

# A Return to Twilight

AN ANGEL EPISODE BY JASON VEY

*Note: This scenario is a sequel to the Nocturnum Call of Cthulhu campaign, which I ran as Season two of my home game. It should be easily adaptable as a stand-alone scenario, however.*

## QUICK SYNOPSIS

The Cast journeys to the Twilight Land in search of the Rose of Night so that they can create a potion to stop Alan's final attempt to bring Leviathan into the world. Unfortunately, Alan has his own interests in the Twilight Realm, and the native inhabitants of that world aren't exactly happy with the Cast for awakening the Twilight Queen and trapping a powerful demonic entity there a year ago...

## CUT SCENE

The cell was dark, but cool. He had no idea where he was; everything over the past few days had been a blur. They'd beaten him to the point of unconsciousness so many times over, and each time told him the truth, and he knew it was the truth: all he had to do was accept Leviathan into his heart, and it would all end. He'd be one of them and have everything he ever desired. He'd come so close, so many times, to doing it, to calling out to the Mad God and giving in to his fate. But he hadn't given in, yet, and he'd die before he did. Why?

Because it was wrong.

His plan would take cracker-jack timing. They'd underestimated the power he could bring to bear, given the time and opportunity, and these hours of pitch black with the sounds of slithering horrors penetrating the darkness had given him that. It took days, and a great deal of Essence, but he had abilities that Alan didn't know he had.

It was almost time. His iron shackles became receptacles for the stored Essence, and a Shielding Invocation kept his jailers from detecting the storage. Once again, he'd stored up all the Essence he could muster, leaving just enough untapped that he'd be able to remain conscious when it was all done. It was all or nothing, now. He knew that the book had been translated, that it was readable in plain English, now. They had no need for him anymore. Alan would kill him to please his mistress and his god. They'd come, and they'd come soon.

Just as Daniel was starting to feel drunk from the power, the cell door creaked open and a shaft of light from outside

illuminated Alan and the witch. She was barely clad, the Mark of Leviathan clearly visible on her forehead. In her hand she held a long, kris-bladed knife. Alan had a book in his hand.

"So it's to be sacrifice, then," Daniel coughed.

"I'm sorry, my old friend," Alan replied. "But we all do what we must, to please our masters."

"And your mistress," Daniel spat. "After all this, you're still just a lackey, Alan."

"Be quiet."

"Or what, you'll kill me? Too late for that, isn't it? It's a shame, really. You wanted all this unlimited power, and you still sold out to this bitch that not two years ago, hadn't an inkling of power in her. Now she gives orders and you jump like a little kid at Christmas."

"Shut up."

"What would Anita say, seeing you turned into a sniveling weasel like this?"

"SHUT UP, DANIEL!!!"

The woman put her hand on Alan's shoulder, to calm him down. He shrugged her off, and spun on her. It was now or never. Daniel dropped the shielding Invocation, and watched with a sneer as the two Tainted cultists turned like deer in headlights when they sensed the massive Essence repository he now had access to.

And he called it all, unleashing a blast of lightning that shattered his bonds, and blew the two of them clear through the wall. He sneered for a brief second as they tried to remember who and where they were, and spat at them, "Didn't know I could do that, did you, Alan? Here's another little trick I learned in the past few months."

Another incantation tore open the portal he'd spent the past three days pin-holing in time and space. Where it went, he

had no idea, but anywhere was better than here. He sent a quick telepathic message to Dr. Armedt, leapt through and forced the portal closed, then used what Essence remained to seal it, permanently. They wouldn't be following him. He fell to his knees, exhausted.

Then he looked around, and saw where he'd gone.

"Lovely. Out of the frying pan," he muttered, and started walking.

## ACT ONE: INTRODUCTION

### RUNDOWN

The Cast enters the Twilight Land, where they find things have grown complicated in the past year. They meet some new allies and some new enemies, and learn of an otherworldly conspiracy to invade the Earth and a thwarted Reckoning that almost took place five years ago. They get to know the Twilight Land mirror of Pittsburgh, and make their first acquaintance with the Mockers.

