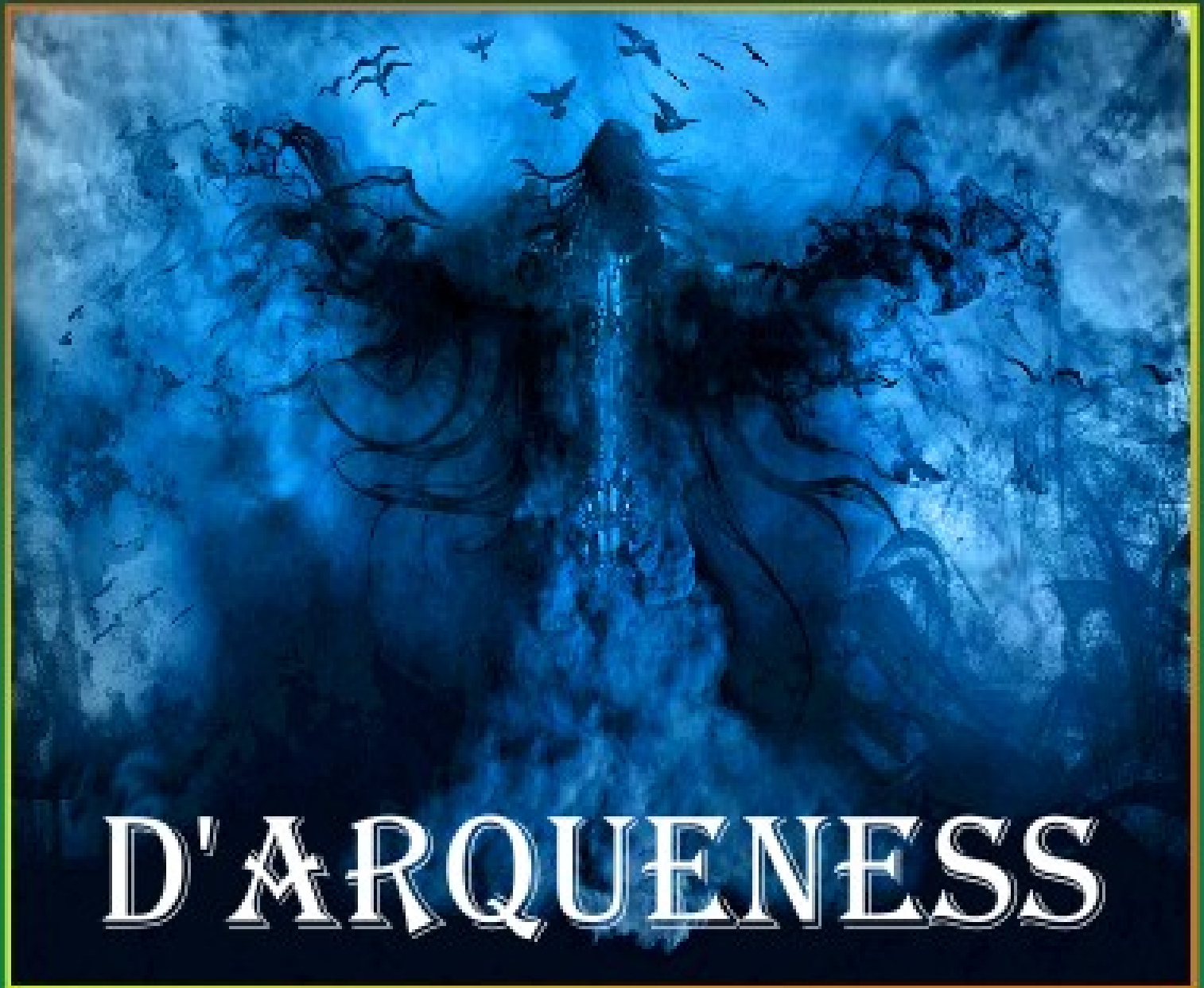


# Beyond Heroes

---

Companion Rules BH22



## D'ARQUENESS

The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXII: The Book of D'arqueness

Writing and Design: Marco Ferraro

The Book of Powers Copyright © 2019 Marco Ferraro  
All Rights Reserved

This is meant as an amateur free fan production. Absolutely no money is generated from it.

Wizards of the Coast, Dungeons & Dragons, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2018 Wizards. All Rights Reserved. Beyond Heroes is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC.

## Contents

Foreword	3
What is the D'arqueness?	3
The D'arqueness Today	4
Enemies of the D'arqueness	8
The Shadar-Kai	11
D'arque Lords	14
D'arquemancers	16
Houngan	18
Bestiary	21
The Shadowscape	31
The House of D'arqueness	31
Organizations	32
D'arque Magic	53
D'arque Powers	59
Appendix: Maps	60

## **Foreword**

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The D'arqueness is one of the core elemental forces within the universe.

## **1. What is the D'arqueness?**

The D'arqueness is an ancient living power dating back to beyond human history and reaching back to the beginning of the universe as well as the creation of mankind. The D'arqueness is one of the primal forces of the universe alongside Aelif the Life entity, and Mortis the Death entity. The D'arqueness serves as the balance between the two fundamentally opposed deities of Life and Death, keeping both at bay and harmoniously synchronized to ensure the lasting stability and harmony of Creation while maintaining their presence and necessity in the order of the universe. At an unspecified time the D'arqueness began seeking a vessel within human bloodlines.

The D'arqueness has been present in every generation of history, including Ancient Greece and Spain. The power of the D'arqueness remains dormant within the host until reaching the moment of their 18th birthday. Upon reaching adulthood, the D'arqueness manifests

and the vessel becomes endowed with the powers and vulnerabilities of a D'arquelord as well as his purpose in Creation. The D'arqueness bestows his vessel with several powerful abilities including superhuman strength, speed and stamina alongside a potent accelerated healing factor capable of restoring whole damaged or even lost tissue. Those endowed with D'arque magic are either Houngan or D'arquemancers.

Around 1701 AD the D'arqueness ingrained itself into the Vodoun or Voodoo religion. Vodounists believe that the universe was created, and ruled by, a single god; the D'arqueness. In the vodounist's view, this deity is very distant and totally removed from human affairs. Directing prayers to this deity is pointless, in the vodounist's view, since He is too concerned with weightier, more cosmic matters to respond. This is where the Loa come in. They are described as spirits, or sometimes as manifestations of the D'arqueness, and dwell in the "middle ground" between humanity and the deity. They are divine, or supernatural, but they are close enough philosophically speaking to be concerned about day-to-day activities.

Vodoun tradition holds that there are more than 200 Loa. The pantheon is large, and always expanding. There are ways for outstanding mortals such as powerful Houngan or D'arquemancers to become Loa. Not all Loa are revered in every hounfour (or temple), however. Within the body of vodoun, there are many different "sub-traditions" which vary slightly in philosophy and in the content of their ritual ceremonies.

These Loa share the earth with humankind. They can and often do intervene in human affairs, at the behest of the few people who know how to petition them. Wishes can and often do come true — although often in ways not foreseen by the wishers. Curses and desires have unexpected consequences, and irrational faith can produce miracles — if one is prepared to pay the price. Hauntings, “demonic possession” and poltergeist activity are in fact the result of these entities’ actions.

Over the centuries, many people have learned to contact and deal with the D'arqueness. These people have allowed the physical sciences unfettered development, but have purposely obscured the realms of religious thought and metaphysics, which are now largely the province of so called primitive cultures. The secret magicians of the Western world use their powers to neutralize and discredit the shamans of other cultures.

But the old ways are not abandoned everywhere. The American continents, both North and South, became a place where different cultures and mystical heritages met and combined. In the Caribbean and parts of South America, this fusion combined powerful African traditions, European Christianity and occultism, and Native American animism. This potent blend, popularly known as Voodoo, has spawned one of the most dynamic mystical amalgams this planet has seen.

Now, the heirs of the Voodoo tradition must join forces with their former enemies and members of other traditions to confront supernatural predators. Voudounists have been dragged into a

secret war as old as humankind. Most of them only wish to practice their magical religion in peace, but the darker forces that manipulate the world have other plans.

Some metahumans can tap into this d'arqueness naturally, while normal humans may learn to call it up magically or even technologically. D'arque energy is easy to learn but hard to control. It can have a bewildering variety of effects, and its users can control differing aspects of it, so some time passed before it became apparent that all these phenomena had a single source.

A weak field of D'arqueness looks like a dark mist or shadow and can become camouflage, intimidation, or a smokescreen. A medium field behaves like a thick liquid and can impede or encase an opponent. A strong field, for most purposes, acts like a solid that can form shapes or carry things.

For unknown reasons D'arque energy can also be cleansing, capable of purging toxins, drugs, and other malignant substances, as well as curing diseases, mental instability, and criminal inhibitions.

## **2. The D'arqueness today**

To an observer, the world is a chaotic place, plagued by senseless killings and insane outbursts of violence. The authorities are unable to protect a large percentage of the population from crime, and many governments actively victimize their citizens. Sociologists, historians, politicians and economists

have all offered explanations and solutions, none of which have worked. Many of these problems originate from supernatural sources. Beings that feed on the evil that men do are secretly manipulating the world to perpetuate and aggravate that evil. These beings have granted their servants enormous power — for a price.

They have many names, but are best known as the Blighters, Soul Eaters, Diabolicists, and Infernals. Voodoo mythology calls them the Mayombe, the cannibal spirits. Only those with knowledge and understanding of the matters of the spirit will be able to help the world against these entities. Monsters that shed forms as easily as snakes shed their skins walk the streets of every major city, preying on the weak and defenceless. Most people live and die unaware of the true forces that determine their fates.

In this world, prayers can be answered, arcane rituals produce results, and faith can move mountains. But people have been deceived into first doubting and then disbelieving in the supernatural, so that an elite few can use those powers to control the rest. There are many camps in this war. Many have tried not to take sides, concentrating on their own agendas, but neutrality is becoming increasingly hard to maintain.

The followers of the D'arqueness are but one of the many groups that have discovered the secrets of the spirit world. Their tradition, tempered by centuries of suffering, is not the strongest, however. They are overmatched by the Vatican, the holy masters of the “civilized” world. Other shamanistic groups are involved, both as allies and enemies.

Unfortunately, the Vatican, who could have been the leaders of the war against the Infernals, spent most of the last few centuries persecuting and oppressing Voudouns and other mystics. Only in recent years has the Vatican realized its error and begun secretly working with the followers of D'arqueness through its Templars.

The spirit world can be reached by those with the will and the desire to do so. Sometimes the spirit world reaches out to unwilling or unknowing subjects, giving rise to legends of poltergeists, “demonic possessions” and hauntings. In the old times, people dealt with such intrusions by calling those with the knowledge to deal with them: priests, shamans and sorcerers.

Today’s world, largely bereft of such protectors, suffers more than before. There are many entities in the spirit world. The spirits of the dead are among their ranks, as are angels, demons and gods. The Voodoo tradition refers to all spiritual beings as loas. Most of these spirits can interact with the physical world only in limited and indirect ways. Many are not overly interested in our affairs, and must be coaxed or bribed to perform any deed.

A number of those invisible sentient forces, however, have learned to gain power by absorbing the psychic resonances of human pain, fear and despair. These malevolent creatures are instinctively attracted to places where atrocities are committed. The smaller and less intelligent sort simply flock around serial killers, concentration camps, battle sites and other sources of suffering. The more powerful ones make contact with humans and actively work

to cause misery and destruction. These entities are intent on enslavement and torture. Many of the “random” crimes of the modern age have been committed by humans worshipping the dark spirits that thrive on misery.

Some humans have developed a connection with the supernatural which allows them to perform incredible feats. These are the Houngan and D'arquemancers of myth and legend. They have become Initiates in the mysteries of the spirit world. Initiation is a process that re-creates the person; in which the old self effectively “dies” and is reborn as a different, evolved person. The Initiation process can be induced through a number of orchestrated ordeals and rituals, or can happen spontaneously.

The consciousness of any human being who is exposed to a severe trauma is altered to such a degree that he may accidentally see a world that remains invisible to most of us. Therefore, one can find Initiates in the membership of secret societies or Voodoo temples — and also in insane asylums, concentration camps and other hellholes. Initiates have varying degrees of power over the spirit world. With the proper training, they can see the future, heal the sick, control spirits and make their own luck.

Houngan are pillars of their communities, acting as advisors, arbiters and leaders. Theirs is a relatively mundane world, concerned mostly with everyday matters, occasionally manipulated in small ways through magic. Their traditional rivals are the organized magicians of the Western world which wield enormous political

power in addition to their occult knowledge. The war has brought about disastrous alliances. Some Initiates deal with the Mayombe in an attempt to crush their enemies. While their fellow magicians bask in adulation and small comforts, these Defilers try to gain absolute power, no matter what the cost.

Several different types of Voodoo cults have developed during the centuries. In some areas of the Caribbean, the traditions of one African tribe or people tended to become dominant. Also, the culture of each colonial country (England, France, Portugal and Spain) influenced the slaves, often in unexpected ways. Although the rituals and ceremonies of all the different traditions work in the same manner, there are cultural differences between them, from which gods or saints they worship to the language they speak.

Besides Haiti, centres of Voudoun worship include the other French islands in the Caribbean (Guadelupe, St. Martin and Martinique, among others), and French Guyana in South America. In the United States, Louisiana is also an important Voudoun centre, as well as New York and Florida. It is also common throughout Latin America, especially in Cuba, the Dominican Republic, Venezuela, Colombia and Brazil.

Their loas are very active, participating in ceremonies and holidays with amazing frequency. The followers of Voudoun experience the presence of their gods constantly, almost routinely. Most Voudoun believers consider themselves to be Catholics; the two religions are worshipped side by side in ways that confuse and frustrate Christian

priests and preachers trying to eradicate heathen practices. In general, Voudoun Initiates are widely held to be the most knowledgeable and powerful sorcerer-priests, because their beliefs are less diluted by Western influences and religions.

There are two levels of organization in most Voodoo societies: local and global. Most have a number of local chapters. This is the outermost layer of the Voodoo societies: groups that operate within one community, seemingly isolated from the rest of the world. These local groups in turn owe allegiance to a larger society that spans local and even national boundaries. There are many layers of organization, and the lower echelons may not have any idea of the scope of the organization.

As a society member rises in rank, he learns more about the ties between local and global groups, and is expected to fulfil the commands of both. The links between local and global societies are maintained through periodic meetings, which the leaders of the local group must attend. The system is more informal and less strictly enforced than it sounds, however, and many local societies do little more than pay lip service to their allegiance to the larger whole. Sometimes, this informality ends when the global organization cracks down on unruly locals, killing or exiling their leaders.

Voodoo societies have periodic and special meetings. Regular meetings are held locally, and are only attended by the local members and the occasional guest. The heads of all local societies gather together at least once every two or three years. Failure to send at least a

representative or substitute for the leader is considered to be a grave insult and punished accordingly. These conclaves consist of a number of ritual activities in which the leaders contact their spiritual guides, as well as more informal meetings to exchange information and set policies.

