hack the surviving victims to pieces, after which it will run outside in search of more targets. Completely maddened by the smell of blood, it will attack anyone who reeks of sin (regardless of what type of transgression has been committed).

If it finds anyone worth of salvation, it will force him to kneel and pray with it. After they pray, it will kiss him on the brow and walk away. A day or two later, the skin will blacken where the angel's lips touched it. Cysts will develop. Decay will ensue, and the victim's skull will soften and collapse. Then the victim will die.

Takedown

The Zealots will probably get involved after a blood-bath. Some trace evidence at the scene will link to one of the angel's next victims.



12.2.31. Syeshunui

Rank: Shadow

Strength: 3

Sense: 6

Soul: 8

Life: 16

Grace: 23

Armor: 4

Appearance

From the waist up, the Syeshunui is a humanoid male with pale grey skin and four glowing green eyes. From the waist down, it has a cluster of dozens of purple tentacles that drip a milky white lubricant. There are two main tentacles, which are made of a silvery metal and tipped with spikes.

Pattern

The Syeshunui hunts women who do not submit to their husbands.

First, it possesses the body of a man in a position of authority, such as a police officer or federal agent. The angel then stalks women who do not obey their husbands, or who bully them, or badger them, or emasculate them with sarcasm. The angel uses its authority to enter the home, or office, then incapacitates both husband and wife.

Each is placed in a separate room and told, in no uncertain terms, that the only way to survive is to kill the other person. Each is armed with a hand-held weapon, such as a fire axe or a butcher knife. Then the angel releases them and steps back to watch.

When the fight is over, it temporarily abandons the skull (who slumps to the floor, unconscious) and reveals its true form. If the woman wins the fight, the angel tears her apart with its tentacles. If the man wins, he is castrated.

After it has killed several couples, the angel will release the skull and move on.

Takedown

The Zealots will probably get involved when the skull turns himself in and tells his story. When the authorities find the dead bodies (one killed by conventional means, one bearing marks that don't come from any human or animal), the Cadre may also get brought in.

12.2.32. Szaima

Rank: Weaver
Strength: 4
Sense: 8
Soul: 2
Life: 21
Grace: 18
Armor: 8
Benison: Eyaluth

Appearance

The Szaima is a humanoid female, six feet tall, with extremely long arms and fingers. The single eye in the middle of its brow is dark green. Its forearms are bound in grey sackcloth and smeared with ash, and its face is covered in tattoos. On its back, it wears a carved length of wood known as a chiastus, which it uses to display severed heads and dried human entrails.

Pattern

The Szaima is drawn to small communities where people pretend to live in harmony, even as internal forces of their own creation (such as drugs and child abuse) are tearing families apart. The Szaima is driven to fury by the callous indifference to such phenomena, and retaliates by destroying the community from within.

First, it uses its powers of deception to persuade various groups (the city council, the sheriff's station, a powerful family) that an extremely valuable item (briefcase full of stolen bearer bonds, box full of Nazi gold) has been hidden nearby. It says that others are also trying to get their hands on this item, and that they will use deadly force to procure it.



It tells its victims where to find this treasure, and it allows them to turn on one another. Eventually, it reveals its true self and begins to hunt them, taking trophies for its chiastus.

Takedown

The Zealots will probably get involved after the slaughter begins. They might have to try to stop it before the angel can kill everyone, or they might be tasked with prevent its next attack.

12.2.33. Thelloi

Rank: Shadow

Strength: 3

Sense: 5

Soul: 7

Life: 16

Grace: 23

Armor: 6

Appearance

The Thelloi angel is a ten foot tall humanoid with pale red skin. Its head and shoulders are covered in white cysts, some of which will pop, dripping bright yellow ichor across its body. There are three crimson tentacles at its abdomen, ending in small white pincers that it uses to pluck the soft flesh from its victims. The Thelloi reeks of sulfur.



Pattern

This angel hunts those who entice the faithful to turn against their beliefs. It targets any who attempt to use reason or lies to convert believers to atheism or to another faith.

Once it has settled on a victim, it possesses his body and uses it to kill the victim's family, one person at a time. It then sets out to show the world the power of faith by walking into churches and temples, and shooting victims at random.

It then demands that the terrified survivors renounce their faith. Those who do so are executed on the spot. If someone refuses to renounce his faith, the Thelloi will reveal itself, mangle the victim beyond recognition, and walk away.

Takedown

The Zealots may get word about the murders before the Thelloi reaches the church. If not, they'll surely hear about the shootings afterwards. Their mission will then be to prevent the Thelloi from perpetrating another such massacre.

12.2.34. Vashii

Rank: Shadow

Strength: 3

Sense: 6

Soul: 7

Life: 17

Grace: 22

Armor: 6

Appearance

The Vashii is a monstrous spider-creature with four bristly arms, bright red eyes, and brown mandibles that drip mucus. It stinks of urine.

Pattern

The Vashii hunts those who would induce fear in others.

It hunts terrorists and extremist groups that seek to instill fear and discord. Believing that humans ought to fear nothing but damnation, the angel aspires to teach them a brutal lesson.

First, it finds a terrorist group and possesses the leader. The angel declares that it is time to begin work on a new terrorist attack, one that will shock the world. It prepares an elaborate plan that will come to fruition in a public place, such as an airport or shopping mall. For weeks, the terrorists plan the attack, determining who will be in charge of detonating explosives and who will be tasked with shooting the security guards and civilians.

Finally, the terrorist group attacks. But unbeknownst to them, their explosives are all duds, and their bullets are all blanks. Worse, all of their weapons and devices have been booby-trapped. Hidden razors in their trigger-guards lop off fingers;

garrotes built into backpacks suddenly snap tight, strangling them; cell phones squirt acid when flipped open. One by one, the terrorists are mutilated and killed, while horrified civilians watch. The angel then attacks everything that moves until they're all dead.

Takedown

The Zealots may get word of a hideous creature sighted near a terrorist compound. Or they may hear about the attack once it's in progress.





12.2.35. Vuellamoal

Rank: Shadow

Strength: 3

Sense: 6

Soul: 9

Life: 18

Grace: 21

Armor: 3

Appearance

The Vuellamoal is a large, squat biped, roughly fifteen feet tall. It has rough grey-blue skin and four bright blue eyes. Its muscular arms are so long that they drag on the ground. From its toothless maw, the angel vomits up fleshy yellow organisms that wait like children and flail around until they smell prey (at which point they attack ferociously). The angel smells of ripe peaches.

Pattern

This angel, called the Regurgitan by some Zealots, stalks those who are suicidal. It resents the fact that they are rejecting the gift of life, and it seeks to teach them the value of their own existence.

The Vuellamoal possesses someone contemplating suicide, and it embarks on a killing spree using his body. The victim remains conscious throughout the ordeal, but is unable to control his own body while the angel uses it to commit cold-blooded murder on random victims.

The angel takes all manner of risks while in control of the victim's body. It drives fast, attacks indiscriminately, and taunts officers of the law. It also subjects the victim to the horror that is impending death. He must watch, helpless to interfere, as the angel uses his body to bludgeon unsuspecting strangers to

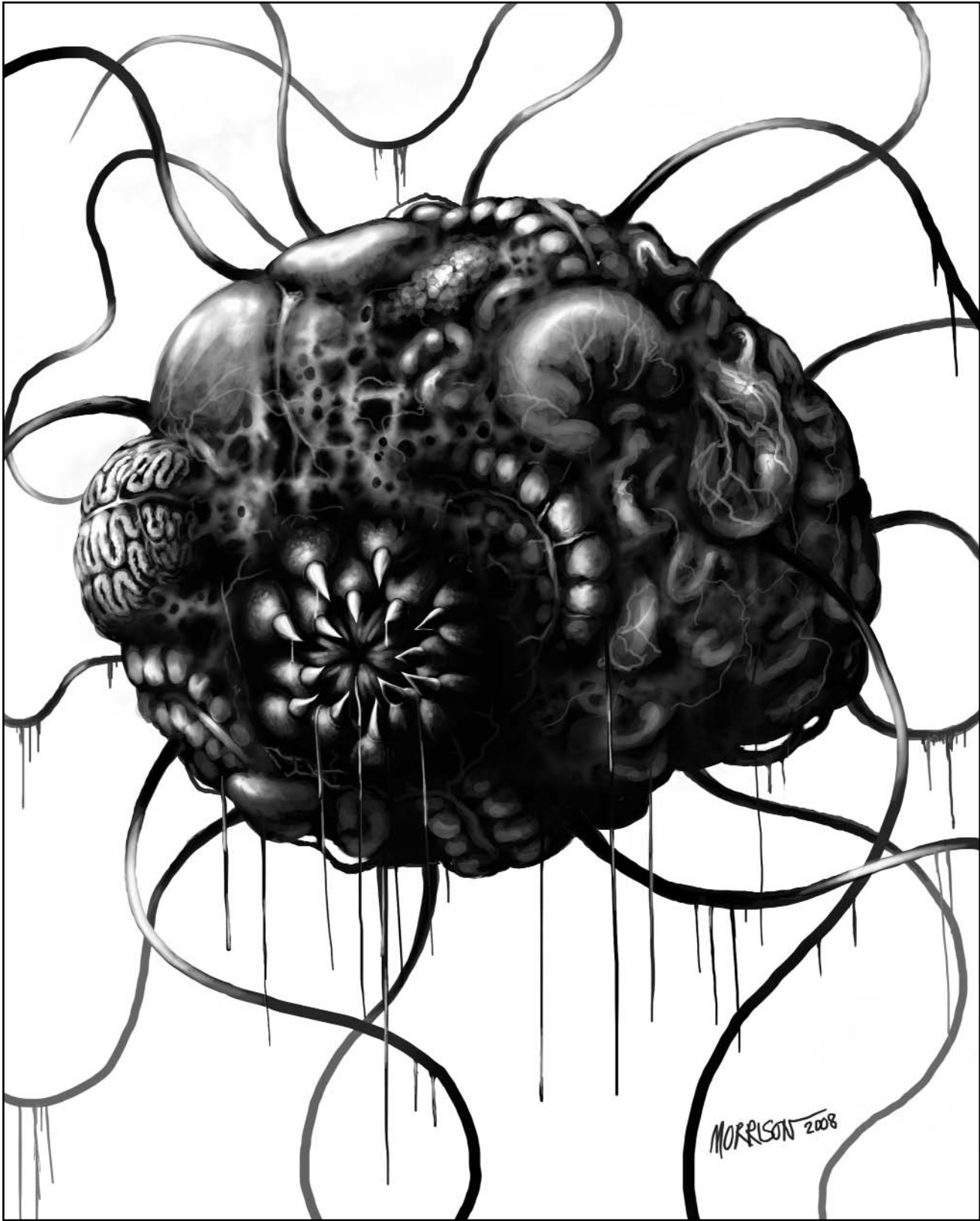
a pulp. He can do nothing as they try to crawl away, begging for mercy.

Eventually, the angel releases the victim, and leaves him to face his fate, content in the knowledge that it has taught him to value every moment of a fragile and ephemeral existence. In order to protect him from himself (or others), it vomits up several banana-yellow Cherubim that follow the target around until slain. They will protect the skell with their lives. To create a Cherub, distribute 15 to 30 points between Strength, Sense, Soul, and Life (with a maximum score of 12 in any field).

In its spare time, the Vuellamoal etches scriptural passages into walls.

Takedown

This angel's path of destruction should serve as a beacon to Zealots. They may also become involved afterwards, when police officers try to subdue the skell, only to be attacked and mangled by the numerous Cherubim that follow him around like pets (though he may try to escape them).



12.2.36. Vumuya

Rank: Judge

Strength: 8

Sense: 3

Soul: 5

Life: 29

Grace: 10

Armor: 10

Benison: El-Gibhor

Appearance

The Vumuya is a sphere of glistening tissue roughly four feet across. Its pink skin is translucent, and internal organs are visible through its tough external sac, including dark red kidneys, bright pink intestines, lime-green stomachs, and grey brain matter. Its body is ringed with thin black tendrils, and its only visible orifice is a tooth-ringed aperture that serves as both mouth and anus. It smells of camomile.

Pattern

The Vumuya targets those who abuse their loved ones. It stalks those who beat their spouses or children, or who abuse those who are too elderly and frail to defend themselves. It also punishes those victims of abuse too craven to seek help, or those who turn a blind eye to such abuse.

First, the angel constructs its lair, a process which can take several days. Typically, the Vumuya builds its lair in a remote location far from prying eyes, as there are numerous elements that must be constructed, including racks, stockades, metal grates in the floor, and a ten-foot vertical shaft. Then it attacks and subdues the abuser. It takes him to a remote location and pinions him, then explains (in its thick and garbled voice) that he has two choices: the angel can consume him, or he can help the angel

kill those whom he has abused. Invariably, the abuser opts for the latter.

One by one, the angel captures those whom the abuser has beaten and terrorized. It hauls the struggling victims in, and gives the abuser a choice of methods. Each method is a form of medieval torture, including the turcas, Apega of Nabis, the Pear of Anguish, the rack, the Heretic's fork, branding irons, and the lash. The abuser is obligated to describe exactly what must be done to each victim, and the angel obeys his instructions to the letter. However, the abuser is reminded that a failure to comply will result in his death, so it is clear that the angel is in charge.

The victims are tortured, and they eventually expire (either from blood loss or severe injury). Their bodies are mutilated, and the blood drips through a metal grate in the floor. When all of the abuser's victims are dead, the angel repeats the process on those who could have helped, or reported the abuse to the authorities, but who remained silent.

When everyone is dead, the angel places the abuser in a ten-foot-deep pit or shaft. Still bound, the abuser must then wait helplessly as the angel lifts the metal grates from the floor, collects the blood in buckets, and pours them into the shaft. Over a period of several hours, the shaft fills with blood, the level of the clotting liquid moving slowly up the abuser's body until it finally covers his mouth and nose, drowning him.

Takedown

Because the angel's pattern requires it to capture one victim at a time, with an hour or two between abductions, it's likely that the Zealots will get brought in once a neighbor hears screams, or catches a glimpse of the Vumuya.

12.2.37. Xaanuath

Rank: Shadow

Strength: 2

Sense: 5

Soul: 8

Life: 15

Grace: 24

Armor: 4



Appearance

The Xaanuath is an obsidian-skinned humanoid with two long arms ending in white talons, four pale green tentacles, tipped with long black spikes, and four legs that end protrusions of rust-colored bone. Between its legs, a cluster of barbed tentacles undulate and sway. The angel stinks of burning oil.

Pattern

The Xaanuath hunts those who do not forgive.

When it has found someone that has been wronged, someone who still harbors anger in her heart, the angel sets out to teach her the healing power of forgiveness. After possessing her body, it tracks down those who harmed or betrayed her, and it uses her body to torment them. Transforming her limbs into its tentacles, the angel lashes them, mangles their limbs, and mutilates their faces. Then, it demands that they forgive the abuse they've endured. Those who sincerely forgive the angel are set free, and those who do not are impaled atop a church spire and left for dead.

Afterwards, the victim of possession is released, with the admonition that she must learn to forgive trespasses. For the next few days, the angel will watch her from afar. Should anyone attempt to arrest or her or question her about the incident, the angel will swoop down and devour him on the spot, regardless of any witnesses.

Takedown

Once the angel has begun, it is hard for it to stop. It will attack anyone that has wronged the skell, whether it's a grievous injury or a minor act of rudeness. The list of victims can therefore be quite long, giving the Cadre ample opportunity to gather evidence and track the angel down.

12.2.38. Xaramas

Rank: Weaver

Strength: 6

Sense: 8

Soul: 1

Life: 23

Grace: 16

Armor: 6

Appearance

From the waist up, the Xaramas angel appears as a humanoid female with two claws of gleaming black metal. There are golden bands on its biceps, wrist, neck, and waist, and two spikes of black metal growing from between its shoulder blades.

From the waist down, the angel's body resembles that of a large four-legged insect. It is covered in shiny black chitin lined with bands of gold. It smells faintly of eucalyptus.

Pattern

The Xaramas believes that sacred music is a reminder of the true nature of divinity, and that it has the power to elevate the human spirit.

First, the angel hunts and kills those who oppose the union of church and state, be they politicians, activists, or scholars. It kills them. It disassembles their bodies and uses the parts to create something new.

Then it assumes human form and attends a major community event (of a secular nature). At the climax of the event, when the curtain is pulled back to reveal a new art installation, or when the ground is broken to commemorate a new construction project, the angel reveals its masterwork.

The instrument is a mechanical wonder that plays by itself. Bladders made from dried and inflated lungs and stomachs are used to pump air through vocal chords, and into flutes carved from femurs; xylophones made from femurs are struck, and hollowed skulls full of teeth are rattled.

The music is quite beautiful.



Takedown

After the unveiling, the angel moves on, but it tends to operate in one geographical area. This tends to make it easy to track once the Zealots understand the pattern of its killings. For effect, it's usually better to let them see one of the instruments at the beginning of a scenario.



12.2.39. Zumeuna

Rank: Weaver

Strength: 5

Sense: 9

Soul: 2

Life: 22

Grace: 17

Armor: 7

Appearance

The Zumeuna is a humanoid female with extremely long arms and fingers. Its forearms are patterned with wine-colored splotches and marks, and its fingers are tipped with eight-inch talons of dark metal. Its lower legs are covered in thick fur, ending in cloven hooves. The angel smells of jasmine.

Pattern

The Zumeuna angel believes that true faith is something that must be nurtured at all times, not just during weekly services. To ensure that the devout are thinking of religious matters at all times, the angel uses serial killers to test the faith of a congregation. The Zumeuna finds a serial killer, reveals itself unto him, and tells him that he has a choice: die in agony or serve the will of Heaven.

If the killer agrees to obey, the angel sends him to track down and kill members of a congregation that the angel suspects may be less than committed to the path of divinity. The killer is encouraged to make the deaths as spectacular and memorable as possible, and it is suggested that a religious motif would probably add a great deal to the effect. Typically, the killer is so horrified that he does precisely as instructed.

After several such killings, the angel eventually decides that the pious have been given something to think about. It then kills and devours the serial killer, and then begins to look for a new one.

If it can't find one, it settles for someone who would probably make a good serial killer with just a little bit of encouragement.

Takedown

The pattern of killings will doubtless lead to the the serial killer, who will be less preoccupied than usual with the threat of discovery from the authorities (frankly, he'll probably be hoping that they'll come and rescue him from the horrific angel). However, it's possible that the angel will have more than one killer performing its will in a given area. Tracking the angel may require the Zealots to track a serial killer, watching him as he kills, and possibly even protecting him from the authorities in order to close in on the angel.



12.3. Ophanim

The Ophanim are vast and terrible monstrosities sent from Heaven to destroy the cities of men. During the days before the arrival of an Ophan, the city is plagued by unearthly phenomena, which build gradually, creating a feeling that something terrible will happen soon. The ground shakes, volcanoes erupt and belch fire and ash and sulfur into the air, people hurl themselves from rooftops, swarms of insects darken the sky, cyclones tear through downtown shopping districts, and small pets suddenly grow to the size of tigers and attack their masters.

When the Ophan arrives, it lays waste to most of the city before deciding that the punishment is adequate. Then Ophan will simply depart (each in its own way), leaving behind thousands dead or insane, a city in ruins, and numerous Rephaim, which have followed the Ophanim the way that a remora clings to a shark.

Though there are innumerable Craanoi angels, there is only one Achoris-Ptah. When it is slain, it is no more. In light of that fact, and the immense power of the Ophanim, a confrontation with one of these should be a rare and exhilarating experience.

The Ophanim are not appropriate enemies for novice Zealots. Even veteran Cadres will have difficulty unless they have access to Aspergilia, Osteons, and/or War Machines.

During combat, an Ophanim will attack twice; once with its tentacles or claws, and once with a supernatural phenomenon of some kind, such as a burning star from the heavens, or a sudden locust swarm, or a plague of sores that suddenly affects the Cadre.

The first attack is a physical attack against a single person or target (such as a vehicle). When making this attack, the Director rolls dice as usual, then

swipes the defending player's highest die and adds it to his own pool of dice.

The second attack (the supernatural phenomenon) affects the entire Cadre. In this case, the Director rolls as normal, then makes each player re-roll his highest die (but only once -- this may result in the player rolling a higher number the second time around, which is fine).

The Ophan uses Grace to restore its Life score, or to execute additional attacks. By killing Grace, the Ophanim can telekinetically fling debris at the Zealots; a point killed equals four dice, and the Ophan can kill up to 3 points at a time (thereby rolling up to 12 dice in a telekinetic attack). This is in addition to its two regular attacks.

The Ophan is not hunted in the same way as other angels. Instead, the Zealots are usually summoned in the days before the arrival of the angel. They don't know what's going to happen, but the bizarre reports have definitely captured their attention.

When investigating these weird sightings and attacks, the Zealots may come under fire from Rephaim, other half-breeds, or even demented people and animals. Then, finally, the Ophan will arrive.

The arrival of such a vast and powerful angel is a cataclysm unto itself. Buildings should collapse, people should be slaughtered en masse. When describing the calamity, always start small and build up to the big payoff. One person suffers or dies -- then more, then more -- and then the entire city or region.

Remember that the Maledictions and Blasphemies and Desecrations used by the Cadre will also take their toll on innocent lives. That's the point of the Ophan -- to force the Zealots to confront the damage that they must inflict in order to win the war.



12.3.1. Achoris-Ptah

Strength: 16

Sense: 6

Soul: 8

Life: 42

Grace: 15

Armor: 12

Achoris-Ptah is a vast crimson monstrosity with thick, squat legs, each ending in a cloven hoof. From its midsection grow several writhing purple tentacles dripping with noisome jade-green fluids. A single scarlet pillar of flesh rises from the Ophan's center. Eyes line this central stalk, which rises up to a bony white spike.

Achoris-Ptah was responsible for the destruction of Gomorrah. Immensely powerful, the Ophan is drawn to vice and sin.

In the days before the arrival of Achoris-Ptah, the area will suffer unusual heat variation. Scorching hot days will alternate with unseasonably cold nights, along with improbable phenomena like rain in the desert or snow in a tropical jungle.

On the day that the Ophan arrives, the area will be wracked by sudden outbreaks of unexplained violence or suicide. Victims and perpetrators of these crimes will experience visions of Achoris-Ptah, but will be utterly incapable of describing what they have seen in a coherent manner.

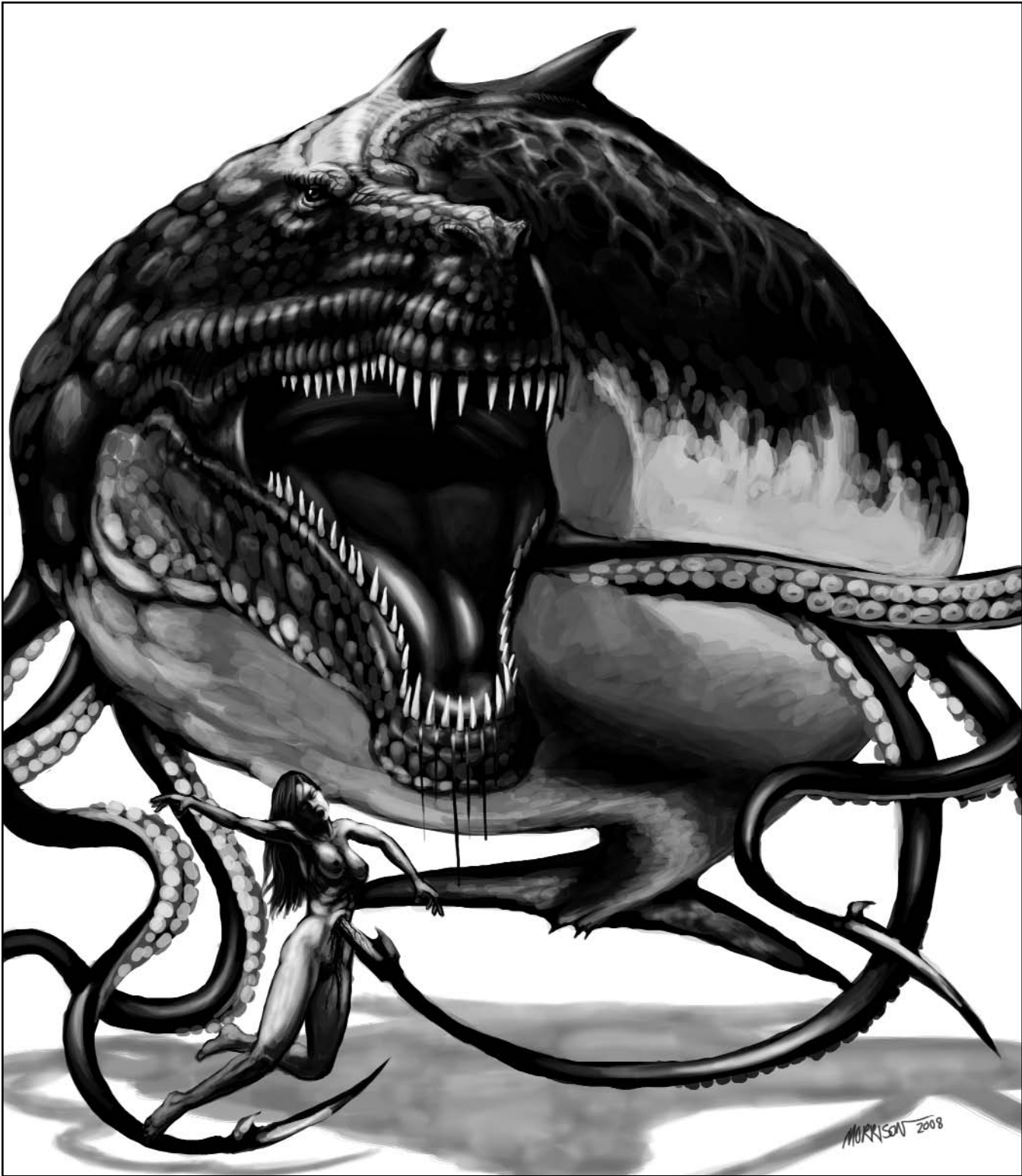
Animals will behave strangely. Pets will turn feral, and will attack in large numbers. Mice and cats, in particular, will swarm their prey, typically the very young or the very old.

Finally, the Ophan will reveal itself, rising from the earth and striding into the city. Thundering towards any symbols or centers of wickedness, lust, or extravagance, it will demolish everything it encounters, using its tentacles to pull down buildings and monuments.

With its cloven hooves, it will crush fleeing civilians underfoot, but will spare those who genuflect and worship as it passes. The nonbelievers will be picked up and tossed atop its central spike until its body drips with their fluids.

If Achoris-Ptah encounters any churches that seem focused on wealth and status, rather than piety and humility, it will tear them down and obliterate all persons found within.

When it is finished, the Ophan will return to the earth, liquefying and seeping into the ground.



12.3.2. Ankh-Neferu

Strength: 19

Sense: 5

Soul: 9

Life: 44

Grace: 16

Armor: 11

Vast and squamous, Ankh-Neferu's iridescent scales range in color from deep blue to aquamarine and cyan; its underbelly is bright white. It has three tentacles on each side of its massive body, lined with soft pink suction cups.

From its enormous maw comes the reek of rotting fish. The Ophan has two small red eyes which turn blue when it attacks.

Ankh-Neferu is a repugnant sea creature that is drawn to proud coastal cities which tout their own wealth and venality.

Prior to the ascension of the Ophan, the seas will be polluted by foul-smelling fluids of uncertain provenance. Dead fish will rise to the surface by the thousands. Fishermen will be so nauseated by the stench that they will be unable to work.

Creatures will rise up from the lightless depths of the sea so quickly that their bodies will explode. Fish and whales will beach themselves on the shores.

Any vessel at sea on the day before Ankh-Neferu's ascension will be attacked by any sea creatures that have survived. Sharks and fish will work together to capsize any vessel they encounter.

The Ophan will then rise from the water, its tentacles undulating in eldritch patterns that drive ordinary people insane. Bellowing, it will hover across the land towards the city. The very sight of the Ophan will drive people to attack their neighbors, using any weapons that they can find.

With its barbed tentacles, it will reach into homes and pluck human victims out, which it will impale and then devour.

The holy and the pious and the repentant will be spared, but it will use the razor-sharp tips of its tentacles to put their eyes out.

When it has finished, Ankh-Neferu will return to the depths.



12.3.3. Athakamin-Hotep

Strength: 17

Sense: 5

Soul: 7

Life: 45

Grace: 18

Armor: 12

Five hundred feet high, Athakamin-Hotep is a gargantuan nightmare that stands on four thick brown legs, each ending in a cloven hoof.

Its glistening green body is bulbous and shiny, coated in yellowish ichor, and five long, thick tentacles grow from its top. The tentacles are bright green, fading into yellowish near the tips.

The angel's body is covered in bright blue eyes and red-lipped mouths of various sizes and shapes. Its central mouth is colossal, and ringed with teeth the size of trucks. From this orifice, the angel exhales a rancid musk that induces crippling nausea in ordinary humans.

Athakamin-Hotep is preceded by swarms of locusts that devour food and flesh. These insects swarm the city, destroying gardens and orchards, attacking people and pets, and covering the windshields of cars and planes.

On the day of the attack, the sun burns red, and seems to drip blood. This phenomenon is only visible to those who will soon face the Ophan's judgment.

It emerges from a swarm of insects in the center of the city, and immediately begins to lay waste. It targets the authorities: government buildings, military facilities, and police headquarters. It topples these buildings first, then moves on to the rest of the city, seizing and devouring sinners.

The saved are picked up and cast into the insect swarm, and they are borne aloft towards the skies as the flesh is stripped from their bones.

When its work is done, Athakamin-Hotep disintegrates into a swarm of locusts which scatter in all directions.