### ACTION

#### Good News and Preparation

The story opens the day after our last episode ended. The Cast comes together the next morning at the Hive to work and discuss their strategy. Drake should take this opportunity to mention he knows where to find black roses; Drusilla had a fascination with the plants and insisted they transplant a bush in Schenley Park.

As they discuss their strategy, Dr. Armedt enters, excited. He runs up to Jamie and has a whispered conversation, and Jamie collapses into tears. Dana runs out from behind the counter, and up to whatever Cast Member is closest, and informs them, "It's Daniel. Armedt got a telepathic message from him. He's okay. He got away, but that's all they know. He didn't have time or Essence to spare to send any details, he just said that he'd escaped and would be in contact as soon as possible."

Anita, reading up about the Twilight World in her book, discovers a few select passages of information that may be important to their survival, which mention the lack of food and water in the Twilight World, and discuss the multitude of shadowy enemies they're going to face when they get there. There are also mentions of a thwarted attempt at a

Reckoning associated with the Twilight World back in 2000, though the details are scarce.

### The Twilight World

The group makes whatever preparations they need to make, and gathers in front of the Cathedral of Learning at dusk. They should have taken whatever precautions seem necessary to avoid being seen as they perform the ritual. Provided everything goes over smoothly, they find themselves in the Twilight World. They are almost immediately overcome by the sharp smell of sulfur, which fills the air in a yellow-green haze, burning their eyes and noses. Each Cast Member must pass a Constitution (not doubled) roll or throw up from the combination of Taint and the strong, noxious mists.

They are still sitting in front of the Cathedral, but it looks like a blasted-out version, as though a nuclear bomb had been dropped on the city. The sky is the sickly yellow-purple of a bruise and casts an ominous black light effect on the entire scene. A successful Intelligence + Occultism roll reminds the Cast that the last time they were here, the Twilight Queen emerged from this very spot, crumbling the Cathedral to dust. The building has somehow reappeared in the past year, and the Queen herself is nowhere to be seen.

Allow the Cast to explore awhile; everything is where it should be, but looks like a post-apocalyptic landscape, like one imagines the world would look after a global thermonuclear war. Hot winds whip about them, and yellowed sand blows in the sulfur mist. Characters who don't take precautions (even wrapping fabric around their nose and mouth) will become violently ill within the hour, with burning eyes, throat, and skin, and possibly coughing

or vomiting blood, as the sulfur builds in their lungs (roll Con doubled against a Str. 4 poison every five minutes, suffering a cumulative -1 on each successive roll). There are no cars anywhere.

The Cast may notice what appear to be people, walking around in a zombie-like trance. If they try to interfere with one of these "people," the subject will simply ignore them, staring off into space until let go, at which point they will go on their way. Killing the creatures is possible and in fact easy (though it leads to nasty consequences as they will later discover).

### The Hand of Providence?

Eventually, as the Cast walks, they will begin to notice slithering shadows moving about in alleyways and buildings, and at some point they will be attacked by a combination of Twilight World denizens, who do not welcome the intrusion by Earthers. The first attack should be a group of vampires, with the second adding other shadowy creatures to the mix, and the third consisting of an assault by horrific undead monstrosities clad in demonic black armor and wielding wicked-looking, serrated swords.

To the group's shock, their weapons and attacks do very little damage against the armored monsters, but Klaus's attacks actually deal double damage, or in the case of slash/stab attacks, increase the multiplier by one, dealing *triple damage!*

These attacks will continue at regular intervals, increasing in intensity until the Cast seems well overmatched. At this point, what appears to be a strike team of supernaturals enters the fray. With a Perception + Anguish roll, Klaus will feel an immediate kinship with these creatures, though they don't register exactly the same as Earthly Disciples do. There will be very little time to talk, however, as a small army of the monsters begins to filter out, and the leader of their saviors yells, "RUN!"