The more powerful Voodoo societies do not meet physically; instead, at an appointed time, they all go into a trance and perform a ritual to send their consciousness to the dream world, where they conduct their business unfettered by distance. Emergency conclaves occur when a situation that threatens the whole society or a large sector thereof has arisen. A major natural disaster, a war, the discovery of a dangerous Infernal, or a large-scale Lodge attack all qualify as reasons to call an emergency conclave.

The actual by-laws of the Voodoo societies vary from one to the next, but some core rules are always followed. Mutual assistance and loyalty are the most important elements. Betrayal is severely punished, either with suspension, outright expulsion, or death for the most severe cases.

Most societies hold that the contracts and agreements between the group and its members supersede all other obligations. First and foremost is the oath of secrecy, which is often enforced by spirit guardians. Members cannot divulge any specific or important information of the Society to strangers, from the secret passwords and handshakes to the society's doings and goals.

Nonmembers may be allowed to participate in some ceremonies, or given

a few secret passwords or passports, but only when the whole society or its leaders allow it. Members are expected to lie and even perjure themselves in court in order to protect the society.

Mutual assistance is the second element. A member cannot refuse to help another — unless such assistance would be contrary to the interests of the society. This is ambiguous at best, and members often have to make judgment calls. Members help each other with money problems, major undertakings and direct threats. In particular, an injury to a group member is treated as an injury to the whole group, and dealt with accordingly.

### **3. Enemies of the D'arqueness**

Not all spirit entities are benevolent or indifferent toward humanity; some have established an unholy psychic link with the material world. Through this link, these spirits draw energy from human suffering and death. In Voodoo traditions, these creatures are known as the Mayombe, the soul eaters, the cannibal spirits. The Vatican sees these Infernals as servants of the Devil, beings that keep humans imprisoned in the material world to feed on them more easily. Most occultists fear and hate them... yet the power they offer attracts many to their service.

The Infernals are at least as old as humankind. Some occultists believe that the oldest and most powerful of them appeared in Africa when the ancestors of humans first developed a language and the capacity to contact the spirit world. Afterward, they followed humans wherever they went. Many remained in Africa, where they corrupted many tribes

and kingdoms. The Infernals do not cause war, slavery or brutality in the world, but these things benefit them, and the powerful spirits often lend their support and power to those who will harm others. Their ultimate goals are incomprehensible to both normal spirits and mortals. These entities are both spiritual and physical: some Infernals have material bodies, and are able to walk among humans, but alien and monstrous, the origin of legends about monsters and bogey-men common to all cultures.

The greatest of these are known as Soul Eaters, whose power and malevolence have Lovecraftian proportions. Evil or ambitious Initiates often make pacts with Infernals. This invariably results in the human sorcerer becoming a pawn of these beings, and a threat to the rest of humanity. The Mayombe were involved in slavery in many ways.

Evil secret societies that worshipped Mayombe spirits often were in charge of capturing and selling slaves. Greed was the motivating factor: Portuguese and Dutch slavers wanted labour to sell to Spanish, British and French colonies, and Dahomey and Yoruba kings wanted the gold, iron and gunpowder offered in return. The horrors of slavery attracted the Mayombe spirits.

The European slave ships were floating charnel houses in which tens of thousands died horribly — perfect feeding grounds for the Mayombe. Many spontaneous Initiates, their powers awakened by their terrible suffering, turned to these dark spirits to gain power. Sometimes, human servants of the Mayombe were also sold into slavery. That often happened when such



sorcerers fell out of grace with a king or ruler, or when their crimes went beyond what the authorities could stomach. Afraid of killing these evil Initiates, the authorities sold them as slaves.

The colonial system of the Caribbean was inherently unstable, based on the enslavement and subservience of the majority of the population for the enrichment of a small minority. It is not surprising that for five centuries wars, insurrections and massacres have plagued Caribbean history. Governments institutionalized murder as a weapon of terror, and petty dictators used whatever means they had to crush their opponents.

The Infernals have also thrived on the political chaos in Latin America and the Caribbean. More than one political leader has been rumoured to enjoy the protection of supernatural entities. In a way, drugs have been a big business in the Caribbean for centuries. Addictive luxuries like tobacco, coffee, white sugar and alcohol have been among the main staples of Caribbean agriculture.

Some occultists believe the Mayombe enjoyed the bitter irony of this — using slave labour to produce substances that would in turn enslave those who used them. The 20th century, which saw the rise of democracy, independence and enlightenment, also saw the proliferation of recreational drugs — marijuana, cocaine and heroin, among others. The United States market for illegal drugs grew, and Latin American and Caribbean crime lords were all too ready to supply it.

In U.S. inner cities, the poor, many of them descendants of the slaves forcibly brought to America, suffered most from

the drug trade. On one hand, drugs became a source of quick money, a powerful lure to unemployed and unemployable people. On the other hand, the violence that surrounds any sort of illegal trade, and the devastating effects of drug addiction, contributed to the urban decay that racism and greed had already started. The cities of America became violent, brutal battlegrounds, as deadly as the jungles where the drug lords raised their wares — and the Mayombe flocked to both places, feeding, corrupting and spreading death.

The situation has steadily worsened. Despite the progress of the last four centuries, the world is steadily plunging toward chaos. Murders, sex crimes and other acts of senseless violence are escalating. The Infernals' hunger grows with each passing year. Some occultists fear that Mayombe influence will plunge the world into total chaos and anarchy. Already large areas of the U.S. are no longer subject to law and order; they are war zones where might makes right and ruthlessness is the way to power.

The situation is much worse in other nations, where the criminals are in control of the courts and the government, and kill those who refuse to be bought. The greatest danger is that the Mayombe always want more. Perhaps, if enough horror and suffering are inflicted on the world, these entities will be able to manifest physically, becoming more powerful than the oldest Soul Eaters, and able to devour humankind body and soul.

The Mayomberos are the magical equivalent of hired assassins or thugs. They use their power to murder people

at the behest of their clients. They are tempters and corrupters; their clients often suffer as much as their intended victims. Their spiritual allies are demonic spirits that enjoy inflicting pain on helpless humans. Some mayomberos are even in league with the horrible abominations of flesh, the Soul Eaters — or they become Soul Eaters as result of their monstrous rituals. They usually work on their own, leading a small group of minions and apprentices. They are a common fixture in South America and the Caribbean, and are becoming more common in the inner cities of the United States.

The illegal drug trade produces billions of dollars in revenue every year, more than the total budget of many a small country. Most of that money ends up at the top of the criminal food chain, in the hands of the drug lords. The heads of Colombian drug cartels, the crime bosses in the U.S. and the Caribbean, and the smugglers from Jamaica, Haiti and Panama are millionaires or billionaires with enormous influence. Unknown to the press and the authorities, however, a force behind these drug lords subtly pulls their strings.

Almost every crime boss is under the indirect influence of an Infernal servant, or even a Soul Eater. Most drug lords are not Initiates, or even fully aware of the existence of supernatural forces (although many are superstitious enough to believe in them). Instead, the Infernals usually control a trusted advisor or lieutenant. These men and women rise through the ranks of the drug trade and eventually become the power behind the scenes, with their “suggestions” becoming orders. Alternatively, some

drug lords end up hiring a magician or sorcerer to hedge their bets.

To the surprise of these criminal leaders, the advice and predictions of these magic users are uncannily accurate and effective; eventually, these crime lords rely solely on the word of their “pet witches,” effectively making them the true leaders of the organization. Time and time again, the drug lords are arrested or killed — and the drug trade goes on, because the true leadership of the cartels and crime gangs is always in the shadows, manipulating and controlling events from behind the scenes, finding new puppets to replace lost or unreliable ones.

Sometimes, the actual leaders of the criminal organizations are supernatural beings — either Soul Eaters, humans possessed by a Infernal spirit, or even a monstrous spirit. Of late, some drug organizations have becoming increasingly occult-oriented. They have used human sacrifices to gain the favor of their spiritual guides, and have sold drugs with supernatural as well as physical properties. Some of these drugs have allowed evil Mayombe spirits to possess unsuspecting users and reshape their minds and souls with visions of murder and violence.

Fighting the drug trade is very dangerous, even for Initiates. The crime rings have connections with the Mob, street gangs and even guerrilla armies in the Third World. They can afford the best in weapons and high-tech equipment, and their enforcers are brutal and merciless. Worst of all, they count several Soul Eaters and evil Initiates among their ranks.

Slavery is illegal in most parts of the world — but it has not ceased to exist. Before, the ostensible purpose of slavery was labor, but there was always an underlying sense of power and grandeur that came from owning another human being, of having the power of life and death over him... a power as sickening as it was tempting. Slavers provide women and children for those who use them to satisfy their cravings. Pleasure has replaced labor as the excuse for slavery. Living playthings can be purchased for money. With the help of the Infernals, whole networks of white slavers and child molesters have been established across the world.

Tens of thousands of children and adolescents disappear every year... and a sizable percentage end up in the hands of the latest generation of flesh peddlers. At its lowest levels, prostitution has become another form of slavery. Human predators lure and seduce young people and then terrify them into submission, using drugs and violence to break their wills. This slavery goes on in our cities and towns. The laws that make prostitution illegal have achieved little more than preventing its regulation and control, leaving it in the hands of criminals.

The Infernals prefer politicians whose words and actions will inspire chaos and violence. Their camp includes ultra-conservatives and revolutionaries, racists (and reverse racists), misogynists and radical feminists, fundamentalists railing about “Satan-spawned” ideas and secular humanists undermining spiritual concepts. Some of the most influential puppets are among the most vociferous supporters of the war on drugs, and sponsors of the most repressive laws

against “criminals,” laws often used to violate the rights of innocent people. This spreads even more despair, distrust and hatred. Through the actions of those politicians, the poor and the social outcasts learn to fear the authorities as much as they hate criminals. Many of these politicians are active servants of the Mayombe. Their rivals suffer mysterious accidents, or are brought down by scandals. They, on the other hand, are unimpeachable — those who try to dig dirt about them find nothing, or unpleasant events make them decide to stop looking.

## 4. The Shadar-Kai



### **Shadar-Kai**

**Species Name:** Shadar-Kai, Dark Fey

The Shadar-kai are a species of fey found in the Shadownscape. Ages spent in the Shadownscape have shaped the Shadar-kai into a people that live passionately and fearlessly to combat the apathy and gloom of their home plane.

**Type:** Humanoid, Homo Sylvanus

**Physical Traits:** The goth-like, Shadar-kai seem to draw in the shadows around

them. Their skin ranges from white to dark gray and their eyes are black and lustrous without any white or clear pupil. Their drab or raven black hair is often died and worn in a variety of styles including long and loose, braided, or elaborately shaved. They are usually found with tattoos, scarifications, and piercings. Shadows near a shadar-kai reach out or deepen, especially when they are angry.

**Height:** 5-5.5 ft

**Weight:** 100 lbs

**Abilities:** Accustomed to the dim, colorless Shadownscape, Shadar have superior vision in dark and dim conditions. They can see in dim light within 18 metres as if it were bright light, and in darkness as if it were dim light. Shadar can move like a wraith and teleport up to 5 metres to an unoccupied space they can see.

When they do this, they reappear in a (temporarily) wraith-like state. They regain the ability to do so when they finish a short or long rest. Due to their connection to the Raven Queen, they can reroll a failed death saving throw.

They regain the ability to do so when you finish a long rest. +8 to Hide and Move Silently checks at night or when in shadows, and permanently while in the Shadownscape. +4 to attack rolls and +4 Dodge bonus to AC while in the Shadownscape. +4 bonus on saves against poison and to resist mind-affecting spells and fear, +6 bonus on Handle Animal checks.

**Mobility:** Legs

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Sexual

**INT:** 3D6 +1, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6 +2, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D8

**Feeding Habits:** Strict carnivores, Shadar tend to view all animals, including humans and their ilk, as lunch.

**Lifespan:** Shadar live to be as much as 120 years old, but once they reach adulthood, their features never succumb to their years its very difficult for an outsider to determine a given Shadars age.

**Technology:** 2

**Culture:** Standard. Diversified mix of kind and evil people. Shadar-kai society is meritocratic and based on power and prestige of great deeds. Most Shadar-kai do not fear death and live for the moment, or risk succumbing to ennui and fading out of existence, experimenting in all sorts of stimulation and extremes. Cold of heart and dark of eye, passion burns still within these people of shadow and deep winter.

Shadar-kai embrace living to the limits of pleasure, while striving for personal greatness, so that when they fall, stories of their great deeds will grant them a sort of immortality. In their search for personal glory, most Shadar-kai ignore comfort, morality, and safety, traits they consider banalities. Because of their belief systems, Shadar-kai generally have no fear of death.

Most Shadar-kai believe that their death is foretold and impossible to change. Shadar-kai are often seen as cold and pitiless to outsiders. Shadar-kai preferred to use their speed, grace, and agility in combat. Therefore, they typically wielded light weapons and were particularly known for fighting with spiked chains. Spellcasters typically favored shadow magic and illusion spells.

Shadar-kai were skilled at sneak attacks and were often able to hide in plain sight, so they favour ambushes. Every Shadar-kai is affected by the shadow curse, forced to struggle all their lives to avoid it or fend it off, just to stay on the Material Plane. It defines them as a people and influences every aspect of their culture. Shadar-kai are known to be bitter, grim-natured, troubled, and driven, with souls tainted by darkness.

**Government:** Magocracy

**Population:** 1,243,410

### Creating a Shadar-Kai character

#### **Step 1: Attributes**

Roll attributes as normal but +1 for INT and DEX. Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +8, +8 per level.

#### **Step 2: Skills**

Choose skills in the normal manner according to the character's class.

#### **Step 3: Abilities**

Shadar-Kai gain all the following free;

Greater Resistance - Shadar receive a +4 to all saving throws against mind attacks, poisons, and fear. +1 at levels 4, 8, 12, 16 and 20.

Night Vision - The character can see in absolute darkness at a distance equal up to 18 metres, +5 metres per level.

Additionally Shadar start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

#### Animal Friend

Cost: 5

Shadar can establish empathic communication with any normal animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1.

This has the following benefits:

He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.

#### Increased AC

Cost: 10

This character is extra nimble, +1 AC.

#### Increased Thac0

Cost: 10

+1 Thac0 with thrown and chain weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

#### Natural Mana

Cost: 10

+10 Mana at levels 3, 6, 9, 12, 15, and 18.

### Second Chance

Cost: 5

Shadar can reroll a failed death saving throw once every 5

### Shadow Chameleon

Cost: 5

Using this ability the character can blend into and render himself nearly invisible in dim light or shadows. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies.

He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection.

### Shadow Heal

Cost: 5

Whenever in a dimly lit or shadow area the character can heal at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute per INT, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

### Shadow Survival

Cost: 5

Due to extensive experience and training in the shadows they gain +1 to any physical, combat and survival rolls made while within shadows or dim light. Each time this ability is rebought he may take an additional +1 with their terrain.

### Teleport

Cost: 5

Shadar can move like a wraith and teleport up to 5 metres to an unoccupied space they can see. When they do this, they reappear in a (temporarily) wraith-like state. They regain the ability to do so when they finish a short or long rest.