12.3.4. Bael-Shepsut

Strength: 16

Sense: 6

Soul: 8

Life: 43

Grace: 17

Armor: 10

"And there came two angels to Sodom at even; and Lot sat in the gate of Sodom: and Lot seeing them rose up to meet them; and he bowed himself with his face toward the ground; And he said, Behold now, my lords, turn in, I pray you, into your servant's house, and tarry all night, and wash your feet, and ye shall rise up early, and go on your ways. And they said, Nay; but we will abide in the street all night. And he pressed upon them greatly; and they turned in unto him, and entered into his house; and he made them a feast, and did bake unleavened bread, and they did eat. But before they lay down, the men of the city, even the men of Sodom, compassed the house round, both old and young, all the people from every quarter: And they called unto Lot, and said unto him, Where are the men which came in to thee this night? Bring them out unto us, that we may know them." (Genesis 19:1-5)

"And he looked toward Sodom and Gomorrah, and toward all the land of the plain, and beheld, and lo, the smoke of the country went up as the smoke of a furnace." (Genesis 19:24-29)

Bael-Shepsut is a writhing and ichorous mass of flesh, six stories high. Its crimson skin is covered in bright pink orifices that ooze a foul-smelling white discharge.

A long pink tentacle grows from its central mouth, lined with long grey teeth. Its three tentacles, ranging in color from orange to salmon, are tipped with barbed white pincers.

Brutal and merciless, it was one of the two Ophanim responsible for the obliteration of Sodom. The city was targeted for destruction because of its cruelty to those in need.

For example, in a cruel prank, beggars were given special coins, which no merchant would redeem. As a consequence, a beggar would starve to death with a handful of gold. Then the coins were taken from his corpse and given to another unsuspecting beggar.

Though a wealthy city, Sodom was indifferent to the plight of the less fortunate, and for this reason, Bael-Shepsut was dispatched to annihilate the city and all who dwelled therein.

It called down fire, and poisoned the air with sulfur, and it immolated all that it encountered.

In the days before the rise of this Ophan, the people of a city will experience sickness, and nausea, and bowel-churning agony. The matter vomited and excreted by the people will coalesce in the sewers below the city, taking physical form.

Putrid and amorphous, Bael-Shepsut emerges from below, smashing through pavement as it climbs up into view, horrifying the people of the city as it blasts its horrific vapors into the air.

Nausea and panic ensue as the Ophan begins to slither through the city, toppling structures and flinging cars into the air. It is especially violent towards the wealthy and prosperous, squeezing them into jelly with its tentacles.

The homeless and needy are spared, but anyone else is chased down, picked up, and rammed into one of its suppurating maws.

When its work is done, the Ophan liquefies, seeping back into the earth.



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12.3.5. Geth-Semerkheth

Strength: 18

Sense: 4

Soul: 9

Life: 44

Grace: 16

Armor: 12

Geth-Semerkheth is an colossal entity with rugose brown skin that resembles tree bark. It is adorned with tufts of yellow grass, withered red flowers, and crumbling brown leaves. As it strides across the land, the tips of its lower appendages glow with vivid green light as they make contact with the soil. The Ophan makes deafening cracking sounds as it walks, like the sound of breaking branches, or trees falling in the forest.

Ages ago, Geth-Semerkheth laid to waste the city of Zeboim, one of the five cities in the valley between Jericho and Jerusalem. SHEMEBER, King of Zeboim, was disrespectful of God, and showed a lack of respect for the flora and fauna of the Earth, so the Ophan was dispatched to obliterate his city. In a matter of hours, Zeboim was torn apart and razed to the ground, and all of its people were killed.

The Ophan demolishes those who abuse nature, and who do not respect the beasts and plants of the Earth. It is preceded by powerful winds that gradually build to hurricane strength, flipping vehicles over and destroying homes. The sky turns sickly green, and the air is thick with pollen that causes massive outbreaks of asthma and allergic reactions.

On the day of its arrival, weeds grow to vines, which then lunge for any human that gets close, strangling him to death on the spot. Flowers and plants grow serrated teeth, like enormous and powerful Venus flytraps, and attack anything that moves.

The Ophanim grows from a single tree on the edge of town. In seconds, it swells, uproots itself, and begins to march towards the city. For the next few hours, it will topple anything man-made, and will crush humans under its dirt-encrusted roots.

As Geth-Semerkheth shatters pavement and concrete, and its lower appendages make contact with the earth, the flowers and grasses that grow along its body will bloom and become verdant.

When it is finished with its work, the Ophan will drive its roots into the soil and become an ordinary (if gigantic) tree, sentient no longer.



12.3.6. Hatshep-Azath

Strength: 17

Sense: 5

Soul: 9

Life: 42

Grace: 16

Armor: 11

"Therefore this is what the Lord says concerning the king of Assyria: 'He will not enter this city or shoot an arrow here. He will not come before it with shield or build a siege ramp against it. By the way that he came he will return; he will not enter this city, declares the Lord. I will defend this city and save it, for my sake and for the sake of David my servant.' That night the angel of the Lord went out and put to death a hundred and eighty-five thousand men in the Assyrian camp. When the people got up the next morning -- there were all the dead bodies. So Sennacherib king of Assyria broke camp and withdrew. He returned to Nineveh and stayed there." (2 Kings 19:32-36)

Inchoate and tenebrous, Hatshep-Azath is a mass of blue and purple tissue, covered in pink cysts and carbuncles. Its glutinous mass is covered with mouths, tentacles, eyes, orifices, and arms with deformed fingers.

In ages past, King Sennacherib of Assyria led his armies against Jerusalem. Though King Hezekiah of Judah had surrendered to Sennacherib and sent him great tribute, the Assyrian King nonetheless marched on Jerusalem. He sent his army to the city, and Sennacherib's commander met with Hezekiah. During the meeting, the commander blasphemed against Judah and God.

That night, Hatshep-Azath coalesced upon the sand and slithered upon the Assyrian army. They were awakened by a plague of biting worms and serpents and leeches, and then the Ophan fell upon them. Though some of the Assyrians kept their sanity and attacked, their weapons had no effect, and Athakamin-Hotep slew them all. In the morning, Sennacherib's envoys found that the entire army was dead. 185,000 souls were lost on that day.

The advent of Hatshep-Azath is preceded by repulsive deformities. Animals and children born in the days before the arrival of the Ophan are mutated in strange ways: extra fingers or limbs, rubbery and oddly-colored appendages, huge fish-like eyes, and full sets of teeth.

The Ophan coalesces from thin air, taking nightmarish shape in the center of the city and immediately beginning its rampage. It stalks those who blaspheme against God, oppose the will of Heaven, and deny the true faith. It savagely mauls those whom it snares in its tentacles, and it uses its gargantuan bulk to topple the tallest buildings in the city.

When its rampage is concluded, Hatshep-Azath fades away into a bilious mist.



12.3.7. Khamen-Atep

Strength: 17

Sense: 6

Soul: 7

Life: 45

Grace: 17

Armor: 12

"Before David got up the next morning, the word of the Lord had come to Gad the prophet, David's seer: 'Go and tell David, 'This is what the Lord says: I am giving you three options. Choose one of them for me to carry out against you.' So Gad went to David and said to him, 'Shall there come upon you three years of famine in your land? Or three months of fleeing from your enemies while they pursue you? Or three days of plague in your land? Now then, think it over and decide how I should answer the one who sent me.' David said to Gad, 'I am in deep distress. Let us fall into the hands of the Lord, for his mercy is great; but do not let me fall into the hands of men.' So the Lord sent a plague on Israel from that morning until the end of the time designated, and seventy thousand of the people from Dan to Beersheba died. When the angel stretched out his hand to destroy Jerusalem, the Lord was grieved because of the calamity and said to the angel who was afflicting the people, 'Enough! Withdraw your hand.' The angel of the Lord was then at the threshing floor of Araunah the Jebusite. When David saw the angel who was striking down the people, he said to the Lord, 'I am the one who has sinned and done wrong. These are but sheep. What have they done? Let your hand fall upon me and my family.'" (2 Samuel 24:11-17)

This antediluvian monstrosity is a leprous mass of ebon flesh, shot through with veins of emerald and gold. Its carcass is surmounted by six burning red eyes, and its loathsome pseudopods drip with acidic fluids. Its oily skin reeks of putrefaction and rot.

In the time of King David, Khamen-Atep was dispatched to teach the people of Israel a lesson. In a matter of hours, it slaughtered 70,000 victims.

In the days before the Ophan arrives, the city will be debilitated through sickness. Horrid and incurable plagues will sweep the area, causing widespread death and misery.

On the day that Khamen-Atep arises, black clouds will gather in the sky overhead, blotting out the sun and shrouding the city in darkness. The noxious rain that ensues will gather slowly in the center of the city, taking the form of the colossal Ophan, which will then embark on its reign of horror.

Khamen-Atep punishes those who fight in service of man instead of God. It targets cities known for military installations, and it destroys these, weakening their nations against attacks from their enemies.

When it is finished, it will return to liquid form and fly up into the clouds in the form of myriad droplets, and the clouds will then disperse.



12.3.8. Nectan-Amhat

Strength: 16

Sense: 4

Soul: 9

Life: 44

Grace: 17

Armor: 10

"Canst thou draw out Leviathan with a hook? Or his tongue with a cord which thou lettest down? Canst thou put an hook into his nose? Or bore his jaw through with a thorn? Will he make many supplications unto thee? Will he speak soft words unto thee? Will he make a covenant with thee? Wilt thou take him for a servant for ever? Wilt thou play with him as with a bird? Or wilt thou bind him for thy maidens? Shall the companions make a banquet of him? Shall they part him among the merchants? Canst thou fill his skin with barbed irons? Or his head with fish spears? Lay thine hand upon him, remember the battle, do no more. Behold, the hope of him is in vain: shall not one be cast down even at the sight of him? None is so fierce that dare stir him up."
(Job 41:1-10)

Also known as Leviathan, Nectan-Amhat is an obscene beast of the seas with fetid green flesh and a yellow underbelly. The tips of its fins, and the ridges along its back, are a ghastly white in color. Its head is featureless, save for two dark indentations where eyes ought to be. Swift and powerful, this Ophan can detect and identify movement in the water for miles around.

Nectan-Amhat is preceded by a red tide, during which algae rapidly grow, turning the water red, pink, and purple. The red tide produces toxins that causes horrific sickness in land animals or humans that come into contact with the red tide; a few hours after exposure, the victim's skin begins to slough off, but the victim remains conscious and alive even after the entire epidermis has peeled away, revealing the tissue beneath. It even affects those who are close to the algal bloom, inducing respiratory irritation and nausea in those who are near the water.

Sharks and other marine predators will be driven mad with pain, and will attempt to exit the water, hurling themselves up onto boats and trying to bite anything within reach. Vast great whites, measuring 9 to 10 meters, will attempt to capsized smaller craft, and will ram their hulls repeatedly.

Bright lights will be seen in the sky on the night before the Ophan's arrival. These lights will zigzag across the horizon, hover, burn brightly and fade out, and zoom dangerously close to any ships or coastal structures before disappearing.

Finally, Nectan-Amhat will reveal itself, rising from the sea to smash any vessels still on the water. Structures like oil rigs will be smashed, dams will be shattered, canal lock structures will be pulverized, and coastal cities will be eradicated as the mammoth entity hurls itself from the water, lands atop its target, crushing it under its bulk, then undulating back into the ocean.

Then the Ophan will sing.

This sound is at such a low frequency that it is inaudible to humans, in the same way that a dog whistle is at a frequency so high that people can't hear it; however, the sound produced is of such high volume that it has an effect on the human body, even though it is not heard. At first, the song will cause disorientation, nausea, and pain. Then, gradually, the volume will increase until the effects are lethal.

After decimating its targets, the Ophan will then sink back into the depths.



12.3.9. Nephren-Gattra

Strength: 18

Sense: 6

Soul: 8

Life: 43

Grace: 16

Armor: 12

"Now this was the sin of your sister Sodom: She and her daughters were arrogant, overfed and unconcerned; they did not help the poor and needy. They were haughty and did detestable things before me. Therefore I did away with them as you have seen. Samaria did not commit half the sins you did. You have done more detestable things than they, and have made your sisters seem righteous by all these things you have done. Bear your disgrace, for you have furnished some justification for your sisters. Because your sins were more vile than theirs, they appear more righteous than you. So then, be ashamed and bear your disgrace, for you have made your sisters appear righteous." (Ezekiel 16:49-52)

This loathsome and cyclopean entity is a nightmare of pale pink skin and vile tentacles. Its five green eyes stare out in all directions, and its hide drips with sticky blue ichor. Its batrachian and sebaceous tentacles pick up its prey and stuff them into its gaping violet maw, which is ringed by thin brown tendrils.

Along with Bael-Shepsut, Nephren-Gattra was responsible for the destruction of Sodom. It emitted waves of fire from its pulsing orifice, which scorched the people of that city, and its piercing gaze transformed screaming victims into pillars of ash.

Nephren-Gattra is preceded by anomalous weather patterns. These sudden shifts in pressure and temperature wreak havoc in small animals, which are driven from the wilderness into the city en masse. They swarm over people and homes, and flocks of birds descend from the clouds to smack into the pavement at high speed. Random bolts of lightning strike buildings and structures, and the earth itself rumbles as seismic shifts herald the appearance of the Ophanim.

Nephren-Gattra appears in a blast of lightning, emerging from a Gate far from the city. It flies overhead, passing through rural areas, feeding on the souls that it encounters.

The Ophan then enters the city, where it emanates vast blue bolts of lightning which knock out power, destroy structures, and electrocute countless victims.

After the destruction has concluded, Nephren-Gattra will ascend into the heavens, vanishing from view.



12.3.10. Seth-Nyaram

Strength: 16

Sense: 5

Soul: 7

Life: 42

Grace: 18

Armor: 11

"Behold now Behemoth, which I made with thee; he eateth grass as an ox. Lo now, his strength is in his loins, and his force is in the navel of his belly. He moveth his tail like a cedar: the sinews of his stones are wrapped together. His bones are as strong pieces of brass; his bones are like bars of iron. He is the chief of the ways of God: he that made him can make his sword to approach unto him. Surely the mountains bring him forth food, where all the beasts of the field play. He lieth under the shady trees, in the covert of the reed, and fens. The shady trees cover him with their shadow; the willows of the brook compass him about. Behold, he drinketh up a river, and hasteth not: he trusteth that he can draw up Jordan into his mouth. He taketh it with his eyes: his nose pierceth through snares." (Job 40:15-24)

Also known as Behemoth, Seth-Nyaram is a pitiless and monstrous Ophan with shiny maroon-and-cobalt skin. Its immense mouth can swallow entire groups of screaming victims, and its taloned claws can slice tanks open so that its writhing violet tentacles can pluck out the wailing soldiers within. Though featureless, the Ophan is aware of all that transpires around it.

Seth-Nyaram is preceded by unnatural rain. On one day, blood will drip down from the sky; on another, frogs will plummet to Earth, splattering all over the city; on a third, snake venom will blind those caught outside during the deluge; on a fourth, bile will sicken and nauseate all those drenched in the downpour.

Enraged by vice, this Ophan will thunder into the city on the appointed day, slamming through buildings and other obstacles as it careens towards brothels, gambling dens, casinos, massage parlors, and bingo halls. Without mercy or hesitation, it will devour all that it encounters. The fortunate will be sliced into pieces by its massive teeth; the luckless will be swallowed whole, partially digested, and excreted alive, all within a few moments. Though not immediately fatal, their injuries will be particularly horrific.

When it is tired of the carnage, the angel will shimmer out of existence, leaving behind a demolished city.



12.3.11. Sobek-Harathul

Strength: 18

Sense: 6

Soul: 8

Life: 54

Grace: 16

Armor: 12

"When the Lord goes through the land to strike down the Egyptians, he will see the blood on the top and sides of the doorframe and will pass over that doorway, and he will not permit the destroyer to enter your houses and strike you down. Obey these instructions as a lasting ordinance for you and your descendants. When you enter the land that the Lord will give you as he promised, observe this ceremony. And when your children ask you, 'What does this ceremony mean to you?' then tell them, 'It is the Passover sacrifice to the Lord, who passed over the houses of the Israelites in Egypt and spared our homes when he struck down the Egyptians.' ' Then the people bowed down and worshiped. The Israelites did just what the Lord commanded Moses and Aaron. At midnight the Lord struck down all the firstborn in Egypt, from the firstborn of Pharaoh, who sat on the throne, to the firstborn of the prisoner, who was in the dungeon, and the firstborn of all the livestock as well. Pharaoh and all his officials and all the Egyptians got up during the night, and there was loud wailing in Egypt, for there was not a house without someone dead." (Exodus 12:23-30)

Sobek-Harathul is a towering horror, over 800 feet high. It stands atop three squad legs, and it attacks with three thick arms ending in grasping pincers. The skin of its squamous hide is a sickly yellow, with blotches of necrotic blue and bilious green. Atop its body, three rubbery violet tentacles wave slowly, as if blown by some noxious wind. Those humans who observe the pattern of those tentacles will not understand that the Ophan is writing its true name in the air, but they will nonetheless be compelled to take their lives immediately.

Sobek-Harathul always targets the capital cities of men.

In the days before the arrival of this Ophan, the people of the chosen city will be driven to acts of violence and murder against their elected leaders. They will riot, conspire to commit acts of treason, attempt to assassinate government officials, and plan terrorist actions. Even ordinary, lawful citizens will take part in this madness.

When Sobek-Harathul arrives, plummeting from the sky to land with a deafening impact atop the seat of government, the resulting shockwave will permanently deafen thousands of people.

The Ophan will then begin to topple all monuments and government buildings, crushing them to dust beneath its massive hooves. Those who flee will be crushed, and those who attempt to mount a defense will be swatted into oblivion.

When the carnage has ceased, Sobek-Harathul will fold in upon itself and vanish. Any human who witnesses this act will be permanently blinded.



12.3.12. Thas-Naphor

Strength: 17

Sense: 4

Soul: 7

Life: 52

Grace: 22

Armor: 12

"The whole land will be a burning waste of salt and sulfur—nothing planted, nothing sprouting, no vegetation growing on it. It will be like the destruction of Sodom and Gomorrah, Admah and Zeboim, which the Lord overthrew in fierce anger." (Deuteronomy 29:23)

Thas-Naphor is a tenebrous atrocity, wrought of gleaming black metal. Over 600 feet tall, the Ophan was engineered to lay waste to the cities of men in preparation for the angelic onslaught.

Admah (Hebrew, "earth") was a city in the Valley of Siddim, southeast of the Dead Sea, east of Zeboim, inhabited by the Canaanites. It was one of the Cities of the Plain upon which Abraham looked from the heights of Bethel. In ancient times, Shinab, the king of Admah, waged war upon the kings of the east, and he was defeated. He returned to Admah a bitter and vengeful man, and he vented his anger on the people of his kingdom. He tortured and murdered at will, and he despoiled maidens to satisfy his rage, but his fury would not subside. In time, Thas-Naphor was sent down to destroy Admah, to punish her people for permitting such a reprehensible king to remain in power. The city was eradicated on the same day that Sodom and Gomorrah fell.

The advent of Thas-Naphor is preceded by a hail of brimstone and fire. This event lasts for several days, and it falls in a perfect circle around the city. All of those within its circumference suffer from heat, and from the fetid vapors. Those who try to flee are cut down by the burning hail, which tumbles from the sky in small shards that slice flesh, or in boulder-sized chunks of fiery stone that crush cars and tanks alike. Those in the city are trapped with no chance of escape.

Finally, Thas-Naphor erupts from the earth, surrounded by an eruption of lava that commences the devastation. Thas-Naphor emits a thick buzzing sound that drives people to attack one another like wild animals. Those who catch a glimpse of the entity are blinded by the light which glints from its metallic exterior. Those who are touched by its shadow are wracked with horrific seizures, and they vomit up their putrefied internal organs, which then are transformed into Rephaim.

When the Ophan is finished, the city is covered in salt and ash and brimstone, and nothing will ever grow there again. That-Naphor then tunnels back into the Earth and awaits further instruction.



12.3.13. Thutmosis-Hulud

Strength: 18

Sense: 5

Soul: 9

Life: 44

Grace: 17

Armor: 12

"And the flood was forty days upon the earth; and the waters increased, and bare up the ark, and it was lift up above the earth. And the waters prevailed, and were increased greatly upon the earth; and the ark went upon the face of the waters. And the waters prevailed exceedingly upon the earth; and all the high hills, that were under the whole heaven, were covered. Fifteen cubits upward did the waters prevail; and the mountains were covered. And all flesh died that moved upon the earth, both of fowl, and of cattle, and of beast, and of every creeping thing that creepeth upon the earth, and every man: All in whose nostrils was the breath of life, of all that was in the dry land, died. And every living substance was destroyed which was upon the face of the ground, both man, and cattle, and the creeping things, and the fowl of the heaven; and they were destroyed from the earth: and Noah only remained alive, and they that were with him in the ark. And the waters prevailed upon the earth an hundred and fifty days." (Genesis 7:17-24)

Thutmosis-Hulud is the source of such myths as Jörmungandr and the Kraken. This immense and oleaginous creation is usually only visible as a vast shape under the water. Its three eyeless heads, each ending in a circular orifice ringed with four grasping claws, ranges in color from sapphire blue to jade green. Its dripping scales darken as they reach its main body, which has six vast legs and three thick black tails.

Thutmosis-Hulud is preceded by peculiar phenomena at sea. In the days before its ascension, the waters blacken, and the sky overhead is lit by a sickly orange glow. During this time, the Ophan will occasionally rise from the depths to attack ships at sea, be they merchant vessels or military.

When the time has come, the Ophan will raise the seas, flooding the Earth as it did millennia ago. A monstrous wave will rise, and it will engulf the city that Thutmosis-Hulud has targeted. When the wave has broken, and recedes back into the water, thousands will have been killed or injured. The Ophan will emerge from the sea to continue its work.

Thundering through the city, Thutmosis-Hulud will smite all those who reek of wickedness. Those who are pure, however, will be picked up and hurled far out to sea; should they survive the impact, they will be consumed by the beasts which follow the Ophan, and their souls will be set free.

When it is finished, the Ophan thunders back out to the water and swims out into the ocean.



12.4. Erelim

The Erelim are elite biomechanical units sent from Heaven to destroy all half-breeds that oppose the will of Heaven. This includes Disciples and Zealots.

These angels are extremely powerful, and are recommended for advanced groups with some experience under their belts.

Each breed of Erelim has a specific set of weapons, as well as a particular modus operandi that it employs when stalking half-breeds. Some Erelim take the direct approach, while others use bait to draw the Cadre out into the open. Whatever the case, these angels don't really have much time for humans. If the opportunity presents itself, they'll punish sinners and save the pure, but it's not really a priority.

Proud hunters, and they refuse to see another angel walk away with their glory. For this reason, an Erel may very well interfere with the work of a fellow angel, to prevent it from killing or seriously harming the Cadre. Once it's settled on a group of Zealots, it wants to be the one to kill them.

The Erel may appear early in a Cadre's career, to "save" them from an attack by a Rephah or Seraph, if things are going very badly for the players. The Erel will say nothing; it will merely appear, help to defeat the enemy, and then walk away. Weeks, or even months later, it will return.

It's rare for Zealots to hunt Erelim, since these angels don't follow the same patterns as the Seraphim or Ophanim. In fact, most Zealots don't even know that these angels exist, let alone what they're capable of.

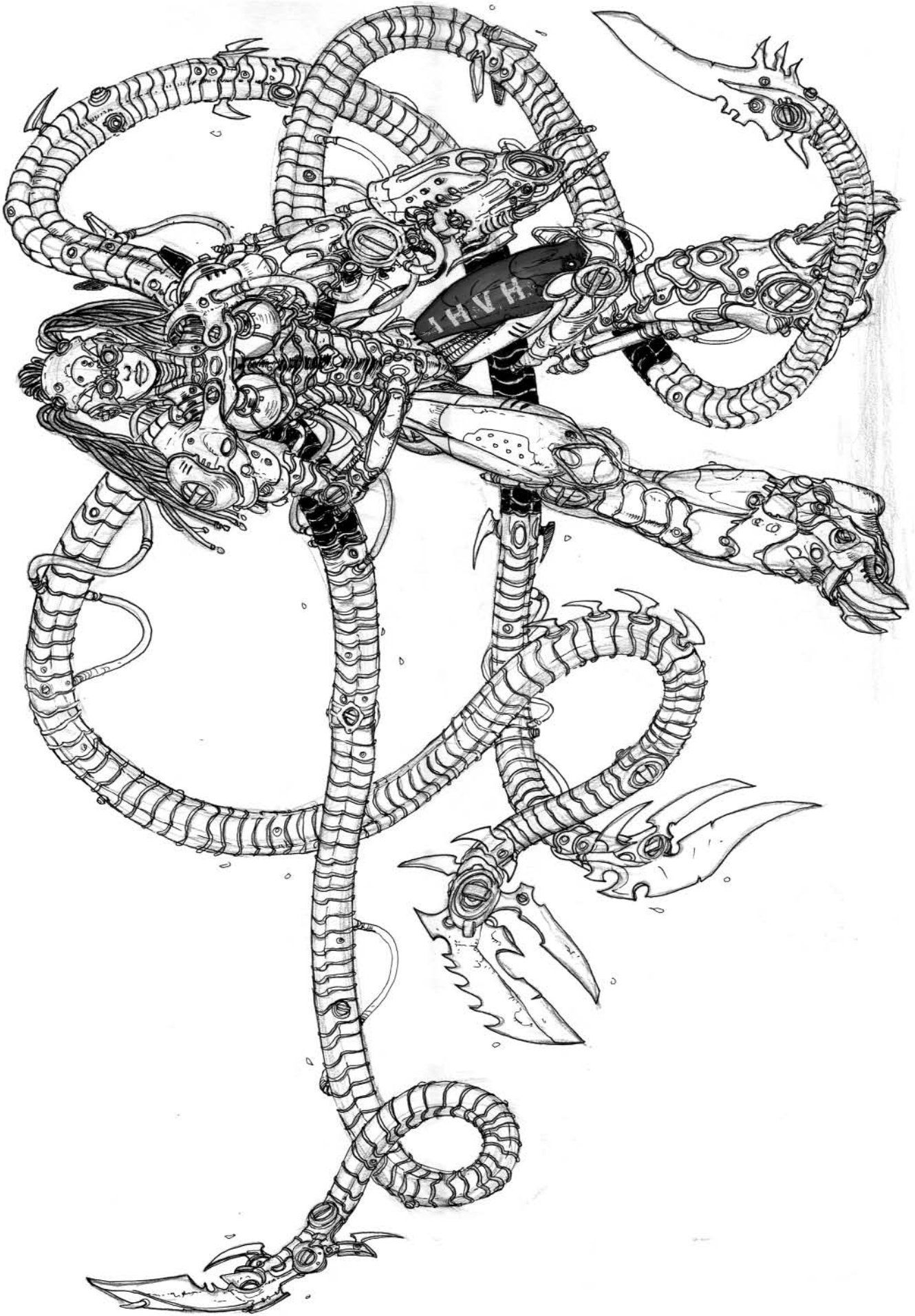
However, some Erelim want to be hunted, and they have ways of getting a Cadre's attention.



In combat, an Erel can kill a point of Grace to recover two points of Life. In addition, the Erel can use Grace to execute additional attacks: one point of Grace for two dice (so killing 6 points of Grace will result in an attack with 12 dice).

Erelim also have access to Benisons, the same way that Seraphim do. They can utter a Benison once every other round.

The Erel is equipped with a self-destruct system. If it is killed, the body liquefies immediately. If a limb is cut off, then that limb turns to liquid at once. However, there's a 1 in 12 chance that a quick-witted Zealot can retrieve one of the Erel's weapons (player's choice) before it liquefies. The weapon can only be used 1d12 times (the Director rolls a die, but doesn't tell the player what the result is). After the final use, the weapon explodes. The Zealot takes 6 points of damage and suffers a hideous deformity (roll a d12; if odd, the Zealot is injured; if even, the Zealot is deformed). This deformity can include tentacles, insectile limbs, fish eyes, long teeth, strange orifices, ridges of bone, or anything else that the other players can come up with (the player in question has no vote). The effects are usually temporary, but there's a 1 in 12 chance that the deformity is permanent.



12.4.1. An'atrigel

Strength: 14

Sense: 6

Soul: 8

Life: 36

Grace: 19

Armor: 12

The An'atrigel has four silvery segmented tentacles growing from its back, each of which ends in a barbed blade. Its armor, which has been enamelled purple and maroon, bears the insignia IHVH (the Tetragrammaton in Latin). Bright turquoise lights adorn its armor, and its eyes glow with a yellow light.

The An'atrigel lures its prey into the open, then attacks them when they least expect it.

First, the angel stalks and kills an ordinary person, someone who doesn't have any connection to the Cadre. It then carefully removes the victim's internal organs and arranges them into a crude map. The intestines form roads or rivers, the kidneys and lungs indicate buildings or other large structures, and the eyes are placed on top of the heart, which indicates the target location.

When the Zealots arrive, they find another random victim, in similar circumstances. However, they may (or may not) also find themselves confronted by a Rephaim, or a demon, or some other lesser opponent.

After several such kills, the An'atrigel will finally await the arrival of the Zealots. By this time, it has sent them to several locations (as many as five, or as few as two), and they may well have been swept up into other events (a police investigation of the murders, which leads to a conspiracy involving crooked cops and Zilant assassins, for example). By the time the Zealots arrive at the final location, they may be somewhat the worse for wear.

The An'atrigel will strike as soon as it sees them. It will attack with ranged weapons before closing in for the kill with its Maphrian Hammers.

Sacristan Lance

Range: 3

Damage: 3

The Erel's left arm ends in a powerful cannon that fires a blast of superheated particles. However, because of the divine technology used in the weapon's creation, it has no effect at close range -- the blast passes through solid objects without causing any damage to anyone in Range 1. This can be advantageous, as it permits the An'atrigel to fire through cover without exposing itself (though the usual penalties for firing blind apply).

Rectorate Bolt

Range: 2

Damage: 2

Effect: Though less effective than the Sacristan Lance, the Rectorate Bolt has the advantage of being a weapon that can be discharged by any part of the An'atrigel's body. A surge of compressed flame, the Bolt sears flesh and blisters armor.