From here it's a gauntlet. The Cast runs through Oakland, down the deserted highway streets, and into downtown Pittsburgh, fleeing from various kinds of monsters along the way, until they reach what on Earth is the Steel Plaza subway station. Their rescuers herd them into the place, and one casts a spell (using Taint, of all things) on the doors as they enter, causing the doors to appear to turn to solid rock.

### The Mocker Tunnels

They descend into the depths, lit by torches placed along the walls, and into a cavernous underground tunnel network filled with a motley assortment of humans and supernaturals. Many are Tainted. All are filthy. The leader of the group who brought the Cast here says, "welcome to the Twilight World. Take a load off and rest. I have a few things to take care of; I'll have some food sent over and be back to talk to you in a little while." Then he disappears into the masses.

True to his word, within minutes a young boy comes over, dragging a sled behind him that is piled with strange-looking assortment of dried meats, fruit, and water. "Matt must like you," the kid says. "He sent a lot of water."

Klaus immediately recognizes (with a Perception + Anguish Task) that the kid is a Disciple of the Flesh.

The kid's name is Paul, and he'll answer any questions the Cast puts to him, but he's just a ten-year-old boy, so his understanding of things is limited. His uncle used to beat him and "touch him" a lot, till one day Paul got mad and everything went red and he found himself in the streets with blood all over his hands. He doesn't remember how he got here, but he's been here for at least a year. As for who Matt is, Paul's answer is "he takes care of us and keeps us alive." Yes, Matt is the guy who brought them down here, and yes, Matt is a Pariah. The Tainted people down here call themselves Mockers, and they creep Paul out, but they're good guys, mostly.

While they talk to Paul, Matt returns, ruffles the kid's hair, and says, "you've bothered these guys enough, Paul. Go find Shaena. I'm sure she's worried about you by now." The kid runs off without complaint.

Matt says, "Sorry if Paul was being a pest. He's a good kid." He looks around at the group and says, "they're all good folks."

Then he turns back to the group and looks them over for a minute. "So you're the ones who woke up the Twilight Queen last year. It took us months to put her back. We lost a lot of good people doing it, too." Then he waits for the Cast to respond. If they do, he'll brush off any apologies or excuses, saying, "I didn't expect you to know what you'd

done. I just thought you'd want to know now. I guess Paul told you, I'm Matt, and you're in our little corner of Hell."

"We're not all Mockers here," He says. "I'm a Pariah. About half of us are. The rest are Mockers." He'll go on to explain who and what the Mockers are if anyone asks, and will also give them a rundown of the Twilight World: a Clippothic nightmare mirror of Malkuth, or Earth. Everything in the Twilight World is a twisted mockery of something on Earth. Most think it was created by the nightmares of mankind clashing with the Tainted Essence of a Mad God, a theory which is upheld both by the fact that it is indeed a Tainted dimension and by the fact that there are gateways to the Twilight World from the Sephiroth of Hod.

If the Cast asks, he'll be more than happy to answer any questions they can put forth. He has the following information:

1. Every creature on earth has a dark reflection somewhere in the Twilight World. Pittsburgh, in fact, is ruled over by Amara's double from Earth, a gypsy Vampire by the name of Esmerelda. Most doubles of normal humans in the Twilight Realm are little more than mindless automatons, lumbering about the world aimlessly. Some of the Gifted and supernatural creatures, however, see their doubles awakened. These doubles often seek to escape the Twilight World in order to murder and replace their human counterparts, a difficult prospect since for the most part once the two meet face-to-face, whatever happens to one affects the other. Matt is unaware of the location of any of the Cast's doubles.
2. He doesn't know what happened to Gary Augustine, the Sh'kryth the Cast banished here

last year. He knows that the monster escaped the Twilight Queen's clutches and left the city, but knows little more than that.