### True Sight

Cost: 5

The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

## **Step 5: Classes**

Any but Shaman is the favoured mage class

## **5. D'arque Lords**

Although Voodooists profess belief in one supreme god, the effective divinities are the Loa also identified as deified ancestors. The Loa demand ritual service and attach to themselves to individuals or families. Like guardian angels they act as helpers, protectors and guides. The Loa communicate with the individual devotee in dreams or in the cult services by possessing him during a trance state in which supernatural counsel or special feats exhibit the incarnate presence of the spirit.

A D'arque Lord is someone who acts as the physical agent for the Loa guardians. There is only ever one Lord at a time but there have been many over the centuries, dating as far back as recorded Voodun history. When one Lord dies the Loa instantly choose another, bequeathing the new Lord with all the listed abilities.

Traditionally D'arque Lords are members of the Voodoo religion but this is not a strict prerequisite. Indeed in the dimension of Justice Unlimited a white American for a time possessed D'arque powers. The only seeming requirement is that the person must desire to serve justice.

### Step 1: Attributes

Roll attributes as normal but add +D6 to DEX, CON and MR. Mana is 75 +5D10 but can trade Mana for HPs permanently at rate of 1 for 1. WIS, STR, DEX, CON, MR and HPs are doubled when its dark. Hit points = CON +12, +12 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Demons  
Knowledge Dreamscape  
Knowledge Geomancy  
Knowledge Magic  
Knowledge Religion  
Knowledge Undead

### Step 3: Abilities

Lords start with the following free;

**D'arque Form** - When it is dark enough the character can surround his body with a shadow. This has the effect of making him invisible to heat, motion, and many other kinds of sensors. He will also appear distorted to cameras. He weighs a mere 1/16th of his normal mass (or 1/4

of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected.

In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

D'arque Lords have 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

### **D'arque Control**

Cost: 5

The user can absorb the shadows of others to become stronger from within a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1 metre per level. For each shadow he absorbs he temporarily gains +1 to STR, CON and MR. This lasts for 1 minute per WIS.

### **D'arque Fear**

Cost: 5

The ability to cause victims to relive all of their worst sins through eye contact or by touch. Victims must Save vs Sanity or break down, start crying and beg for mercy until the power is turned off. Even if the victim does save he will be -3 on all rolls for the next round. From third level on the fear attack also causes the victim to vomit until the attack ceases.

### **D'arque Hearing**

Cost: 5

Hearing increases by x1 normal range per 5 WIS with an additional x1 per

level (eg. WIS 15 = x3 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.

### **D'arque Immunity**

Cost: 10

To Poisons, Possession, Mind Control, Paralysis, Fear, Sleep and Charm based attacks. Further the character gains an additional +4 to Save vs Willpower.

### **D'arque Projection**

Cost: 10

This ability allows the character to send his astral form through walls to see what's ahead to a maximum distance of WIS x 90 centimetres. He remains intangible and invisible but can see and hear others.

### **D'arque Sight**

Cost: 5

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **D'arque Vision**

Cost: 5

The character can see in absolute darkness at a distance equal to his normal sight.

### **D'arque Trance**

Cost: 10

This is a meditative ability the character can use at any time to either recover 1 HP every 2 minutes of trance, heal a broken bone at x1 the normal rate per 2 WIS (thus 15 WIS = x7 healing) or

halve the effects of gases, drugs and diseases within his system.

### **DEX Bonus**

Cost: 10

It only costs 1 point to increase the character's DEX.

### **Thac0 Bonus**

Cost: 10

+1 each time

### Step 4: Careers

The character can take any career desired.

## 6. **D'arquemancers**

Although Voodooists profess belief in one supreme god, the effective divinities are the Loa also identified as deified ancestors. The Loa demand ritual service and attach to themselves to individuals or families. Like guardian angels they act as helpers, protectors and guides.

The Loa communicate with the individual devotee in dreams or in the cult services by possessing him during a trance state in which supernatural counsel or special feats exhibit the incarnate presence of the spirit. A D'arquemancer is someone who taps into and uses D'arque magic from the Shadowscape. D'arquemancers maybe members of the Voodoo religion but this is not a strict prerequisite.

### Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.



## Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

## Step 3: Abilities

D'arquemancers gain all the following free;

**Spellcast** - The first sphere the mancer learns from is free and must be from D'arque, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 5, 8, 10, 13, 16 and 20. +1 Toxin save at levels 4, 7, 11, 14, 17 and 19.

+1 Spell Bonus at levels 4, 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19. Spell rolls, strength and saves are at -1 outside on a sunny day and +1 at night or in darkness. There are no penalties or bonuses in a gloomy area.

Additionally D'arquemancers start with 35 Points to spend on any of the following abilities. As they earns more

experience they may buy or rebuy more abilities.

### **Contact**

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be followers of the D'arque and Loa.

### **Control Shadows**

Cost: 5

The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows. He can form them into two-dimensional images that can do D6 damage per 2 WIS to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of WIS x1 metre. He can create one shadow construct per 2 WIS, +1 per level.

### **D'arque Speech**

Cost: 5

This power allows the hero to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the hero prefers he need not speak and instead just listen in to what's going on near the recipient. Range is line of sight or within a 1 kilometre radius per WIS. However, the recipient must have a shadow present for this to work. He can also see into an area by looking through that person's shadow.

### **D'arque Vision**

Cost: 5

The character can see in absolute darkness at a distance equal to his normal sight.

### **Damage Bonus**

10

Cost: +1 or +25% damage to spells each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Extend Duration**

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Hide in shadow**

Cost: 5

Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow. Once in the shadow he can ride along in it wherever the person goes.

### **Range Boost**

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Shadow Familiar**

Cost: 5

The mancer may summon and permanently psionically link with a shadow companion of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

### **True Sight**

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

### Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

## 7. Houngan

Houngan: a male Voodun priest. A female priest is know as a Mambo. There is no such thing as a Voodoo Adept. You're either fully a houngan or you're not.

The Houngan is Voodun's religious leader. The Houngan acts as a community leader as well as a spiritual leader, and he serves many functions within the société. He maintains absolute authority over the community, because he is the only person who is fully trained to interact with gods and to interpret the complex body of belief that makes up Voodoo.

They are highly revered members of the community, someone who can be relied upon to offer sound advice, with all the force of the spirit world behind it. Virtually nothing is done in the community without first consulting the Houngan. He has many means by which to contact the gods including dreams, ritual invocation, fortune telling using cards, palm reading, or figure drawings.

Each société's spiritual leader also has the power to alter the Voodoo ceremonies of his community, tailoring them to the particular gods that are revered by that community.

As well as priest the houngan acts as confessor, confidential adviser, financial adviser, and prophet for the people in his community. Generally the current priest trains future priests from a young age, and the new Houngan is not fully initiated until he reaches his early thirties.

### Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +8, +8 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;  
Knowledge Alternative Medicine  
Knowledge Artifacts  
Knowledge Demons  
Knowledge Geomancy  
Knowledge Magic  
Knowledge Undead

### Step 3: Abilities

Houngans gain all the following free;  
**Spellcast** - The first sphere the Houngan learns from is free and must be Tantric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Tantric, Necromancy, D'arque, Common, Faerie and Dreamspak. However all magic must be taught by a summoned Loa.

Houngan can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16,

18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 5, 8, 10, 13, 16 and 20.

+1 Toxin save at levels 4, 7, 11, 14, 17 and 19. When fighting Undead (including spirits) gain +2 to Thaco and AC. This increases by +1 to all bonuses listed every 3 levels. +1 Spell Bonus at levels 4, 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Houngans start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

### **Astralwalk**

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at  $2.997925 \times 10^8$  metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

### **Contact**

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be followers of the D'arque and Loa.

### **Damage Bonus**

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Dreamwalk**

Cost: 5

This Houngan can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld.

He can interact with things within that world by performing "physical" actions much as he would in the real world. If the hero has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the hero's real body. Normally the hero's real body retains its solidity during Dreamwalking.

Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that Dreamworlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's. Additionally he can induce a

nightmare so severe that victim must save vs. psi or go into a coma.

### **Evil Eye**

Cost: 5

Line of sight range. The character can invoke his enemies' greatest fear causing them to panic and be routed, fleeing for WIS x1 round. Any who save and remain to fight suffer -1 per 2 WIS on all their rolls for WIS x1 round.

### **Extend Duration**

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Loa Endowment**

Cost: 5

A Houngan is capable of summoning any Loa and endowing himself with its abilities. Loa are special spirits that are not either elemental or quite Gods, but have some characteristics of both (detailed information can be found in the Voodoo Gods section of the Pantheon). The summoning takes 10 minutes of ritual to complete, -1 minute per level (requires a minimum of one round). If the chosen Loa refuses to be summoned then the GM determines how long it takes the character to find another one.

If the Loa does agree to endow the character then he can remain for up to one minute per WIS. As a last ditch emergency measure the character can request that the Loa take possession of his body. While controlled the Houngan is aware of what is going on, but is unable to do anything without going through the Loa to do it. The possession goes on until the Houngan's body collapses from physical exhaustion.

While in possession the Loa has access to all of the Houngan's knowledge, skills, and powers. It can however be banished from the body, or be forced to leave if it's host is knocked unconscious or killed. Of course the Loa might decide it likes having a physical body and refuse to vacate..

### **Range Boost**

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

### **Save Bonus**

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

### **True Sight**

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

### Step 4: Careers

Possible related careers include; Psychic, Tarot Reader, Relationship Advisor, Natural Medicine Doctor, Historian, Witchdoctor and Academic Researcher (specialising for instance in Geomancy, etc).

## **8. D'arque** **Bestiary**

A guide to mythological animals which inhabit the Shadowscape.



### **Dragon, Shadow**

Shadow Dragons originate from the Shadowscape and inhabit the dark places of Earth, such as the Underground or abandoned mountain dwellings.

**First Appeared:** 97,000 BC

**Habitat:** Shadowscape

**Physical Traits:** At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows. Shadow dragons love dark-coloured, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Physically seeming insubstantial, shadow dragons had dark and translucent scales which helped them camouflage into the darkness around them. Shadow dragons were often mistaken for black dragons, but their

horns pointed backwards. A long fringe of spines emerged from the back of a dragon's neck and its powerful tail featured a swimming fin.

**Height:** 9 metres with a 7 metre long tail

**Weight:** 610 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Sexual, egg

**INT:** 3D6

**STR:** 3D6

**CON:** 3D6

**HPs:** 12D8

**Thac0:** 9

**WIS:** 3D6

**DEX:** 3D6

**CHA:** D6

**AC:** -4

**MR:** 6D6/12D6  
flight

**Abilities:**

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks. Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%. As they age, they gain the following additional powers:

Juvenile: mirror image three times a day (D4+1 images);

Adult: dimension door twice a day;

Old: non-detection three times a day;  
Venerable: shadow walk once a day;  
Great wyrm: create shadows three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical {and normal} light and darkness sources are negated for as long as they remain in the radius.

Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful dispel magic spell banishes the shadows).

A shadow dragon's breath weapon is a cloud of blackness that is 12 metres long, 9 metres wide, and 6 metres high. Creatures caught in the cloud are blinded for one melee round and lose  $\frac{3}{4}$  (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to  $\frac{1}{2}$  (round up). The life energy loss persists for a variable number of turns, shown on the table below.

Negative plane protection spells prevent this life energy loss. A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect. A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier. A shadow dragon has very strong spell resistances and very hard scales.

As it grows, it gains an increasingly stronger resistance against spells and non magical physical attacks. Their scales are hard even among dragons and

grow only harder with age. All shadow dragons own an outright immunity against life sapping effects. Like many other true dragons, they develop sorcerer abilities with at least the potential to learn spells usually only open to divine casters as well as from the chaos, evil and trickery domain.

**Feeding Habits:** Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

**Lifespan:** 1000 years



## **Dreamshadow**

Dreamshadows are illusionary creations that take the appearance of any real person or creature known to the dreamer or to anyone experiencing the dream.

They are quite believable and in all ways appear to be the actual person or creature. A Dreamshadow can be of any alignment and can either be helpful or harmful to those experiencing it. It can appear as a monster (such as a whisper spider or an undead beast), a member of an intelligent race (such as an elf or a draconian), or even as the dreamer himself.

Not only does a dreamshadow have the shape of the creature or person it mimics, it also has the same alignment and personality. An ogre Dreamshadow, for instance, will probably be stupid and hostile, while a Solamnic Knight Dreamshadow will probably be stern and honourable. A character encountering a Dreamshadow of himself will discover that the Dreamshadow shares the identical equipment, clothing, and physical features, but not necessarily the same knowledge and information.

It is extremely difficult to distinguish Dreamshadows from their non-illusionary counterparts, but since Dreamshadows always retain the intelligence of the dreamer some Dreamshadows can exhibit peculiar aberrations.

For instance, a chicken that scratches a message in the dirt or an ogre who speaks with eloquence and precision might alert the observer that he is dealing with a Dreamshadow instead of the actual creature.

**First Appeared:** 92,000 BC

**Habitat:** Dreamscape or Shadowscape

**Physical Traits:** None

**Height:** Varies

**Weight:** None

**Mobility:** Floating

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Unknown

All attributes are as per duplicated form.

**Abilities:**

A Dreamshadow attacks with the same weapons, abilities, strategies, and ferocity as its non-illusionary counterpart. However, a Dreamshadow causes partially illusionary damage. This damage is equal to 1 hit point of real damage per 4 points of illusionary damage (for instance, if a character takes 12 points of illusionary damage, he experiences it as 3 hit points of real damage).

Note that while a character is in the dream he believes illusionary damage to be genuine and therefore drops to the ground as though lifeless after taking what he believes to be the appropriate damage. When a character believes he has suffered a fatal amount of damage, he “dies”.

The illusionary nature of the damage is apparent only after his companions successfully end the dream or the dream is otherwise dispelled. Spells cast by magic-using Dreamshadows have effects on characters equivalent to actual spells.

A fireball cast by a Dreamshadow dragon does a comparable amount of illusionary damage. A Dreamshadow

gorgon turns a character to stone until the dream is ended. Dreamshadows cannot be disbelieved into non-existence.

However, if a Dreamshadow is disbelieved before it conducts its first attack against a character, the character suffers no illusionary damage. A character cannot disbelieve a Dreamshadow once he has suffered illusionary damage from it.

Characters can use their weapons and spells against a Dreamshadow just as they would against its non-illusionary counterpart – the Dreamshadow suffers normal damage, not illusionary damage. When a Dreamshadow is reduced to 0 hit points, it is destroyed.

Dreamshadows have no magic resistance in the first level of a mindspin dream, 10% magic resistance in the second level, and 20% in the third level. A Dreamshadow has no meaningful existence beyond that as experienced by the dreamer.

Hence, even if a dreamshadow survives an encounter with a character or adventuring party, for all practical purposes it ceases to exist when the dream is ended. Dreamshadows collect illusionary treasure; their treasure items have no value for non-illusionary characters and cannot be taken from the dream.

**Feeding Habits:** None

**Lifespan:** Unknown





### **Hound, Shadow**

Like Hell Hounds, Shadow Hounds are fierce canines from another plane of existence sent to the Prime Material Plane in the service of entities. The difference between the two breeds is that Hell Hounds are native to Baator while Shadow Hounds are native to the Shadownscape.