Maphrian Hammers

Range: 1

Damage: 4

Effect: There are four Maphrian Hammers, each at the end of a tentacle. Wickedly curved and serrated weapons, the Hammers are used to slash and gouge.



12.4.2. Chal'asdiel

Strength: 13
Sense: 5
Soul: 9
Life: 37
Grace: 21
Armor: 11

The Chal'asdiel angel is a cybernetic grotesquerie. Roughly nine feet tall, the Erel has a face with a single orifice, which resembles a lamprey's maw. It is otherwise featureless. Its blue-grey flesh is covered in gleaming golden armor. The entity has four arms, two of which end in grasping golden-armored claws, and two of which end in weapons.

The Chal'asdiel begins by interfering in the Cadre's investigation. Once the Zealots have begun to close in on their target (presumably a Seraph), the Chal'asdiel moves a step ahead and sets a trap for them. The details of each trap vary, but guidelines are furnished below.

Concealed, the Erel watches to see how the Zealots handle the surprise. It studies their reactions, observes their behavior patterns, and evaluates their teamwork, formulating its plan of attack accordingly.

Typically, the Chal'asdiel minimizes risk by waiting until the Cadre has closed out its case, and then it attacks, while they are weakened and unsuspecting. In combat, it always tries to pick off the weakest first.

Penitent Scourge

Range: 3
Damage: 3

The Scourge fires blasts of superheated and compressed liquid fuel.

Solifidian Blade

Range: 1/3
Damage: 5

The Blade is a circular saw whose blade is tipped with diamonds, enabling it to cut through nearly anything. Though it ordinarily lacks the range of the Penitent Scourge, the Blade can be fired as a projectile, but must then be retrieved and reinstalled afterwards (the reinstalling, though relatively simple, constitutes an action).

Holofernes

Range: 1
Damage: 1

The Erel carries a gleaming black sword known as the Holofernes. This blade inflicts a very minor damage bonus, but it permits the Chal'asdiel to bypass armor altogether -- the blade is intangible when used against solid objects, enabling it to slip through armor and inflict damage directly on the Zealot. However, this means the weapon is useless against Zealots inside vehicles, or behind cover -- another weapon must then be employed.

Booby Trap

Range: 1-3
Damage: varies

Each trap has a different difficulty level, against which the Zealot must make a Sense check. Some traps are explosives wired into doors or even dead bodies (move the corpse, explosive go boom). Other traps are tripwired acid sprays, spring-loaded blades that swing down from above, and spike-lined pits in the floor. The typical trap has a range of 1 and a difficulty rating of 10, but some traps are so fiendish and brutal that their difficulty levels go up to 16.



12.4.3. Daz'emiel

Strength: 15
Sense: 4
Soul: 7
Life: 39
Grace: 18
Armor: 10

From the waist up, the Daz'emiel is a human female. Her arms are encased in gauntlets of some unearthly metal, and she carries a heavy weapon. From the waist down, her body resembles a metal dragon, and her tail ends in a buzzing chainsaw.

The Daz'emiel is typically dispatched against more experienced Cadres. The Erel bewilders them by enlisting the aid of a Rephah; the two angels then embark on a killing spree, leaving all manner of contradictory evidence (up to and including secretions gathered from angels that the Zealots have faced before, compounding the confusion). In this manner, they keep the Cadre off-balance until the Erel is ready to strike.

It sacrifices the Rephah by telling it to ambush the Zealots, but when the Cadre arrives and the Rephah attacks, the Daz'emiel merely watches and waits. As the killing blow is struck, and the Zealots kill their target, the Erel attacks from cover, firing explosive rounds and volleys from its rifle.

Cardinal Halberd

Range: 3
Damage: 4/special

At close range, the Halberd is least effective (at range 1, damage 1; at range 2, damage 2). At long range, however, it inflicts 4 damage, and there's also a chance that it may absorb a point of the victim's Fury (if the victim takes damage from the Halberd, he must roll a Soul check against difficulty 10 or lose a point of Fury in addition to damage taken). This feature does not apply at ranges closer than 3.

Hagiotypic Maul

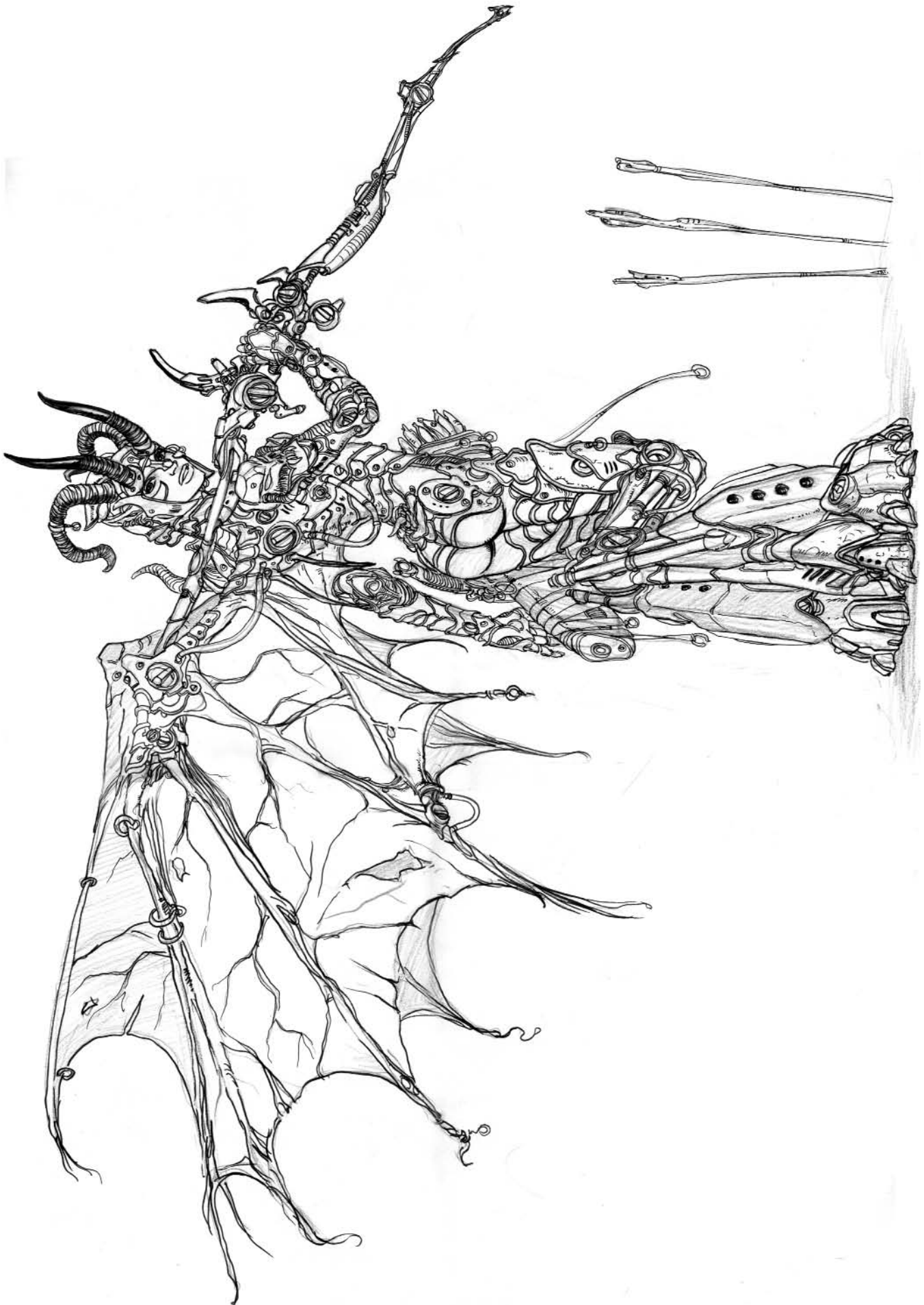
Range: 3
Damage: 5/1

The metal gauntlet on the angel's left hand fires a total of three explosive rounds (as grenades, damage 5). Once these are gone, the Maul can still be used as a melee weapon, given its blades and its weight (damage 1). If the rounds are fired at range 1 or 2, the angel risks taking damage from the explosion, and it is not likely to take such a risk.

Monergist Saw

Range: 1
Damage: 2

The Monergist Saw is attached to the Daz'emiel's tail, and makes an excellent close-quarters weapon.



12.4.4. Jal'ariel

Strength: 12

Sense: 6

Soul: 8

Life: 33

Grace: 19

Armor: 11

The Jal'ariel appears as a humanoid female in high-tech armor wrought of platinum and silver (though much, much harder than these metals). Four black horns grow from her brow, and there are two wings of steel growing from between her shoulders. Her legs are double-jointed, and this, combined with the immense weight of her armor, gives her pace a deliberate gait.

This Erel attracts the attention of the Cadre by killing their allies.

NOTE: As specified elsewhere in the rules, the Director is prohibited from killing off contacts unless instructed to do so by the player in question. If the player wishes to kill a contact in order to create a new one, then the Jal'ariel can resolve the issue nicely. Otherwise, this Erel can only be used to terminate non-contact allies, including friendlies that the Zealots have encountered during their investigations. If a long-running campaign features too many such NPCs to keep track of, this Erel can be used to thin the herd a little bit.

Once it has targeted a group of Zealots, the Erel tracks down those who have helped them, provided information, or even asked them for help in the past. One by one, it hunts these people down and kills them in the grisliest possible ways.

The Jal'ariel is fond of stalking its prey with the Precision Nail, allowing the target to think that there's a chance of survival, then delivering the incapacitating blow (though not the killing blow -- death is still several hours away at this point). The Jal'ariel has been known to string its victim up, inject him with drugs to keep him awake and alert, and make him watch as it cuts off small portions of his flesh, cooks them, and consumes them over a period of several hours. Sometimes the victim is left alive to tell of this, and other times the process is recorded so that the Zealots can watch for themselves, at their leisure.

Precision Nail

Range: 3

Damage: 3

The Nail is a powerful composite bow that fires explosive-tipped arrows. The Erel carries a dozen such arrows. The angel never uses the Nail at range 1, since the explosive may affect it as well.

Eremite Falchion

Range: 2

Damage: 2

The Eremite Falchion is a small plasma pistol that the Erel uses when it has run out of arrows. It lacks the firepower and range of the Nail.

Consecrated Voulge

Range: 1

Damage: 3

When the angel wills it, a glowing blade of greenish metal slides out of the armor on its left forearm. This blade can be used to stab and slash enemies at close range.



12.4.5. Pal'abdiel

Strength: 14

Sense: 4

Soul: 7

Life: 36

Grace: 16

Armor: 12

The Pal'abdiel angel appears as a human female with large grey wings. One of her arms ends in a cybernetic rifle. In her other hand, she holds a glowing sword. Both of her legs are mechanical from the knee down, and end in stainless steel hooves.

When it has targeted a group of Zealots, the Pal'abdiel angel immediately issues a challenge to them. It continues to do so until they accept, and combat ensues immediately after.

The angel doesn't care what the Cadre is doing. Whether they're trying to break up a slavery ring or bring a demon down or take out a group of Rephaim, it makes no difference to the Pal'abdiel. (Naturally, a Director will want the situation to be as complicated as possible before this Erel is introduced, in order to make the players' lives more difficult.)

The angel starts with a simple note, nailed to a public place (or person). It can be a simple and direct challenge to a duel, or a manifesto as complex and thorough as the 95 Theses. Regardless of the method, the challenge is addressed to the Zealots (using their handles, not their real names), and it even goes so far as to provide a time and location for the duel.

However, due to bad luck, there's usually a conflict of some sort (of course, the angel just happens to challenge them to a duel that's going to take place at the exact moment that the terrorists are going to be attacking the motorcade, so now the Zealots must

choose between letting the assassination take place, facing this unknown assailant, or splitting up the team).

If the Zealots ignore the first summons, there will be another, and another, until they finally agree to meet with the Erel at the appointed place (usually public, full of witnesses and civilians -- and also usually quite spectacular, such as the top of a skyscraper during a thunderstorm).

One the Cadre is assembled, the Pal'abdiel flies in (invisible until the last moment) and attacks.

Hierophant Glaive

Range: 3

Damage: 6

The Glaive is a rifle attached to the Erel's left arm. This weapon can only be fired every other round. When it is discharged, a massive beam of red light shines down from the heavens and illuminates the Erel.

Septuagint

Range: 1

Damage: special

A glowing longsword forged from a glittering crimson metal, the Septuagint is the Pal'abdiel's close-quarters weapon of choice. It inflicts 3 damage against Investigators, 4 against Sorcerers, and 5 against Fighters. It inflicts 4 points of damage against all other Half-Breeds. Anytime the Director rolls a natural 12 when this weapon is used, the damage inflicted is doubled.



12.4.6. Qas'anziel

Strength: 11
Sense: 5
Soul: 7
Life: 35
Grace: 18
Armor: 11

The Qas'anziel looks like a decomposing human female. Her flesh is rotting and grey, and has almost entirely been replaced with metal components. Her arms are wrought of a dark blue metal, enameled with bands of some silvery compound, and in lieu of hands, she has two heavy weapons. Most of her head and face have similarly been replaced. From the waist down, her body completely mechanical (and made from the same dark blue metal), consisting of four legs ending in spikes.

The Qas'anziel is strict traditionalist. Perhaps it has a fondness for doing things the old-fashioned way, or perhaps its neurological deterioration and cybernetic brain have resulted in a limited imagination; either way, this Erel functions like a standard target. In all likelihood, it has simply decided that this is the most effective way to draw the Cadre into combat.

The angel picks a specific type of victim, usually at random, and starts killing. It murders, mutilates, and moves on. With mechanical precision and attention to detail, it stalks and destroys the haughty, or the licentious, or the violent, or anyone else in need of punishment (but it always chooses one type of sin and sticks with it, once it's made up its mind).

Eventually, the Zealots are able to close the gap and attack the Erel, which responds in kind.

Manciple Dagger

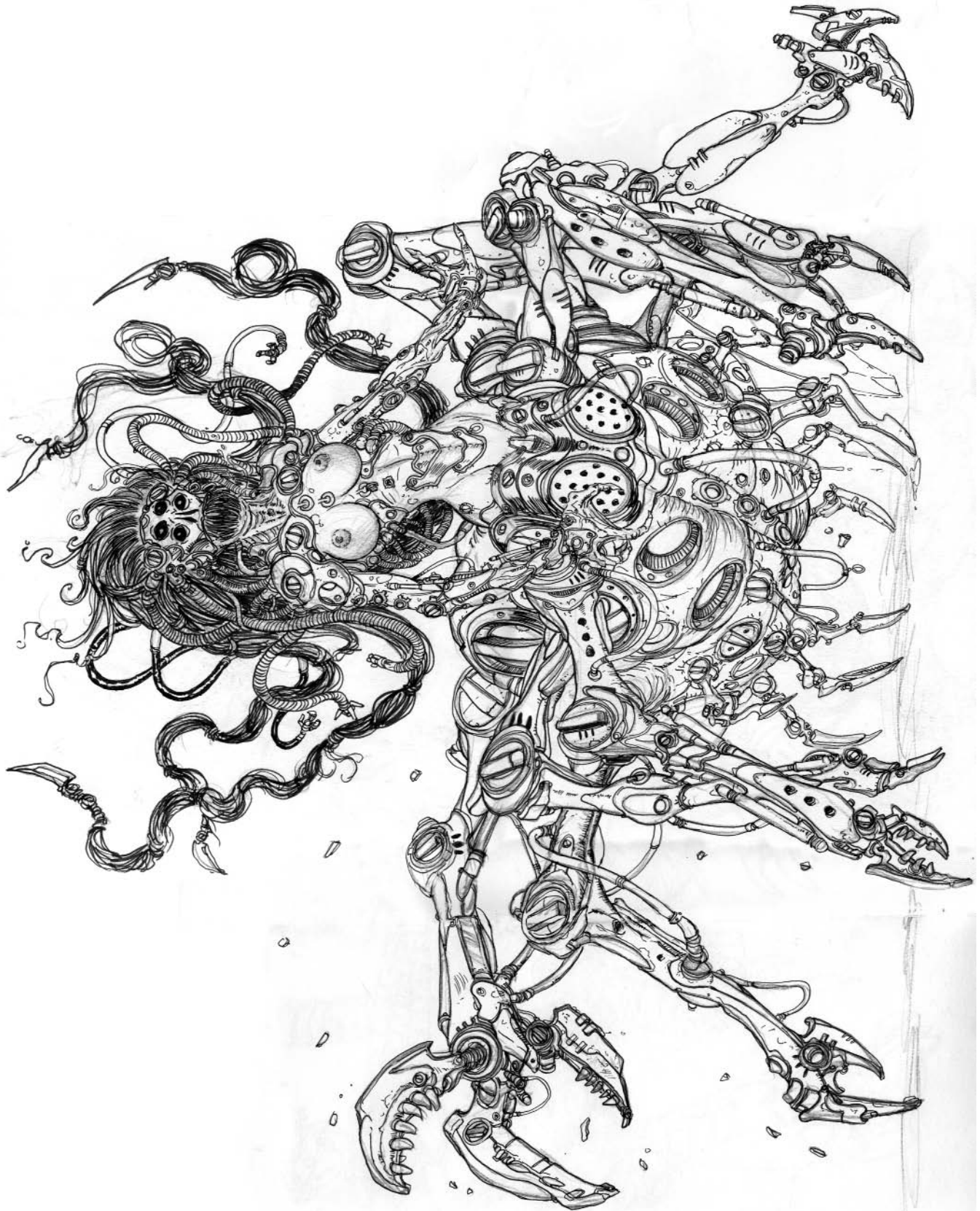
Range: 3
Damage: special

The Dagger is a futuristic-looking weapon at the end of the Qas'anziel's left arm. It fires a high-intensity light beam, which (if successful) damages the target's combat score by 2 points. This effect lasts for a total of 2 rounds, beginning the next time the target tries to attack the Erel. When the Qas'anziel scores a hit with this weapon, the victim must make a Soul check against difficulty 10 or suffer the effects of this weapon. If successful, the victim merely takes 2 points of damage. The Manciple Dagger can only be used every other round.

Viaticant Pike

Range: 2
Damage: 4

The Pike fires hundreds of tiny spirochete-shaped metal flechettes at its target. This barrage of shrapnel causes a great deal of collateral damage, given the spread and the ricochet.



12.4.7. Rul'uhiel

Strength: 13

Sense: 5

Soul: 9

Life: 34

Grace: 15

Armor: 12

The Rul'uhiel is a mechanized horror. Its torso is bright blue, covered in copper wires and steel plates. The skin of its arms and hands is pale blue, and its fingers are pale and white and corpse-like. In the middle of each palm is the nozzle of a bio-weapon that runs up through the arm into the angel's torso.

Dark red tentacles curl from its brow and shoulders, each tipped with a small black claw. Its body is covered in wires of silver and gold, and flashing lights all over its torso, and they blink randomly as it clanks towards its prey. Its four unblinking eyes are flat and black.

From the waist down, the entity's body is mostly a large fleshy pod of blue and purple tissue that seems greenish urine and solid waste from several vents and exhausts. Its weight is supported by a dozen legs made from a bright green metal that emits high doses of radiation.

The Rul'uhiel employs a series of escalating challenges, designed to wear the Zealots down. It begins by capturing several humans and terror

izing them into obedience. They might be a group of corrupt police officers, or a drug gang, or a group of bank robbers about to commit a major heist.

Whatever the case, the angel will capture them, incapacitate them, and tear one of them to pieces in front of the others. Once it has demonstrated for them that humans are merely sacs full of fluid just waiting to be punctured, the angel explains their mission to them.

They are then sent out to attack the Zealots. Their instructions are to fight to the death, and to say nothing of what they have seen. Sometimes, they cooperate. Other times, one or two might try to surrender in the middle of a battle with the Cadre. The Rul'uhiel doesn't care either way; as far as it's concerned, the Zealots are doomed regardless.

After the humans have been taken out of play, the angel sends in a Rephah, or an allied half-Cadre head-on. After that, a Seraph is recruited into the battle and sent against the Zealots. Each of these attacks takes place within an hour of each other, giving the Zealots time to attempt an investigation. However, each attempt will only get them so far: a remote location with pictures

of the Cadre taped to every surface, maps with red lines drawn on them, cryptic notes, puddles of noisome green excreta on the floor, and high levels of radiation.

When the gauntlet has been run (Rephah, half-breed, Seraph), the Erel finally reveals itself, clanking into view and opening fire while laughing hysterically.

Celestial Javelin

Range: 3

Damage: 3

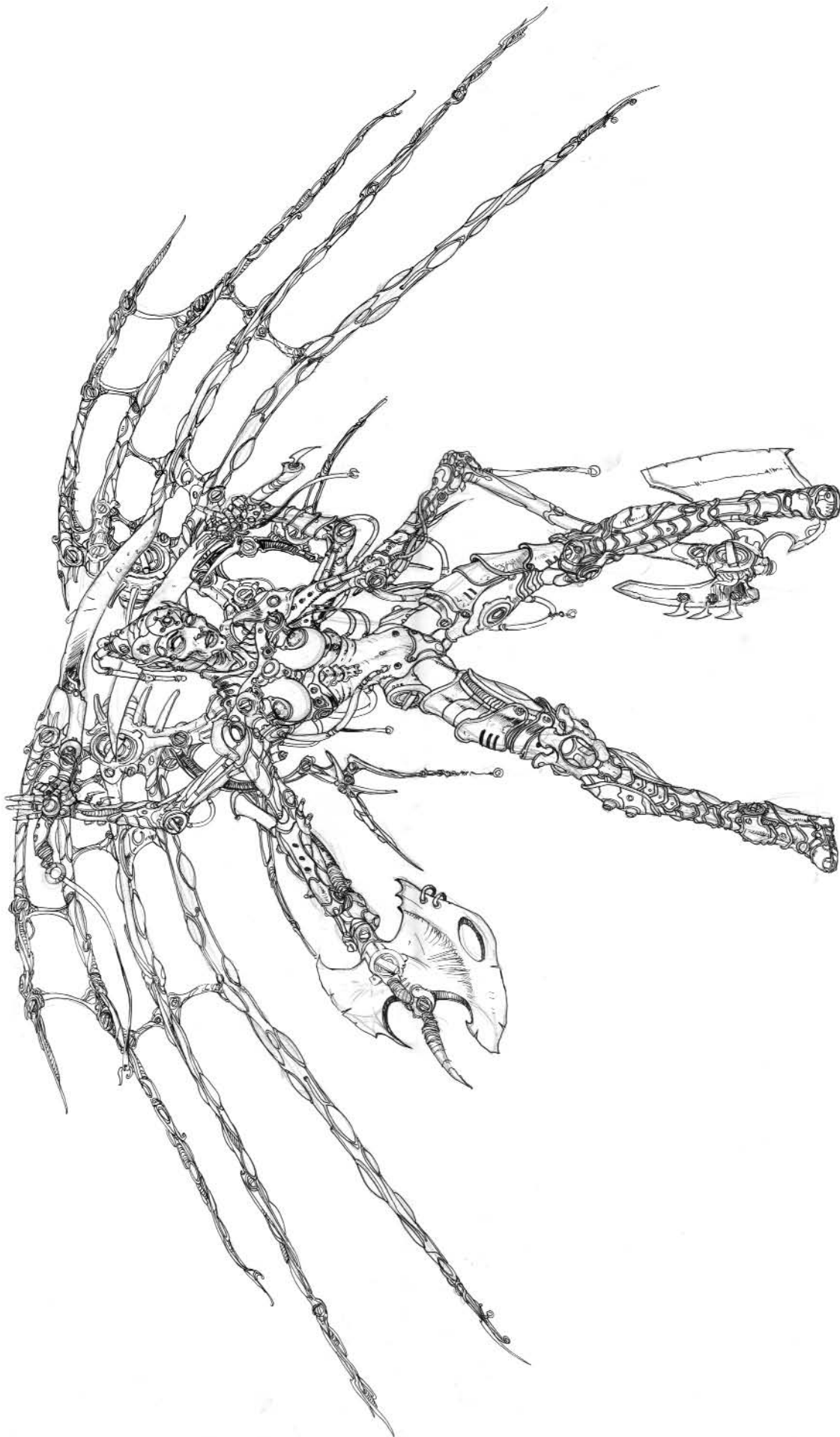
The Rul'uhiel's right hand contains a launcher that fires a self-propelled explosive round. If the angel misses, the round will zoom back around and attempt to reach the target on its own. It has a combat score of 6. If it is struck by a Zealot (or anyone else), the round will explode, inflicting splash damage as normal. Otherwise, it will continue to try to hit the original contact until it succeeds, or until the Rul'uhiel is destroyed (at which point the Javelin round falls to the ground, inert and harmless). The Celestial Javelin contains 9 such rounds. There can be several such rounds in the air at one time.

Hegumenical Mallet

Range: 2

Damage: 5

The Erel's left hand is armed with a short-range plasma cannon. It can only be fired once every other round.



12.4.8. Tam'agriel

Strength: 10

Sense: 4

Soul: 7

Life: 38

Grace: 19

Armor: 10

The Tam'agriel appears as a gaunt female with chalk-white skin and completely red eyes. Its body is covered in a suit of iridescent armor, which appears to be silver that has been enamelled with some nacreous substance, like mother-of-pearl. The armor is crisscrossed with bright blue wirings, and glowing red lights flicker near its joints.

The Erel has four arms, and wields a pair of swords and a pair of axes. Behind it, two large metal wings grow from its back. The angel's boots and gauntlets are covered with dark blue enamel.

This Erel's preferred method is to get close to the Cadre by posing as a human ally. First, it disguises itself as a human involved in one of their investigations. Initially, the Tam'agriel tends to behave in an abrupt, unfriendly, or unpleasant manner, and tends to put the Zealots on the defensive.

However, over time, the person appears to warm to the group, and may even call them with tips, information, or requests for help. In other words, it behaves like a non-contact NPC.

All the while, the Erel is studying the group, learning their behavior patterns. If it can, the Erel will engineer a scenario that will entail dividing the group, leaving some of them to 'guard' the Tam'agriel from some unseen nemesis (an angel on the prowl, perhaps).

Alternately, it may suddenly appear when the group has separated for some other reason, and may claim that it's being pursued by horrific creatures, and will then beg for help.

The second the Zealots let their guard down, the angel will reveal its true nature and attack.

Datarius

Range: 1

Damage: 4

A slightly curved sword that appears to be made of pure gold. When swung, it makes an eerie keening noise that induces paroxysmal attacks in ordinary humans.

Archimandrite

Range: 1

Damage: 2

A sword wrought of silver. Due to its heft and perfect balancing, the Tam'agriel is able to wield it with great dexterity. If a Zealot is struck with the blade, he must make a strength check against difficulty 11, or any armor that he is wearing will fall off. This is after damage has been inflicted (either to the armor or the Zealot, or both).

Soterion

Range: 1

Damage: 5

A large axe, with a thick blade on one side and a short blade with three metal hooks on the other.

Apocrisarius

Range: 1

Damage: 3

A double-headed battle axe. Any Zealot struck with this weapon must make a strength check against difficulty 10 or automatically lose initiative the following round (and therefore go last).



12.4.9. Yan'ahiel

Strength: 11
Sense: 6
Soul: 8
Life: 36
Grace: 20
Armor: 10

The Yan'ahiel has the torso of a beautiful woman, but her arms have been replaced with four mechanical limbs: a chainsaw, a claw, a flamethrower, and a rifle.

From the waist down, her body is large and powerful, like that of a tiger, but completely skinless -- gleaming red muscle and thick white bone are visible.

This angel favors the direct attack. As soon as it locates the Cadre, it opens fire. This is usually during an extremely inopportune time, such as in the middle of a hostage rescue or an exorcism.

Of all the Erelim, the Yan'ahiel is the most gregarious, baiting the Zealots even as it attacks them. If they have not already learned the truth behind their recruitment, it is the angel most likely to drop overt hints.

Predicant Spetum

Range: 2
Damage: 4
The Spetum is an automatic rifle. Best at short ranges, the weapon fires armor-piercing rounds.

Pontiff

Range: 1
Damage: 5
The Pontiff is a cruel mechanical saw with serrated teeth. It is wielded in melee combat to cruel effect.

Mater Magna Flail

Range: 3
Damage: 3
The Datarius Flail is a high-grade flamethrower that spits a long range of blue-white flame in a long, whip-like column.

Prelate

Range: 1
Damage: special
The Prelate is a grasping claw which the Erel uses to hold its prey fast. During combat, the Yan'ahiel uses the Prelate to make a grappling attack. If successful, it receives a bonus of 2 dice when attacking the victim (until he is able to get free).



12.5. Rephaim

Bestial and unintelligent, the Rephaim are not massive terrors like the Ophanim, or biomechanical elite units like the Erelim, or even dangerous predators like the Seraphim. The Rephaim make excellent introductory angels for novice Zealots, as they're weaker than the other angels.

They're also less focused. While the other angels all have specific behavior patterns that

drive their actions, Rephaim are typically just brainless predators that need to be hunted down and eliminated.

They're created from the supernatural fallout emitted by the use of Imprecations. Since Zealots are at least partially responsible for the creation of the Rephaim, it may be that the Cadre feels a certain amount of guilt for any actions taken by the Rephaim. Be sure to exploit this in gameplay.

12.5.1. Chamsiel

Strength: 7
Sense: 3
Soul: 2
Life: 12
Grace: 9
Armor: 1

The Chamsiel angel is a greenish humanoid with rubbery flesh, jagged teeth, and beady yellow eyes. Its skin is constantly peeling and flaking, and is covered in oozing pink sores.

This Rephah is created in the aftermath of the Malediction Abaddon. After the city's murderers are summoned by a Sorcerer, some do not return to their graves; some stay behind as Chamsiel angels, and they hunt the living.



Chamsiel angels tend to hunt in pairs. They hunt the city streets at night, during those quiet hours just before dawn. They stalk drunkards stumbling towards their cars in empty parking garages, homeless people trying to find rest on metal benches, drug addicts looking for a last-minute fix, and those who work the graveyard shift.

In a horrific imitation of the humans that they once were, some Chamsiel angels will strip their dead victims of their clothing and put it on, only dimly aware that they still don't look exactly as they ought to.