3. The Twilight World is full of powerful and evil, Tainted creatures not unlike the Sh'kryth. These creatures have in years past tried to invade the Earth. Back in the late 90's a group of Mockers, with the aid of the Pariahs, managed to use their unique ties to the Mad Gods to stop an invasion of Earth from the Twilight World. Unfortunately, they were all trapped within the Twilight World themselves and have spread throughout the world, undermining the masters of the realm wherever possible to keep them from invading Earth again.
4. He's heard of Leviathan, but knows little about the CoR. Some of the Mockers around may have an idea about them, however. He has heard of the Night Rose, and believes it grows in the Twilight World version of the Poconos. He's pretty sure that at least one of the Mockers around knows where to find it. He is willing to take a small group of Mockers and Pariahs and guide the Cast there if they so choose.

### TROUBLESHOOTING

The Cast may refuse the help of the Mockers or Pariahs. If so, it's imperative that they find a guide somewhere who can take them to the Twilight World version of Snowflake Mountain. The boy Paul would be a prime candidate for this; if the Cast makes enemies of the Mockers and Pariahs, have them find Paul (who is not Tainted) cowering in a building as one of the Shadow Stalkers hovers over him. After they rescue him, Paul can provide any information that Matt would have otherwise.

## ACT TWO: COMPLICATION

### RUNDOWN

The Cast finds the Rose of Night outside of the Twilight World's version of Snowflake Valley, guarded by a group of Mockers who have turned back to the dark side and now worship the Sh'kryth Gary Augustine...who in turn is now in league with Leviathan and the Church of

Revelations. The Cast are betrayed by the doppelganger of a friend, captured and thrown into prison to await Augustine's decision on what to do with them.

### ACTION

The Trek to Snowflake Valley

The journey across the mountains must be on foot, as the Pariahs and Mockers have no access to working cars, which are rare in the Twilight World. It's going to take weeks, but Matt (or Paul, if he's guiding the Cast) will explain that weeks in the Twilight World can equate to mere hours on Earth. Likewise, the Cast will not age so long as they remain in this realm. One of the downfalls of being in a hell dimension is longevity. Nobody dies of old age.

Depending on how fast or slow the episode is going, a few skirmishes with Twilight World demons are not out of the question. The Twilight World is a brutal and deadly place, and this needs to be hammered home to the Cast. Not to mention, wearing down their resources and ammo can't hurt, considering what's to come. In addition, the question of food and water will certainly come into play, as there is precious little to be had in the Twilight World. Some of the scrublike plant life in the rocky terrain can be eaten or squeezed for water, but this is barely enough to sustain the Cast. An encounter with the *Slaadi* might yield a water-creating shaman, if the Cast is lucky and plays their cards properly.

As they pass through a small town just into the poconos, the Cast comes across a dark figure stumbling out of the mists. He is Gifted, but not Tainted, and he falls on his face, just as a group of five Shadow Stalkers emerge to kill him. If the Cast moves to save him, they find that it is in fact Daniel who they've stumbled upon! His story is that he leapt through a portal after escaping from Alan and wound up here. He wants to know what the Cast is doing here. If they explain, he tells them that he's seen the Night Rose, that it grows in a small town called Ash Gorge, and that a cult to some Tainted creature runs the town.

### **The Impostor**

This creature is not Daniel, but his Twilight World mirror. When Daniel escaped, Alan and his mysterious mistress, who had read of the Twilight World connection in the Cipher Tome, used magic to contact the evil creature and bargain with it: track down and kill those who would be coming for the Rose, and Alan would help it kill Daniel and come to Earth. When they found that the impostor Daniel was in league with a certain Sh'kryth the cast had banished a year earlier, they thought this was even better. In the end, Alan's mistress ordered impostor Daniel to kill Anita (with a hello from Alan) and set the others up to be captured.