**First Appeared:** 85,000 BC

**Habitat:** Shadownscape

**Physical Traits:** Shadow Hounds resemble large, black dogs with long, whipping tails and razor sharp teeth. No individual details are visible on their bodies; they seem to exist only as murky silhouettes. As they move, the hideous canines seem to glide over the terrain without making the slightest sound (-5 to opponents' surprise rolls). In fact, even when agitated or injured, they are always completely silent.

**Height:** 1 metre

**Weight:** 180 lbs

**Mobility:** Legs

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Sexual

**INT:** D6      **WIS:** D6  
**STR:** 3D6    **DEX:** 3D6  
**CON:** 3D6    **CHA:** D6  
**MR:** 4D6     **HPs:** 3D8  
**AC:** 3        **Thac0:** 17

### **Abilities:**

Shadow Hounds are clever hunters that like to operate in large packs. Totally incorporeal to the touch, the dogs are incapable of physically biting their targets, but anyone who comes into contact with their shadowy form feels an icy chill and suffers D8 points of damage.

The dogs' most vicious attack form, however, is their natural ability to induce fear in everyone within 9 metres except their master (normal saving throws apply). Typically, the hounds invoke this ability to send their target running and screaming, then bolt after him and take him on the run.

Shadow Hounds enjoy a number of special defenses: They are immune to fear themselves, take only half damage from electricity and fire, and aren't susceptible to any sort of charm monster spell or ability.

Approximately 15% of all Shadow Hounds encountered in the Shadownscape will be accompanied by D4 young. Born in litters of 2D4 with the weakest half of the litter always immediately consumed by the stronger half, Shadow Hound young have 1 Hit Die and inflict only D4 points of damage per touch, but grow to full size in less than a year.

In the Shadownscape Hounds serve to quickly remove trespassers from

undesirable areas, because of their ferocious nature, unparalleled loyalty, and ability to easily surprise intruders, they make excellent watch dogs. Shadow Hounds are remarkably easy to domesticate.

Generally, they tend to naturally latch on to a master from whom they will gladly accept any reasonable orders until one of three conditions is met: they die, their master dies, or they stumble across a more powerful patron (at which point, they switch alliances).

**Feeding Habits:** Incorporeal, shadowhounds are not capable of eating actual meat. Instead, they feed off the fear of their victims by chilling them with their shadowy touch.

**Lifespan:** Unknown



## Shade

Ambitious, ruthless, and paranoid, shades are humans who trade part of their souls for a sliver of the Shadowfell's dark essence. Shades are gloom incarnate. No matter what nations or land one was first born into, each shade undergoes a dark rebirth that transforms him or her into a creature of

stealth and secrecy who is caught between life and death. I

**First Appeared:** 12,000 BC

**Habitat:** Shadowscape

**Physical Traits:** Most shades appear as humans of their former physical height and appearance, but with grayish or nearly black, dusky skin and veiled eyes. They are often tall and thin.

**Height:** 5' 6"-6' 2"

**Weight:** 100 - 160 lbs

**Mobility:** Legs

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Trading of soul

<b>INT:</b> 3D6	<b>WIS:</b> 3D6
<b>STR:</b> 3D6	<b>DEX:</b> 3D6
<b>CON:</b> 3D6	<b>CHA:</b> D6
<b>MR:</b> 3D6	<b>HPs:</b> 10D8
<b>AC:</b> 10	<b>Thac0:</b> 11

### Abilities:

Shades, by their nature, both have an affinity for shadow and have their capabilities linked to the degree of ambient shadow they occupy. They become fairly weak when exposed to unrelieved light or complete darkness, but prove formidable when in shadows. All the shade's senses function at half the human norm if in complete darkness or intense light.

In normal or dim light Shades the following advantages: Highly acute eyesight and hearing equal to twice the human norm, +1 hit point per hit die, +2

to surprise rolls, -2 to opponent's surprise rolls, +1 to all saving throws, attack rolls, and damage rolls; all such rolls made against the shade suffer a -1 penalty (minimum 1 point of damage per die),

Magic resistance equal to 2% per hit die or level of experience (but never more than 40%), Invisibility once per turn (maximum duration 1 hour per use), the ability to create shadow images once an hour (this ability is similar to a mirror image spell cast at the shade's level except that D4+3 images appear), the ability to regenerate 1 hit point a turn, the shade can regenerate severed limbs if the lost limb is pressed against the stump but cannot regenerate its head if decapitated.

**Feeding Habits:** Shades eat much the same diet as they did while mortal, but apparently receive some nourishment from shadow itself; no accounts exist of any of captive shades (for what little time they were captured) starving or becoming malnourished for lack of food and water.

**Lifespan:** Shades are effectively immortal, never dying unless slain and prevented from regenerating. They achieve this state by exchanging their spirits for the stuff of D'arqueness. The transformation leaves them sterile.



### **Shadeling**

Shadelings are bizarre and dangerous denizens of the demiplane of the Shadowscape. They are often compared to doppelgangers, for they seek to mimic the forms of others and then kill them.

**First Appeared:** 132,000 BC

**Habitat:** Shadowscape

**Physical Traits:** In their natural form they are flowing, sentient shadows about the size of a human, but irregular in shape.

**Height:** 2 metre

**Weight:** None

**Mobility:** Coils

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Unknown

All attributes are as per duplicated form.

**Abilities:**

Shadelings possess the power of duplication. The shadeling engulfs its victim's shadow if the unfortunate fails a saving throw vs. breath weapon. Once this is done, the shadeling takes the victim's material form. The victim's weaponry and armor are duplicated as well, although duplicated magical items cannot be magical themselves. The shadeling immediately gains all the physical abilities of its victim, including hit points, Armor Class, and special physical attacks and defenses.

Once a shadeling has taken a material form, it attempts to slay the being it has duplicated. If it manages to do so, it remains in its new form for 2D10 days. Then it returns to its true form and must find another victim. In its true form, the shadeling cannot be physically harmed and is unaffected by most spells. Both light and darkness spells have a 5% chance per level of the caster to destroy the shadeling, and the continual versions of these spells have a 10% chance per level of the caster.

Dispelling evil and protection from evil spells affect shadelings normally, and a shadow walk spell cast upon them destroys them automatically, as does the sunray spell. A holy word uttered at a shadeling in physical form causes it to revert to its true form, while a holy word uttered at a shadeling in shadow form banishes it to the demiplane of Shadow.

If killed while in the form of some other being, the shadeling returns to its shadow form, but it loses the power to duplicate for a full day. Note that although they may resemble undead, shadelings cannot be turned by priests. However, they are elemental beings and are subject to spells and other magic that

affects other creatures from the Inner Planes.

**Feeding Habits:** Absorb the person they duplicate

**Lifespan:** Unknown



### **Shadow**

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings (continual light or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons.

They specialize in terrifying their victims. Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon

some long-dead enemy. The curse affects only the soul or spirit.

**First Appeared:** 97,000 BC

**Habitat:** Shadownscape, graveyards, cemeteries, underground tunnels and catacombs, caverns, sewer tunnels and complexes, abandoned mines, abandoned warehouses, the basements of old tenement buildings and houses, swamps, marshes and bayous, small or remote islands, derelict ships, deserted shopping malls.

**Physical Traits:** None

**Height:** Varies

**Weight:** None

**Mobility:** Mystical

**Sensory Organs:** Mystical

**Communication:** Vocal

**Reproduction:** None

**INT:** D6      **WIS:** D6  
**STR:** 3D6    **DEX:** 3D6  
**CON:** 4D6    **CHA:** D6  
**MR:** 3D6     **HPs:** 3D8 +3  
**AC:** 7        **Thac0:** 17

**Abilities:**

1) Shadows have the ability to drain the life force of their victims. The chilling touch of a shadow inflicts D6 points of damage to its victim as well as draining one point of Strength. Lost Strength points return D8 turns after being touched. If a victim is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well.

2) Shadows are immune to sleep, charm, and hold spells and are unaffected by cold-based attacks. They can be turned by clerics.

**Feeding Habits:** None

**Lifespan:** Unknown



**Shadow Symbiont**

Shadow symbionts are mysterious creatures from the Plane of Shadows. Each of these creatures can take one of four different shapes: a black scarf, a cloak, a pair of boots, or a set of gloves. Each symbiont appears as a finely crafted item, automatically adapting to the wearer's size and shape when worn. These creatures do not give off a magical aura. The creature's statistics are given for both the Prime Material Plane and the Plane of Shadows.

**First Appeared:** 96,000 BC

**Habitat:** Shadownscape

**Physical Traits:** In its natural form each symbiont appears as a shadowy humanoid of indistinct shape with red eyes.

**Height:** 1 metre

**Weight:** 50 lbs

**Mobility:** Floating

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Unknown

**INT:** 3D6      **WIS:** 3D6  
**STR:** 3D6      **DEX:** 3D6  
**CON:** 3D6      **CHA:** D6  
**MR:** 3D6      **HPs:** 8D8  
**AC:** 2          **Thac0:** 13

**Abilities:**

When worn, these creatures begin to feed on the wearer's energy (in the form of experience points). In exchange, they grant the wearer special benefits.

The Mask: Appears as a black bandanna or scarf, which should be worn on the head. When the wearer concentrates, the scarf makes him immune to mind-affecting magic. Cost: 20 XPs per use.

The Cloak: This large black cloak absorbs all magical damage that would otherwise send the wearer below zero hit points. It only protects from magic that affects hit points. Cost: 10 XPs per point of damage absorbed.

The Gloves: This symbiont appear to be a pair of fine leather gloves. They allow the equivalent of the Luck Legacy (re-roll failed saving throw or ability check), limited to actions involving the wearer's hands. Cost: 20 XPs per use.

The Boots: These fine, knee-high leather boots allow the wearer to cast dimension door. They also can lead the wearer's steps into situations likely to earn experience (which could be either good or bad for the wearer; this ability costs

nothing). The latter ability does not affect the wearer's decision-making ability. Cost: 10 XPs per use.

Further, the symbiont can offer a bonus to armor class equal to 2, can cover the host's face resulting in a +2 penalty on any spot check made to recognize the host and functions like sunglasses. While bonded, a parasite of at least small size can augment the host's stealth, by blending the host and the background. This offers a +3 bonus to Hide checks.

These creatures can only be harmed by magical spells or by +1 or better magical weapons. All damage caused to the symbionts also affects the wearer. If an attempt is made to kill them, they plane shift to the Shadowscape (with the wearer) rather than face destruction.

A wearer who does not gain enough new XPs to feed the symbiont must attempt a saving throw vs. spell. If it is successful, the symbiont leaves (melting away into a deep shadow) after leeching three times the "missing" XPs. If the saving throw fails, the symbiont attempts to devour the wearer. Each successful attack by the shadow symbiont also drains 10% of a level's worth of experience and 1 point of either Constitution or Strength (equal chance) from the victim.

**Feeding Habits:** Carnivore

**Lifespan:** Unknown

## 9. The Shadowscape

Beyond the physical dimension of earth exists other surrounding dimensions which have an influence on it. One of

those is the Shadowscape, an offshoot of Seventh Space also known as the Middle Realms. This is an infinite universe of all D'arqueness and the source of all D'arque abilities and magic. It is accessible to Earth only through shadows and by those who were born in that otherdimensional plane. The Shadowscape's most obvious (and perhaps only) characteristic is D'arqueness: not simply an empty place that has no light but a medium that absorbs light.

This "dark matter" may only be what humans can perceive of an alien universe. Normal light sources are practically useless, and magical sources have limited range and power. Those who enter the Shadowscape dimension without special sight are unable to see. Prolonged exposure has a soothing and healing effect. Others use the Shadowscape indirectly to teleport. They open a portal around themselves into the dimension, move through it, and open another portal out that appears in a different location.

## **10. House of D'arqueness**

The House of D'arqueness is a huge, old, sprawling mansion located simultaneously at various points on the earth. The provisional nature of its locations is due to the fact that this ancient structure houses interdimensional portals between Earth and nearby realms. The House has been known to change locations with apparent randomness, or, at times, to depart the Earthly dimension entirely.

In short, the House appears whenever and wherever it is needed. The origins of

the House of D'arqueness are unknown, although it is rumoured to have been around since humanity first appeared. The House is a sentient living being. It is virtually indestructible, and can fix any damages done to it. The House can travel through different realms and in between time and space. The House exist in a Void of Time, with time not passing in the House itself.

It has a housekeeper which was assigned to it in some far distant past time. He is a master storyteller; assisting visitors through their difficulties with an endless supply of allegorical tales designed to resolve their troubles. When someone first approaches the Houses, he or she is greeted by the keeper and offered a choice of being entrusted with either a mystery or a secret. Mysteries are always dark and impenetrable, but offer their recipients salvation.

Secrets must be forever kept to one's self. After making his or her choice, the visitor is taken inside the house and is shown a lesson that relates to that person's life or situation. It is believed that only those selected by the house are ever able to find and enter it. The Houses itself defies all rational explanation and perception, existing outside the laws of reason and physics.

This ramshackle Victorian mansion appear normal from the outside, but inside they are seemingly unending, with a myriad of twisting passages, secret access ways, hidden tunnels, and ever changing rooms. Each room houses the secrets, relics, beings, or artifacts of different cultures from a variety of different times and interdimensional spaces. Periodically, the housekeeper is required to catalogue this wealth of



possessions that overflows his House. Any uninvited visitors that unwittingly goes inside the house is stricken with psychological attacks. They are cursed, and are forced to relieve their worst nightmares.

**Type:** Mansion

**Size:** 75 x 75 x 75 metres

**Era:** Ancient but appears 18th Century

**History:** Unknown

**Intelligence:** 30

**Wisdom:** 30

**Ego:** 60

**Alignment:** Chaotic Good

**Abilities:** Indestructible by conventional means.

Alarm

Alter Doors, Local

Alter Doors, Gateway

Alter Gravity

Alter Light

Alter Physics

Alter Stairs

Alter Temperature

Alter Time

Mobile

No Abilities

No Explosives

No Magic

No Meta

Restructure

Servant, Employee - The Housekeeper

Spellcast - All schools but D'arque is the primary one

Trap, Ethereal

Trap, Mirror

Trap, Restraints

Trap, Teleport

Trap, Time

**Power Source:** Mana. Further the house can act as a living mana source for those within it which it considers allies. Mana can be drawn from it for as long as it allows. The amount it can make

available is 3000, and requires 1 hour per 100 points to recharge.

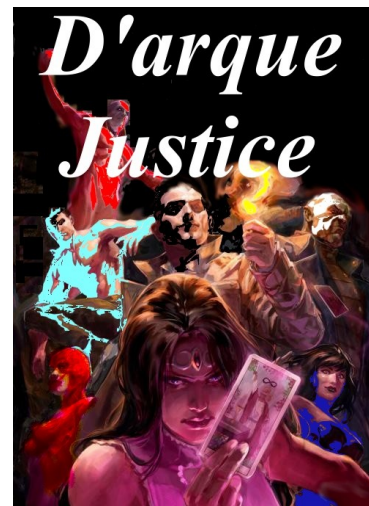
**Disadvantages:** The house cannot be controlled (though it can be reasoned with).