Though possessed of little more than an animal cunning, they can nonetheless sense trouble. If confronted, they will fight to the death.

12.5.2. Gressil

Strength: 1
Sense: 9
Soul: 1
Life: 2
Grace: 18
Armor: 3

The Gressil angel is a foot-long invertebrate with oily green skin and a soft, leech-like mouth. It is a by-product of the Hades Malediction; aging veterans collapse under the strain of the magic, and their bodies disintegrate, leaving behind nothing more than a pile of putrefied tissue and two or three Gressil angels.

This Rephah feeds on human flesh, but given its vulnerability and lack of combat skill, it must procure food by other means. The creature is a very powerful telekinetic, and can use a variety of objects as weapons. By spending a point of Grace, the angel can execute an attack with its Sense score. This can



12.5.3. Jophiel

Strength: 9

Sense: 3

Soul: 1

Life: 15

Grace: 6

Armor: 2

The Jophiel appears as an emaciated humanoid male. It has a large, irregularly-shaped mouth full of teeth and four fish-like eyes. Its mottled sienna skin is leathery, and covered with bristles and bumps.

Created in the aftermath of the Tartarus Malediction, the Jophiel angel is a cunning predator.

entail flinging a broken bottle at someone's face or trying to cave in someone's skull with a manhole lid.

Once the angel has killed a victim, it begins to feed on the corpse. Frequently, Gressils target the homeless, and it's not uncommon for several of them to feed on a dead vagrant just a few feet away from busy pedestrian traffic.

Typically, Gressil angels work together for safety, so it's possible to encounter more than one of them clustered around a single corpse. While a lone Gressil is easy prey for a Zealot, a group of them can pose a major threat to a Cadre.



Though deformed and only vaguely aware that it was once human, the entity is now a swift and certain killer. Sometimes alone, and sometimes in small groups, the angel stalks quiet neighborhoods in the dead of night.

Rather than focus on high-crime urban areas, the Jophiel hunts the well-manicured lawns of suburbia, where its victims are less guarded.

Driven by an urgent desire to consume human flesh, the angel sneaks into homes and kills the occupants as swiftly as possible.

If a group of Jophiel angels are working together, they may be so brazen as to attack their prey in the streets, sometimes even in broad daylight, before scattering in different directions, each with a different piece of their victim.

12.5.4. Nelchael

Strength: 7

Sense: 1

Soul: 1

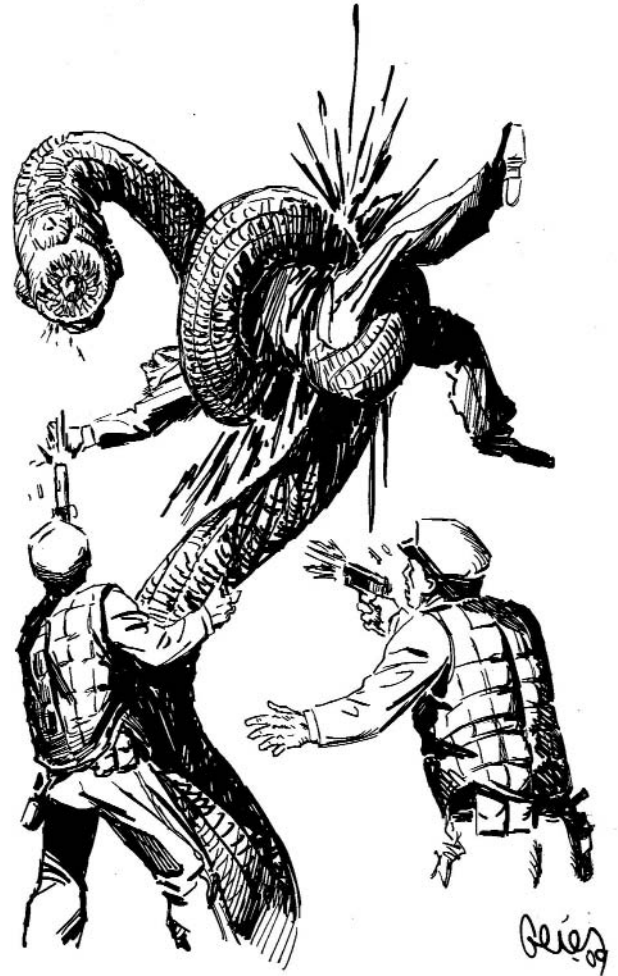
Life: 8

Grace: 0

Armor: 4

Created in the aftermath of the Sheol Malediction, the Nelchael is a serpentine angel, resembling a cross between a massive tapeworm and a python. Its ash-colored scales are smooth and dry to the touch, and its mouth is ringed with black lips and thin, needle-like teeth.

The Nelchael is a mindless predator that lurks in dark, wet places. However, it is drawn forth by the smell of blood and by the intense emotions associated with violence.



It slithers out of the sewer grate, or manhole, or swamp water, and it immediately attacks law-breaker and police officer alike. Victim and aggressor are both crushed in its powerful coils. It slowly constricts, crushing its prey deliberately unless attacked by others.

Against Zealots or other half-breeds, the Nelchael will only fight until injured, at which point it generally tries to escape. Sometimes, it serves a more powerful angel; in such cases, the Rephah will fight to the death.

12.5.5. Oriphiel

Strength: 8

Sense: 2

Soul: 1

Life: 12

Grace: 9

Armor: 3

The Oriphiel, known by Zealots as the Abominortion, resembles a grotesquely deformed fetus. It stands roughly nine feet tall, with a large cranium and sagging pink skin. Its teeth, talons, and umbilical cord are all bright white. Its eyes are black, and glitter with a terrible humor.

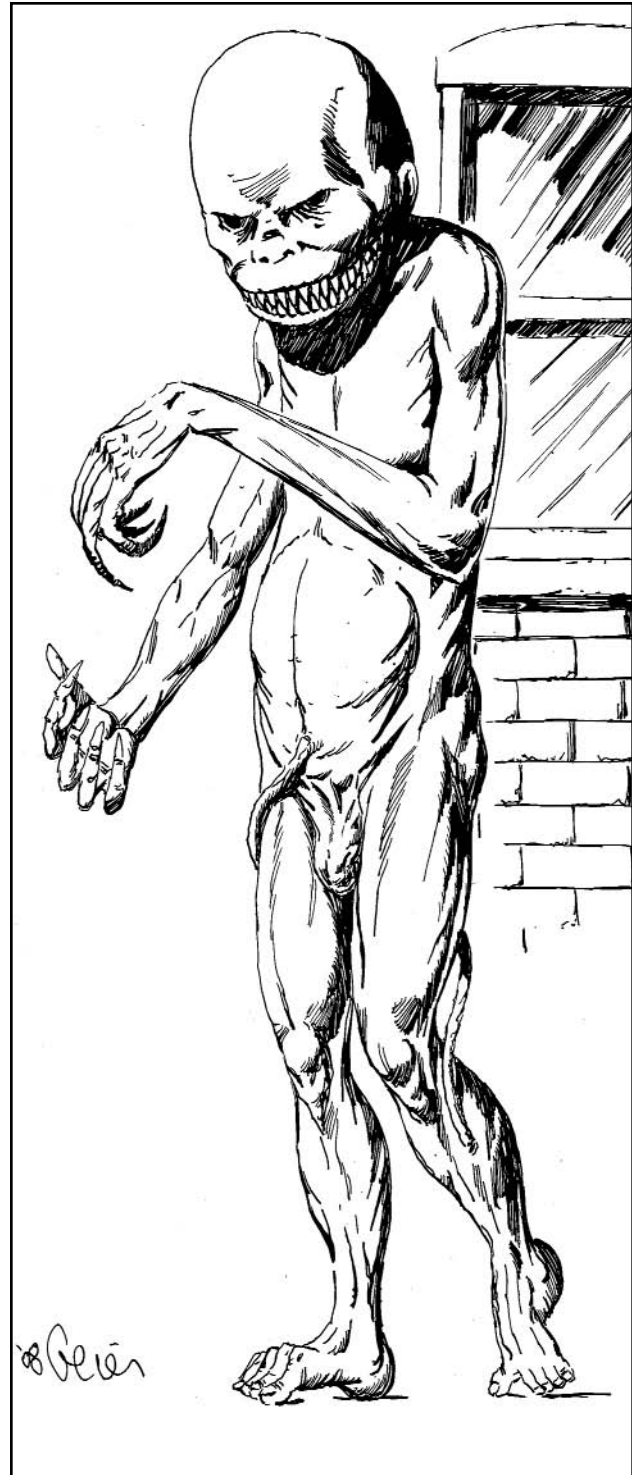
The angel is an ordinary person who has been transformed by exposure to the Infernus Malediction.

It stalks lonely women who dream of having a family. Once it has captured such a woman, it drags her to a remote place, such as an abandoned warehouse. Using objects found nearby, it builds a "playpen" for her (effectively a cage that she can't escape), and then it proceeds to find her the necessities that one would seek out for a baby: milk, toys, affection.

It brings her glass bottles of cold milk. It brings her stuffed animals, fur matted with blood. It tries to keep her entertained by bringing her playthings (captured humans) that it toys with for her amusement.

Eventually, it takes her out of the playpen for a diaper change.

No matter how she screams, it never says anything, and it never stops smiling.



12.5.6. Raum

Strength: 8
Sense: 3
Soul: 1
Life: 14
Grace: 7
Armor: 2

The Malediction Acheron harnesses the life energy of aborted infants; afterwards, some of that energy remains behind in the form of Raum angels.

The Raum is a small wad of shiny black tissue covered in barbed tentacles and appendages. It slithers and clambers across floors, walls, and ceilings until it has caught a human.



After wrenching off the victim's arms and legs, it tunnels into the abdomen and latches on to the spinal column. It is now able to see through the eyes of the dying victim.

As the victim bleeds to death, the corpse's teeth elongate, and its eyes redden. Consequently, Zealots refer to the Raum as the Vamputee.

In its new body, the angel swings from ceilings, clambers across walls, and scuttles across floors with alarming speed.

It stalks human prey, which it then eviscerates. Using its numerous tentacles, it writes passages from scripture on the wall, using the blood of its victim.

12.5.7. Turiel

Strength: 7
Sense: 2
Soul: 3
Life: 13
Grace: 8
Armor: 1

Created in the aftermath of the Gehenna Malediction, the Turiel is a writhing cluster of phallic grey appendages. It burrows underground and scours the area in search of the radiation that it needs in order to stay alive. The Turiel will travel for hundreds, even thousands of miles, in search of irradiated soil.

It is drawn to nuclear reactors, waste disposal facilities, and government laboratories. There, the angel will finally surface to consume the radiation that it craves.

Fiercely territorial, the Turiel will attack any human that wanders in range. It rips up out of the ground, wraps itself around its prey, and strangles the victim, then carefully piles rocks and dirt (or other debris) atop the body to conceal it.

If discovered, the Turiel will probably be mistaken for some bizarre mutation.



12.6. Monsters

Horrific creatures of myth and legend, Monsters defy scientific explanation. Some of them have walked earth for centuries, while others have only awakened recently. Whatever the case, they take immense delight in human pain and suffering, and they stalk their prey in the shadows, enjoying the horror that they inspire. Though dangerous on their own, when Monsters work in groups, or with other Monsters, the results can be devastating.

Though not really part of the Pandemonium canon, Monsters can make for excellent one-shot villains. Think of them as a way to cut loose after a major story arc, a means to cleanse the palate before moving on to the next course.

They're also great for normal-humans-vs-monsters games. Create ordinary humans (or half-breeds like Genstructs) and turn them loose against these creatures. Maybe the player characters are part of a government initiative to rid the world of supernatural predators. Maybe they're freelance monster hunters. Maybe they're part monster themselves (which could explain their supernatural abilities).

However you want to approach Monsters, they usually operate in remote locations, beyond the reach of the law. This can include blighted rural areas, or crime-ridden urban warzones where cops fear to tread. One way or another, the player characters are on their own.



Adventure Ideas

A Witch is using a group of Ghouls to help her get revenge on the crime syndicate that left her for dead; innocent people are caught in the crossfire.

A group of Gargoyles are discovered in a subterranean mausoleum, and carnage ensues. The heroes must save the remaining members of the archaeological team.

Zombies descend on a shopping mall, where the heroes are trapped, along with dozens of other ordinary people. The city is under siege, so there's no hope of rescue...

Aliens unleash an Eradicator on a small town in the country. A brave sheriff and his deputies must save the people from termination.

WAIT, WHAT THE FUCK?

Okay, this 8-page section of the book might just stick out like a sore loser. After all, it doesn't have anything to do with the Last War, and it seems to depart just a tad from the relentlessly grim tone established during the previous 350 pages of text.

Well, there's a reason for that. For starters, this gives you a chance to catch your breath before we take our last breath of hope, plug the nostrils of optimism, and dive into the sewer system of the human condition.

The other thing is, you won't always want to run a serious game. Here's your chance to cut loose, give your players a break from the frostbitten and brutal nihilism for a session or two.

On the other hand, you might want to pull a little bait-and-switch on your group. Tell them they're going to play a horror game, have them make normal human characters (six-point distribution across attributes, no powers or magic, weapons galore, one pickup truck and one flamethrower) and have them hunt monsters for an adventure or two. Then let them go up against a Seraphim and have it slaughter them -- only to have them wake up in a command center under a mausoleum, where the Monitor tells them what's really going down. Then they pick their powers, personae, classes, and spells. Then you send them out again.

It's sneaky, and you need to make sure that your group is cool with playing through a Prologue, instead of beginning after they've crossed the White Line. But it can be fun...

If nothing else, working on this section allowed me to blow off a little steam, which I really needed.

12.6.1. Alien

Strength: 3

Sense: 6

Soul: 2

Life: 9

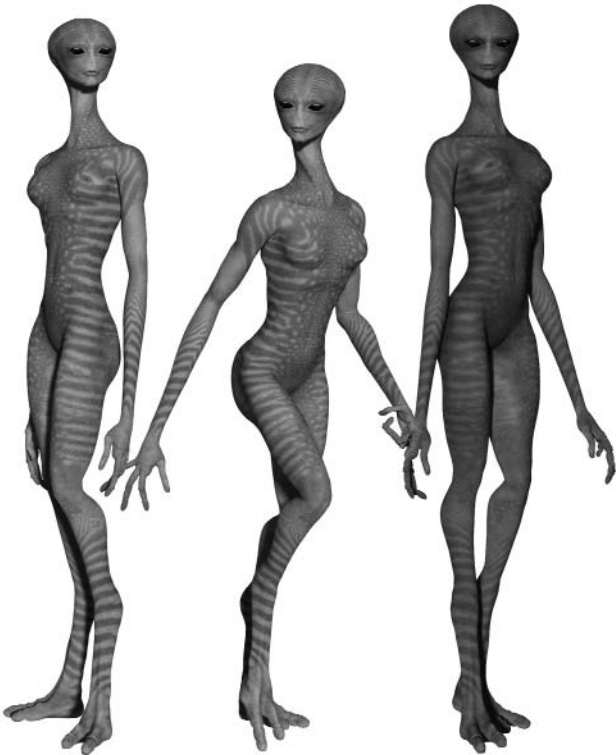
Fury: 5

Weapon: Laser gun 3/2/4

Aliens are tall and slender beings with pale grey skin. They travel in saucer-shaped craft, and they occasionally visit Earth to harvest human subjects for their horrific sexual experiments.

Unimaginably sadistic and cruel, these extraterrestrials gather data by subjecting human victims to unspeakable torments, then releasing them to tell their stories to the unbelieving.

Angels never capture anyone who wants to make contact with an extraterrestrial. They find this to be extraordinarily amusing.



12.6.2. Eradicator

Strength: 6

Sense: 1

Soul: 1

Life: 10

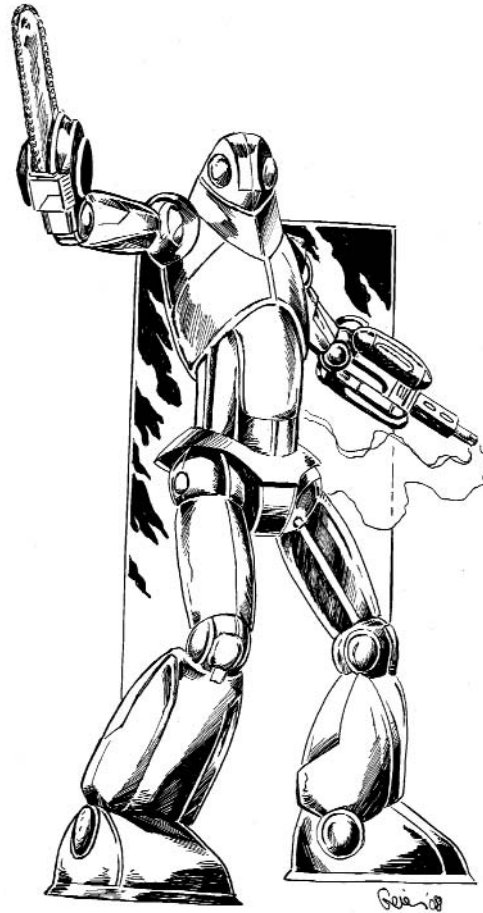
Armor: 10

Fury: 10

Weapon: Laser rifle 3/3/5, Chainsaw 1/5/0

A ten-foot robotic murderer, the Eradicator comes from an alternate reality in which humans have been exterminated by Aliens. It has been sent to Earth to prevent humans from sending reinforcements to the alternate Earth where Aliens and Eradicators hold sway.

Its armor is silvery, and its eyes glow bright red.



12.6.3. Gargoyle

Strength: 5
Sense: 1
Soul: 1
Life: 10
Armor: 10
Fury: 8
Weapon: Claws 1/3/-

Gargoyles are creatures of stone who squat atop cathedrals, mausoleums, and the mansions of wealthy eccentrics. Silent and motionless for centuries, they can attack suddenly and without warning, devouring their unsuspecting human prey in seconds.

Sometimes, the Gargoyle will carry its prey to a far-off locations for hours of torture and dismemberment.

Sometimes, the Gargoyle will try to put the body back together.



12.6.4. Ghoul

Strength: 4
Sense: 1
Soul: 1
Life: 8
Fury: 6
Weapon: Claw 1/1/-

Cunning and savage, Ghouls are humanoid creatures with rubbery grey-brown skin, sunken eyes, and dripping mouths that reek of pestilence and rot. In eerie graveyards, lightless grottoes, and gaseous fens, they cackle and dance beneath the moon. Ghouls also gibber and meep.

Though not accomplished fighters, they have been known to stalk humans, slashing them with their sharp black talons. They tend to hunt in packs.



12.6.5 Glob

Strength: 6

Sense: 1

Soul: 1

Life: 12

Fury: 12

Weapon: Pseudopod 1/2/-

Some say the Glob is a military project gone wrong, or that it fell to Earth in a meteor, or that it was created by aliens. There are those who tell of a curse placed on the White Man by a pissed-off old Indian guy about two hundred years ago, or that the Glob was born when a bunch of rich assholes at some corporation decided to dump toxic waste in the ocean. But mostly, they say that the Glob eats people.



12.6.6. Mummy

Strength: 3

Sense: 3

Soul: 1

Life: 8

Fury: 10

Weapon: Claw 1/5/-, Sand Blast 3/2/-

The Mummy is a living corpse wrapped in rotting bandages. It takes half damage from melee weapons, and no damage at all from bullets or projectiles like arrows. However, it takes double damage from fire, due to its dried-out condition.

Once a powerful Pharaoh, the Mummy now stalks those who defiled its tomb. However, in order to live, it must consume bodily fluids. Doesn't matter what kind. While it generally kills people on contact, sometimes it will capture someone and force him to drink Snapples. Then it extracts some fluids. Whatever's available. If the victim wants to take point, that's fine, so long as the Mummy doesn't have to wait for it. Things to do.



12.6.7. Sea Monster

Strength: 7

Sense: 1

Soul: 1

Life: 10

Fury: 8

Weapon: Bite 1/4/-

Vast and terrifying, the Sea Monster inhabits lakes and oceans. It terrorizes coasts, capsizes vessels, and occasionally finds brief respite from soul-crushing loneliness in the company of a lighthouse that it mistakes for a fellow Sea Creature; when it discovers the truth, it is driven by rage and grief to topple the lighthouse and then honk conveniently for several hours.

It appears as a massive dinosaur-like creature with sea-green flesh and blazing red eyes. It's remarkably photogenic.



12.6.8. Spectre

Strength: 4

Sense: 1

Soul: 1

Life: 8

Fury: 6

Weapon: Scythe 1/3/-

The Spectre is the animated corpse of a soldier from long ago. Slow-moving and silent, it is nonetheless a fearsome opponent. In groups, it is downright lethal.

Spectres stalk human prey in remote places and hack them to pieces with their medieval weapons. On occasion, a group of Spectres will gather in a certain place, slaughter everyone they see, then stand shoulder-to-shoulder, facing in the same direction, for several minutes. No one knows why.

Sometimes, Spectres serve more intelligent undead, such as Mummies and Vampires.



12.6.9. Vampire

Strength: 4
Sense: 4
Soul: 3
Life: 12
Fury: 12
Weapon: Bite 1/4/-

Violent and bloodthirsty, Vampires feed on the blood of humans with blood inside of them. And they're quite dramatic, and often rather sexually ambiguous. And, well, plump.

The Vampire recovers 1 point of Life per round. Even if its Life is reduced to 0, it will keep getting up and attacking. To kill it, you must impale it through the heart with a wooden stake, then use a silver weapon to decapitate it, and then stuff garlic in the mouth and expose the headless body (and the head) to sunlight, which will turn it to ash. Holy water must be sprinkled over the ashes, which must be sprinkled over ground that then needs to be consecrated.



12.6.10. Werewolf

Strength: 7
Sense: 1
Soul: 1
Life: 8
Fury: 10
Weapon: Claw 1/3/-

The Werewolf is a seemingly ordinary person who has the ability to transform himself into a wolf-like monster with matted fur and long sharp claws.

Like wolves, Werewolves are craven. They will not attack unknown prey; cautious and timid, they are only brave when hunting in packs. Even then, if the prey stands its ground, the Werewolves will probably move on.

If the Werewolf finds the courage to attack, it will attempt to bite the perineum, just like a wolf.

Should the Werewolf detect fear, or should it feel that its life is in danger, it will probably fight like crazy.



12.6.11. Witch

Strength: 2
Sense: 2
Soul: 6
Life: 6
Fury: 15
Weapon: Dagger 1/1/-

Witches are humans who have mastered the art of using magic. They can use Fury to heal their wounds, just like a Zealot, and each Witch knows 3 spells. They crave power and dominance, and use their gifts to enslave or torment innocent victims.

Many Witches command less-intelligent Monsters, and some even ally themselves with Mummies or Vampires.

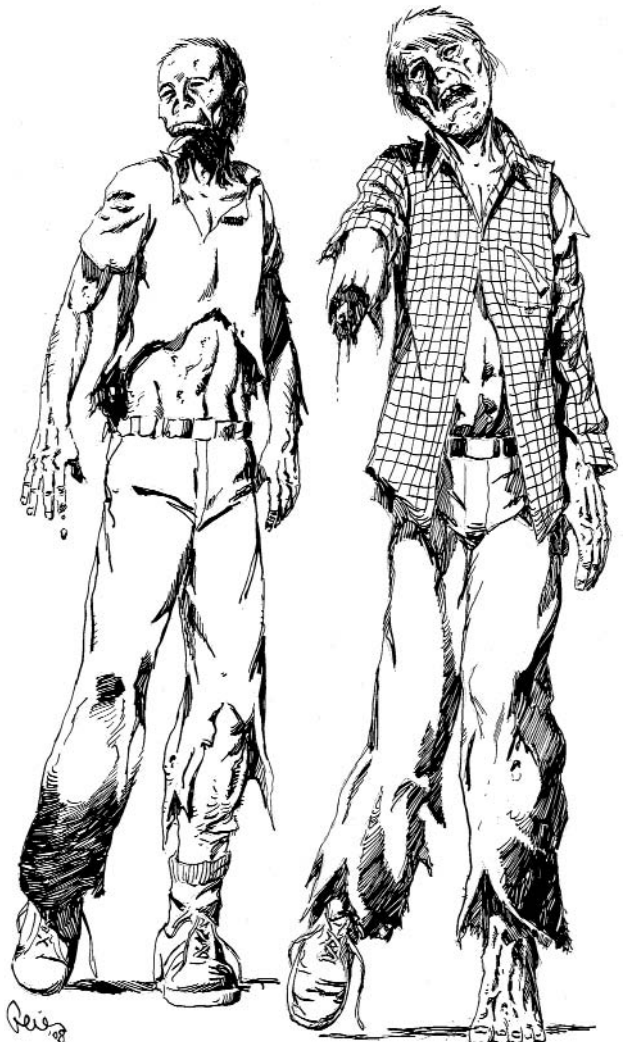
It's possible that a Witch could be pursued by a Lanshoi angel.

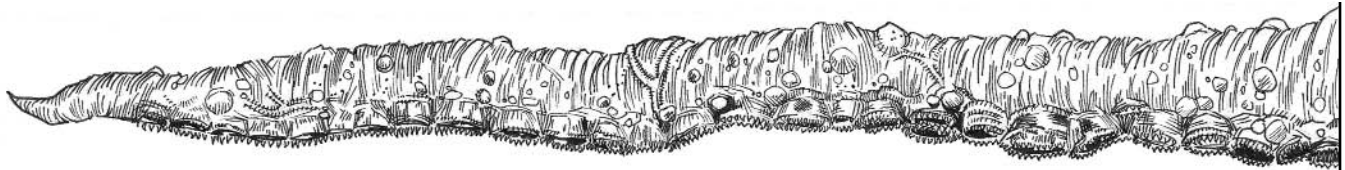


12.6.12. Zombie

Strength: 4
Sense: 1
Soul: 1
Life: 6
Fury: 0
Weapon: Bite or Slash 1/1/-

Unintelligent and fearless, Zombies are slow-moving undead that feed on human brains. They often represent our apathetic and brainwashed society. There are rumors of fast-moving, highly aggressive Zombies, but it is unknown what these are supposed to symbolize.





Man is the only creature
that refuses to be what he is.

-- Albert Camus



Thou who wast fettered with links of iron
In the presence of Ra
Be driven back thou spawn of Set
Drive away from me the lions of the wastes
The crocodiles which come forth from the river
The bite of poisonous reptiles
Which crawl forth from their holes

-- Nile, *Papyrus Containing The Spell To
Preserve Its Possessor Against Attacks From
He Who Is In The Water*



CHAPTER 13



HUMANS

13. Humans

It has been said that humans are the most dangerous game. For the unwary Zealot, they can be dangerous quarry indeed. The most dangerous of them can actually hunt and ambush a Cadre, turning the hunter into the hunted.

In this chapter, we'll discuss half-breeds, humans with supernatural abilities. We'll also look at various organizations, including cults, federal agencies, and corporations.

13.1. Overview

Half-breeds bridge the gap between humans and angels (or humans and demons). They're ordinary people who have supernatural abilities, much like the Zealots themselves. They're particularly dangerous, as they look just like ordinary people, but have powers that can pose a serious threat to the Cadre.



Different half-breeds have different loyalties. Some serve demons. Some fight with angels. Some fight for the highest bidder, and some fight for their countries.

If you throw enough half-breeds into the mix, your players might find themselves in the middle of an extremely weird Mexican standoff. Good luck sorting it out! (Remember, if you don't start with a bunch of people pointing guns at each other, and end with a bunch of people dead, then you're doing it wrong.)

Ordinary humans make for excellent cannon fodder. Gang members, neo-nazis, drug dealers, and crooked cops can all interfere with a Cadre's investigation, and present a great opportunity for Zealots to blow off some steam (and rack up Fury from those secondary objectives).

While the average Cadre can take out a small group of ordinary humans pretty easily, a larger group of well-armed gunmen can pose a serious threat. This can keep your players off-balance, since they'll never know what kind of opposition they've run into.

13.2 Apostles

Apostles are Disciples who have taken the war against demons to an extreme conclusion: they consider themselves to be allied with angels, despite the horrors that angels perpetrate on innocent people. To an Apostle, the work done by angels is holy, and therefore must be protected.

To that end, Apostles will fight any Zealot (or anyone else) who attacks an angel. Some Apostles are so completely committed to the idea of a life of piety that they will attack Zealots or Disciples on sight, because they are abominations.



Since they serve the Cause of Heaven, Apostles will attack demons on sight, and will fight to the death to destroy them

To create Apostles, or to learn more about Disciples, please check out *Dread: The First Book of Pandemonium* (and remember, you can download the entire player section as a free PDF, so you don't have to buy the book in order to create Apostles).

13.3. Saviors

Saviors are Zealots who have given up the fight against angels, and have in fact switched sides. They now work alongside angels, and will fight to protect them from harm. Saviors consider themselves to be servants of Heaven, and cannot be dissuaded from their mission, which is to separate the wicked from the righteous.

Some Saviors have given up on the War because they feel betrayed by the Monitor. Others were never that mentally stable to begin with. And some are shell shocked from the horrors they've seen.

Whatever the case, they'll attack Zealots and Disciples on sight, and will also fight demons to the death.



13.4. Antinomians

Antinomians are evil Disciples. They've been taken over the Black Line by their Mentors, and have learned how to use magic, but they've decided that they have no interest in protecting the human race from demons. Instead, they have allied themselves with demons, and actively oppose any Disciples or Zealots they encounter. Antinomians will fight to the

death to protect demons.

Some do it because they're insane, and they've always been insane (which is part of the reason they got recruited in the first place). Some were fine, but after witnessing one horror too many, they snapped and went berserk. Some learned that their Mentors are actually demons themselves, and the unforgivable betrayal filled them with such rage that they switched sides.

Whatever the reason, Antinomians possess all of the power of Disciples, but they use these powers for evil. They hunt Zealots and Disciples, they hunt ordinary humans, and they fight to defend angels.

The only thing that Antinomians are good for is hunting angels. They're ferociously committed to the cause of Hell, and will fight angels to the death.