"Daniel" will lead the Cast into the poconos and to the outskirts of Ash Gorge (which the Cast will recognize as the mirror of Snowflake Valley). He'll lead them directly to a bush, which has been scorched and burned, and all the flowers cut off. Pretending to be in shock, he'll assume that someone must've been spying on them and heard they were coming. The moment the Cast begins to suspect Daniel isn't on the level, he spends a Drama Point for Plot Twist to overcome all of their Fast Reaction Time Qualities, and stabs Anita in the gut with a long knife treated with a Strength 6 neurotoxin. As she falls to the ground, he sneers, "Alan sends his regards."

Anita may well die from this attack; if she dies, give her three Drama Points for her troubles and allow her to use Back from the Dead; otherwise, she gets one DP for the surprise attack. However, with quick application of magic like Cyan's lesser healing, John's Key of Life, or Klaus's Anguish abilities, the poison can be neutralized, though it's very powerful and in this Tainted place it'll be touch and go.

At this moment, forty shadow stalkers and twenty Tainted cultists erupt from the trees and rocky crags to surround the Cast. Give them some satisfaction and a chance to kill "Daniel" if they so choose, before they are taken. If they do so, the man's corpse dusts like a vampire when he dies, leading to Matt (or Paul) whispering "impostor."

The Cast may choose to stand and fight their attackers. If someone dies here, so be it. Back from the Dead is always an option, and they're approaching the moment in the series they've been leading up to for three years. Regardless of whether or not they surrender, their enemies are out only to capture them and will go for Knockout maneuvers as often as possible, resorting to killing blows only as a last resort.

The Cast awaken after God only knows how long, in a dank cell, completely disarmed (and yes, they got John's crotch carry pistol; their enemies know them this time) and chained to the wall. Anita, if she survived, is on the floor, delirious, covered in sweat, and twitching as the neurotoxin courses through her veins. Two cultists enter in robes, and stand on the other side of the door. A moment later, a third figure walks in: Gary Augustine, the sh'kryth. He's wearing a Night Rose as a boutonniere.

"I've waited for this moment for years," he sneers at the Cast. "I knew eventually you'd return. Somehow, I knew it. And now, you're mine. When my friends from Earth contacted me and told me what you were after, I set you up to join me here. Like my flower? It's the only one left."

The cultists, the Cast will notice, prostrate themselves when Augustine enters. The creature has set himself up as a god here, and they worship him. All of Augustine's cultists have the same powers as first through third-level Adepts of Leviathan (see *Armageddon*). Here's the catch; while Augustine is very powerful, he's removed from his base of power on Earth (Panther Hollow) and since this is the Twilight Queen's domain, he hasn't been able to establish a new power base. Thus, he is eminently killable here. The Cast just has to find a way to do it. He'll taunt them for a long time, perhaps fawning over Klaus, who he calls "Fresh meat for the grinder." Then he'll take Cyan, bound and gagged, out of the room into a torture chamber where she'll be brutalized.

Each member of the Cast will go through this ordeal as many times as Augustine can put them through it. In the end, they'll either die or attempt escape. Sometimes

Augustine is present at the torture sessions; sometimes not. Not would be their best time to get away.

## TROUBLESHOOTING

### A Wolf in the Fold

If the Cast doesn't orchestrate their own escape, eventually, one of the cultists will slip into the cell at night and introduce himself as a Mocker. He will give the Cast the following information: Augustine is not all powerful and can be killed if enough people work together. The Mocker has put out a call to his brethren in the area, who will move tomorrow to create a massive diversion when the cultists come to retrieve the Cast for their daily torture session. He then walks up to John's feet, places John's .50 on the floor, covers it with a dirty cloth, tucks two bricks of bullets into John's pockets, and leaves, saying, "At this point I can't risk more than this. Do what you can to get out and wait for the signal. You'll know it when it happens. If you don't get out of here on your own, we'll try and send people to release you."

A Perception + Notice Task reveals something long and slender taped to the grip of John's gun.

# ACT THREE: CLIMAX

## RUNDOWN

The Cast escapes their imprisonment, faces down with Gary Augustine once and for all, and attempts to steal the Rose of Night and get back to Earth.