Maps for the mansion are located in the Appendix of this pdf on page 60.

## 11. Organizations

D'arque Justice      Page 32

The Loa      Page 42



D'arque Justice is a group of magic-based heroes who fight supernatural elements and handling situations deemed unfit for the traditional super hero groups. Some of the team members are spellcasters.

It also has a secondary role of training those with supernatural abilities in controlling their powers and help foster a friendly human-supernatural relationship. This is done through its Collegium of the Arcane, a place where aspiring sorcerers of talent and noble inclination can learn the basics of the mystic arts. Due to the history of its members and founder, the Collegium has



become a group closely associated with the superhero community.

The school consists of Dimitrios, the former Earthlord; his six permanent students including the current Earthlord; and a variable number of superheroes and talented normals who attend on an irregular basis to learn finer points of magic. The Collegium also acts as a centre of magic research; heroes puzzled by wizardly references or ancient runes or myths bring their questions to The Master and tend to gift him with magic talismans and crumbling scrolls they accumulate in the course of adventuring.

The existence of the Collegium is generally known only to the superhero community and its sorcerous enemies; the fact of its existence has not yet been discovered by the press.

1908 saw Dimitrios Nikolos chosen as the next Earth Lord, the Master of the Mystic Arts on Earth. In 1915 Dimitrios joined the Freedom Squadron and took part in world war one. In 1923 Dimitrios regrouped the Squadron to fend off an invasion by Tyrannus at Ayers Rock, Australia.

In 1935 Dimitrios defeated a Tsaurid scout force with the help of some Lemurians. 1944 saw Dimitrios battle Tong cultists in China only to be defeated by the Master and imprisoned on Elseworld. He would remain trapped in this other dimension until 2005 when he was rescued by members of the Parliament of Nature. Because he was in a state of mystical suspended animation Dimitrios was still only 56 instead of 117.

The Parliament having recently lost its current Master of the Mystic Arts to a supernatural monster conjured by the Cult of Kali offered Dimitrios the position once again. He agreed and leading his mystic rescuers, attacked the Cult base killing them all and destroying their summoned demon.

After this Dimitrios took on more of a teaching role, at first training new spellcasters and later those with supernatural abilities. In the years since, Dimitrios has tutored many heroes in the mystic arts and is considered to be among the most knowledgeable (if not necessarily most powerful) mortal sorcerers on Earth. Dimitrios does not tolerate frivolous use of magic powers in his presence.

Dimitrios does not go on minor missions. He generally does not answer questions straight; like any other frustrating oracle, important questions posed to him about this magical villain or that ancient spell will often be responded to with riddles or warnings instead of facts.

The D'arque Justice team operates out of Collegium but they are not a superhero team. Its members may be inclined to join other superteams, and may be encountered in the normal crossover way: fighting crime or otherwise trotting around on their own turf. But within those constraints they're still an effective tool for a campaign. One of those frustrating half-answers from Dimitrios can be enough to keep an adventure on track. He's not always (or necessarily often) available, but the assistance of one of his primary students can enliven an episode. If you keep in mind that they simply cannot be used as some sort of

data bank for the player-characters, they will prove to be an NPC asset to a campaign.

The location of the Collegium appears to be a focal point for mystical energies with a nerve center of dragon ley lines running beneath foundations, the veins of magic running through the Earth. Years before any permanent Western European settlements, a powerful Native American Indian Shaman cursed the land to bind a chaos-entity to that place and bar her full access to Earth. The site continued to serve as a place for arcane Native American Indian rituals.

Shamans were known to journey here for vision quests. With the arrival European colonizers, the site became used for pagan sacrifices. Before any permanent structures were built on the land, it was used as a Potter's field: a mass grave for paupers and inmates from the city's first penitentiary. It is unclear who first built on the site, but it housed a Satanic cult that performed human sacrifices.

The original structure was destroyed in a fiery blaze, as were the subsequent five buildings on the same plot of land. Over the years, the various buildings were used as a flophouse for beatniks, a notoriously bacchanalian speakeasy, a failed nunnery, and the lair of a Puritan witchfinder who tortured immigrants in the basement.

The current structure is actually the seventh building constructed on this site. Its architect and details of its structure remain shrouded in mystery, and the building itself continues to grow and change. Before being purchased by Anoushaka Delama, the dwelling gained the local reputation of being haunted. It

was the structure's supernatural aura that originally drew Anoushaka and the Parliament of Nature to it.

Before claiming the mansion as Delamarid the building of the chaos entity and imprisoned her familiar. The Collegium is warded by powerful spells cast by Anoushaka and others on drawing on the inherent mystical energies of the site. It also houses the Nexus of All Realities, the centre of all other dimensions.

The Collegium building is a three-story Victorian-style brownstone townhouse built in the French Baroque architecture design with a Mansard roof. Due to its mystical nature, the exact dimensions of the building are variable allowing the building to seem more spacious on the interior.

Additionally, furniture, doorways, corridors, and even entire rooms will move creating a labyrinthine distortion of time and space. The first floor houses the foyer, drawing room, library, living room, dining room, and kitchen. The second floor consists of a study, private bedchambers, and multiple guest quarters.

The third floor is composed of the meditation chamber, mystical library, and the storage area for occult artifacts. Finally, in the basement are storage rooms, the laundry room, and a magical furnace. There is a utility shaft for servicing the furnace that leads from the basement to the third floor meditation chamber. An alleyway leads to a small courtyard and stables where Sif's steed Aethon is kept. There is also a bathhouse with waters that few mortal beings can survive, a medical recovery chamber inhabited by ghosts, staircases, and

several doors acting as gateways to other dimensions.

What fellows below are the members of the main D'arque Justice team;



**Dimitrios**

Real Name	Dimitrios Nikolas
Alignment	Lawful Good
INT	18
STR	13
WIS	17
DEX	18
CHA	10
CON	11
MR	13
HPs	71
Age	117
Training	Medicine, Magic
Height	6'
Weight	170lbs
Disposition	Brooding, helpful
Category	15th level Arcanist;
Combatic	Caligramancy, Translocative, Transmutanic
Abilities	Astralwalk, Familiar (Dragonet), Truesight

Dimitrios is no longer the Earthlord but rather the trainer and mentor of all who attend the Collegium. Anoushaka still turns to him for advice and on

rare occasions assistance.



**Coda**

Real Name	Coda D'leer'an
Alignment	Chaotic Good
INT	10
STR	50
WIS	10
DEX	25
CHA	12
CON	50
MR	40
HPs	500
Age	5654
Training	Military, Espionage, Animal care and breeding
Height	6'2
Weight	90lbs
Disposition	Compassionate but ruthless
Category	20th level Exiled (accidental), Soldier, Eternal
Powers	Enhanced Agility, Enhanced Hearing, Enhanced Molecular Structure, Enhanced Movement, Enhanced Regeneration, Enhanced Stamina, Enhanced Strength

Coda comes from one of the many Iridani races and was stranded on Earth thousands of years ago when her transport ship crash landed after a battle

with a Celestial Alliance warship. Coda and the other survivors were scattered, forced to hide themselves amongst the human population.

Their enemies had likewise been forced down, and though less humanoid, the Chameleons used their powers of shapeshifting to blend in, too. For the next few millennia, a secret war raged, with Coda's people defending the vulnerable and oblivious humans from their would-be conquerors. After a devastating battle in which all of Coda's allies were killed, she formed a sisterhood of Combat. She fought with them for many years, even leading the group for a while.

However, an incident occurred in Troy during the Trojan War, causing her to be branded a traitor and expelled from the order. She helped Ulysses conceive of the Trojan horse and stationed Combat warriors inside it. During the fighting she decided that the killing of all of the unarmed women and children of Troy was going too far, so she saved their lives.

In doing so it was decided by her fellow Sisterhood that she had betrayed their precepts. She was engaged in combat by her closest friends, whom she killed. This was considered a mortal insult. This made her a lifetime (in their case nearly immortal lifetimes) enemy of the Sisterhood. Now Coda lives in America and has done occasional work for the US Government. More recently she has begun aiding D'arque Justice in combatting supernatural evil. Coda is a master in weaponry and hand-to-hand combat and prefers to use her long and short swords together.



### Crypt

Real Name	Apollyon
Alignment	Chaotic Good
INT	10
STR	18
WIS	13
DEX	20
CHA	9
CON	17
MR	21
HPs	125
AC	3
Age	6000
Training	Combat
Height	6'3
Weight	300lbs
Disposition	Brooding, vengeful
Category	9th level Demon
(reformed)	

Powers      Demonic Aura, Fire, Hearing, Sight, Smell, Stare, Tongues, Will. Spellcast Diabolical

Apollyon was summoned to Earth in the final months of World War II by an Infernal spellcaster, having been commissioned by the Nazis to change the tide of a losing war. As a direct result of this ritual, the facility he appeared in was destroyed by a massive fireball though Apollyon was left unscathed. He then made his way down to the German

coast and found some caves to hibernate in. Apollyon slept there until 1985 when he reawoke to a different world and eventually made his way to South America.

Around 2001 he was recruited by the US government to assist with supernatural situations. At this point he started going by the name Crypt. He has worked for the CIA and FBI on and off since then, but seems to prefer helping D'arque Justice. In combat he prefers using his +3 Scythe.



**Disciple Wildheart**

Real Name	Nancy Mideh
Alignment	Lawful Good
INT	17
STR	9
WIS	16
DEX	17
CHA	12
CON	13
MR	22
HPs	33
Age	24
Training	Martial arts, Magic
Height	5'5
Weight	90lbs
Disposition	Quiet, studious

Category 5th level Astromancer;  
 Combat and DreamSpeak  
 Abilities Aries, Leo, Virgo, Libra, Scorpio, Pisces, Taurus, Gemini  
 Nancy was a normal youth of the ghetto; street gangs, overcrowded tenements, the standard background. When her younger brother died in an incident of street violence, she decided to take revenge on the accidental killers: the members of her own gang.

She donned a handmade outfit and attacked the gang with stolen weapons. She would have been killed in the resulting fight, but Coda stumbled into the situation, kept her from being slain, and, impressed with her potential, invited her to the Collegium. Since then, Nancy has shown an aptitude for magic and begun learning under the tutelage of Dimitrios, while being trained in physical combat by Coda. Nancy has chosen to become the guardian of her old neighbourhood and has earned the grudging respect of the police and some of its residents.



**Earthlord Azure**

Real Name	Anoushaka Delama
Alignment	Lawful Good

INT	18
STR	10
WIS	18
DEX	16
CHA	13
CON	11
MR	35
HPs	60
Age	32
Training	Various physical sports, Magic
Height	5'7
Weight	91lbs
Disposition	Caring, talkative
Category	10th level Arcanist;
Combatic, Faerie, Elemental Water	
Abilities	Astralwalk, Familiar (Imp), Truesight

An attractive and intelligent young woman, Anoushaka's father died when she was three, whereupon her mother emigrated with her to Maine to avoid the machinations of her wealthy family. Looking for a focus for her life, Anoushaka discovered and joined a coven of witches operating in a rural community of the state. The witchcraft of the coven was genuine, and although the witches were not Satanic in orientation, they were power hungry, formidable, humourless, and lethal. Anoushaka, growing up in this cheerless atmosphere, existed in a near-continuous state of rebellion except in her studies of witchcraft.

There, she excelled. She is most comfortable with water-oriented magic (rainstorms, hail, flood, mud, etc.) and tends to carry about several flasks of water at any given time, but can coax magical effects out of most natural elements. At the age of nineteen, she rebelled against the coven on the night she was to join it as a full member.

Her mother, now mistress of the coven, grew furious (and frightened, for her daughter's prowess was already quite high) and tried to kill her. Anoushaka escaped, fled to New York to seek the aid of someone strong enough to help her, and inevitably found Dimitrios, who has assisted her with her magical studies against her mother's occasional intrusions.

Anoushaka is formidable, quick-witted, unenamored of city life and inclined to take the law into her own hands. She maintains no secret identity.

Anoushaka's final test was the rescue of Dimitrios from Elseworld. She is the current Earthlord.



**Ghoul**

Real Name	James Urban
Alignment	Chaotic Good
INT	13
STR	9
WIS	10
DEX	12
CHA	2
CON	19
MR	19
HPs	39
Age	44



Training	Engineering
Height	6'
Weight	160lbs
Disposition	Cranky, curious
Category	5th level Ghoul
Powers	Detachable limbs, Leech, Paralysis, Psychometry, Talk to corpse, Truesight

James Urban was originally a dedicated student with his sights set on a career in engineering. Unfortunately, he instead wound up being killed and coming back as a Ghoul. Calling himself simply Ghoul, James was recruited for for the Force of July. Their first mission ended disastrously with Ghoul's entire team killed, including him. Ghoul rose from his grave with a slightly altered appearance and eventually joined D'arque Justice. Ghoul is extremely hard to kill, since he is essentially already dead. Only the total disintegration of his body can permanently kill him.

His limbs, if torn off, can be reattached or, in time, grow back. He does not feel pain and is immune to disease, poison, and radiation. Ghoul can communicate with the spirits of the deceased, even those who have been dead for tens of thousands of years.

He can, in some cases, also sense a person's imminent death. Ghoul is constantly making wisecracks, jokes and sarcastic remarks. He does this to try to hide the emotional pain of his grotesque condition and the tragedies he's seen.

He deliberately distances himself, while at the same time he is saddened by the fact that he seems to get along better with the dead than the living. It is almost impossible to frighten or intimidate him;

however he can feel tension and will get stressed.

At the same time, he's fully aware that he's a physical wimp, and acts in a careful, almost physically cowardly way when faced with physically powerful foes. Unless angry, of course. Since he now longer has to care about such things, Ghoul smokes and drinks heavily (through the effects of alcohol on his "organism" are fleeting) and eats complete junk.



<b>Sif</b>	
Real Name	Sif
Alignment	Chaotic Good
INT	14
STR	90
WIS	12
DEX	20
CHA	16
CON	15
MR	30
HPs	255
Age	5280
Training	Combat
Height	6'3
Weight	280lbs
Disposition	12

Category 12th level Exiled  
Asgardian Deity  
Powers Sphere of influence life;  
Adapt to Environment, Adapt to  
Temperature, Converse, Diagnose, Heal  
Others, Heal Self, and Suspended  
Animation. Divine Luck, Immune to  
Afflictions, Immune to Magic, Immune  
to Reality Alteration, Immune to  
Supernatural Fear, Spellcast (Faerie),  
True Sight, and Unique Artifact.

Lady Sif is a beautiful warrior-goddess of the Vanir. Heimdall, her brother, is the sentinel of Asgard's Rainbow Bridge, which connects Asgard and Midgard, the mortal realm. When Sif was a child, she possessed long golden hair. She often played with young Thor, Odin's son, and Loki, Thor's adopted brother. Sif and Thor fell in love while they were quite young.

When she was kidnapped by Storm Giants and made a prisoner of Hela, Thor offered his own life to ensure her release. Hela, impressed by his nobility, released both of them. Later, the jealous Loki cut off all of Sif's golden hair while she was asleep. Guessing that Loki had something to do with Sif's loss of hair, Thor angrily demanded that Loki restore her golden locks.