To create Antinomians, or to learn more about Disciples, please check out Dread.



13.5. Hellions

Hellions are evil Zealots who have given up on the war. They still hunt angels, but for different reasons. Sick and tired of being asked to make sacrifices for a humanity that doesn't deserve the effort, Hellions are now fully committed to the army of Hell. They fight alongside demons, and they use their powers for selfish ends.



Some resent the Monitor for deceiving them about the true nature of the Last War.

Regardless of the reason why, Hellions will attack Zealots and their allies on sight. They'll also fight to the death to protect demons, and to fight angels.

13.6. Eucharites

Most people achieve orgasm during copulation. Some people enjoy bondage. Some people derive gratification from role-playing in the bedroom. Others are foot fetishists.

Eucharites experience a sexual thrill while consuming the flesh of angels.



The average Eucharite looks and sounds just like an ordinary person, but deep down, he or she is driven by an overwhelming urge to bite into the flesh of an angel and ingest the sweet meat. The tentacles, the slime, the rubbery tissues -- these are the most numinous of delicacies to a Eucharite.

Over time, the Eucharite's desire will become overpowering. Many Eucharites are killed because they

make contact with an angel and immediately attempt to sink their teeth in. They are ordinary humans, after all, and are therefore easy prey for an angel.

However, in some cases, the Eucharite happens across the angel's corpse after a Cadre has done its work. In this case, if possible, the Eucharite will take as much of the meat as possible without being caught.

Wealthy and powerful Eucharites can use their connections with various organizations to secure samples of angel flesh, but this is very risky, because Eucharites themselves would make excellent subjects for study.

This particular disorder is extremely rare. In most cases, it is also fatal. The flesh of angels is extremely toxic, and can kill or severely injure the eater. However, in some cases, the Eucharite will be transformed into something new and horrific. This new shape is known as the Phage mode.

Each Eucharite's transformation is unique. In some cases, tentacles will sprout, or large wings will unfurl, or hands will warp into claws or spikes or mouths.

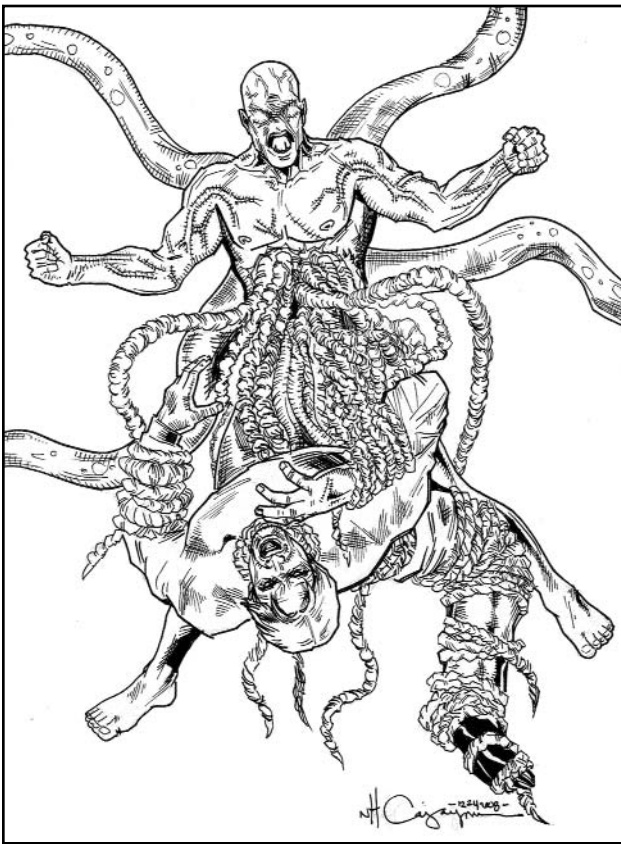
The mutation into Phage mode will be accompanied by a new hunger. The deformed and horrific Eucharite will now hunger for a completely different kind of flesh: that of humans. In order to return to human form, the Eucharite will need to kill and devour 1d12 human victims. Until it does so, it will be restless and agitated, and eventually it will begin to suffer withdrawal pains.

After consuming the necessary number of victims, the Eucharite will return to human form, nude and drenched in blood. The Eucharite will feel a sense of

utter bliss and contentment for a period of weeks, but eventually, the urge to consume angel flesh will take over once again.

There is no known cure for the condition.

Under the right circumstances, a Eucharite can make a decent addition to the Cadre, but this is tricky, as the urge to consume human flesh can be a deal-breaker for some teams.



The transformation is accompanied by various bonuses. Each time the Eucharite transforms into Phage mode, roll 4d12 and note the following:

- * 1d12 points added to attributes
- * 1d12 points added to life
- * 1d12 points of fury
- * 1d12 points of armor

Alternately, you can roll 4d12, add the numbers together, and distribute as you see fit.

If a Eucharite enters Phage mode after consuming the flesh of an Ophan, roll 7d12 and distribute accordingly (attributes, Life, Fury, and armor; the maximum for any of these is 12).

Please note that these dice are re-rolled each time the Eucharite transforms.

13.7. Genstructs

When a human ingests the Genstruct serum developed by BioLogical Enterprises GK, the subject is granted superhuman abilities. Currently, the serum is only available to select groups of special-forces operatives in the employ of the Department of Defense. BioLogical provides the serum, and the DoD administers it to a group of volunteers on an as-needed basis.

These volunteers, known as Genstructs, are elite special-forces ops with combat training, which makes the effects of the serum doubly lethal. However, the serum will work on anyone.

While Genstructs are granted superior strength, combat skill, and supernatural abilities, the subject experiences severe agony, and the side-effects of the serum are grotesque. There are at least a dozen documented mutations that occur, each with its own catalogue of augmentations. The effects of the Genstruct serum are completely random each time it is ingested, and the duration of the serum's effects is also random (it lasts for 5-60 seconds per dose, or 1d12 rounds). In some cases, the subject of the serum is manipulated by a semi-intelligent symbiote or parasite, which will use the subject's body and powers to defend itself.

Each time the serum is ingested, there is a 1 in 12 chance that the effects will be permanent, and that the subject will be driven completely insane as a result. In such cases, the subject receives an additional 10 points of life and 20 points of Fury, and will attack anything that moves until it is killed.

To create a Genstruct, start with an ordinary human (typically a soldier or a special-forces operative) and select one of the following syndromes (or roll 1d12):

1. Arthropodic Ectosymbiosis
2. Bryozoan Phalanx
3. Carnassial Malocclusion
4. Cephalopodic Necrotroph
5. Hemichordate Pseudopodia
6. Hyponomic Infundibulum
7. Lobopodic Hemangioma
8. Mandibular Extrusion
9. Priapulid Hydrostat
10. Selachimorphic Prognathism
11. Theraphosid Macrocephaly
12. Trematodic Endosymbiosis

13.7.1. Arthropodic Ectosymbiosis

A hideous grey arthropod, glistening and shiny, crawls out of the subject's mouth. Roughly the size of a cockroach, it scuttles to the back of the Genstruct's head and begins to grow. Within seconds, it is the size of a cat, and has latched onto the Genstruct's face, driving barbed suction cups into her throat in order to share blood and other fluids. The arthropod then drives a barbed spike into the victim's spine, enabling it to control the Genstruct's body like a marionette with a puppet.

The subject is temporarily granted 2 points of strength and 12 points of fury. In addition, the Genstruct can spit wads of caustic brown acid, with a range of 3 and a damage bonus of 3.



When the serum's effects wear off, the arthropod falls off, shrivels up, and collapses in a pile of dust.

13.7.2. Bryozoan Phalanx

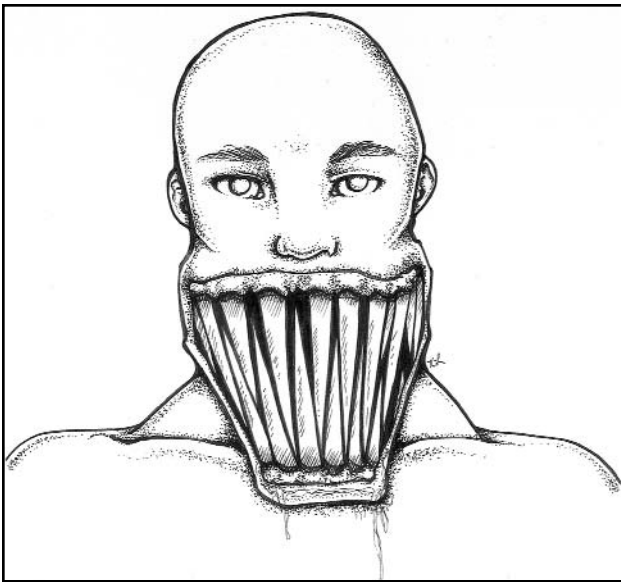
The Genstruct's phalanges (finger bones) are coated with a hard layer of jagged bone, forming long talons and claws that can cut through stone. In addition, spikes of bone erupt all over the Genstruct's body, acting as crude armor for the duration of the serum.

The Genstruct is temporarily given armor of 9, and a strength bonus of 3.

When the serum wears off, the bony projections crumble and fall off. Often, the Genstruct experiences considerable joint pain for days afterwards.

13.7.3. Carnassial Malocclusion

The subject's teeth sharpen and elongate, causing the mouth to distort horrendously. Blood streams from the Genstruct's lips and gums, which are torn by the sudden growth. The Genstruct's bite can tear through flesh and bone like that of a shark. In addition, the Genstruct becomes incredibly strong.

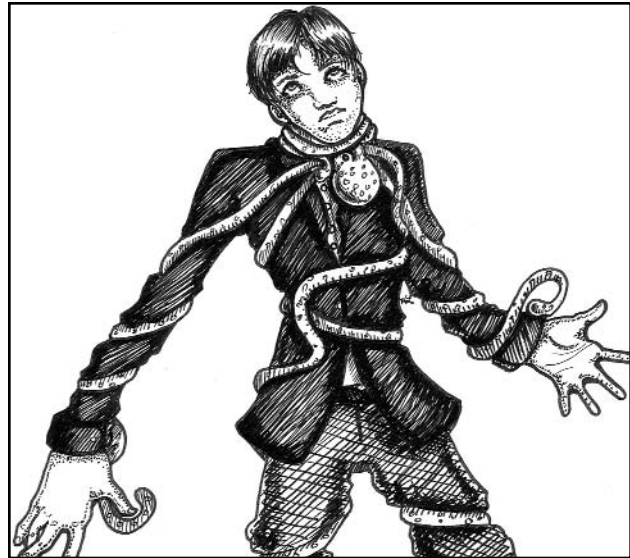


While the serum is in effect, the Genstruct is temporarily given a strength bonus of 5, and the bite inflicts a damage bonus of 2.

13.7.4. Cephalopodic Necrotroph

A squirming purple octopus-like entity is excreted through one of the subject's orifices. It slithers up to subject's neck and sinks its small teeth into his throat. The tentacles then wrap around the subject, so that the necrotroph can manipulate his body.

The Genstruct is granted a strength bonus of 4, a damage bonus of 2, and 12 points of fury.



When the serum wears off, the necrotroph uncoils and melts into a pile of greyish slime.

13.7.5. Hemichordate Pseudopodia

The subject's arms become worm-like tentacular appendages, segmented and pink. Each ends in a series of thin barbs coated with poison.

The Genstruct receives a strength bonus of 3. In addition, any time the Genstruct successfully attacks someone with the tentacles, the victim must make a strength check against difficulty 10 or suffer a temporary penalty of 2 dice when defending (for the duration of the serum's effects). This effect is not cumulative.

The tentacles slough off and disintegrate into a red puddle of goo when the serum wears off.

13.7.6. Hyponomic Infundibulum

The subject's hands and face develop purple orifices that drip dark fluid. These suckers are actually lined with hundreds of short, needle-like teeth.



The serum grants the Genstruct a strength bonus of 2, and 6 points of fury. In addition, if the Genstruct scores a bite with any of the three mouths, the victim must make a strength check against difficulty 10, or the Genstruct will drain 2 additional points of Life, which are added to his own Life score.

When the serum wears off, the Genstruct's body returns to normal. However, he may continue to drool for several days.

13.7.7. Lobopodic Hemangioma

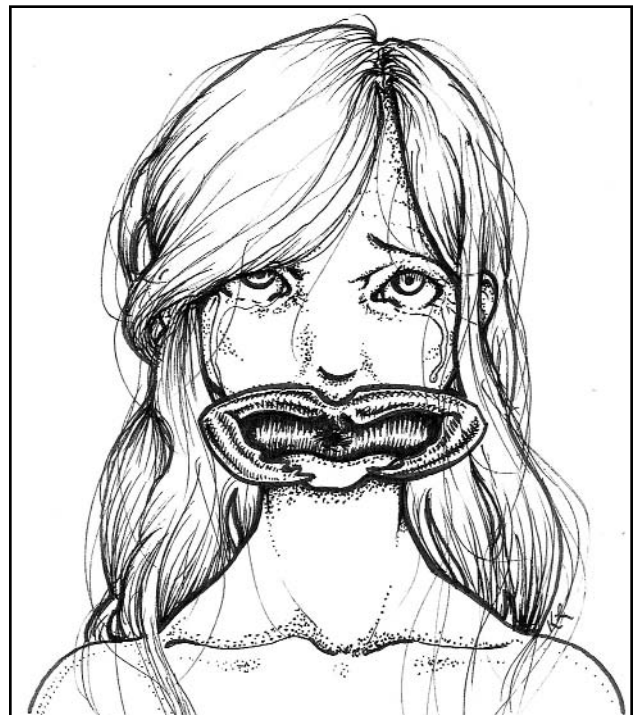
The subject's skull and neck distort and elongate, resembling the head of a centipede. The flesh is armored with bright orange plates, and the mouth features a pair of snapping mandibles. The hands harden into bright red claws with serrated black ridges.

The serum grants the Genstruct a strength bonus of 2, 12 points of fury, and telekinesis.

When the serum's effects wear off, the plates flake off, and the Genstruct's features return to normal.

13.7.8. Mandibular Extrusion

Thick grey mandibles protrude from the subject's mouth, distorting her jaws. The subject can emit piercing screams from these mandibles, which can stun and deafen anyone in range.



The subject gains a strength bonus of 2, a damage bonus of 4 when biting, and can screech, in lieu of an attack. When the Genstruct screams, anyone in a range of 2 must make a sense check against difficulty 10 or suffer a penalty of 3 dice on their next action.

After the effect wears off, the mandibles crumble away.

13.7.9. Priapulid Hydrostat

The subject's tongue grows and swells, developing carbuncles and cysts as it becomes a six-foot proboscis that can be used for attack, defense, and manipulating objects like a prehensile tail.

The subject gains 10 fury, and a damage bonus of 5 when attacking with the tongue.

When the effect wears off, the tongue returns to normal.

13.7.10. Selachimorphic Prognathism

The subject's mouth widens, and several rows of teeth erupt from his gums. The skin hardens and turns dark blue, giving the subject protection against attacks.

While the serum is in effect, the Genstruct has armor 8, a strength bonus of 2, and a bite damage bonus of 3.

When the effect wears off, the skin returns to normal, and all the extra teeth fall out.

13.7.11. Theraphosid Macrocephaly

The subject's arms become extremely long, and the fingers thicken into greenish-yellow tentacles. The subject's head swells up, and several eyes erupt from her brow, transforming her head into that of a large green spider.

The subject receives a strength bonus of 4, a claw damage bonus of 3, and 9 points of fury.

When the serum wears off, the extra eyes and appendages slide off and splatter on the ground.



13.7.12. Trematodic Endosymbiosis

A thick, wormlike entity hatches in the subject's brain and burrows out through her eye. The entity, a squirming violet grub six inches long and one inch thick, controls the subject.



For the duration of the serum, the subject has 24 points of fury, and can spit fireballs (range 3, damage bonus of 3). The Genstruct suffers no penalties for blindness, because the entity serves as her other eye.

When the serum wears off, the Genstruct and the entity both die.

GENSTRUCTS

There are many things that you can do with a Genstruct. For example, consider a group of 4 soldiers, each of whom is carrying a dose of the serum. They're carrying heavy weapons, and are wearing state-of-the-art body armor. After they've ingested the serum, they've all got powers.

Suddenly, your Zealots are looking down the barrel of a very serious threat.

However, this is just the tip of the iceberg.

Consider a bio-weapon, developed for use in civilian populations, which infects any ordinary human (not a half-breed) with one of the 12 Genstruct symptoms. This strain can be put into a water supply, or dispersed in aerosol form. Either way, it drives the victims completely insane. Now your Cadre is surrounded by innocent victims who want to kill them. Maybe the effects will wear off, and maybe not. Maybe this new strain produces even more effects!

It's also possible that the BioLogical scientists have cultivated a new strain that results in more than one effect at a given time. These augmentations are stackable, meaning that bonuses are added together. For example, you combine Theraphosid Macrocephaly, Priapulid Hydrostat, and Cephalopodic Necrotroph, and you get a strength bonus of 8, a damage bonus of 7 (with the tongue), and 31 points of Fury. Of course, the chance of permanent insanity goes up to 3 in 12 (since there are 3 effects) -- but that's fine, because insanity gives you an additional 10 points of life and 20 points of Fury.

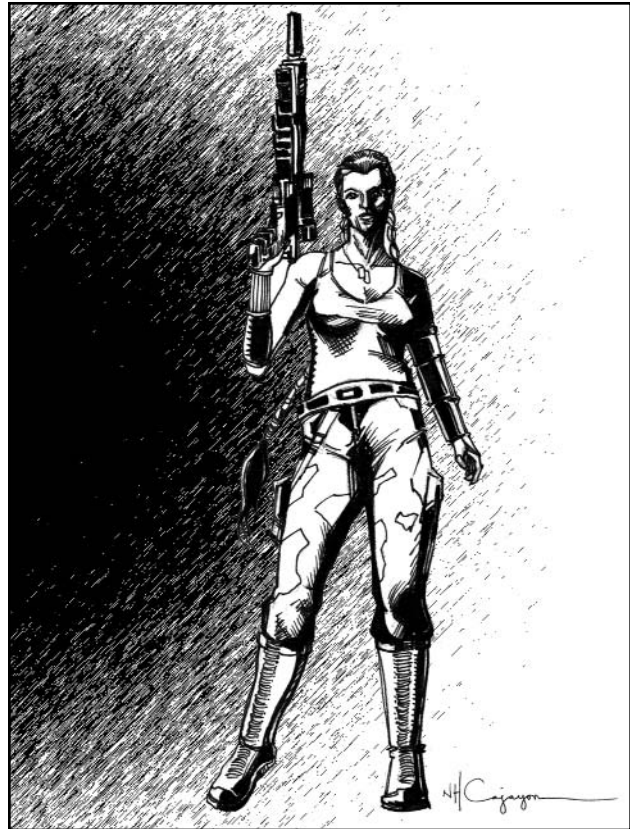
In this way, you can escalate the threat according to your Cadre's advancement.

13.8. FATES Operatives

The Force Amplification Technology: Enhanced Soldiers (FATES) Program produces increased strength and speed in those who are exposed to the Da'Vaad DNA. Developed by Section Zero, this program has resulted in an army of superhuman soldiers.

FATES Operatives are stronger, faster, and tougher than any human. In addition to their military training, they receive 5 points to distribute between their attributes (with a maximum of 6), two spells (chosen from the Sacraments list, or from the list in chapter 4 of Dread), 3 points of Life, and 12 points of fury. See the examples below.

Periodically, a FATES op will randomly develop grotesque deformities (tentacles, fangs, limbs that degenerate into blobs of rugose tissue). This is usually accompanied by an insatiable hunger for human flesh.



FATES OP (before exposure)

Strength: 4
Sense: 3
Soul: 2
Life: 9
Armor: 11
Skills: Military (Special Forces) 6
Weapon: Light Machine Gun 3/4/5

FATES OP (after exposure)

Strength: 6
Sense: 4
Soul: 5
Life: 12
Fury: 12
Armor: 11
Skills: Military (Special Forces) 6
Spells: Devastation, Imposition
Weapon: Light Machine Gun 3/4/5

13.9. ANGELS Operatives

The Augmented Next-Generation Extended Leadership System (ANGELS) Program was developed by Grigori Security Services, a private military company. GSS's mercenaries are well-trained veterans with considerable combat skill and experience. The ANGELS Program synthesizes the DNA of Genstructs and FATES ops, resulting in a more stable (albeit less effective) compound. However, from time to time, there are aberrations, including deformity, madness, and strange abilities. ANGELS Ops exhibiting these side-effects are usually hunted down and killed.

The ANGELS compound gives the operatives super-human strength and speed. They receive 3 points to distribute between their attributes (with a maximum of 6), 2 points of life, and 6 points of Fury. See the examples below.



ANGELS OP (before compound)

Strength: 3
Sense: 2
Soul: 2
Life: 9
Armor: 8
Skills: Military (Mercenary) 4
Weapon: Assault Rifle 3/4/4

ANGELS OP (after compound)

Strength: 5
Sense: 2
Soul: 3
Life: 11
Fury: 6
Armor: 8
Skills: Military (Mercenary) 4
Weapon: Assault Rifle 3/4/4



13.10. Factions

The following factions are just the tip of the iceberg. There are other government agencies, military initiatives, cults, secret societies, corporations, and private military companies around the globe. If you live outside the US, consider merely changing the names and locations of these entities to suit your needs.

Each faction description includes some history, a few notes about the group's current leadership, some background that explains their actions, and a brief summary of their goals or activities.

When integrating these groups into your campaign, consider exposing them to the players very slowly. Start with a few low-level gunrunners or bank robbers or operatives, then gradually move up the food chain to the higher-level decision-makers. Over time, the players should come to understand the scope and resources of these groups.

It's also conceivable that these groups may ally with one another against the Cadre, exponentially multiplying the level of the threat that they pose (imagine Cross Shadow's fanaticism and horrific worldview, married to the resources and technology of Grigori Security Services).

DEPARTMENT OF PARANORMAL INVESTIGATIONS

13.10.1. D.P.I.

The Department of Paranormal Investigations (DPI) is an intelligence agency that investigates unexplained phenomena. Specifically, the DPI is focused on angelic and demonic activity, as well as the actions of Zealots and other half-breeds.

The DPI was created on September 9, 1952 by President Truman, in response to repeated military and civilian exposure to paranormal phenomena. However, the Department's roots go all the way back to the turn of the century.

The DPI's headquarters are located in Washington, D.C., in the Jeremiah Sykes Building. There are an additional thirteen field offices throughout the United States.

Latonya Delacroix, the current Director of the DPI, was born in 1960 in Atlanta, GA. She graduated from the University of Virginia with a degree in political science in 1983, then earned a master's degree in international relations at New York University in 1985. She returned to UVA to earn a law degree from the School of Law in 1986. After graduation, she found work at the State Department. In 1994, she was promoted to the position of Junior Director of Global

Security, and began interfacing with the DPI. She became Senior Director in 1998, and resigned her position to accept the job of Deputy Director of the DPI in 2003. After the assassination of her predecessor in 2005, Delacroix assumed control of the DPI. She is ruthless, motivated, intelligent, and fiercely protective of her staff.



First Contact (1908-1952)

On June 30, 1908, a large group of angels appeared in the sky over the Tunguska River in Russia. They immediately scattered, hoping that at least one of them would be able to escape and infiltrate the human population. However, almost immediately, seven of the twelve Kharasiai (arch-demons) appeared in a flash of unholy black light that lacerated the sky. They were well within their rights to attack, as the angels in question had violated the terms of the truce between Heaven and Hell. While one demon or angel might slip through the Gate now and then, an entire legion of angels was another matter entirely. The Kharasiai were compelled to take action.

They attacked the angels en masse, and the resulting shockwave was as powerful as 10-megaton warhead. 80 million trees were flattened, and the blast was felt as far away as Great Britain. All of the angels were incinerated, except for one: an Ithuamish angel. It was killed, but its body was not destroyed. It fell to the ground and landed in the massive crater caused by the explosion.

In 1930, researchers from the Soviet Institute of Scientific Research were sent to the region. They expected to find evidence showing that the Tunguska Event was the result of a meteor impact. Instead, they found an angel (though they had no idea what it actually was). Amazingly, under its charred epidermis, the Ithuamish was nearly intact. The corpse was brought back to Moscow for study. For over a decade, Russian scientists did their best to determine the nature of the creature they'd discovered.

Their research was interrupted in October of 1942, when a group of Waffen-SS seized the angel's corpse in a daring raid.

The commandos, led by Obergruppenführer Reinhard Dessen, were able to return the Ithuamish corpse to Berlin, along with much of the research performed by the Russians. Nazi surgeons and scientists spent the next three years working on the remains. Their research was interrupted, however, by Germany's defeat.

In 1945, the Joint Intelligence Objectives Agency (JIOA), a subcommittee of the Joints Chiefs of Staff, initiated Operation Binder. The goal of this operation was to recruit former members of the Nazi regime, who were granted amnesty and new identities in exchange for valuable information. Many of these Nazis had been convicted of war crimes at Nuremberg, but were able to escape justice by cooperating with the United States.

The research that the Nazis had conducted on the angel, along with the notes they had obtained from the Russians, was forwarded to the Joint Chiefs of Staff, who presented the information to President Truman. It was decided that a special government agency would need to be created to investigate such phenomena. However, the idea lost momentum, and the angel remained frozen in storage for close to a decade. A new mystery had emerged: the UFO.

The first UFO sighting took place in June of 1947. A private pilot flying over Pierce County, Washington, saw an unidentified flying object moving at high speeds. He reported the sighting to authorities, who tried unsuccessfully to make contact with the object. By the time aircraft arrived, the object -- a Shaurine angel -- was gone. This was only the first of many such sightings.

By the end of 1947, several other such sightings (some angels, some demons) had been made. In January of 1948, the US Air Force established a project to gather more data on UFOs. By 1949, several high-grade military photographs of angels and demons in flight had been presented to the Department of Defense and the White House. In the meantime, the public had come to the conclusion that the UFOs represented extraterrestrial life forms. In an effort to misdirect the people, the government began to vehemently deny these rumors and speculations. This only poured gasoline on the fires of conjecture, and the UFO craze became a full-blown hysteria by the early 1950s. This was only exacerbated in July of 1952, when strange blips appeared on the radio at Andrews Air Force Base.

The government and military had not yet managed to capture one of these alien beings, and there were several theories (experimental weapons from Russia, mutants, previously undiscovered species). A new government agency was proposed in August of 1952, and by September, President Truman had authorized its creation.

Early Years (1952-1983)

Lieutenant Colonel Jeremiah Sykes, retired, was named the Director of the newly-formed (and top-secret) DPI. His goal was to track down, identify, and capture one of these unidentified creatures. His secondary task was to continue to misdirect the public by playing into the UFO hysteria. To that end, various panels were created whose sole purpose was to further antagonize the public by hastily dismissing UFO sightings, casting aspersions on those who had recorded actual sightings, and furnishing ludicrous explanations such as temperature inversions and weather balloons. Furthermore, agents of the DPI, posing as agents of the CIA, contacted eyewitnesses directly and asked them to say nothing about their

sightings. This lashed the UFO believers into a frenzy, as Sykes had anticipated. It also helped to keep the existence of angels and demons a secret.

Eventually, public interest in UFOs began to wane, and as Sykes had anticipated, it was replaced with a new sense of skepticism. From that point forward, any attempt to reveal the actual truth -- that angels and demons walk among us -- was met with incredulity.

During this time, Sykes appointed a task force to resume examination of the Ithumish angel's remains. Though much of the soft tissue had all but deteriorated at this time, they were able to extract a great deal of charred epidermis and bone matter.

In early 1954, he DPI initiated a new program known as MK OMEGA, which was focused on mind control and interrogation research. Using information gathered from Operation Binder, and with the help of ex-Nazi doctors and scientists, Sykes' core team was able to develop chemicals from the materials that were extracted from the angel's corpse. These chemicals were then tested on human subjects.

Several subjects were unsuspecting members of the United States military, who were coerced into participating through blackmail. Members of the MK OMEGA team would drug soldiers, take compromising photographs of them, or arrange fake crime scenes and threaten them with court-martials when they awoke. Frightened and intimidated, the soldiers consented to the treatments. To maintain secrecy, and to ensure their cooperation, they were told that these tests would enhance their speed and stamina. Between 1954 and 1964, over 2,000 tests were performed.

Initially, the drugs that they administered were designed to induce hypnosis, paranoia, catatonia,

confusion, and amnesia. However, there were other side-effects, which the DPI considered worthy of future study. Some of the subjects exhibited super-human strength or speed; others grew additional appendages, such as horns or wings or claws. Some were merely driven insane. All of the subjects died within three months of treatment.

In 1964, the DPI headquarters in Arlington, Virginia, was destroyed when several test subjects escaped their cells and attacked. 54 DPI operatives were killed, including nurses and doctors. A twelve-man strike team was sent in to secure the building. Two members of the strike team survived, but all of the test subjects died in the conflict.

Sykes resigned in disgrace, and the DPI wiped away all traces of the Project MK OMEGA. All files were destroyed. However, Sykes had kept meticulous notes, and he took them with him as he entered the private sector in 1965. He went on to serve as Chairman of the Board of Directors for BioLogical Laboratories. After Sykes left, the DPI kept a fairly low profile through the 1970s and the 1980s.

Recent Events (1983-present)

In 1983, a Benassim demon (Dread, page 173) was sighted, stalking homeless alcoholics and drug addicts in Los Angeles. Interim Director Philip Ervin ordered his team to capture the demon, but after thirty of them were killed in a horrific massacre near the La Brea Tar Pits, he reconsidered. Instead, he ordered the Department to do anything and everything necessary to keep the creature in sight, so that the DPI analysts could study it.

After several fruitless brainstorming sessions, it was suggested that the Benassim needed a 'target-rich' environment. Ervin used his connections to the White House to determine that the current

administration was trying to find non-official support for the Contra rebels in Nicaragua. Sensing an opportunity, Ervin sent a group of DPI agents to Nicaragua; the agents were able to secure large quantities of cocaine in exchange for funding the rebels' cause. The cocaine was brought back to the United States. With the help of local law-enforcement, the DPI agents were able to disseminate the cocaine through all strata of Los Angeles social life, including the inner city, the club scene, and the suburbs.