## ACTION

### The Attack

A few hours later, the town erupts into chaos as the loyal Mockers in town turn on their cultist brethren. The Cast have several means of escape; John and Drake can call upon their strength to attempt to break the chains, or if the Cultist has returned John's gun (See Act Two Troubleshooting), John will discover the object affixed to the grip is in fact usable as a lock pick. Dexterity + Crime at -2 for the awkward position will pick the lock.

Breaking the chains is a bit tougher; Augustine knows his prey. Breaking the iron chains that bind the Cast requires eight Success Levels on a series of Strength (doubled)

rolls, and the first three success levels on any given roll don't count. In addition, each lunge deals Str x 2 bash damage to the character as the shackles press into his skin.

For dramatic purposes, three cultists and two Shadow Stalkers enter the fray just as the Cast gets free. They're going to have to fight their way out. On the up side, if they get out of the holding cell, they'll find themselves in the sheriff's office, and all of their weapons are kept in one of the otherwise empty weapons lockers. Allow them to escape into the fray until they find a loyal Mocker, who says to them, "Augustine lives in the Mayor's offices at City Hall, near the center of town."

Entering City Hall, the Cast will find Augustine, preparing to beat a hasty retreat. He's just throwing a duffel bag out the back window when the Cast enters. As he looks up and sees them, an instant of fear crosses his face, and then he cries out, "HELP ME!" and four Shadow Stalkers enter

the room, plus a beautiful woman with jet black skin and hair, and batwings sprouting from her back.

"Gentlemen," Augustine says, "meet my bodyguard, Mara."

Let the battle begin.

Mara is a fallen Seraphim, spawned straight from the fires of Abaddon. She is in love with Augustine, and will defend him with her dying breath. She is very powerful, but like most Fallen, she's limited in the abilities she can call upon. Being trapped in the Twilight World limits her even further.

## TROUBLESHOOTING

It's still extremely possible for the Cast to lose here; Augustine is not above destroying that last Night Rose if it comes down to it. Every last one of the Cast is well aware of the importance of this flower; a simple Intelligence (doubled) roll will remind them that they have to save that flower. Otherwise, things get extremely dark for the group. It shouldn't be impossible to stop the ritual without it; however, killing Alan and his mysterious mistress is about the only option left to them, now. But first, they have to find them.

# ACT FOUR: RESOLUTION

## RUNDOWN

The Cast return to Earth with their prize to learn that the Rosicrucians have found Daniel. Unfortunately, there won't be any information coming from the man any time soon...

## ACTION

The Mockers emerge from the battle victorious; even better, they know of a portal back to Earth here in Ash Gorge, which emerges in Snowflake Valley, if the Cast have the means to open it.

Upon emerging, they find themselves in somewhat familiar (and possibly unwelcome) surroundings; they're back in Miner's Folly, and Daniel's grandfather is there with the Shamanic circle waiting for them. He informs them that he had a vision about the walls between the realms rendering and familiar faces emerging. He'll help them get transport back to Pittsburgh (hopefully with the Rose).

When they return to Pittsburgh, Amara is waiting for them. She says she has good news and bad news and asks if they'll come with her to the Rosicrucian Temple. The Rosicrucians have found Daniel, and he is alive...after a fashion.

Daniel is laid out in a bedroom at the Rosicrucian sanctuary. He's alive, but comatose. Armedt is at his bedside, looking grim.

"He was found on the side of Route 70, unconscious. He's trapped somewhere in Hod, our seers believe," Armedt says. "We're trying to get him back. Until then, we have no way to find out what he knows."

As to how he wound up on Hod, Armedt offers the following explanation: "He'd just learned the Gateway Invocation. He was new at it. Best I can guess, he made a mistake in the incantation. It got him away, but separated his mind and body, sent his soul into the dream realms, and unless we can re-establish the silver cord that binds him to his body, he may be lost for a very long time."

"But don't worry about that. We'll get him back, and then we'll find out where Alan and his boss are hiding. We'll put an end to this, once and for all."