The scared Loki contacted two dwarfish craftsmen, Brokk and Eitri (who would later create Thor's hammer Mjolnir), and asked them to create new hair for Sif. Loki was either unable, or unwilling, to pay the dwarfs enough gold to create golden hair. The dwarfs decided that "for the price of naught" they would make "strands of naught." The dwarfs created magical strands of hair from the blackness of the night.

The strands of darkness took root the moment they were placed on Sif's head, and then began to grow out. Thor found that Sif's new black tresses made her even more attractive, disrupting Loki's plan to ruin their relationship. During the second world war Thor and Sif had a falling out. To the disgust of some Asgardians, including Sif, Thor travelled to earth to aid the Nazis.

To restore the balance Sif also journeyed to Midgard but to aid the Freedom Squadron. Since then wherever Thor has attempted to help evil, Sif has turned up to oppose him. At the moment she is with D'arque Justice the better to track supernatural events.

Sif shares powers common among all Asgardians, with her dense physiology granting superhuman strength, limited invulnerability, as well as advanced stamina, speed, agility, and reflexes. Sif is also extremely long lived and highly skilled in hand to hand combat and proficient in the use of cold weapons, favouring a sword and shield in battle.

She is often said to be the best female fighter in Asgard, on par with the Valkyrie. Valkyrie carries two weapons of choice. Her unique artifact is a sword carved the sword from a tooth of an extra-dimensional dragon. And she rides a winged horse named Aethon.





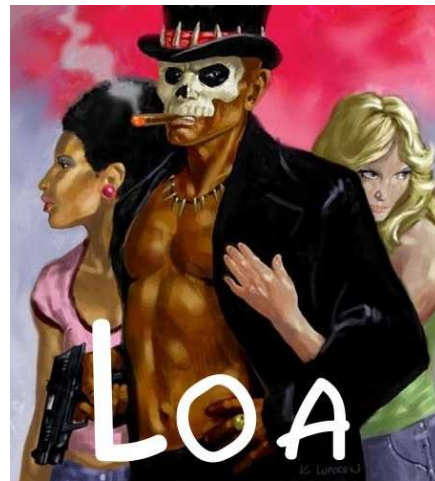
### Silver Deer

Real Name	Dyani Dahteste
Alignment	Chaotic Good
INT	10
STR	10
WIS	15
DEX	19
CHA	11
CON	15
MR	30
HPs	75
Age	22
Training	Survival, Archery
Height	5'5
Weight	80lbs
Disposition	Cheerful, adventurous
Category	5th level Divine Avatar (Hastseoltoi)
Powers	Angular Vision, Alter Attributes, Dextrous, Fit, Hide, Hunt, and Learn.

Dyani is a member of the Navajo Nation and attempted to stop the Eon mining company from excavating a mountain sacred to her tribe. Fatally wounded during a conflict between her people and Eon, her tribe's shaman took her body and made a bargain with ancient powers to restore her to life. Since then she has

been hunting down and killing all the higher executives of Eon.

She was eventually sensed by Dimitrios who sent Wildheart to track her down, and was invited into to the Collegium. Silver Deer carries a bow which fires special arrows. Examples include; arrows which punch holes in heavy (i.e. tank) armour, arrows which explode into brilliant flames, arrows which entrap, arrows of a multitude of uses. She can summon her bow or make it disappear at will.



The African slave trade came directly to the New World in New France not by way of Haiti, which is mistakenly claimed. Though slaves were taken from the same areas of Africa, the long trip was made here direct so as to avoid pirating of the slaves resulting in a long hard journey with a majority on board suffering greatly and dying. The survivors managed to bring their spirits (Loas) and beliefs safely ashore.

Both New Orleans and Haiti were under French rule but both had a totally different attitude towards slavery. New Orleans allowed Voodoo to hold root earlier and more openly due to the slave autonomy that existed in Louisiana that

did not exist in Sainte Domingue till after the revolution of 1797. Haitian refugees fleeing the revolution, both black and white poured into New Orleans after 1804.

Even with the acceptance of Haitian planters and their slaves by the new Americans the immigration was cautious, people were still carefully screened for the fear of revolutionary's and poisoners that they may be. In a time period when Louisiana was under new American rule tens of thousands of people poured into this port town from all over the country.

New Orleans was on its way to becoming the richest town in the country, creating an ever increasing need for the skills of voodoo. The demand arose out of both need and fear. With a high death toll in the plantations, voodoo provided healing and magical assistance for many.

The organisation which calls itself the Loa does not represent the true Vodun religion. It is rather a family of drug dealing criminals who follow a darker and corrupt version of the religion which lends itself to worship of the evil Petro spirits. These Loa feed off all the rage, violence and injustice which is still inflicted on modern day worshippers. They operate at night, in the darkness that is the province of the devil. The principal Petro is Marinette-Bwa-Chech who revels in chaos and torment.

The Loa doesn't have a hierarchical structure like other organisations. There is a high priest who is in overall control, with several Bokor as underlings. The Loa is an extended family whose leaders are related by blood and marriage. There

are currently 5 families of up to 100 members each.

#### Serviteurs

The mules and henchmen.

#### Houngonikon

Traditionally the director of music and dancing. In this organisation he is instead in charge of the Serviteurs and answers to a Bokor.

#### La Place

A master of ceremonies who works directly under each Bokor. He aids in the summoning of the Petro.

#### Bokor

The dark priests, each controls his own family. There is no such thing as a Voodoo adept. You're either fully a Bokor or fully mundane. There is no in-between.

#### Veau Bokor

The head priest of all the families, who directly serves Marinette-Bwa-Chech.

The Loas are drug lords. The only difference between them and other such organisations is that they are aided by the evil Petro spirits. These spirits protect those who serve them, and communicate by possessing them through trance dreams or entering into the person. The Loa are also involved in the Zombie creation and the use of dolls. In essence a very twisted version of the powers of the D'arque.

The Loa don't grow their own cocaine. Instead they steal it from other gangs and distribute it. Most of their money is kept in banks in Haiti and have enough of it to buy whatever vehicles, equipment and weapons they want. The

only thing holding them back has been their war with the gangs they rob, often in public areas caring nothing for innocent people killed in the crossfire.

If someone messes with the Loa then they will kill not only the offender but his entire family as well. Also if a member is captured and cooperates with the authorities then his family will be visited by a Petro and be terrified to death. Worst of all the Loa have no fear of the legal authorities or government, openly retaliating against them.



**Behemoth**

Real Name	Paul Bressler
Alignment	Chaotic Evil
INT	9
CON	40
WIS	3
CHA	3
MR	10
STR	90
HPs	310
DEX	15
Disposition	Arrogant
Age	45
Weight	500lbs
Height	6'
Category	5th level Mutant

Powers	Enhanced Strength, Invulnerability
Training	Street

A super soldier experiment gone wrong by the Force of July, Paul was dumped along with the other failures into the pentagon tombs. Eventually he was rescued by Dr Apocalypse when she broke in looking for recruits.



**Black Raven**

Real Name	Pamela Neimic
Alignment	Chaotic Evil
INT	11
CON	18
WIS	10
CHA	9
MR	14
STR	18
HPs	68
DEX	18
Disposition	Exhibitionist
Age	23
Weight	70lbs
Height	5'7
Category	5th level Mutant
Powers	Winged Flight, Control
Animals	
Training	Street

Pamela was one of those forcibly drafted for the first incarnation of the Force of July. On their debut attack on Venezuela she defected to the Loa.



<b>Clamour</b>	
Real Name	Randolph Sanfra
Alignment	Neutral Evil
INT	10
CON	18
WIS	10
CHA	10
MR	20
STR	17
HPs	68
DEX	18
Disposition	Obnoxious
Age	24
Weight	130lbs
Height	5'9
Category	5th level Mutant
Powers	Emission Sonic, Sonic
Flight	
Training	Espionage and Military

Randolph was the lead singer of a Brazilian punk rock band until his powers fully manifested during one concert. The resultant sonic scream killed several people and injured the rest,

forcing him to flee to Venezuela where he joined Dr Apocalypse.



<b>Coldsnap</b>	
Real Name	Marion Lockley
Alignment	Chaotic Evil
INT	12
CON	18
WIS	18
CHA	12
MR	17
STR	15
HPs	68
DEX	18
Disposition	Paranoid
Age	29
Weight	80lbs
Height	6'
Category	5th level Mutant
Powers	Metamorph Ice, Emission Cold
Training	Espionage and Military

A long time assassin for hire with the CIA, Marion eventually was offered a better deal with Dr Apocalypse and subsequently joined her.



### Death Commando

Real Name	Arthur Anderson
Other Names	Commando
Alignment	Chaotic Evil
INT	18
CON	18
WIS	17
CHA	10
MR	Mach 5
STR	18
HPs	68/ 90 (suit)
DEX	18
Disposition	Psychotic, sadistic
Age	47
Weight	160lbs
Height	6'1
Category	5th level Mutant
Powers	Metamorph Metal,
Enhanced Speed	
Training	Espionage and Military

Arthur was one of those forcibly drafted for the first incarnation of the Force of July. On their debut attack on Venezuela he defected to the Loa.



### Dr. Apocalypse

Real Name	Nebuka Ta Tenuka
Alignment	Neutral Evil
INT	20
CON	18
WIS	18
CHA	18
MR	30
STR	14
HPs	108
DEX	18
Disposition	Calculating, vindictive
Age	29
Weight	90lbs
Height	6'
Category	9th level Tao Shih
Powers	See class
Training	Espionage and Military

A worshipper of the voodoo religion, Nebuka managed to rise to the position of high priestess with powers as never seen before. In time her followers grew to such numbers as to allow her to overthrow the corrupt Venezuelan government. Eventually she and her group were deposed by the CIA who put their own dictator in her place. While in power she was ruthless with any dissidents, but accomplished much in feeding the poor and removing power

from the wealthy. For a brief while there was true equality in Venezuela. Sadly there were other forces that would not allow the status quo to be so disrupted.



**Dr Death**

Real Name	Szandor Kryoga
Alignment	Chaotic Evil
INT	18
CON	18
WIS	18
CHA	9
MR	20
STR	18
HPs	68
DEX	17
Disposition	Paranoid
Age	51
Weight	150lbs
Height	5'6
Category	5th level Mutant
Powers	Metamorph Magma (permanent), Emission Magma
Training	Medical and Science

Szandor was Dr DNA's assistant during his first tenor there with the Force of July. They soon had a falling out and DNA injected Szandor with one of the experimental super soldier serums. He was violently transformed into the

volcanic Dr Death and managed to flee. Eventually he wound up in Venezuela and joined the Loa.



**Dr DNA**

Real Name	Daniel Nathan Androv		
Other Names	Dr Androv		
Alignment	Chaotic Evil		
INT	25	CON	11
WIS	25		
CHA	8	MR	14
STR	9	HPs	71
DEX	16		
Disposition	Cold, calculating		
Age	54		
Weight	130lbs		
Height	5'8		
Category	15th level Gadgeteer		
Training	Computer, Electronics, Mechanics, Medical and Science		

Daniel first came to prominence as the chief research scientist for the Vietcong on loan from the Russians. While with them he experimented on prisoners. At some later point he resurfaced with the Force of July. On their debut attack on Venezuela he defected to the Loa, but unlike the others returned to the U.S. as the only survivor in order to infiltrate the Force of July for Dr Apocalypse.





### Electrocutoner

Real Name	Felicia Rodriguez		
Alignment	Chaotic Evil		
INT	12	CON	20
WIS	19		
CHA	10	MR	19
STR	10	HPs	70
DEX	20		
Disposition	Hot headed		
Age	19		
Weight	60lbs		
Height	5'4		
Category	5th level Mutant		
Powers	Metamorph Electrical,		
Emission	Electrical		
Training	Espionage		

Felicia was one of those forcibly drafted for the first incarnation of the Force of July. On their debut attack on Venezuela she defected to the Loa.



### F.I.S.T.

Real Name	Frank Poole		
Other Names	Flight Integrated Strike		
Technology			
Alignment	Chaotic Evil		
INT	10	CON	17
WIS	10		
CHA	15	MR	20/
450kph flight			
STR	13/+30	HPs	
	37/+700 (suit)		
DEX	20		
Disposition	Arrogant		
Age	32		
Weight	140lbs		
Height	5'9/6'4 (suit)		
Category	5th level Exo Pilot		
Tech	Stealth equipment, flight, energy gauntlets (7D6).		
Training	Espionage		

Frank was a modern thief hired by Crimson Doom to steal the FIST prototype from Metatech. He succeeded but when they reneged on the payment and tried to kill him he managed to escape and kept the suit. In time he wound up in Venezuela and joined Dr Apocalypse.



### Hardware

Real Name	Ivana Sterankov		
Alignment	Chaotic Evil		
INT	18	CON	10
WIS	15		
CHA	12	MR	25/
300kph flight			
STR	10/+35	HPs	
	40/+800 (suit)		
DEX	15		
Disposition	Sadist		
Age	37		
Weight	80lbs		
Height	6'		
Category	5th level Exo Pilot		
Tech	Flight Boots, forcefield (1000 HPs), energy gauntlets (7D6).		
Training	Espionage and Military		

A former Crimson Doom member, Ivana fled with the Hardware suit and joined Dr Apocalypse.



### Hornet

Real Name	Thomas Laude		
Alignment	Neutral Evil		
INT	10	CON	18
WIS	9		
CHA	5	MR	25/
100kph flight			
STR	10/+20	HPs	
	48/+800 (suit)		
DEX	18		
Disposition	Coward		
Age	35		
Weight	140lbs		
Height	6'3		
Category	5th level Exo Pilot		
Tech	Gauntlet blasters (6D6), all optical and sensory, flight, sealed environment.		
Training	Electronics		

Thomas was a janitor at Metatech who one day saw a chance to make some real money by stealing the Hornet suit. However Thomas was at best incompetent and was forced to flee to Venezuela after Dr Destroyer refused to take him in.





### Marionette

Real Name	Margaret Harrington
Alignment	Chaotic Evil
INT	15      CON 18
WIS	10
CHA	10      MR 15
STR	12      HPs 68
DEX	18
Disposition	Extrovert, nymphomaniac
Age	21
Weight	70lbs
Height	6'
Category	5th level Mutant
Powers	Diminutive, Manipulate
Probability	
Training	Espionage and Military

Margaret was one of those forcibly drafted for the first incarnation of the Force of July. On their debut attack on Venezuela she defected to the Loa.



### Mercury Mercenary

Real Name	Jimmy Dwayne
Other Names	The Fox
Alignment	Chaotic Evil
INT	14      CON 19
WIS	10
CHA	9      MR Mach 2
STR	18      HPs 69
DEX	18
Disposition	Sadist
Age	36
Weight	160lbs
Height	6'
Category	5th level Mutant
Powers	Enhanced Speed, Psychokinesis, Telescopic Vision
Training	Espionage and Military

Originally the CIA's best black ops operative, one day they offered him great power if he agreed to be involved in an experiment. The experiment went ahead but noone warned Jimmy of the pain involved. Noone warned the scientists of how Jimmy would react to the pain. After slaughtering everyone in the lab Jimmy fled and became an assassin for hire. He was frequently hired by Dr Apocalypse.