Within weeks, the market was flooded with cocaine, which caused a drop in prices. Frustrated, dealers decided to sell cocaine in a smokeable solid form (known as crack). Cheap, addictive, and easy to produce, crack helped dealers turn a profit once more.

The Benassim continued to stalk Los Angeles for six years, during which time it hunted, tormented, and killed hundreds of drug users. In 1990, it disappeared from the DPI's radar. Their only connection to the supernatural gone, the Department languished in relative obscurity. Funding was cut, and Ervin was replaced with Director Sean Reavis.

After the turn of the century, the agency rose to prominence once again. When Reavis was killed by a Disciple in 2005, Latonya Delacroix ordered the development of a new system known as OMNIVORE, a multi-platform network capable of monitoring immense amounts of phone, email, fax, and data traffic. Her goal was to track and monitor the sudden rise in supernatural activity, primarily between demons and Disciples.

Since 8/8/8, the DPI has become aware of the activities of angels and Zealots. Currently, the Department's mission is to track down and capture as many of these as possible for vivisection and study.

DPI FIELD AGENT

Strength: 3

Sense: 2

Soul: 2

Life: 7

Armor: 6

Skills: Crime (Federal Agent) 4

Weapon: Pistol 2/1/2

DPI STRIKE TEAM

Strength: 4

Sense: 2

Soul: 2

Life: 8

Armor: 7

Skills: Crime (Federal Agent) 4

Weapon: Shotgun 2/2/2

DPI ELITE TEAM

Strength: 4

Sense: 3

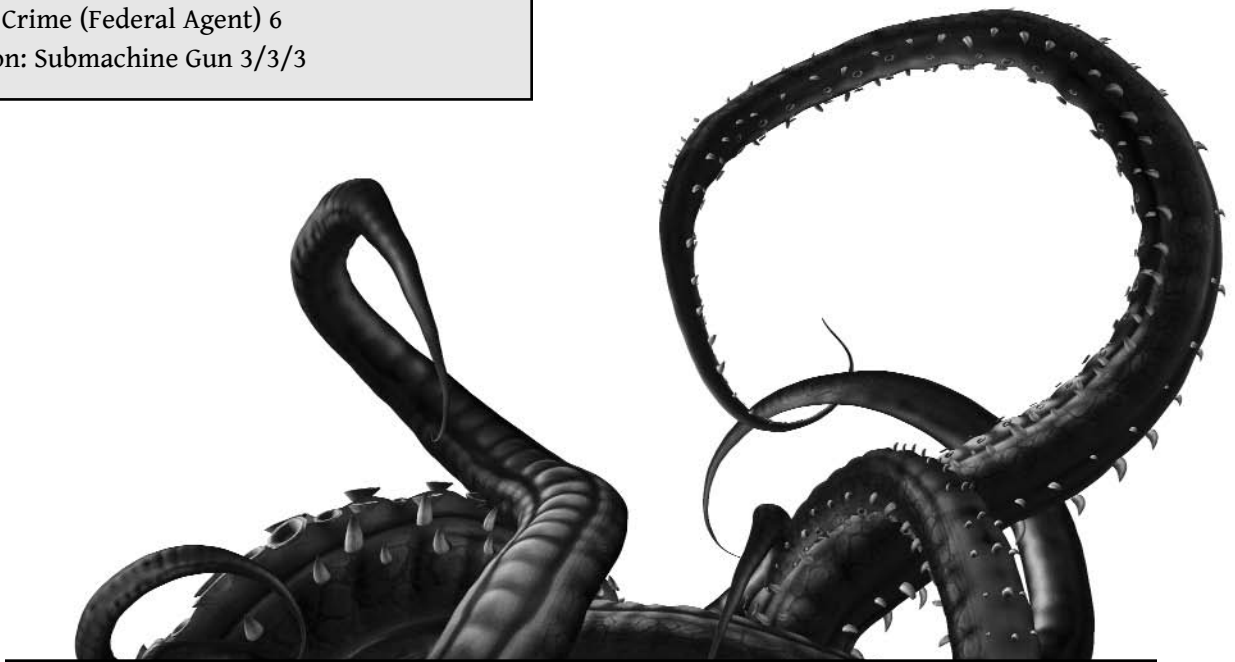
Soul: 2

Life: 9

Armor: 9

Skills: Crime (Federal Agent) 6

Weapon: Submachine Gun 3/3/3



SECTION ZERO

UNITED STATES ARMY EXTRATERRESTRIAL INTERDICTION TASK FORCE

13.10.2. Section Zero

The United States Army Extraterrestrial Interdiction Task Force, known internally as Section Zero (S0), is a top-secret military initiative to study angels, demons, and half-breeds.

S0 currently operates out of the Pentagon, in Arlington County, Virginia. The initiative was founded in 1953 by Vice President Richard Nixon.



There are Section Zero command posts in military bases on every continent in the world.

General Cole Halterman, head of S0, served as the Commanding General of US Operations Command from 2004 to 2008. Prior to that, he spent ten years as the military liaison to the Department of Paranormal Investigations. Halterman is gruff, foul-tempered, and obstinate. A career soldier, he knows nothing but the military. As far as he is concerned, America is at risk from targets foreign (those who would destroy us) and domestic (those who are overly concerned with the Bill of Rights).

Formation (1952-1955)

In November of 1952, a group of anthropologists from Croatan University traveled to the ruins of Tikal in northern Guatemala. Tikal was one of the major cities of the Mayan civilization, which flourished between 2600 BC and 900 AD. The civilization eroded almost overnight. Buildings were burned, the population dwindled, and Tikal was abandoned. The anthropologists, led by Dr. Andrea Mackelvie, hoped to determine the reason for the mysterious collapse of the civilization during the 9th century.

Unfortunately for the expedition, they discovered the reason.

In the ruins of Tikal, Mackelvie found the tomb of Ixtab, a goddess of the Mayan people. Ixtab was known as the suicide goddess, and is typically depicted with a rope around her neck. Mackelvie, a lifelong Euhemerist, thought that perhaps the myth of Ixtab was based on an actual person. Excited, she opened the tomb, and came face to face with an Exhumilat demon (Dread, page 185). The Exhumilat, a grotesque creature that drives its victims to self-mutilation and suicide, wiped out most of the expedition, but spared Mackelvie. It told her of its glorious work. For over a thousand years, the Mayans had worshiped the demon, and had sacrificed themselves in its honor, believing it to be a goddess. Eventually, however, the population dwindled, and the culture vanished into obscurity. Content that its work had been done, the demon had permitted itself to be walled away in a tomb until a new age dawned. The Exhumilat was ready to reconnect with the human race.

Calling itself Ixtab, the demon demanded that Mackelvie bring it new subjects to worship it, so that it might reveal the divine bliss of self-mutilation. Terrified for her life, Mackelvie swore to obey.

Mackelvie returned to the United States and assembled a new research team from Croatan University, but when she tried to return to Tikal, she found that the borders were closed to Americans. The Guatemalan government, led by President Arbenz, had accused the American military of trying to instigate a coup.

At this point, Mackelvie realized that she would not be able to enter Guatemala on her own. She turned to a former colleague, who was now working as a consultant for the recently-formed Department of Paranormal Investigations. Her colleague put her in touch with Agent Winslow Greene. Greene took her story very seriously, and brought her to DPI

EYES ONLY

TRANSCRIPT: DEC. 24, 1952

SITUATION: TIKAL EXPEDITION

SUBJECT: ANDREA MACKELVIE

MACKELVIE: I saw... Jesus, I saw Randall and Wayne and Ernesto, and... They were hurting themselves. They were crying, at first, and screaming... Then they started smiling, and Ernesto was praying in Spanish. He looked so happy. He had been using this machete to cut through the foliage, and he just sat down and used it on his ankles. He just hacked his feet right off, and he was smiling the whole time. And Wayne just reached into his stomach and started... Ah, God... Oh, God, I can't, I'm going to be sick, just, please, you have to let me go, you can't keep me here, Jesus, please help me.

headquarters, where she was told she would receive protection. Instead, she was beaten and interrogated for five days. After this time, Greene felt that he had verified her story, and he immediately brought it to the attention of General Mitchell Cathcart, head of Section Zero.

Together, the two of them formulated a plan to topple the regime of President Arbenz so that they could enter Guatemala and seize the creature that Mackelvie had found at Tikal.

EYES ONLY

TRANSCRIPT: JAN. 23, 1953

SITUATION: GUATEMALA, 1954

SUBJECT 1: GENERAL M. CATHCART,
SECTION ZERO

SUBJECT 2: AGENT W. GREENE, DEPT.
OF PARANORMAL INVESTIGATION

CATHCART: Question is, what do we
do with this Mackelvie?

GREENE: We've put her through
everything we've got. Drugs,
sense-dep, a little love-tap here
and there just to remind her who's
holding the leash. She's sticking
to her guns. No embellishments, no
do-overs. She tells the same exact
story every time.

CATHCART: Ixtab, suicide goddess
of the Mayans, waiting for fresh
human sacrifices.

GREENE: Yeah.

CATHCART: Let me ask you some-
thing. Would you go back?

GREENE: Mackelvie says that Ixtab
threatened her with death. If she
doesn't go back to Tikal with fresh
meat, human sacrifices, what-have-
you, the thing is going to track
her down and kill her instead. And
after seeing what she saw, people
ripping themselves apart right
before her eyes--

CATHCART: Right, right. Christ.
What are the odds, this bra-burn-
ing liberal cooze stumbles into
the future of our nation's

security in the God damn Central
American jungle.

GREENE: Odds are pretty slim. But
you know, after Tunguska--

CATHCART: You don't have to remind
me. If the Reds get their hands on
this, Lord only knows what kind of
shitstorm we'll be in for. A demon
that makes people kill themselves
just by thinking about it? We'd be
fucked like cheerleaders on prom
night.

GREENE: The Department feels that
we can't risk it. We've got to act.
The White House is on board with
this. As distasteful as it is to
topple a legitimately-elected
leader--

CATHCART: It's distasteful if
you're a limp-wristed ankle-grab-
bing Red who sympathizes--

GREENE: Actually, there's no evi-
dence of collusion between Arbenz
and the Soviet Union--

CATHCART: He's not with us, so he's
with them. It really is that sim-
ple. I can see how that might be a
difficult contrast to grasp, since
you're a suit behind a desk, and
not a leader of soldiers, but--

GREENE: Tell you what. Why don't
you stick to what you know.
Slaughtering civilians, for exam-
ple--

CATHCART: Fuck. You. Fuck you.

GREENE: 1950, wasn't it? No Gun
Ri. Funny name, considering that

they were unarmed.

CATHCART: This meeting is over.

GREENE: Simmer down, General. We're both off-topic, and we've got more ground to cover. Let's table all ancillary discussions until after the invasion.

CATHCART: (pause) Fine.

GREENE: President Arbenz is no fool. He doesn't know what Mackelvie found in Tikal, but he knows that we want it really badly. He also knows that it's dangerous. Maybe he thinks it's uranium, or some Soviet military installation, or whatever. Either way, he's closed the borders to us. We've got to take him out of power so that we can perform our own investigation of the ruins. We also need to know if there are other sites.

CATHCART: According to Mackelvie, there's evidence that the Nazca line drawings are actually depictions of other... demons.

GREENE: You're not comfortable with the term?

CATHCART: Not exactly a believer. I prefer to use the term Extraterrestrial until we have more data about what we're up against.

GREENE: Fair enough. My understanding is, we've got a training camp in Florida.

CATHCART: Bunch of mercenaries, some ex-military Americans and some Central Americans to boot. All getting some hands-on with weapons, sabotage, explosives.

GREENE: Excellent. If all goes well, we should be ready to invade by summer of '54.

CATHCART: That long?

GREENE: We're removing a regime from power, and we're replacing it with one that'll be more friendly to our interests. Sure, the new guy, Armas, is a son of a bitch. He'll terrorize the people, abolish civil rights, and run the country into the ground, but he'll be our son of a bitch. Anyhow, it'll take some time to get the plan finalized. Above all else, this can't be seen as an American action. Needs to look internal.

CATHCART: And if the Reds--

GREENE: Don't worry. First sign that Russia is moving on our Ixtab, we invade. Overtly. But our intel group says it's unlikely. Arbenz is dealing with a lot right now. He's likely to sit on this, try to figure out how to turn it to his advantage. In the meantime, we put out the word that he's a commie. We'll plant Soviet weapons in Guatemala, plant a few news items. They'll get picked up by other nations. Local sentiment turns against Arbenz, maybe we get the Nicaraguans and Hondurans on our side.

CATHCART: End result, this... this thing is ours. We bring it back stateside, add it to the collection. But the description we got from Mackelvie is nothing like what your people swiped from the Russians.

GREENE: Correct. The entity found in the Tunguska region is a completely different kind of creature. There's a lot we don't know. We need this Ixtab thing. We need more information. We need this plan to work.

CATHCART: Agreed.

The June 18th invasion was a success, in part because the Exhumilat demon had left Tikal, and was wandering the coast, causing hundreds of Arbenz' men to kill themselves. The coup, led by Colonel Carlos Armas, was a complete failure, but hearing that American forces were prepared to invade if he did not capitulate, Arbenz nonetheless surrendered on June 27.

After Arbenz' surrender, and several (extremely) short-lived regime changes, Armas took control of Guatemala on July 8, 1954. Three years later, Armas was assassinated. The Exhumilat demon was never captured (but in 1971, it found Arbenz in Mexico. It persuaded him to scald himself to death in his bathtub).

Chilean Coup and ASP (1955-1990)

Based on evidence recovered in Tikal, pointing to the existence of other supernatural predators in the region, the leaders of Section Zero determined that the US needed a network of loyal soldiers throughout Central America, in case another demon or angel were discovered.

To meet this need, the Academy for Strategic Planning (ASP) was established in 1955. Its goal was to train Central and South American soldiers and police, and to prepare them for encounters with the supernatural. Their training included counter-insurgency, demolitions, assassination, and torture. Since 1955, the ASP has trained over 60,000 graduates, including members of death squads and terrorist groups.

In 1972, three mercenaries who had trained at the ASP reported that a group of shepherds in the Atacama region of Chile had discovered a mummified corpse in a salt basin in the Atacama Desert. The location was only a few miles from the site where another Croatan University team would discover an ancient tablet in June of 2008. The mummy was unusual because it had four arms and an extremely large lower body.

The mercenaries were ordered to return to Chile to gather more information, but soldiers loyal to the Chilean government prevented them from entering the country. The mercenaries tried to enter the country illegally, but were captured, tortured, and executed.

President Allende of Chile notified the White House that he had already commissioned an excavation of the area, and that the mummy was the property of the Chilean people. Frantic, the administration ordered Section Zero to retrieve the mummy at all costs, lest it wind up in the hands of the Soviets.

General Hiram West, head of S0 at the time, orchestrated a coup d'etat. On September 11, 1973, President Salvador Allende was overthrown in a US-backed military coup. Augusto Pinochet seized control of the government. However, when Section Zero troops finally located the ruins in the Atacama Desert, the mummy was gone. The ruins were

clearly Inca in origin, and the writings found nearby indicated that the mummy was an entity known as a Lanshoi -- clearly a reference to the Lanshoi angel.

There were indications that crowbars had been used to pry open the sarcophagus, and tire treads showed that a jeep had been used to carry the mummy away, but other than that, there were few clues.

Frustrated, General West threatened Pinochet with ouster and death if he did not do everything in his power to find out what had happened to the mummified Lanshoi.

Between 1973 and 1990, Pinochet aggressively pursued anyone who might have had information pertaining to the mummy. 80,000 people were imprisoned without trial. 30,000 were tortured. 200,000 were sent into exile. 3,200 were executed.

This was not enough for West. He organized the heads of several Latin American nations, including Argentina, Bolivia, Chile, Paraguay, and Uruguay, and he exhorted them to do all they could to pursue any and all leads pertaining to the Lanshoi. Dubbed Operation Albatross, this plan went into effect on Christmas Day, 1975.

Under the pretext of eradicating left-wing influence in the Western Hemisphere, these nations kidnapped, tortured, and executed thousands of civilians. Since few records were kept, the numbers are not exact, but it is estimated that 400,000 were arrested and at least 50,000 were executed. The United States furnished weapons, technology, intelligence, and organizational assistance.

The mummified Lanshoi was never recovered.

Through the 1980s and 1990s, Section Zero continued to pursue American interests in El Salvador, Iran, Honduras, Haiti, Panama, and Somalia.

Third Gulf War, HGP (1990-2008)

In July of 1990, a platoon of Kuwaiti soldiers was ambushed and killed by a trio of Da'Vaad demons. Upon hearing reports of this, Saddam Hussein ordered an invasion. Iraqi troops attacked Kuwait on August 2, 1990. The United States Congress authorized military force against Iraq on January 12, 1991.

On February 27, 1991, two of the Da'Vaad demons were destroyed by a brigade of American soldiers. The third Da'Vaad was captured, though badly wounded, and brought back to the United States. Iraq surrendered on February 28, 1991.

On March 1, 1991, the National Institutes of Health began work on the Human Genome Project. Work on this project would continue for the better part of two decades.

Modern Day (2008-present)

After 8/8/8, Section Zero unveiled the product of 17 years of research and development: FATES.

Force Amplification Technology: Enhanced Soldiers was a program designed to use the power of the Da'Vaad demons to augment the strength of human soldiers. The Human Genome Project's first and only actual goal was to analyze the DNA of the demon, and use it to alter the genetic makeup of humans.

EYES ONLY

TRANSCRIPT: JAN. 6, 2009

SITUATION: QUINQUAGESIMA

SUBJECT 1: GENERAL C. HALTERMAN,
SECTION ZERO

SUBJECT 2: DIRECTOR L. DELACROIX,
DEPT. OF PARANORMAL INVESTIGATIONS

DELACROIX: It's not as though we have a choice. They're unpredictable. These Cadres are organized like terror cells. They operated independently. There's no single leader, every cell has a Monitor. These Zealots are violent, motivated, armed, and they're not on our payroll.

HALTERMAN: They have to go.

DELACROIX: It's us or them.

HALTERMAN: The FATES Project is ready. Operation Quinquagesima has received clearance from high command. The FATES are trained, they're in position. All we need is a target.

DELACROIX: Just follow the screams and explosions, and I'm sure you'll find your Zealots.

During the FATES Project's 17-year life cycle, hundreds of volunteers died, went insane, or became so horrifically deformed that they were locked away in the prison complex beneath Denver International Airport.

However, those few who survived were stronger, faster, and tougher than any human. In fact, the soldiers of the FATES Project were nearly as powerful as Disciples or Zealots.

Currently, Section Zero is well aware of the rising threat posed by angels and Zealots. FATES have been deployed to military bases across the globe. It is only a matter of time before Operation Quinquagesima goes into effect.

S0 SOLDIER

Strength: 3

Sense: 1

Soul: 2

Life: 8

Armor: 7

Skills: Military (Soldier) 2

Weapon: Submachine Gun 3/3/3

S0 OFFICER

Strength: 3

Sense: 3

Soul: 2

Life: 8

Armor: 7

Skills: Military (Officer) 6

Weapon: Pistol 2/1/2

S0 SPEC-OPS

Strength: 4

Sense: 3

Soul: 2

Life: 9

Armor: 11

Skills: Military (Special Forces) 6

Weapon: Light Machine Gun 3/4/5

BioLogical

ENTERPRISES

13.10.3. BioLogical Enterprises GK

BioLogical Enterprises GK is a global pharmaceutical company that employs 25,000 employees worldwide, with annual sales exceeding \$30 billion USD. Founded in 1945, BioLogical develops drugs that cure or treat a number of ailments, including erectile dysfunction, cholesterol, and depression. In addition, the company manufactures vitamins, infant formula, nutritional drinks, hair products, and pain medication.

The company's headquarters are located in Apex, North Carolina, but there are major laboratories in London, New York City, Moscow, Paris, Tokyo, Berlin, San Francisco, Riyadh, and Los Angeles.

Dr. Gerald Pierce has served as the company's CEO since 1985; under his leadership, BioLogical has acquired several smaller companies, posting record-breaking quarters even during periods of recession.

Pierce is motivated, intelligent, and charismatic. He has donated millions to charity, and he works tirelessly to ensure that his employees are well cared for.

He experiments on human subjects and experiences sexual gratification from the suffering of others.



Unit 731 (1932-1945)

During the Second Sino-Japanese War, the Imperial Japanese Army enlisted the aid of Dr. Helen Yoshida, a brilliant but deeply disturbed surgeon. Yoshida was tasked with developing a covert bio-weapon research team, which was named the Epidemic Research Laboratory. To its victims, and to those who performed the hideous experiments on them, the team was known as Unit 731.

In 1932, the Unit established Zhong Ma Prison Camp, a test area in Northeastern China. There, Yoshida and her fellow doctors experimented on over 10,000 people, including Chinese civilians and captured soldiers (Chinese, Russian, and American). Subjects were vivisected without anesthesia. Organs were removed without anesthesia. Abortions were performed without anesthesia. Limbs were amputated, then re-attached on the other side of the body. Parts of major organs were removed. Limbs were frozen solid, then thawed out. Incapacitated victims were used to test the efficacy of flamethrowers, grenades, and biological weapons.

Yoshida documented the results.

On December 8, 1941, the United States declared war on Japan.

Yoshida continued with her work.

On January 12, 1943, a package arrived from Obergruppenführer Reinhard Dessen. The package contained a sample of tissue extracted from the Ithumish corpse.

Yoshida began a new kind of research.

For the next two years, she worked to develop a series of biological weapons from the tissue samples. Though successful to a point, the samples were difficult to weaponize, and had the undesirable side-effect of making some of her test subjects inhumanly strong. Admittedly, most of them were so hideously deformed by exposure that they were barely able to move, but it was still not the kind of result that she had hoped for.

In late 1943, she changed her focus and began to work on creating chemicals that would enhance the performance of human soldiers. Of course, the tests

were still performed on captured civilians and enemy soldiers. Roughly three percent of the test subjects survived, and those few were so heinously deformed that no amount of battlefield training would overcome their disability. The bodies were disposed of. Work continued.

In early 1945, a new strain of what she now called the Oni Serum was developed. This new strain was only fatal to 80% of her test subjects. The remaining 20% displayed increased strength and speed. Furthermore, their bodies had evolved in very interesting ways: giant teeth, overdeveloped muscles, tentacles, even the gestation and birth of new creatures that used the humans' bodies as hosts.

Project Oni was only a partial success, because the test subjects were so deranged that they were impossible to control or manage; worse, they weren't even violent enough to disperse among civilian populations, because many of them were catatonic.

Yoshida continued her work.

On September 2, 1945 Japan surrendered to the United States.

Yoshida was captured. She was charged with war crimes. She was sentenced to death for committing atrocities and crimes against humanity.

Representatives of the US Joint Intelligence Objectives Agency recruited Yoshida, promising her both amnesty and a job if she cooperated. She agreed. She was released from prison and was relocated to the United States (Apex, North Carolina). She was given a new identity (Helen Futanari, CEO). She was given a new company (BioLogical Enterprises).

Yoshida resumed her work.



BioLogical (1945-1965)

For the next twenty years, she ran BioLogical Laboratories with expert efficiency. The company prospered. By the 1950s, the company had offices in Mexico, Europe, and across the US. By the 1960s, BioLogical was the number one pharmaceutical company in the world.

In 1964, Yoshida was diagnosed with lung cancer.

In 1965, her lungs were torn out through her mouth and eaten by a Cielaqo demon.

A week later, Jeremiah Sykes (former Director of the Department of Paranormal Investigations) was appointed the new CEO of BioLogical Laboratories.

New Direction (1965-1985)

Sykes was a man with a mission. He had maintained copious notes during his tenure as the DPI's Director, and he combined that information with the data he inherited from Yoshida. The end result was unveiled to the Joint Chiefs in 1971. Sykes called it Genstruct, and he said that it was the future of war.

Project Genstruct consisted of a serum, an extension of the Oni Serum that Yoshida had worked on. When ingested by a human subject, it would grant the subject superhuman abilities. Interestingly enough, this was similar to the process used by the Misericorde, who inject themselves with Sombra Vitae in exchange for supernatural power (Dire, page 22).

The difficulties with Project Genstruct were manifold. First, there was a finite (and dwindling) amount of raw material to work with. Eventually, the company would need to acquire a new specimen, or it would need to synthesize the Ithuamish angel's DNA. Second, the results were still unpredictable; further testing was needed. The free reign enjoyed by Yoshida during the war was no longer viable. Third, the company had a public image to protect; the slightest whiff of scandal would hurt stock prices. Sykes was ordered to continue his work, but slowly and discreetly.

Project Genstruct proceeded slowly for the next decade. In the meantime, BioLogical acquired other, smaller companies. Offices were opened overseas. New products were introduced.

In 1985, Sykes suffered a heart attack during a session of autoerotic asphyxiation.

Genstructs (1985-present)

A week later, Dr. Gerald Pierce was brought in as the company's new CEO. Merciless and sadistic, Pierce delights in the agony of his victims. He is also an outside-of-the-box thinker, as evinced by his handling of the Namibian epidemic.

In 1996, cholera broke out in northern Namibia. New, fluoroquinolone-resistant strains of *Vibrio cholerae* were documented in over 24,000 cases, with a fatality rate of over 6% (1,500 deaths). The humanitarian

crisis provoked a response from around the globe, but BioLogical was first on the scene, offering treatment and assistance.

Pierce saw a golden opportunity in Namibia. In Western nations, consent is required before drugs can be tested on human subjects. Furthermore, companies can be liable for harm inflicted on test subjects. In Namibia, however, he was able to circumvent all of these restrictions. A hybrid drug was created, melding minute traces of the Genstruct Serum with a new (and legitimate) fluoroquinolone. This drug was, of course, unapproved. However, the human subjects were told that they were being given a treatment, not an experimental drug. So they complied.

Over 2,000 people were tested in poor villages all across northern Namibia. The test subjects were all children between the ages of 2 and 17. Other than cholera, they were all in good health. A few hundred of the subjects died, a few hundred went blind, and a few hundred suffered brain damage. After the 2,000th case was wrapped up (bloodwork collected, results documented), the BioLogical team packed their bags and headed home. Some of the victims filed suit, and BioLogical avoided controversy by settling out of court for a few thousand dollars per victim.

The operation was a success. The results of testing enabled Pierce to determine the nature of the obstacle impeding the progress of Project Genstruct. By 2007, he had perfected the process.

After 8/8/8, BioLogical secured a contract with the Department of Defense. Genstructs are now being integrated into elite special-forces teams across the country. These man-made half-breeds are still less reliable than their angel-created counterparts, but are nonetheless far more powerful than any human.

BIOLOGICAL DOCTOR

Strength: 1

Sense: 3

Soul: 1

Life: 4

Skills: Medicine (Doctor) 6

Weapon: Scalpel 1/1/-

BIOLOGICAL SECURITY GUARD

Strength: 2

Sense: 1

Soul: 1

Life: 6

Skills: Crime (Security Guard) 2

Weapon: Pistol 2/1/2

GRIGORI SECURITY SERVICES

13.10.4. Grigori Security Services

Grigori Security Services (GSS) is a state-of-the-art private military company. Founded in 2002, GSS provides a number of services, including training for soldiers and police, security for installations and personnel, and intelligence-sharing. Currently, GSS trains 50,000 people a year, mostly foreign police and soldiers. In addition, the company provides security services for officials involved in the Fourth Gulf War.

THE FOURTH GULF WAR

Though the Afghanistan War (2001-present) is still being fought, and the Third Gulf War (2003-present) is still being waged in Iraq, the Fourth Gulf War now rages in Iran.

Hostilities erupted in early 2009 when Iran announced that they had manufactured weapons-grade enriched uranium.

The resulting US attack, consisting of strikes from bombers, fighters, submarines, warships, and unmanned aerial vehicles, inflicted heavy damage on key infrastructure targets throughout Iran. Many target sites were in heavily populated civilian areas. There was collateral damage. The Iranian response was not directed against America. Instead, Iran authorized Hezbollah struck against US troops in Iraq, resulting in thousands of casualties.

Days later, Iran's moderate government collapsed, replaced by hard-line fundamentalists.

A global coalition now occupies Iran. Insurgents wage asymmetrical warfare against peacekeeping forces.

Grigori Security Services recently signed a \$200 million USD contract to provide services to US military forces in Iran, including security details, situational awareness, intelligence-sharing, base security, and transportation/logistics.

GSS is based out of Richmond, Virginia. There, the company maintains a 10,000-acre compound, featuring driving tracks, shooting ranges, and a subterranean network of tunnels for close-quarters combat training.

David Watkins is the founder and CEO of Grigori. His taciturn, well-considered demeanor conceals a paranoid schemer who believes that he is perpetually in the crosshairs. He believes that individual soldiers are the future of warfare, and that large armies are too cumbersome to wage war against insurgent groups and terror cells. To that end, he has devoted his life to funding research projects that will create next-generation warriors who can meet the demands of these new conflicts.

Grigori (1995-2008)

A former operator with Section Zero, Rorhbach became a mercenary after leaving the military in 1995. After 7 years working in hotspots around the globe, he founded Grigori and began hiring fellow mercenaries that he'd worked with in Africa and Eastern Europe. Since founding the company in 2002, Atwater has secured over \$40 billion USD in government contracts.

The company has endured its share of controversies.

In 2004, GSS operatives were contracted by rebels in the Democratic Republic of the Congo to help them overthrow a democratically-elected administration in favor of a regime that was more amenable to US interests. GSS furnished training for the rebels, provided munitions and vehicles, and provided security services for rebel installations. In exchange, GSS received mineral and mining concessions worth hundreds of millions of dollars.

In 2006, federal prosecutors investigated claims that GSS operatives were smuggling weapons into Burma, which were then sold to members of Red Brigade, a group classified as a terrorist organization by the Department of Defense. The investigation is ongoing. Currently, a number of GSS employees currently operating as contractors in Iran are neither American nor Iranian, making them mercenaries, and therefore not protected by the Geneva Convention. This has caused a number of organizations to call for a withdrawal of GSS employees from the area.