## TROUBLESHOOTING

Not much to troubleshoot in this section. It's just a denouement.

## SHADOW STALKERS

Shadow Stalkers are the agents of the mysterious powers that rule the Twilight World. They resemble seven-foot tall, skeletal gargoyle creatures, clad in glistening black armor. They generally don't carry weapons, as the spikes adorning their arms and legs are more than enough to kill most living creatures.

There are two varieties of Shadow Stalker; Hellions and Corsairs. Hellions are land-based, Corsairs have giant bat wings and traverse the skies. Corsairs can fire spikes from their armor, making them deadly enemies, but their armor is not as thick as that of Hellions, nor are they as strong. Perhaps worst of all, the attacks of all Shadow Stalkers are armor piercing, halving any AV from armor worn.

All Shadow Stalkers take half damage from conventional weapons, before armor is factored in. Magic, and the attacks of supernatural creatures deal full normal damage to Shadow Stalkers, and attacks from Pariahs for some unknown reason deal double damage (slash/stab deal triple instead of double).

**Name:** Shadow Stalker

**Motivation:** Serve the rulers of the Twilight World; kill insurgents

**Critter Type:** Demon

**Attributes (Hellion):** Str 9 Dex 5 Con 4 Int 1 Per 5 Will 5    **(Corsair):** Str 6 Dex 7 Con 4 Int 1 Per 5 Will 5

**Ability Scores (Hellion)** Combat 16 Muscle 24 Brains 9 (16 Will- or Per-based) **(Corsair)** Combat 20 Muscle 18 Brains 9 (16 if Will- or Per-based)

Life Points (Hellion): 92      Life Points (Corsair): 80

**Special Abilities:** Increased Life Points 4, Natural Armor (Hellion 10, Corsair 5), Reduced Damage (1/2 normal weapons), Immune to all illusion-based powers, Regeneration Con per minute, Shadow Meld (becomes invisible in shadows unless the viewer beats the Stalker's Will-based Brains Score + 4 with a Perception (Doubled) Roll).

**Maneuvers (\*first score-Hellion, second score - Corsair):**

Name	Score*	Damage*	Notes
Arm Blades	16/20	18/12	Slash/Stab
Ranged Blades	20	14	Slash/Stab, Corsairs only
Shin Blades	14/18	27/18	Slash/Stab
Shadow Meld	16	n/a	Invisible without Perception (Doubled) roll.

**Name:** Mara

**Critter Type:** Fallen Angel

**Attributes:** Str 10 Dex 9 Con 7 Int 3 Per 4 Will 6

**Ability Scores:** Combat 24 Muscle 26 Brains 16

**Life Points:** 118

**Drama Points:** 10

**Special Abilities:** Infernal Armor AV 10, Damage Reduction (1/2 all), Flaming Sword, Regeneration Con per round, Spiked Chains

**Maneuvers:**

Name	Score	Damage	Notes
Flaming Sword	24	40	Fire
Spiked Chain strike	24	20	Slash/Stab
Spiked Chain Grapple	26	10	Slash/Stab; Str (Doubled) vs. Muscle to break

**Name:** Gary Augustine

**Critter Type:** Shk'ryth

**Motivation:** Revenge

**Attributes (human):** Str 7, Dex 6, Con 7, Int 11, Per 10, Will 10 **(Beast):** Str 10, Dex 10, Con 11

**Ability Scores:** Combat 16/20, Muscle 20/26, Brains 30

**Life Points:** 120

**Special Abilities:** Dual Shape, Increased Life Points 3, Armor (Beast form only) AV 12, Reduced Damage (1/2 slash/stab), Regeneration Con per minute, Natural Toughness, Sorcery 10

**Maneuvers:**

<b>Name</b>	<b>Score</b>	<b>Damage</b>	<b>Notes</b>
Magic	35	Per Spell	Elemental Shadow Invocation
Claws	20	26	Slash/Stab, beast form only
Bite	22	26	Slash/Stab, Beast Form only, Str (doubled) to free