### **Microwave**

Real Name	Maria Romano		
Alignment	Neutral Evil		
INT	10	CON	20
WIS	10		
CHA	10	MR	14
STR	10	HPs	70
DEX	16		
Disposition	Exhibitionist		
Age	24		
Weight	75lbs	Height	5'6
Category	5th level Mutant		
Powers	Emission Microwave, Energy Absorption		
Training	Espionage and Military		

The only attempt by the Venezuelan government to create their own super soldier. It succeeded and once Maria learnt to control her powers she killed everyone involved and destroyed the lab. Shortly after Dr Apocalypse came to power and she joined her.



### **Nightside**

Real Name	Illia Hudson		
Alignment	Chaotic Evil		
INT	15	CON	19
WIS	11		
CHA	18	MR	16
STR	18	HPs	100
DEX	18		
Disposition	Sadist		
Age	36		
Weight	80lbs		
Height	5'9		
Category	9th level Vigilante		
Training	Espionage and Military		

Another assassin for hire recruited by Dr Apocalypse. Nightside was by far the most bloodthirsty, taking particular delight in slow executions.



### Nightstalker

Real Name	Ryusku Chiharu
Other Names	Dark Ninja
Alignment	Chaotic Evil
INT	11      CON 18
WIS	12
CHA	5      MR 16
STR	18      HPs 68
DEX	19
Disposition	Arrogant
Age	24
Weight	70lbs
Height	6'
Category	5th level Ninja
Powers	Cleansing Spirit, Disabling Touch, Feather Fall, Feign Death, Focused Attack, Grab Blade, Grab Missile, Leap, One With The Universe, Parry Missile, Rapid Blows, Run on wall, Shadow Stealth, Strafe, and Whirlwind
Training	Espionage

Originally a member of the Fist ninja cult in Japan, she was the only survivor of an attack by HERO and the Japanese secret service. By this time Dr Apocalypse was well known for her coup in Venezuela so Ryusku joined her.



### The Rat

Real Name	Achmed Stinwartz
Alignment	Neutral Evil
INT	8      CON 30
WIS	7
CHA	3      MR 14
STR	20      HPs 80
DEX	18
Disposition	Paranoid
Age	25
Weight	130lbs
Height	6'
Category	5th level Mutant
Powers	Animal Abilities Rat, Enhanced Regeneration
Training	Espionage and Military

Like Behemoth Achmed was a failed super soldier left to rot in the tombs until being rescued by Dr Apocalypse.



**Scatterbrain**

Real Name	Melody Crane
Alignment	Chaotic Evil
INT	12      CON 18
WIS	25
CHA	10      MR 14
STR	10      HPs 68
DEX	18
Disposition	Exhibitionist, vain, shallow
Age	19
Weight	65lbs
Height	5'7
Category	5th level Mutant
Powers	Telepathy, Control Minds and Telekinesis
Training	Very basic hand to hand

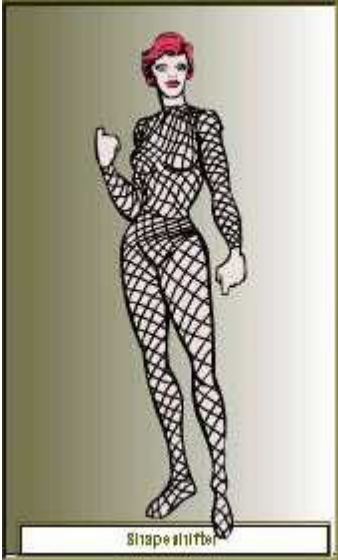
Melody was formerly a super model. One day she developed mental powers and thought it would be cool to join the Loa. End of story.



**Shadow Queen**

Real Name	Dana Landucci
Alignment	Neutral Evil
INT	19      CON 18
WIS	21
CHA	10      MR 15
STR	12      HPs 68
DEX	18
Disposition	Confident, paranoid
Age	26
Weight	90lbs
Height	5'7
Category	5th level Mutant
Powers	Metamorph Shadow, Radar
Training	Technical

The least villainous of the group. Dana joined Dr Apocalypse only through circumstance. She was the editor of an underground paper which regularly exposed the corrupt excesses of the then Venezuelan government. Eventually they were found and her comrades killed. While she'd always had her powers up until now she had never used them, not really wanting them. She was forced to hook up with Dr Apocalypse for her own protection.



### **Shapeshifter**

Real Name	Dana Nicole		
Alignment	Chaotic Evil		
INT	20	CON	26
WIS	10		
CHA	10	MR	20
STR	16	HPs	180
DEX	20		
Disposition	Sadist		
Age	31		
Weight	80lbs		
Height	Varies		
Category	15th level Eternal		
Powers	Shape Change		
Training	Espionage		

Supposedly even older than Gilad, Dana may have even been the very first immortal. Unlike Gilad however, Dana was also the first true sadist and over the centuries actually grew to enjoy hurting and killing others more and more. It is unknown how she wound up with Dr Apocalypse.

## **12. D'arque Magic**

The magic of shadows and the night, drawing most of their spells from the

shadowscape. The places where light and darkness meet have long symbolized opposition and balance, the clash of good and evil, even of chaos and law. The School of D'arqueness teaches mages to use these contrasts to reach the secret source and union of all shadow and harness its power.

### **Casting Time**

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative. Casting counts as one action.

### **Number of spells per round**

A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an INT roll. If he succeeds he can successfully cast both spells. If the roll fails, he is limited to one spell that round, and a -10% on all effects (in his haste, he has garbled the spell slightly).

If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type. A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell. Dimensional and Entreaty Spells. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and

cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

### Range

A spell's range determines how far from you it can reach, as defined in the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area of effect would extend beyond the range, that area is wasted. Standard ranges include:

**Self;** The spell affects only you.

**Touch;** You must touch a creature or object to affect it.

**Line of sight;** The spell reaches as far as the character can see clearly.

Otherwise a measurement in metres or kilometres is given.

### Duration

Once you've determined who is affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

**Timed Durations:** Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

**Instantaneous:** The spell energy comes and goes the instant the spell is cast, though the consequences of the spell may be long-lasting.

**Permanent:** The energy remains as long as the effect does. The means the spell is vulnerable to being dispelled.

**Concentration:** The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a partial action that doesn't provoke attacks of opportunity.

Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after you cease concentrating. In these cases, the spell keeps going for the stated length of time after you stop concentrating. Otherwise you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration. Also, certain spellcasters can learn to "tie off" concentration spells, maintaining them without thinking about it.

**Trigger:** Some spells don't need to be discharged immediately. In this case you can hold the discharge of the spell (hold the charge) indefinitely or until a certain condition is met which triggers it.

### Save

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Save line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

**Standard:** This term means that the spell has no effect on an affected creature that makes a successful saving throw.

**Partial:** The spell causes an effect on a subject. A successful saving throw means that some lesser effect occurs.

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

### Mana

The Mana line indicates how much mana is required to cast the spell. In some

cases additional mana is required to boost the spell or activate other properties.

2-10 mana point spells are minor, the type you might expect an apprentice to use.

15-30 mana point spells are more powerful, and are the type you might expect an experienced mage to use.

40 mana point spells are devastating, and are the type you might expect from a mighty wizard.

50 mana point spells are legendary, and can have an enormous impact on the surroundings around you. These are the spells you might expect from the mightiest wizards of legend, who raise mountains and do battle with the greatest of demons.

### **Absorb the D'arque**

Range: 3 metre per WIS range, +3 metres per level

Duration: 1 minute per WIS

Save: Standard

Mana: 20

This spell absorb the shadows of others making the caster stronger from within a 3 metre per WIS range, +3 metres per level, over a 1 metre per WIS radius +1 metre per level. For each shadow he absorbs he temporarily gains +1 to STR, CON and MR.

### **D'arque Armour**

Range: Line of sight

Duration: 1 round per WIS

Save: None

Mana: 15

This spell creates an armour of d'arqueness which instead of taking damage absorbs it and sends it into the Shadowscape. It can take 1 damage per WIS + an equal amount per level, + however much mana the caster invests into it in a 1 for 1 ratio.

### **D'arque Betrayal**

Range: Touch or line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 25

This spell allows the caster to use a weapon to attack the victim's shadow and have the damage transferred directly to the victim's HPs. This essentially allows him to bypass any armour or fields.

### **D'arque Blow**

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 15

This spell allows the caster to have his arm or leg emerge through the victim's shadow and attack him from behind.

### **D'arque Claws**

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell creates 1 centimetre long claws made of shadow which extend from the caster's fingers. They do D6 plus STR damage bonus.

### **D'arque Exorcism**

Range: Line of sight

Duration: Instant

Save: Standard

Mana: 25

This spell banishes any Shadow entities in the area back to their home plane.

This includes Shadows who have possessed a lifeform. A Shadow which successfully saves instead loses half its HPs.

### **D'arque Form**

Range: Self

Duration: 1 minute per WIS +1 per level

Save: Standard

Mana: 40

This spell transforms all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. While in this form the character is invisible to heat, motion, and many other kinds of sensors.

He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

### **D'arque Hell**

Range: Touch

Duration: 1 hour per WIS +1 hour per level

Save: Standard

Mana: 25

This spell causes the victim to fixate unreasonably on the subject of his fear to the point where he starts seeing things out of the corner of his eye related to the fear. As the day goes on the victim becomes more and more divorced from reality, which becomes more eerily surreal and seems to conspire against the victim digging up long buried memories and forcing him to confront the fear in the most dramatic manner possible.

These episodes only occur when the victim is alone but the victim will seem paranoid and jumpy seeing hallucinations and mishearing conversation in the worst way.

### **D'arque Hiding**

Range: Line of sight

Duration: 1 hour per WIS

Save: None

Mana: 30

With this spell the caster creates for himself a dwelling inside a shadow. The temporary home is 1 metre squared per WIS and can be entered by anyone the caster allows in. The area can be shattered by a powerful light being shone on it.

### **D'arque Hold**

Range: Touch or line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 10

This spell paralyses any spirit or astral entity.

### **D'arque Message**

Range: Anywhere on the same planet

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10

This spell allows the caster to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the caster prefers he need not speak and instead just listen in to what's going on near the recipient.

### **D'arque Revelations**

Range: Touch or line of sight

Duration: 4 rounds per 5 WIS

Save: None

Mana: 10



This spell allows the caster to read a victim's shadow and learn what he is (mutant, mage, etc), his level, his true form (if disguised) and his alignment.

### **D'arque Shadowplay**

Range: Touch or line of sight  
Duration: 4 rounds per 5 WIS  
Save: None  
Mana: 5

This spell allows the caster to manipulate a victim's shadow to jump around, make obscene hand gestures, etc. Although a very minor spell this could be very disconcerting for the victim.

### **D'arque Shadows**

Range: Touch or line of sight  
Duration: 4 rounds per 5 WIS  
Save: None  
Mana: 20

This spell allows the caster to animate and control a victim's own shadow. It may be commanded to do such things as take away a weapon or directly attack the victim. The shadow's combat stats will be the same as its victim's. It is however susceptible to light.

### **D'arque Shield**

Range: Line of sight  
Duration: 1 round per WIS  
Save: Standard  
Mana: 10

This is identical to the armour spell but instead it is used to form a shield which may vary in size from a buckler to a full body shield. It can take 1 damage per WIS + an equal amount per level, + however much mana the caster invests into it in a 1 for 1 ratio.

### **D'arque Shroud**

Range: Touch or line of sight  
Duration: 4 rounds per 5 WIS

Save: None

Mana: 20

The caster is able to completely hide in shadows and is difficult to detect even by magical means.

### **D'arque Travel**

Range: See below  
Duration: Instant  
Save: None  
Mana: 30

The caster is able to teleport between any shadows within his line of sight or 1 metre per WIS +1 metre per level, whichever is greater.

### **D'arque Travel II**

Range: Line of sight  
Duration: 4 rounds per 5 WIS  
Save: None  
Mana: 40

The caster must first know D'arque Travel I before learning this. With this spell the caster can use any shadow as a gateway to any other shadow in the same world. The gateway is large enough to allow one normal sized person to pass through at a time.

### **D'arque Travel III**

Range: Line of sight  
Duration: 4 rounds per 5 WIS  
Save: None  
Mana: 50

The caster must first know D'arque Travel II before learning this. With this spell the caster can use any shadow as a gateway to the Shadowscape. The gateway is large enough to allow one normal sized person to pass through at a time.

### **D'arque Vision**

Range: Self  
Duration: 1 hour per WIS  
Save: None

Mana: 5

This allows the caster to see in complete darkness as if it were daylight.

### **D'arque Vision II**

Range: Self

Duration: 1 round per WIS

Save: None

Mana: 10

This spell allows the caster to see through smoke, fog, rain, and airborne dust as clearly as day, without problem. It can also allow the person to see underwater without distortion, as if the water were clear as air.

### **D'arque Voyeur**

Range: Line of sight

Duration: 1 round per WIS

Save: None

Mana: 15

This spell allows the caster to see an area by looking through a victim's shadow. This is visual only, there is no auditory.

### **D'arque Wall**

Range: Line of sight

Duration: 1 round per WIS

Save: None

Mana: 20

The spell creates a wall of d'arqueness of (1 metre per WIS length x 1 metre per 2 WIS of height x 1 metre per 4 WIS of depth) which functions exactly as D'arque Armour. It can take 1 damage per WIS + an equal amount per level, + however much mana the caster invests into it in a 1 for 1 ratio.

### **D'arqueness**

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 15

This spell creates shadows around the victim's eyes blinding him.

### **Fear the D'arque**

Range: Line of sight

Duration: 4 rounds per 5 WIS

Save: Standard

Mana: 15

This spell creates emit an area of d'arqueness of 1 metre radius per WIS (+5 metres per level) over 1 metre per WIS per level. Any caught in it will feel an unexplainable fear of the dark, and must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 penalty on all rolls whenever attempting to do anything in darkened conditions. The field completely negates any form of nightsight, darksight or thermal vision. Only the character can see in his field.

### **Summon Elemental**

Range: Line of Sight

Duration: 10 rounds per 5 WIS

Save: None

Mana: 40

This spell conjures up an element of shadow to serve and protect the spellcaster. The elemental lasts until slain, or when the caster dies, cancels the spell, or can no longer see the elemental. The elemental has attributes and HP identical to the caster along with the abilities and bonuses from the Shadow Elemental.