ANGELS Ops (2008-present)

In early 2008, Atwater unveiled the culmination of a lifetime of research. Using his contacts at DPI and Section Zero, he had acquired DNA samples of both

the Genstructs and the FATES Operatives. Synthesizing these elements, he used the vast wealth of GSS to create a new program: the Augmented Next-Generation Extended Leadership System (ANGELS).

GSS's finest mercenaries, hand-picked by Atwater himself, are injected with the synthesized compound. Though the resulting augmentation isn't as powerful as the FATES or Genstruct projects, it is far more stable. To date, there have been no recorded instances of ANGELS Ops experiencing deformity or insanity.

The ANGELS Ops have been deployed successfully on covert operations in Kenya, Nepal, Burkina Faso, and Sri Lanka.

Currently, there are plans to deploy ANGELS Operatives in Iran. Details are being discussed with Section Zero.

GSS OPERATIVE

Strength: 3
Sense: 2
Soul: 2
Life: 9
Armor: 8
Skills: Military (Mercenary) 4
Weapon: Assault Rifle 3/4/4

GSS SQUAD LEADER

Strength: 4
Sense: 3
Soul: 2
Life: 10
Armor: 12
Skills: Military (Mercenary) 6
Weapon: Light Machine Gun 3/4/5

Malvagità

13.10.5. Malvagità

Malvagità is a worldwide criminal syndicate with headquarters in Sicily, Italy. For the most part, Malvagità focuses on drug traffic, blackmail, armed robbery, murder, kidnapping, blackmail, counterfeiting, cigarette smuggling, and alien smuggling.

The current capo dei capi ("boss of all bosses") is Serafina Kabriniak, a 28-year-old former assassin from Brussels. Kabriniak is violent, sadistic, and a natural leader who inspires loyalty in her troops. She is only peripherally aware of the presence of the supernatural, but she desperately wants to learn more. If she encounters Zealots, she will order her men to do whatever they must in order to capture them alive (or dead, if necessary).

History (1900-2004)

Malvagità grew out of small criminal gangs operating in Bagheria, Sicily at the beginning of the 20th century. At first, the group was more of a loose confederation than an actual organization. Each family took care of its own turf and defended its own members, but there was some coordination between gangs to minimize interference with each other (and to cut down on the violence that resulted from said interference).

The group was more resilient and flexible than its counterparts, because if one leader was killed, another family would take over his territory and men (or one of his subordinates might petition for the right to take over the gang). Furthermore, Omertà (the code of silence) ensured that no one would work with the authorities against members of Malvagità.

As a result, Malvagità flourished and grew in strength. In the 1980s, there were a dozen clans in southern Italy. By the 1990s, there were three dozen. In the 2000s, there were over 100.

Succession Wars (2004-present)

Giovanni Montesinos, who became capo of one of the major clans in 1995, was killed by a car bomb in 2004. He had two sons, both of whom claimed his throne. However, Montesinos' number-two man, Angelo Canzone, also demanded control of the organization. A three-way war erupted, and other clans tried to take advantage of the power vacuum to step in and seize territory. The brutal Succession Wars were waged around the globe, and resulted in hundreds of deaths.



Serafina Kabriniak, one of Canzione's enforcers, decided that the matter was too important to be left up to a bunch of men. She abducted Canzione, soaked him in gasoline, set him ablaze, and flung him from the roof of his apartment building. Montesinos' eldest son was smeared in bacon grease and thrown into a cage containing a sixteen-foot crocodile.

She then went after Canzione's younger son, who made the mistake of calling Kabriniak a 'whore' during his capture. She had initially planned to have him drowned in sewage, but instead had him trussed up and crushed by a steamroller over a period of two hours.

After Kabriniak took control, and declared herself capo dei capi, the organization began to consolidate under her authority. It is now an international network, focused on using technology and communication to combat more aggressive anti-crime organizations.

No longer insular, Malvagità will now form alliances with any other crime faction, including Zilant or Oni-ni-kanabo. Many of these alliances are now sealed with arranged marriages, resulting in a diverse ethnic composition. The group has spread around the globe, and there are operations in North and South America, Europe, and Asia.

A few weeks ago, a Hetael cherubim was discovered by Malvagità enforcers in Palermo, Sicily. The worm-like entities had killed and devoured three women in a small brothel. The enforcers immediately brought the matter to Kabriniak's attention. She had the bodies destroyed and secured the cherubim, which are currently housed in a plexiglas cage in Kabriniak's mansion. She occasionally feeds her enemies to the cherubim. She knows that the Hetael are not of his earth, and she hasn't quite decided what she's going to do with this information yet, but she has contacts at BioLogical, and she has considered approaching them.

MALVAGITÀ ENFORCER

Strength: 3
Sense: 1
Soul: 1
Life: 6
Skills: Crime (Enforcer) 2
Weapon: Pistol 2/1/2

MALVAGITÀ ASSASSIN

Strength: 4
Sense: 2
Soul: 1
Life: 8
Armor: 5
Skills: Crime (Assassin) 4
Weapon: Assault Rifle 3/4/4

Oni-ni-kanabō

13.10.6. Oni-ni-kanabo

Oni-ni-kanabo, typically referred to as Oni, is a global crime family with headquarters in Tokyo, Japan.

Sophie Robillard is the kumicho, the head of the organization. Efficient, cunning, and pitiless, Robillard fought her way to the top of Oni's hierarchy by killing anyone who disagreed with her.



This boryokudan (literally, "violence group") can trace its origins back to the ronin of 17th-century Japan; when these leaderless samurai needed money, they often turned to crime against smaller villages that couldn't defend themselves.

Today, Oni is a worldwide organization, involved in protection rackets, prostitution, porn smuggling, extortion, and blackmail. There are 50,000 members worldwide, with ongoing operations in Japan, mainland Asia, the US, and Europe.

In late 2008, an Oni hit man found a Jophiel angel feeding on the person that he was sent to kill. The assassin summoned assistance, and they were able to kill the Rephaim.

The operation cost twelve men their lives, but the survivors brought the corpse to Robillard. She had the body dissected, and the blood was collected and frozen.

At this time, she is trying to find a buyer. Thus far, both Grigori and BioLogical are eager to get their hands on the specimen. Robillard hasn't made up her mind yet, but if she takes much longer, a street war might break out between the corporations.

IMPORTANT TERMS

Boryokudan: "Violence group", term from criminal organizations like Oni

Katagi: Civilians; those who are not part of a Boryokudan

Kobun: "Child"; the junior or lower-ranked member of Oni; obeys his Oyabun

Kumicho: Supreme boss, under whom are the So-Honbucho and the Saiko Komon

Oyabun: "Father"; the senior member of Oni in a group; the boss

Ronin: Leaderless samurai

Saiko Komon: Senior advisor to the Oyabun

Shateigashira: Local boss, governs a regional gang

So-Honbucho: Headquarters chief

Wakagashira: Second in chain of command, governs several gangs in the region

Yubitsume: Finger-cutting; a penalty for disgrace or failure

ONI ENFORCER

Strength: 3

Sense: 1

Soul: 1

Life: 6

Skills: Crime (Enforcer) 2

Weapon: Revolver 2/1/1

ONI ASSASSIN

Strength: 4

Sense: 2

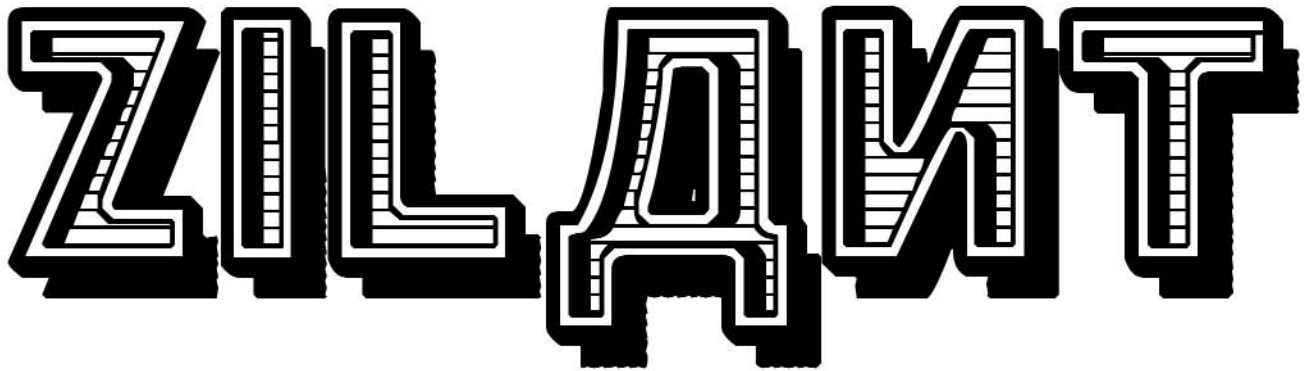
Soul: 2

Life: 7

Armor: 7

Skills: Crime (Assassin) 4

Weapon: Katana 1/2/-



13.10.7. Zilant

Named after a mythical Russian dragon, Zilant is a powerful crime organization based in Moscow. Currently, the group controls over 100 legitimate businesses in Russian, Eastern Europe, and overseas.

They use these businesses as fronts for illegal activities, including arms deals, human trafficking, drug trafficking, credit card fraud, prostitution, and money laundering.

Svetlana Zadorozhna is the avtoritet ("authority"). Petite and beautiful, she nonetheless rules Zilant with an iron fist, and has devised a number of horrific punishments for those who betray her.

The flea-pit is a hollow tube of plexiglas, thirty feet high and six feet wide. Inside, the pit is filled with thousands upon thousands of fleas. Her victims are hoisted up and dropped into the pit.

Zadorozhna watches through the glass as her victims writhe in unimaginable agony, sometimes for days, while covered in a thick layer of thirsty, biting fleas.

Zadorozhna is also a Savior, a fallen Zealot who now works for the armies of Heaven.

Dyatlov Pass (1959)

On February 2, 1959, nine hikers in the Ural mountains died.

They hiked for days. The trip was uneventful. They laughed and they drank. They built a fire and they cooked their food. They camped at the foot of Kholat Syakhl ("Mountain of the Dead"). They slept. In their dreams, they saw something vast and horrific beneath the ice.

They tore their way out of their tents and staggered out, naked, into the cold. They saw that they were standing on an enormous glacier. They looked down. They were driven completely insane by what they saw under the ice.

They bashed each other with stones. They burned themselves in the campfire. They put out their own eyes with icicles. One bit out her own tongue. Another ate it.

By morning, they were all dead -- from blood loss, from injuries, from hypothermia.

Beneath them, the Ophanim waited.

The bodies were later found, and the Ophanim watched from deep below as the authorities tried to make sense of the violence. The Dyatlov Pass Incident was hushed up, and misinformation was disseminated. But no one ever hiked there again.

Fifty years later, the Ophanim waits, frozen in the ice.

Trofimov and Zilant (1985-2007)

Zilant was founded by Dmitri Trofimov in 1985. From the beginning, Trofimov eschewed the codes of conduct practiced by more traditional crime families. Instead, he was focused on the Western style of business, with a focus on discipline and ambition. Having studied Western notions of capitalism and commerce, he anticipated the fall of Communism and planned accordingly.

After the dissolution of the USSR in 1991, Russia's economy was, for all intents and purposes, a disaster. In this time of turmoil, black marketeers like Trofimov flourished. After years of repression, Russian citizens wanted to enjoy the good life, so Zilant was able to capitalize on this by importing cocaine and other luxury items into Moscow. Former KGB agents and veterans of Afghanistan, in search of work, came to Trofimov in search of opportunity. Zilant's membership increased, and these new recruits brought lucrative new connections with them.

The former soldiers and agents had connections at decommissioned Soviet military bases, which they used to purchase (or steal) weapons, ammunitions, and WMDs. These were then sold to rebel groups, militias, and terrorist organizations worldwide. Through the late nineties and into the millennium, Zilant prospered.

GLOSSARY

Avtoritet ("authority"): Leader of Zilant

Blatnoi: Term used by gang members to refer to their way of life

Grokhnut: To shoot to death

Limoni ("lemon"): A million rubles

Lunakhod: A police van

Ment: A police officer

Patsani: Young warriors of Zilant

Posadit' na piku: To stab to death

Razborka: A settling of accounts, typically violent

Torpedo: Professional assassin

Zapodlo: Black market commerce

New Age (2007-present)

In 2007, a small town in Oklahoma was obliterated. Unbeknownst to most of the world, the attack was the work of demons. However, a select few know the truth, including Zealots and Disciples.

Svetlana Zadorozhna was one such Zealot.

However, after learning the truth, Zadorozhna went AWOL. She determined that the armies of Heaven would be the winning side, and she didn't want to fight for the losing team. She left her Cadre, cut off all contact with her Monitor, and tracked down a Syeshunui angel in Moscow.



The angel recruited her into the cause, and ordered her to assemble an army for the purpose of hunting and killing as many Disciples and Zealots as possible.

She then tracked down and murdered Trofimov. His men tried to defend him, but their bullets were no match for her Sacraments, and she was able to kill them effortlessly. She seized control of Zilant and began to re-organize it.

She knows about the Ophanim at Dyatlov Pass. She has a plan to set it free.

Since then, she's spent millions on acquiring a mining industry rig with a diamond-studded drill bit. The rig has been erected at the base of Kholat Syakhl. A team of contractors, who believe that they are searching for petroleum deposits, are drilling at a rate of 50 meters per day.

Below them, the Ophanim waits.

ZILANT ENFORCER

Strength: 3
Sense: 2
Soul: 1
Life: 6
Skills: Crime (Enforcer) 2
Weapon: Pistol 2/1/2

ZILANT ASSASSIN

Strength: 4
Sense: 2
Soul: 1
Life: 8
Armor: 5
Skills: Crime (Assassin) 4
Weapon: Flamethrower 2/5/1

SVETLANA ZADOROZHNA

Strength: 5
Sense: 3
Soul: 1
Life: 12
Armor: 9
Skills: Crime (Mob Boss) 6
Spells: Altar, Devastation
Weapon: Uzi 3/3/3

CROSS SHADOW

13.10.8. Cross Shadow

Cross Shadow is a secret society consisting of some of the most powerful and wealthy people in the world. Its roster includes politicians, religious leaders, and corporate executives.

Overtly satanic, Cross Shadow promulgates the notion that the only commandment is, "Do as thou wilt." Its members are rewarded for the acquisition of power and wealth.



The society has existed in one form or another since the mid-1800s. Currently, it is led by Circe Bishop, a multi-billionaire heiress with ties to Grigori Security Services.

Circe is a raging egomaniac who has ordered people put to death (typically in a medieval fashion) just for disagreeing with something she's said. She rules the society through respect and fear. Her personal guard, the Sicarii, are fanatically loyal to her.

Tall and elegant, Circe loves to be the center of attention, whether she's giving a speech before the society, attending an opera in a new designer gown, or impaling nuns on the Judas Cradle in the basement deep below the Cross Shadow compound in London.

Goals

Cross Shadow's hierarchy is clearly delineated, and the relative affluence and influence of its members will determine their place in the pecking order.

Disputes over rank and status are resolved through physical violence, which is typically non-lethal. However, the position of society leader is learned by challenging the current leader to a knife fight, which must end in death for one of the participants.

Consequently, all members of the society (particularly those near the top) are in excellent physical condition, and well-trained in martial arts.

Circe knows that the Last War has begun, and it is her contention that Cross Shadow can influence the outcome of the battle by eradicating the righteous and the pious. She has initiated the Stigma, a project designed to cleanse the world of the weak and the holy.

Members of the society have infiltrated major corporations, military agencies, federal agencies, criminal organizations, and cults. At the appointed time, these individuals will use the resources at their disposal to massacre millions -- possibly billions -- of innocent people across the globe.

Cross Shadow has used its considerable wealth to acquire vast quantities of weaponry and military technology, and they have contracted Grigori to provide security service once the Stigma has begun.



CROSS SHADOW MEMBER

Strength: 3
Sense: 3
Soul: 2
Life: 8
Skills: Varies 6
Weapon: Pistol 2/1/2

CROSS SHADOW GUARD

Strength: 4
Sense: 3
Soul: 1
Life: 8
Armor: 7
Skills: Crime (Security Guard) 6
Weapon: Submachine Gun 3/3/3

CROSS SHADOW SICARII

Strength: 4
Sense: 3
Soul: 2
Life: 8
Armor: 11
Skills: Crime (Bodyguard) 6
Weapon: Assault Rifle 3/4/4

Heaven's Children

13.10.9. Heaven's Children

A fanatical cult of angel-worshippers, the members of Heaven's Children believe these are the end times. The Antichrist is coming, the dead will rise, and the Tribulation is at hand.

Their leader, Gideon Strassman, is a charismatic and powerful speaker who instills hope and faith in those that follow his teachings. He founded the cult in the early 1990s, and now has hundreds of members around the globe (most of whom live at Paradise Ranch, the cult's Montana compound).



Strassman teaches that the Holy Spirit is alive in our actions, not in some mythical far-off Heaven. He also says that Heaven itself will be a kingdom built here on Earth in the very near future. The only Hell is death, which ensures that you will never see the kingdom of Heaven; for that reason, he teaches his followers to focus on physical health and fitness.

He teaches that once the Tribulation is over, and the angels have won the War, Heaven will be inhabited for those humans still live, and they will live forever. The cult members believe that they will be the prophets of this new kingdom, and that Strassman is their Messiah.

The cult is always recruiting new members. They prey on the lonely, the vulnerable, and the insecure. Anyone who clearly lacks (and needs) acceptance is brought into the fold.

First, the members "love-bomb" the potential recruit. This entails a blitz of feigned love and affection, effectively creating instant friendships with the victim. They laugh at his jokes, banter with him, invite him out for social engagements, and make him feel welcome.

Attractive cult members of the appropriate gender are sent out to flirt with the target, showering him with attention and physical contact (though sex is forbidden).

Throughout this dizzying period, hints are dropped about their religious beliefs. The victim is introduced to the key principles of the cult very gradually, over a period of days, weeks, or even months. Eventually, he is brought to the compound, where he is imprisoned in one of the indoctrination houses. Here, the victim is exposed to a nightmarish combination of love-bombing, hypnosis, verbal abuse, sensory deprivation, solitary confinement, and shock therapy. Most people eventually succumb to the brainwashing. Those who do not are killed and fed to pigs.

The Paradise Ranch compound, in northwestern Montana, is a simple series of prefabricated buildings, including indoctrination houses, a temple for worship, living quarters, and a makeshift school for any children that were brought in with recruits.

The members live a life of ascetic denial, handing over most possessions and wealth to Strassman (who lives in equally squalid conditions with his people, as he believes in his own teachings without any doubt whatsoever). Any marriages between new recruits are considered dissolved, and the cult members live in celibacy. There are horrific penalties for any transgressions, including stoning, crucifixion, and quartering.

A Hauieza angel discovered the compound two years ago, and has been sharing revelations with Strassman, who then gives his testimonials to the cult. He is building a stockpile for the coming confrontation, as he believes that his people will be on the front lines, doing battle against the forces of Evil. The angel has led him to believe that members of Heaven's Children will all dwell in the kingdom of Heaven if they help the angels do battle against the unbelievers.

Since that time, Strassman has acquired assault rifles and ammunition from Zilant gunrunners. Recently, he purchased nerve gas and bio-weapons. He and his cult are gearing up for an assault on a wicked and godless world, but they have yet to select their target.

CULT MEMBER

Strength: 2

Sense: 2

Soul: 1

Life: 6

Skills: Various 4

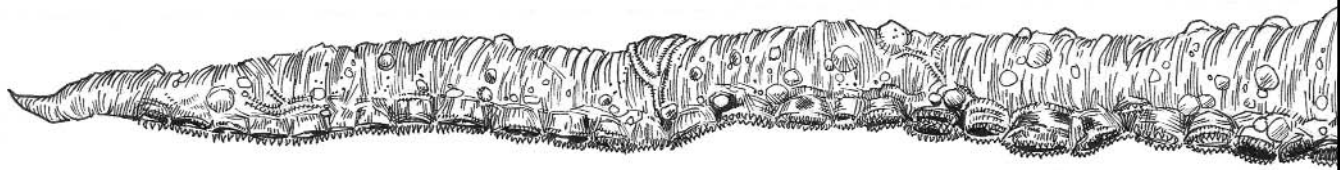
Weapon: Revolver 2/1/1





13.10.10. Human opponents

NAME	STRENGTH	SENSE	SOUL	LIFE	ARMOR	SKILL	WEAPONS (R/D/A)
Assassin	3	2	1	6	7	Crime 4	Sniper Rifle 3/4/4
Athlete	3	1	2	6	0	Random 2	Random 1/1/-
Bodyguard	3	1	2	6	0	Crime 2	Revolver 2/1/1
Buddhist monk	1	1	4	6	0	Religion 2	Staff 1/1/-
Cannibal	2	2	2	6	0	Random 4	Human Femur 1/2/-
Civilian	2	2	2	6	0	Random 4	Random 1/1/-
Clergy	2	1	3	6	0	Religion 2	Random 1/1/-
Cop	3	2	2	7	0	Crime 4	Pistol 2/1/2
Cultist	2	2	1	5	0	Random 4	Random 1/1/-
Desk Agent	2	3	2	7	0	Crime 6	Revolver 2/1/1
Detective	2	3	2	7	0	Crime 6	Pistol 2/1/2
Drug Lord	2	3	1	6	0	Crime 6	SMG 3/3/3
Field Agent	3	2	2	7	5	Crime 4	Pistol 2/1/2
Gang Member	2	2	1	5	0	Crime 4	Revolver 2/1/1
Gunrunner	3	2	2	7	0	Military 4	Assault Rifle 3/4/4
Hacker	1	4	2	7	0	Computers 6	Random 1/1/-
Invalid	1	2	2	5	0	Random 4	Random 1/1/-
Junkie	1	1	1	3	0	Crime 2	Knife 1/1/-
Mad Scientist	1	4	2	7	0	Science 6	Invention 2/3/2
Mercenary	3	2	1	6	5	Crime 4	SMG 3/3/3
Neo-Nazi thug	2	1	1	4	0	Crime 2	Revolver 2/1/1
Ninja	4	2	2	8	0	Crime 4	Shuriken 3/1/-
P.I.	2	3	2	7	3	Crime 6	Pistol 2/1/2
Police Sniper	3	2	2	7	5	Crime 4	Sniper Rifle 3/4/4
Politician	2	3	1	6	0	Politics 6	Random 1/1/-
Psychic	2	2	4	8	0	Random 4	Psi-blast 3/2/-
Samurai	4	2	3	9	0	Random 4	Katana 1/2/-
Sec. Guard	3	2	2	7	3	Crime 4	Pistol 2/1/2
Serial Killer	3	3	3	9	0	Random 6	Chainsaw 1/2/-
Soldier	3	1	2	6	7	Military 2	SMG 3/3/3
Special Forces	3	2	2	7	9	Military 4	Assault Rifle 3/4/4
Spy	3	2	2	7	3	Crime 4	Pistol 2/1/2
Strike Team Op	4	2	2	8	7	Crime 4	Shotgun 2/2/2
SWAT Op.	3	2	2	7	7	Crime 4	SMG 3/3/3
Teacher	1	3	2	6	0	Random 6	Random 1/1/-
Terrorist	3	2	1	6	3	Crime 4	SMG 3/3/3



However, in the cities of the nations the Lord your God is giving you as an inheritance, do not leave alive anything that breathes. Completely destroy them.

-- Deuteronomy 20:16-17



If you want a happy ending, that depends, of course, on where you stop your story.

-- Orson Welles

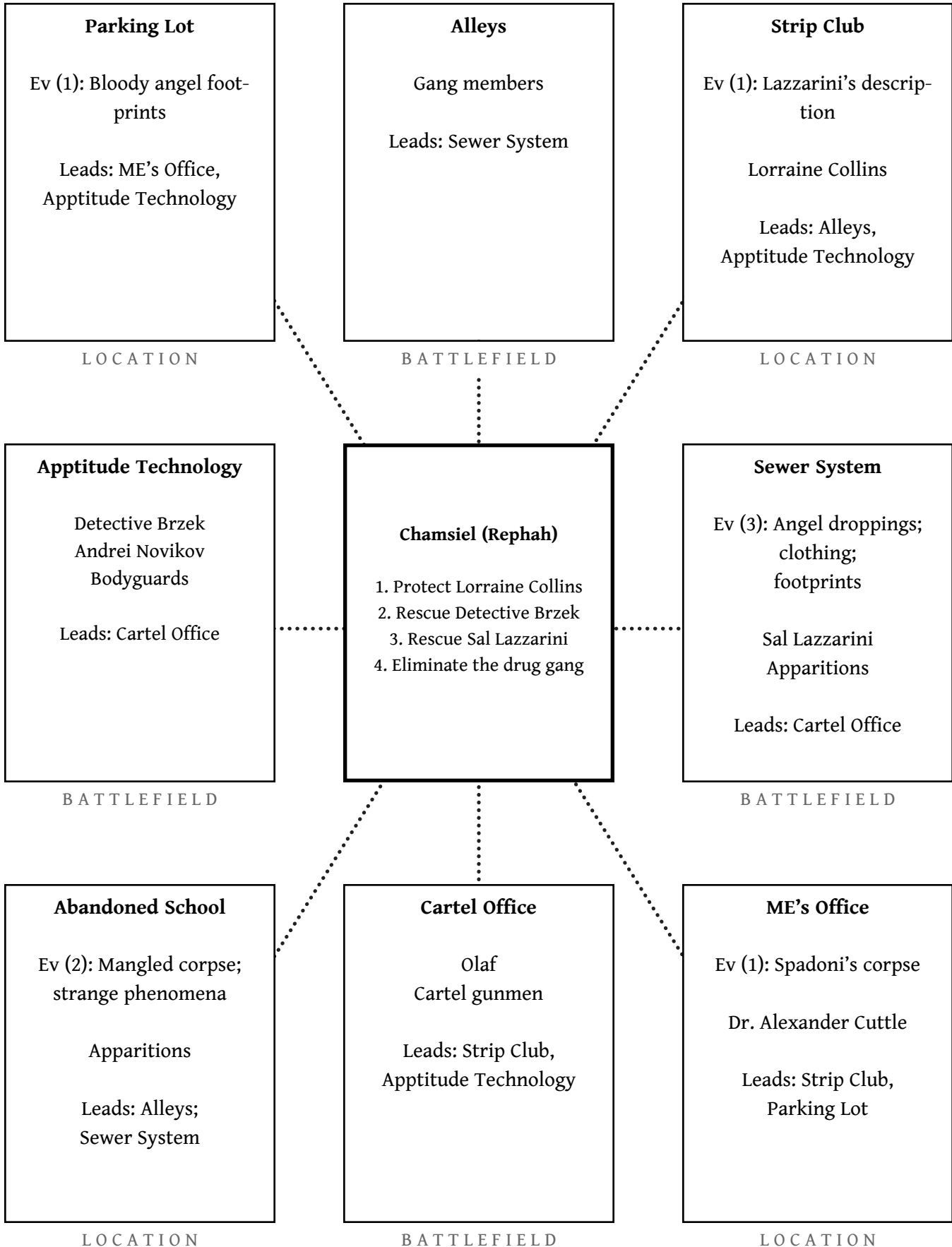


CHAPTER 14



SCENARIOS

STRIP CLUB



14.1. Strip Club

SITUATION

Two Chamsiel angels (page 343) are stalking the downtown area. They haven't resorted to wholesale slaughter, but they're close. Last night, in a parking garage, they caught and killed a man, took his clothing, stripped his skin from his body, and devoured the sweet musculature. It helped for a little while, but the hunger is beginning to return. They've captured a new victim (Sal Lazzarini), but they're thinking they'd like to snag one more just to be sure they've got enough.

Bare Essentials is a strip club downtown. It's run by Lorraine Collins, a former stripper. Now in her late forties, Lorraine manages the club for the Novikov crime cartel. The back of the club features an illegal gambling den, which is quite lucrative. Collins recently learned that Ernesto Spadoni, her head of operations, has been skimming small amounts from the nightly take. Worse, she found out when she heard that the Novikov cartel was investigating some discrepancies.

If the cartel suspects that someone's skimming off the top, they'll have no choice but to teach somebody a lesson. This is a horrifying prospect for Collins. Even if she's not the one stealing from the cartel, she'll suffer as a result of not catching the theft sooner.

She's heard rumors that Spadoni's body was found last night -- or rather, part of it. Some say it was just his head, but others are saying that it was his skin that the police found in a parking garage. They refuse to confirm the story, but no one's heard from Spadoni all day. Collins is in a state of panic.

Spadoni was killed last night. While trying to get into his car at the end of a long day, he was attacked and torn apart by two Chamsiel angels, who ripped off his skin and devoured his body right there.

Andrei Novikov, head of the cartel, heard about Spadoni from his contacts on the force. He's in shock. He knows that Spadoni was stealing from him, but Novikov was still looking into the theft, and hadn't ordered any actions taken. It definitely wasn't one of his men that killed Spadoni. So, who? A rival crime organization? Someone trying to horn in on the cartel's territory?

The Chamsiel angels are unaware of all of this, of course. They're only concerned with food. Tonight, they're going to find and kill someone else.

TRIGGERS

The Cadre may get involved after hearing about strange creatures crawling around near the art gallery. Last night, after Spadoni's murder (but before the body was found) a witness looked out her window and saw two men crawling up the side of a building (above the storefront for a trendy art gallery). The men were hideously deformed with claws instead of hands. The witness was clearly intoxicated at the time of her conversation with police. They are not looking into the matter at this time.

Last night, police officers performing a routine sweep of a parking garage found a large quantity of blood. They traced it to the source -- a pile of human skin, torn from a body. No trace of the body was found, but the face was clearly recognizable as Ernesto Spadoni, as suspect in numerous crimes. The disturbing nature of this crime might be enough to prompt an investigation (whether from the Monitor, or via a Contact).