## **10. D'arque Based Powers**

Absorption Shadow

D'arque Communication

D'arque Punch

D'arque Vision

D'arqueness Weapon Melee

D'arqueportation

D'arqueportation II

Emission Shadow

Field D'arqueness

Field Shadow

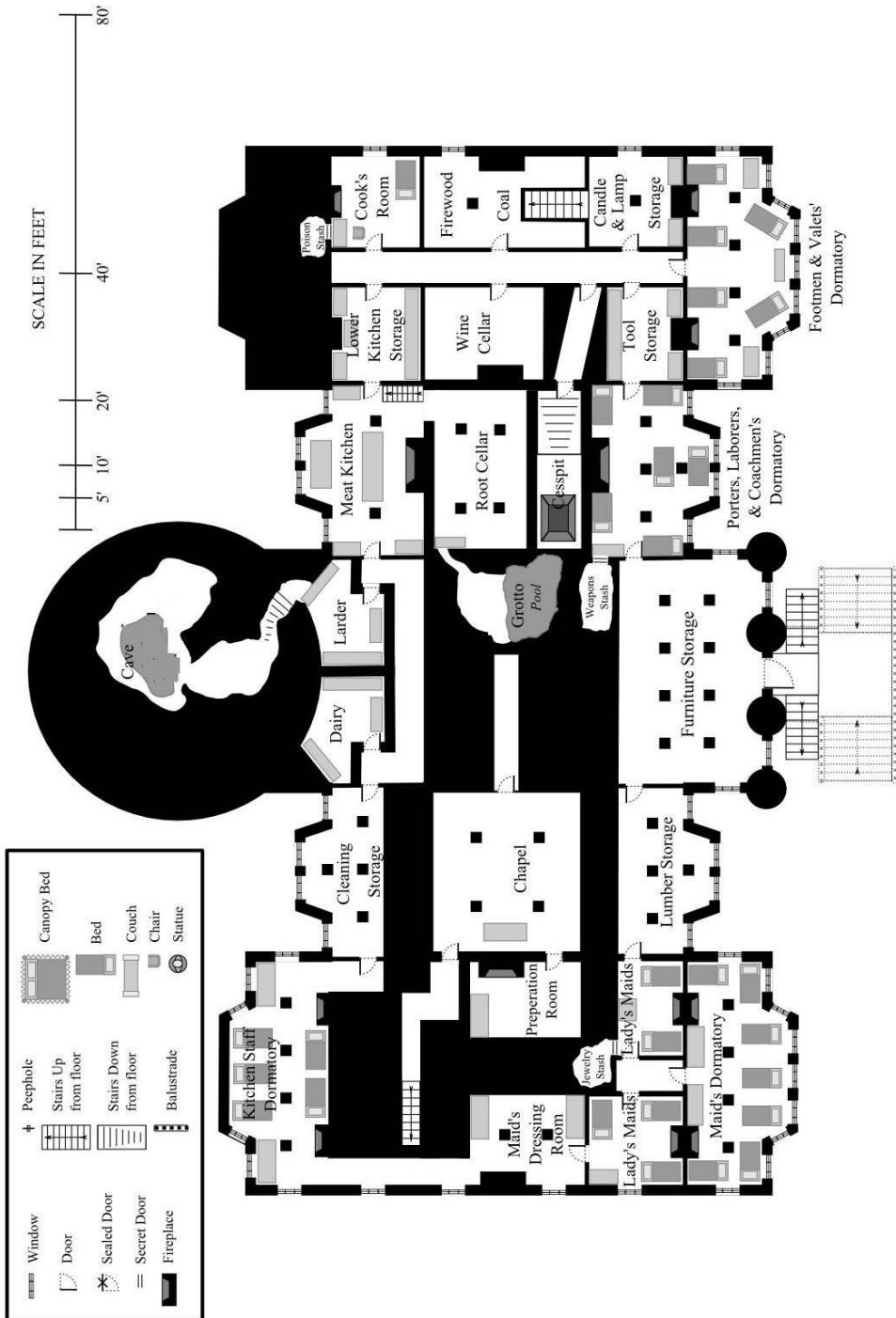
Infuse Weapon Shadow

Manipulate Shadows

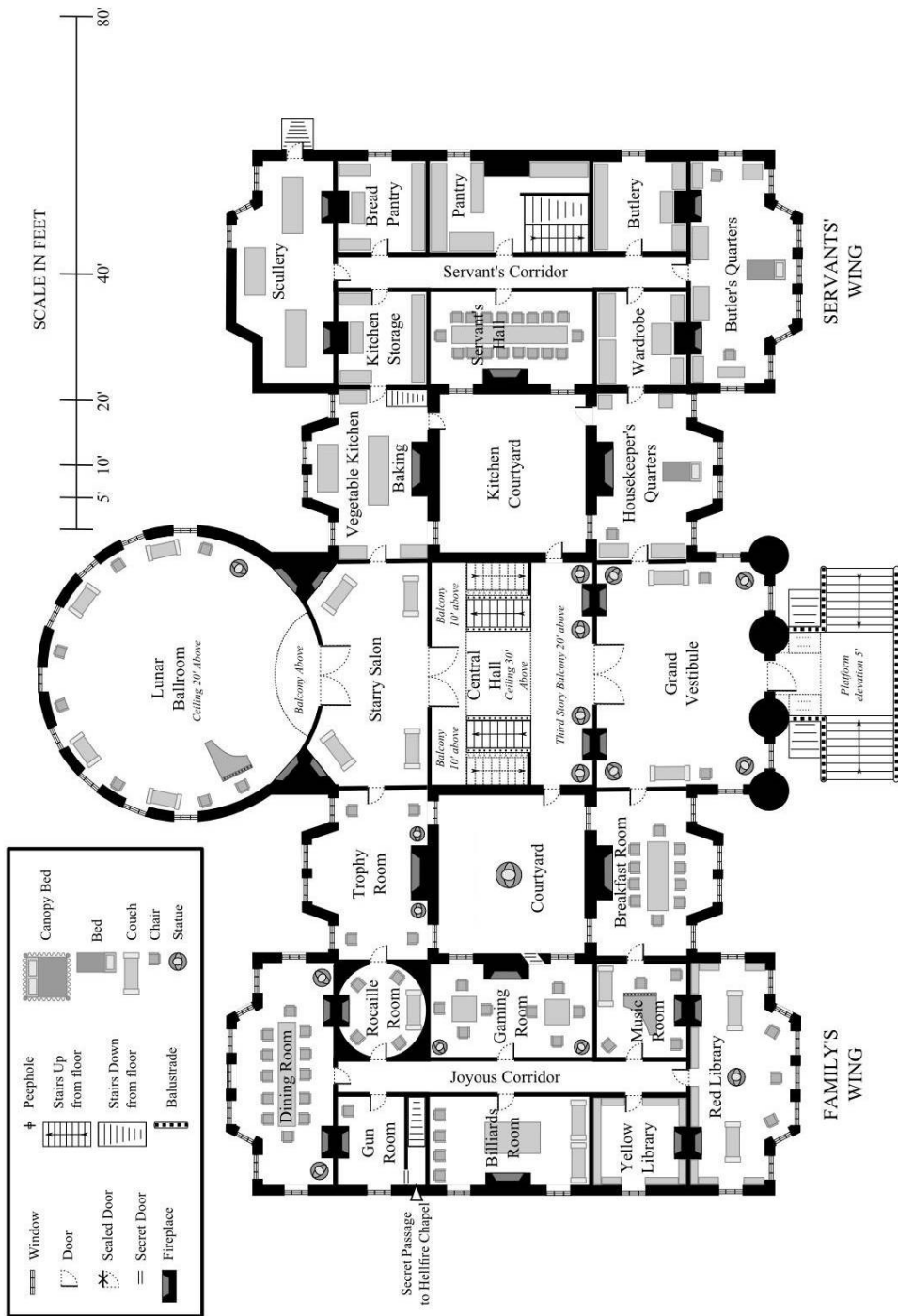
Metamorph Shadow

These powers are explained in great detail in BH3 the book of Powers.

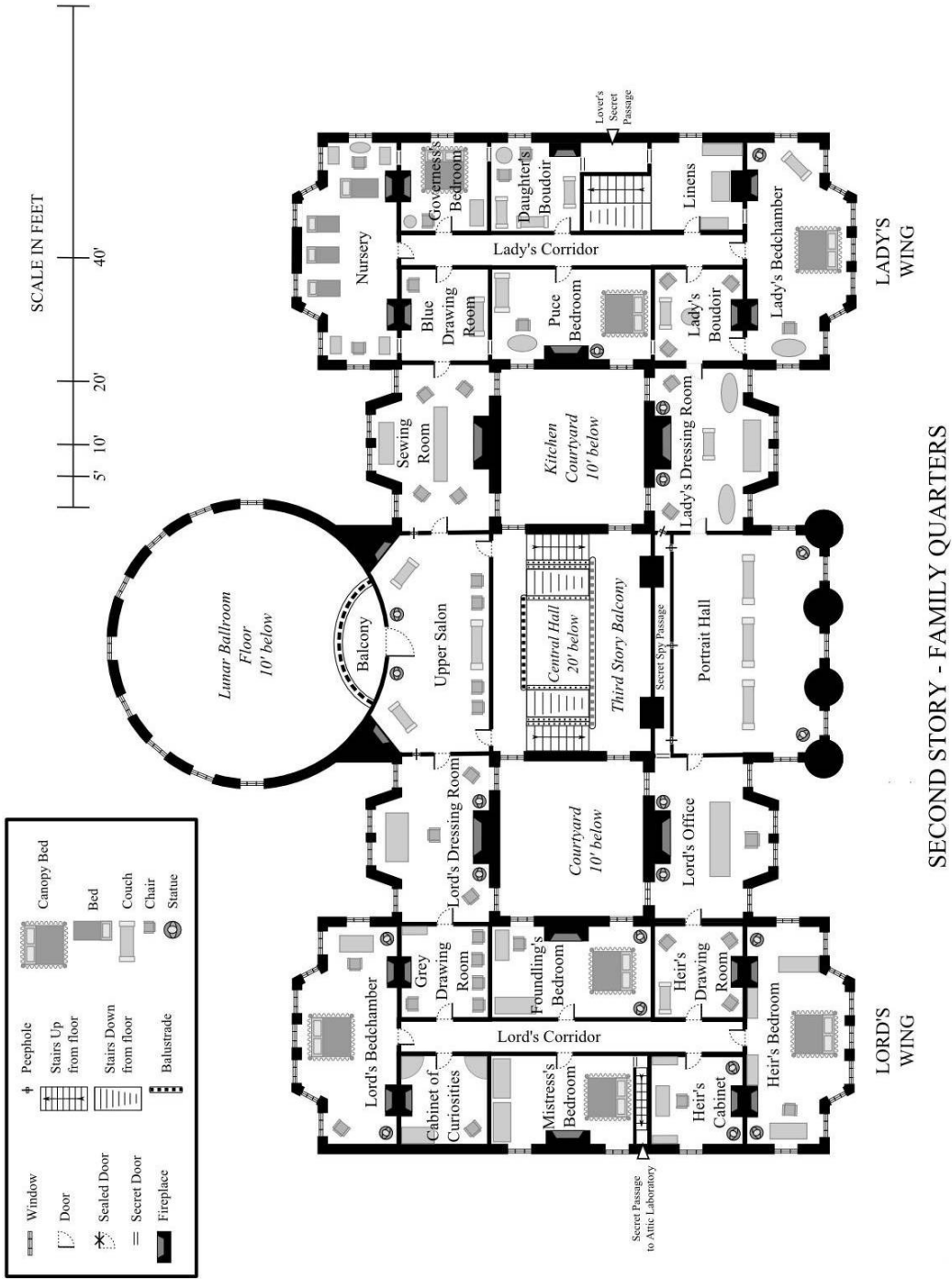
# 11. Appendix: House of Darqueness Maps



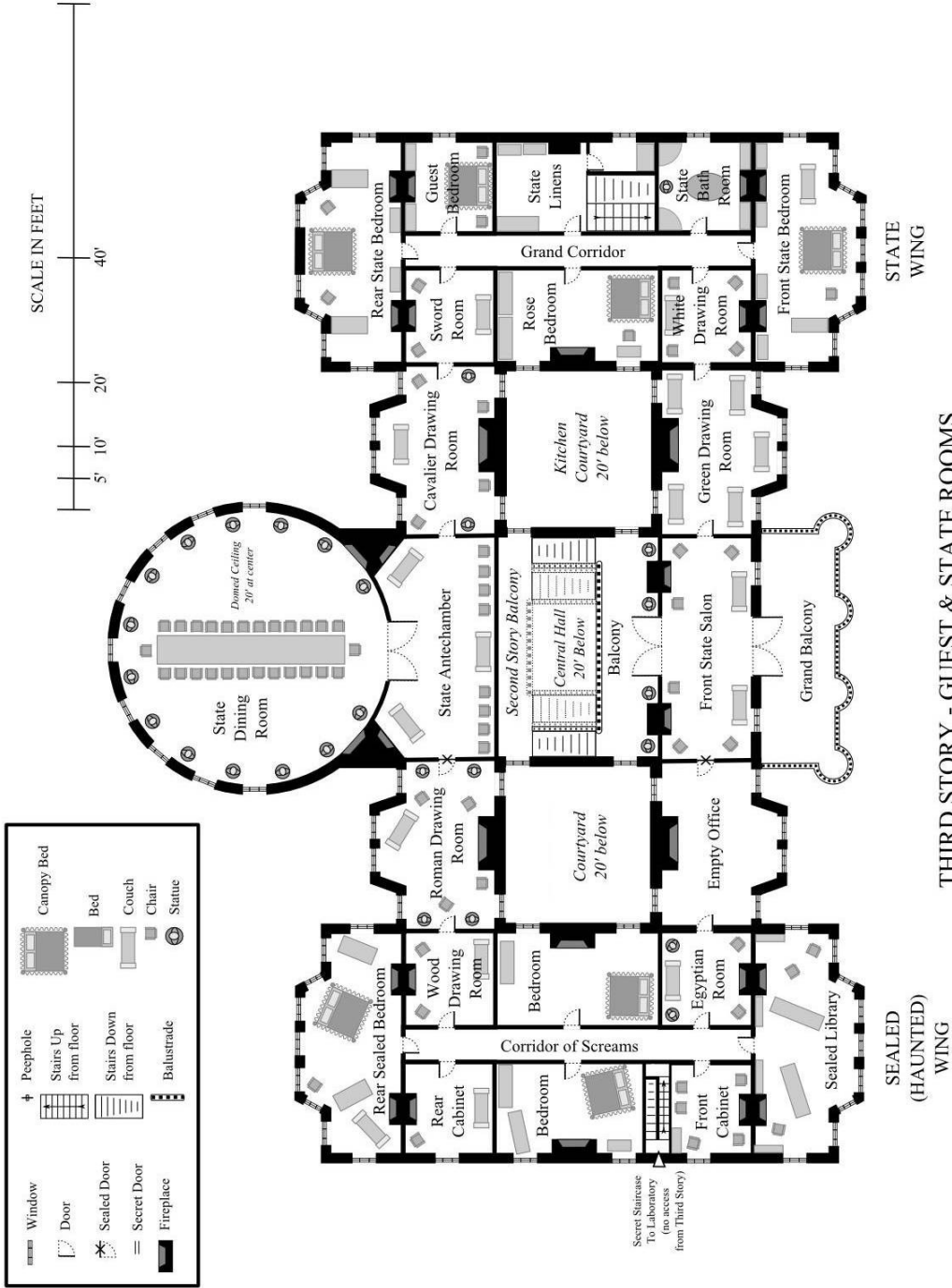
BASEMENT - STORAGE & SERVANT'S ROOMS



GROUND FLOOR - PUBLIC ROOMS



SECOND STORY - FAMILY QUARTERS



THIRD STORY - GUEST & STATE ROOMS