OBJECTIVES

1. Get Lorraine Collins to safety
2. Rescue Detective Brzek
3. Rescue Lazzarini
4. Eliminate the drug gang

CHARACTERS

Brzek

Detective Nina Brzek (“burr-zek”). Female, early thirties, athletic and quick. Sarcastic, tough. Brzek is investigating the murder of Ernesto Spadoni. She has uncovered some information about the criminal activities at Bare Essentials, and this has aroused the anger of Novikov. Though Brzek doesn't know it yet, she's being hunted by cartel assassins.

Collins

Lorraine Collins is a handsome woman in her late forties. Once a stunner, she's now starting to show wear and tear. The life is getting to her, and she just wants to get enough scraped together to start over somewhere far away. She's convinced that Novikov wants her dead, and she doesn't know what to do.

Lazzarini

Salvatore “Sal” Lazzarini. Male, mid-thirties, heavy-set. Bewildered, terrified. Lazzarini is a photographer by trade. After hearing several urban legends about the 'sewer people', he took his camera and began prowling around a network of alleys behind the strip club. A few minutes ago, he was captured by the Chamsiel angels and dragged into a manhole. Unconscious and injured, Lazzarini will soon be killed by the angels if he's not rescued.

Novikov

Andrei Novikov is a ruthless crime lord. Male, early forties, cruel and domineering. He's fairly low in the food chain, but he has a lot of ambition. With

time, he hopes to turn a gambling den and strip club (and occasional brothel) into the center of a criminal empire. He feels that draconian times call for draconian measures, so he always punishes transgressions brutally. He doesn't want to look weak, so he's going to have Collins killed, and then he's going to find Spadoni's killer and have him brought down as well. Since Detective Brzek seems so hell-bent on learning about death, Novikov's sent two of his top hit men after her.

LOCATIONS

Parking lot

This is where Spadoni's corpse was found. However, there's very little evidence left, because the skin has been gathered by the authorities (this is information that the Zealots can gather from cops and reporters at the scene of the crime, and this will point them to another location: the morgue). If the Zealots search this area, they'll find the footprints of the Chamsiel angels in Spadoni's blood (a piece of evidence). They'll also find asbestos fibers in the blood (which doesn't count as evidence, since it's not supernatural in nature, but if they investigate, they'll learn that a school was shut down for asbestos abatement earlier in the year). If the Cadre tries to access security tapes, they'll find that the tape of last night's surveillance is missing (stolen by the Novikov gunmen and taken to Novikov's front business early this morning). In the security room, the Zealots will find a security card for the front business, Apptitude Technology. One of the gunmen dropped it while stealing the security tapes. This clue will lead the Cadre to Apptitude.

Evidence: Bloody angel footprints

Leads: Morgue, Apptitude Technology, Quarry

Medical Examiner's Office

The Medical Examiner's office is cold, white, and

sterile. The Medical Examiner, Dr. Alexander Cuttle, is a skeletal male in his forties. He's got cold blue eyes, an abrasive and condescending demeanor, and a nasal voice. He knows that the Zealots are up to something, but he doesn't care. In the office, the Zealots can examine Spadoni's body (which constitutes a piece of evidence). In his personal effects, the Zealots will find a book of matches from the Bare Essentials strip club, which is where Spadoni worked.

Evidence: Spadoni's skinless corpse

Leads: Bare Essentials

Strip Club

The Bare Essentials strip club is noisy, smoky, and loud. Gaunt women in thongs gyrate while silent men stare. The place reeks of sweat. If the Zealots check the place out, and if they can get past security, they will find the illegal gambling operation and evidence of Spadoni's skimming. This is also where the Zealots will find Collins, who is convinced that someone is out to kill her. If the Zealots try to help, she has a fighting chance. If they ignore her, she will be shot dead later that day. If they help her, she'll tell them about a man named Lazzarini, who's been poking around lately. It seems that he's obsessed with some weird urban legend. If pressed on this, she'll tell them about his sightings (providing the Cadre with a very rough description of a Chamsiel angel). Collins chased Lazzarini out a few hours ago. Last she heard, he was poking around the alleys behind the art gallery. Collins also has information about Novikov and his front operation (Apptitude), and if the Zealots help her, she'll be more than happy to tell them all about it. If she is killed, they can still find all of this information in her apartment uptown. If they save her, they'll get 3 points of Fury.

Evidence: Lazzarini's description of the Chamsiel angels (as relayed by Collins)

Leads: Apptitude Technology, Alleys

Abandoned School

William Henry Harrison Elementary was shut down last summer when inspectors found large quantities of asbestos in the building's insulation. The process of abatement began a few months ago, but after several members of the demolitions team died suddenly, the project was put on indefinite hiatus. The contractors killed one another with sledgehammers. The last man standing stuffed handfuls of asbestos into his mouth until he asphyxiated. The bodies were taken from the building, but all of their tools remained behind, including construction equipment. A bulldozer and an excavator are parked in the muddy field behind the school. The school is quiet and dusty, and there's no electricity. If the Zealots use flashlights, or other light sources, strange shadows will play on the walls. In a broom closet, the Zealots will find the mangled corpse of a vagrant who was looking for a place to sleep. He was killed about 36 hours ago. The Chamsiel angels skinned him, ate his flesh, and put on his greasy clothing. The Zealots will find claw marks on his body -- the absence of clothing (no trace of it, not even his socks) will also constitute another clue, as this reflects the *modus operandi* of the Chamsiel. As the Zealots progress through the school, they'll encounter strange phenomena -- the smell of rotting fruit, the sound of running water. There's no source for these, but eventually, the Cadre will find a mural depicting several strange-looking children and animals. Suddenly three-dimensional, these will tear themselves free of the wall, trailing filaments of paint, and they'll attack.

Hostiles: Apparitions

Evidence: Mangled corpse; strange phenomena

Leads: Alleys; Sewer system

BATTLEFIELDS

Alleys

This network of alleys behind the art gallery reeks of urine and cheap whiskey. The alleys are thick with piles of crumpled newspapers, hypodermic needles, used condoms, and cigarette butts. If the Zealots investigate these alleys, they'll find traces of Lazzarini's abduction (evidence), and the trail will lead into a manhole. While in the alleys, it's likely that the Zealots will be attacked by members of a local drug gang trying to protect their turf. Defeating (or otherwise neutralizing) the gang will earn 3 points of Fury.

Hostiles: Gang members

Leads: Sewer system

Cartel Office

The Novikov cartel runs Limbo Deliveries, a shipping and receiving service downtown. However, the building is just a front for various operations, including weapons smuggling, fencing stolen goods, and numbers rackets, and low-level drug sales. The building's brick is crumbling slowly, and several broken windows have been mended with duct tape or boarded up with plywood. The inside of the office is extremely hot, despite the ceiling fan overhead, and the sweaty man ("Olaf") behind the desk has very little to say. If the Zealots try to get by him, Olaf will draw his shotgun and call for help. Through the door at the back of the reception area, the Cadre will find a receiving area where trucks bring in illegal goods and tough guys compare their weapons in between jobs. In the shipping manifests and computer printouts, the Zealots will find payroll and contact information for associates working for Novikov at Apptitude Technology and Bare Essentials.

Hostiles: Olaf, Cartel gunmen

Leads: Apptitude Technology, Strip Club

Apptitude Technology

Though it appears to be a software company, this is a front for Novikov operations. Novikov himself has an office here. If the Zealots investigate this company in any way, they'll be attacked by cartel gunmen. To further complicate matters, Detective Brzek is here, and is about to make an arrest. Novikov has ordered her murder, and the Zealots will probably wind up caught in the crossfire. Afterwards, should the Cadre check the place out, they'll find the surveillance tapes, including footage of the angels killing Spadoni (evidence). There's also a chance that one or both of the Chamsiel angels might attack here. If they're killed, the scenario effectively ends. If the Zealots save Detective Brzek, they get 3 points of Fury, and they might form a good working relationship with an NPC.

Hostiles: Novikov, Bodyguards

Leads: Cartel Offices

Sewer System

The sewer system is dank and humid, and reeks of feces. Rats crawl along pipes in dimly-lit corridors, and a steady clanking noise can be heard in the distance. While investigating, the Zealots will find evidence of the Chamsiel angels, including droppings, scraps of clothing (from their victims), and footprints. Shortly after making contact with Lazzarini, the Cadre will be attacked by apparitions. One of the Zealots will see his or her reflection in a pool of liquid. The reflection will take physical shape, dragging itself up out of the pool of waste and attacking. The entire Cadre will be mirrored by these hideous entities, which will attack until destroyed. If they can rescue him and get him out in one piece, they'll earn 3 points of Fury. Regardless of his fate, they'll find a receipt for transport from Limbo Deliveries.

Evidence: Angel droppings; clothing; footprints

Hostiles: Apparitions

Leads: Cartel Office

STATS**Detective Nina Brzek**

Strength: 3
 Sense: 3
 Soul: 2
 Life: 7
 Armor: 7
 Skills: Crime (Detective) 6
 Weapon: Shotgun 2/2/2

Lorraine Collins

Strength: 2
 Sense: 2
 Soul: 2
 Life: 4
 Skills: Profession (Manager) 2

Salvatore “Sal” Lazzarini

Strength: 2
 Sense: 3
 Soul: 1
 Life: 4
 Skills: Journalism (Reporter) 6

Cartel Gunmen

Strength: 3
 Sense: 1
 Soul: 1
 Life: 6
 Skills: Crime (Enforcer) 2
 Weapon: Pistol 2/1/2

Olaf Mjörgebörd

Strength: 3
 Sense: 1
 Soul: 1
 Life: 7
 Armor: 5
 Skills: Crime (Enforcer) 2
 Weapon: Shotgun 2/2/2

Andrei Novikov

Strength: 3
 Sense: 3
 Soul: 1
 Life: 6
 Armor: 7
 Skills: Crime (Boss) 6
 Weapon: Uzi 3/3/3

Novikov’s Bodyguards

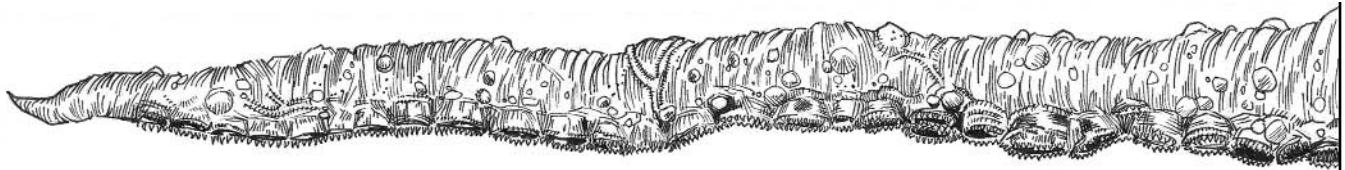
Strength: 3
 Sense: 1
 Soul: 1
 Life: 6
 Armor: 5
 Skills: Crime (Enforcer) 2
 Weapon: Shotgun 2/2/2

Apparitions

Strength: 5
 Sense: 1
 Soul: 1
 Life: 6
 Fury: 6
 Weapon: Claws 1/1/-

RESOLUTION

Once the Zealots have tangled with the Apparitions at least once, and have rescued at least one of the people in harm’s way (Brzek, Collins, or Lazzarini), the Chamsiel angels will catch on. After the Zealots have hit at least five of the eight places on the Death Spiral, the angels will probably attack. However, they may not attack at the same time; if the Cadre is low on fire-power, the Director should probably let one angel attack, followed by an encounter with the other one later on. Because the witness saw two creatures, and there were two sets of prints in the garage, this should come as no surprise. The scenario ends when both angels are dead.



He let loose on them his burning anger, wrath, indignation, and distress, a company of destroying angels. He made a path for his anger; he did not spare them from death, but gave their lives over to the plague.

-- Psalm 78: 49-50



Then the angel of the Lord went forth, and smote in the camp of the Assyrians a hundred and fourscore and five thousand: and when they arose early in the morning, behold, they were all dead corpses.

-- Isaiah 37: 36-37



CHAPTER 15



APPENDIX

15. Appendix

Here, you'll find some random-table resources, a pronunciation guide, an index, and information about the people who worked on this book.

15.1.1. Hostiles

1-3: List A
4-6: List B
7-9: List C
10-12: List D

List A

1. Arsonists
2. Assassins
3. Bank robbers
4. Blackmailers
5. Burglars
6. Cannibals
7. Car thieves
8. Cartel
9. Con artists
10. Convicts
11. Corrupt politicians
12. Counterfeiters

List B

1. Cultists
2. Dirty cops
3. Dirty feds
4. Drug dealers
5. Drug traffickers
6. Embezzlers
7. Extortionists
8. Extremists
9. Forgers
10. Gang

11. Graverobbers
12. Grifters

List C

1. Gunrunners
2. Hackers
3. Jewelry thieves
4. Jury fixers
5. Kidnappers
6. Mob
7. Murderers
8. Neo-Nazis
9. Pickpockets
10. Pirates
11. Racketeers
12. Robbers

List D

1. Saboteurs
2. Separatists
3. Serial killers
4. Slavers
5. Smugglers
6. Spies
7. Terrorists
8. Thieves
9. Traitors
10. Vandals
11. War criminals
12. White-collar criminals

15.1. Scenario Generation

To whip up a scenario really quickly, roll a couple of 12-sided dice. The first die will tell you which list to look at, and the second die will tell you which item on the list to write down. Jot down some hostiles and locations, then add an angel. Voila -- scenario!

15.1.2. Locations

1-3: List A
4-6: List B
7-9: List C
10-12: List D

List A

1. Alley
2. Amusement park
3. Apartment complex
4. Army base
5. Art gallery
6. Auto shop
7. Bank
8. Bar
9. Basement
10. Beach
11. Campus
12. Cargo bay

List B

1. Castle
2. Church
3. City streets
4. Construction site
5. Desert
6. Dump
7. Factory
8. Farm
9. Government building
10. Highway

11. Houseboat
12. IT department

List C

1. Loading dock
2. Mansion
3. Marina
4. Mausoleum
5. Museum
6. Office building
7. Oil rig
8. Overpass
9. Park
10. Parking garage
11. Rest area
12. Rooftop

List D

1. School
2. Sewers
3. Ship
4. Shopping mall
5. Stadium
6. Steel mill
7. Suburbs
8. Subway
9. Swamp
10. Theater
11. Woods
12. Zoo

15.2. Scenario Hooks

Here are a few scenario hooks to get you started.

Two Hellions have discovered a cult of angel-worshippers. The cult, consisting of various high-powered city leaders (chief of police, mayor, bishop), gathers in secret on the top floor of a skyscraper, which has been converted into a temple. The two half-breeds slaughter most of the cultists, though a few escape. In retaliation, the cultists send various assassins and off-duty police officers after the pair. In addition, an angel with ties to the cult decides to track down and kill the Hellions. When the Zealots get involved, they become a target for all of the above.

An aging Cold War spy is slowly fading away in a nursing home. Humiliated and neglected, he spends his days dreaming of past glories. Then an Anamiev takes control of him and begins to slaughter the abusive staff. The sudden attention on the nursing home brings the spy to the attention of his foreign enemies, who never forgave him for an assassination he carried out decades ago. Assassins are deployed.

An arrogant CEO walks away with millions after running a company into the ground. However, part of his wealth came from embezzlements over a period of several years, and his partners have found out about his theft. One of them has connections to Oni, and enforcers have been sent to shake some money from the CEO. To make matters worse, a Craanoi angel has begun to stalk the CEO.

A Turiel angel is drawn to the site of a nuclear meltdown. Worse, a Raum angel is trapped inside with many of the power plant's staff. The area has been sealed off by authorities. Inside, the Raum has begun slaughtering civilians, and outside, the Turiel is getting ready to strike.

Disguised as a pregnant woman, an Escivinoi infiltrates the compound of a cult known as the Millennial Ark. However, before the angel can begin its work, the compound is attacked by a group of criminals who know that the cult leader keeps large amounts of cash nearby. The angel is now one of the hostages. It is actually pregnant, and will soon give birth to the Gressil angels. It is going to attack the robbers soon, but it hasn't finished identifying which of the cultists can be saved, and which must be punished.

During a turf war between two crime families, an Aeshuam angel has begun to stalk a married crime boss who's become involved with a stripper.

A cruise ship stalls near the coast of South America, and there's no response when the authorities try to make contact. Officials attempt to board the ship, but are attacked by strange creatures. They fall back, and someone manages to get word to the Cadre. No one knows that the ship is now home to a Naruesha and a Sameisa (along with various manifestations and a couple of Rephah). Though many of the passengers aboard the cruise ship are still alive, this won't remain the case for long, as many of them have been drinking and/or entertaining lustful thoughts.

Aboard the International Space Station, astronauts and cosmonauts have been conducting gravity-related experiments with apes, monkeys, dogs, and other animals. Though these experiments have resulted in no physical harm, they have nonetheless attracted the attention of a Myavethi angel. The station went dark thirty minutes ago, and the only communication from the crew was a brief video clip that showed the crew members, tied down and covered in freeze-dried food, begging for their lives as the animals aboard the ship slowly closed in on them.

15.3. Random Results

The first four items are random result tables for various spells, which can make your job a little easier when Directing. The next four are just random tables that might help with scenario preparation.

15.3.1. Cenotaph Results

1. Blunt Force Trauma
2. Chemical Trauma
3. Drowning
4. Electrocution
5. Fire
6. Poison
7. Punctures
8. Sharp Force Trauma
9. Shooting
10. Smothering
11. Strangulation
12. Traffic Fatality

15.3.2. Communion Results

1. Angel attack
2. Combat
3. Crucifixion
4. Dead NPC
5. Destroyed city
6. Explosion
7. Freaky child
8. Guns
9. Knives
10. Murder
11. Psychedelic LSD visuals
12. Unholy effects

15.3.3. Confirmation Results

1. Alcoholism
2. Being stalked
3. Cocaine
4. Cultist
5. Egg in stomach
6. Half-breed
7. Meth addiction
8. Multiple personalities
9. Murderous rage
10. Painkillers
11. Possession
12. Suicidal

15.3.4. Cruce Signati Results

1. Affair
2. Blackmail
3. Computer password
4. Dying of terminal illness
5. Evidence
6. Hidden weapon
7. Murder
8. Recently consumed human flesh
9. Saw an angel
10. Secret location
11. Stash of stolen money
12. Wearing panties

15.3.5. Types of Evidence

1. Bite marks
2. Blood
3. Bones
4. Fingerprint
5. Inscription
6. Odor
7. Organs
8. Saliva
9. Semen
10. Sweat
11. Weapon
12. Wounds

15.3.6. Triggers

1. Frantic phone call from contact
2. Email from contact
3. Police report
4. Screams, sirens
5. Article in magazine or newspaper
6. CB radio chatter
7. Strange sighting
8. Missing persons report
9. Dead body found
10. Orders from Monitor
11. Ominous note
12. Severed head mounted on spike in front of local orphanage with scorpion stuffed into mouth

15.3.7. Mission Types

1. Bug hunt
2. Defend mission
3. Delivery run
4. Escort mission
5. Infiltration
6. Locate target
7. Patrol & recon
8. Rescue op
9. Retrieve object
10. Sabotage
11. Seek & destroy
12. Surveillance

15.3.8. What's in the Bag?

1. Severed head
2. Kilo of uncut heroin
3. Grenades
4. Spitting cobra
5. Instructions
6. Vials of blood
7. The specimen
8. Suicide note
9. Angel teeth
10. Detonator
11. Ransom note
12. Fetus, vengeful

MISSION TYPES

Bug hunt: There's an angel out there, and you've got to track it down and destroy it.

Defend mission: You've been tasked with protecting a high-profile target from assassination.

Delivery run: Get a package to the other side of town. Don't open it. If you do, don't stop shooting.

Escort mission: Get someone to a destination. No, dammit, dead doesn't count. Alive. ALIVE.

Infiltration: Penetrate the enemy base of operations. Get in there and achieve your goals.

Locate target: Find a specific person and keep an eye on them until a specific time or event.

Patrol & recon: Keep an eye on this area. Something's going to happen, so be ready.

Rescue op: Locate and protect a high-profile target until the crisis is over.

Retrieve object: Get in there, find this object, and then get out as quickly as you can.

Sabotage: Penetrate their defenses, and cause as much damage to their operation as possible.

Seek & destroy: Locate and kill a specific individual, entity, or other target.

Surveillance: Gather all the information you can about a certain group or individual.

15.4. Pronunciation

When in doubt, adopt a foreign accent. Be consistent. Pretend you know exactly how it's pronounced. The players will fall in line.

Achoris-Ptah - a KOR is TAH

Acronical - uh KRON i kull

Aeshuam - AY shoo ahm

Aiarex - a yee ARR ex

Amiesse - am ee ESS

An'atrigel - an AT rig el

Anamiev - an AM ee ev

Ankh-Neferu - ank NEF er oo

Antinomians - an tih NO mee un

Arthropodic Ectosymbiosis - arth ro POD ik ek toh sim bee OH sis

Athakamin-Hotep - ath uh KA min HO tep

Avaenoi - av AY en oy

Bael-Shepsut - BAEL shep soot

Bryozoan Phalanx - brai uh ZO un FAY lanx

Carnassial Malocclusion - kar NASS ee ell mal uh KLOO zhun

Cephalopodic Necrotroph - SEF uh luh POD ik NEK ro troff

Chal'asdiel - kal AZ dee el

Chamsiel - KAM see el

Chraleddim - krahl uh DEEM

Chraleph - KRAHL eff

Chthonic - kuh THON ik

Craanoi - CRAH noy

Cyveanth - si vee ANTH

Daz'emiel - daz EM ee el

Eamuanza - ee ah moo EN zuh

Erelim - AIR uh lim

Escivinoi - ess IV eh noy

Eucharites - YOO kur ites

Evaiaci - ev eye AH chee

Exousiai - ex OO see eye

Feiantha - fey ANTH uh

Genstruct - JEN struct

Geth-Semerkheth - GETH sem ur ket

Gressil - GRESS ull

Grigori - grih GOR ee

Hatshep-Azath - HAT shep uzz OTH

Hauenza - ha oo EZ uh

Hemichordate Pseudopodia - hem ih KOR dayt soo duh POH dya

Hiulevaim - hyoo LEH va yim

Hyponomic Infundibulum - hi po NOM ik in fun DIB yoo lum

Ieshavuul - ee esh a VOOL

Ithuamish - ith oo AHM ish

Jal'ariel - jal AHR ee ell

Jesoavi - jess oh AH vee

Jithua - JITH oo ah

Jophiel - JOH fee ell

Khamen-Atep - KAH min ah tep

Kharasai - kah RASS ee eye

Kritarch - KRIT ark

Lanshoi - LAN shoy

Lobopodic Hemangioma - loh boh POD ik he man jee OH muh

Maculate - MAK yoo lut

Malvagità - mal vah ji TAH

Mandibular Extrusion

Maoian - muh OH ee un

Myavethi - mee a VETH ee

Naruesha - nah roo ESH ah

Nectan-Amhat - NEK tan am hot

Nelchael - NEL kee ell

Nephren-Gattra - NEF ren got rah

Nevaem - NEV ay em

Nycterent - NIK tur ent

Oni-ni-kanabo - OWN ee noh KAH nah bow

Ophan - OH fan

Ophanim - OH fan im

Oriphiel - or IF ee ell

Ouloroi - ool uh ROY

Pal'abdiel - pal AB dee ell

Phaniam - FAN ee am

Priapulid Hydrostat - pry AY pul id HY dro stat

Qas'anziel - kas AN zee ell
Ragheddim - rag uh DEEM
Ragheph - RAG eff
Raum - RAHM
Renzaliam - ren ZAL ee um
Rephah - RE fuh
Rephaim - REF ay im
Reshai - resh EYE
Rul'uhiel - rool OO hee ell
Ruqoloi - ROO kuh loy
Sameisa - sum EY suh
Selachimorphic prognathism - sell AK i mor fik PROG
ni thizm
Seraph - SER if
Seraphim - SER if im
Seth-Nyaram - SETH nee arr am
Shaurine - shor EEN
Sobek-Harathul - soh BEK hawr uh THOOL
Suthuam - SOO thoo ahm
Syeshunui - see esh oo NOO ee
Szaima - ZAY mah
Tam'agriel - tam AG ree ell
Telarian - tell AIR ee un
Thas-Naphor - thass nuh FOR
Thelloi - THELL oy
Theraphosid macrocephaly - ther uh FOSS id mak
ruh SEF uh lee
Thutmosis-Hulud - thut MO sis hul OOD
Trematodic endosymbiosis - trem uh TOD ik en doh
sim bye OH sis
Turiel - TOOR ee ell
Vashii - vush EE
Vuellamoal - voo ell uh moh ALL
Vumuya - voo MOO yuh
Xaanuath - zan oo ATH
Xaramas - zar AM uss
Yan'ahiel - yan AH hee ell
Zilant - zil AHNT
Zumeuna - zoo muh OO nah



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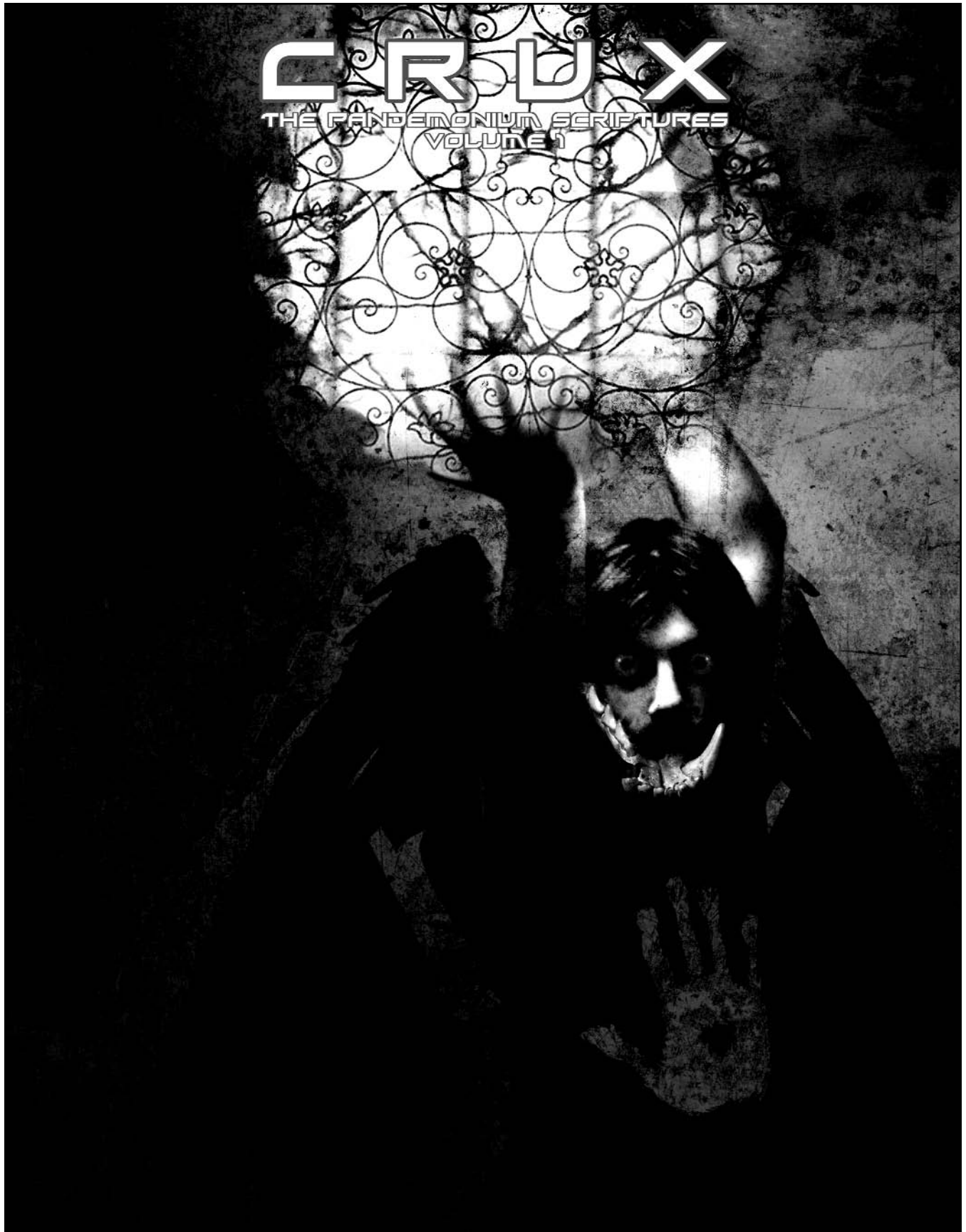
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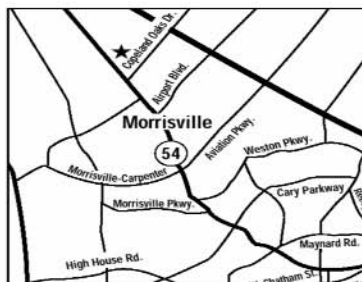
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THE SECOND BOOK OF PANDEMONIUM

NAME:

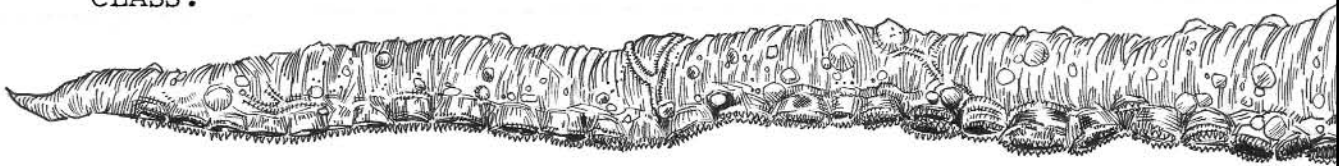
ADVANCEMENT:

DRIVE:

BIOGRAPHY:

PERSONA:

CLASS:



STRENGTH:

COMBAT:

FURY:

SENSE:

MAGIC:

LIFE:

SOUL:

ARMOR:

CASH:

SKILLS

SPELLS

WEAPONS

GEAR



POWERS:

CONTACTS: