

API WORLDWIDE

EUROPE



A Regional Sourcebook for Apocalypse Prevention, Inc.

API WORLDWIDE EUROPE

A Regional Sourcebook for Apocalypse Prevention, Inc.



DGS
DYNAMIC GAMING SYSTEM

Prologue: Get Your Hands Off My Clock!

It was exactly three minutes past twelve and Big Ben still reverberated with a low chime. It brought a smile to the onlookers' faces and three of them were especially relieved to hear it. A tall man with a pin-striped black suit and his two colleagues, a smartly dressed woman in business attire and a second gentleman also dressed in black, without the pin stripes.

"See," said the woman. "It's twelve o'clock and our beloved London is still quite safe. You should never put your faith in schemers and mystics, William."

"Miss Dawes, you of all people should know that we're never safe. We are just standing always on the brink of a precipice, waiting to fall in or be pushed." William Grey stood looking up at the clock and adjusted the lapel on his suit a little. His hair that was once black and lustrous had started to show a few signs of age, a rogue grey hair or two appearing around his crown. His brown eyes were warm but calculating, as if he weighed every moment.

Agatha Dawes (who hated her first name and was always called "Miss Dawes") on the other hand was a slim, long-haired petite blonde with a generous figure for her build and a frosty smile. Her pale skin was at odds with her hair, she had cool blue eyes, and her lips were outlined in a pale red. She had chosen a charcoal grey business suit for today's meeting and carried a black briefcase in her right hand.

"I think you're both just as mad as I am for being out here in the cold, staring at a big old clock." The third speaker, Christopher Knight, had an accent that was at odds with his comrades' prim

and proper speech. He came from the North of England and was begrudgingly wearing a black suit because that's what API issued. Christopher was much more at home in a faded t-shirt, jeans and a coat or something similar.

"Our Rosicrucian contact was most specific. This day, this hour, this very moment, London is going to experience an event that will shake the very foundations of society and possibly affect the whole world." William replied with a solemn tone, "In short, another day at the office."

Christopher had short brown hair, grey eyes and his lips turned into a frown when he caught sight of a group of 'tourists' who were wandering along towards the Big Ben. One of them managed to reach the base and started to poke and prod it with a finger. Christopher snorted softly, "You see that, he's got his grubby mitts on our clock."

"It's not really our clock, per-se, since it belongs to the whole of Great Britain," William responded with a wave of his hand, checking his watch as he did so. "Five more minutes and we're giving up on this whole charade and I'm going to have a word with our esteemed Rosicrucian contact."

Miss Dawes took out a small compact mirror and began to apply an extra veneer of lipstick when she spied a strange haze in the air out of the corner of her eye. She clicked the mirror closed and stowed it in her pocket. A tremble ran through the ground and nearly knocked the trio off their feet. All around people stopped and stared at the concrete as it ruptured and cracked, small rivers of stone forming as they broke outwards from a central point.

"That can't be good," Christopher pulled out a strange looking device that resembled a calculator except it had far too many buttons. "Oh bugger," he said. "This is a type unknown, brand new and unclassified."

"I hate those," Miss Dawes said and dug into her pocket once more. "Why couldn't it manifest out in the country where there are only a few bumpkins and farm animals to worry about?"

William adjusted his tie and smiled. "Really my dear, that's because the supernatural doesn't adhere to strict rules and regulations. It looks like our Rosicrucian friend gets a reprieve for now," he stepped back from the edge of the shattered concrete as it fell inwards. "I have a feeling this isn't going to be easy at all."

A ten-story tentacle burst upwards and shot skywards, it was covered in a mass of eyes and accompanying its rise was a shrill keening.

"This is going to be hard to explain to the general populace," Miss Dawes observed with a frosty expression, she was non-plussed, tentacles...how original. "Film set?"

"Might work," Christopher pocketed his demon scanner and grinned. "We could always say we're filming for that Doctor Who show and I'm the Doctor. After all, I'm from the North."

"While the girth and the voice are just about right, you're far too corpulent to be him," William watched the tentacle as it was joined by more and more.

"I am not," Christopher snorted and shot William an angry look. "Just so we're clear, that was you saying I'm fat, right?"

"Gentlemen, please, this is hardly the time to discuss Christopher's weight issue. We have an unknown large entity and thousands of lives at stake, perhaps even the planet." Miss Dawes faced the ever-growing mass of tentacles with a slight twinge of fear now. "After all, it's about time we had a female in the role anyway."

"Focus please," William stepped back as a

massive six fingered hand crashed upwards and broke through the ground punching a large chunk of rock into the air. It came crashing down and obliterated a push-chair that was fortunately empty, "Oh dear."

More of the ground gave way and the cracks ran dangerously close to Big Ben. Christopher shot a glance at the large shape that was busy rising from the ground, a dark grey humanoid body covered in screaming mouths, eyes and tiny hands appeared now. Atop the creature's shoulders was a dinosaur like head except that the creature's hair was a mass of writhing tentacles. It put a massive foot down and crushed a parked car, flattening it and the hapless driver stuck in a sticky mess of metal and broken glass. It took a breath in once and a flock of seagulls vanished into a throat that was lined with teeth, disappearing with a collective squawk. The monster set a slimy hand against the side of Big Ben and used it to lean upon.

"Hey!" yelled Christopher indignantly. "Get your hands off my clock!"

William was about to say something again but a figure caught his attention. It was an athletic man, one of the tourists that had been poking around Big Ben earlier. He was waving in the trio's direction, running across the broken ground in an attempt to get towards them. "What is that idiot doing?" he asked his cohorts.

"I have no idea. He's running awfully fast and very dangerously close to that thing." Miss Dawes replied with a shrill chuckle. "Perhaps he intends to save the day?"

"Might I remind you two that we're the ones charged with doing that," Christopher was trying to comprehend the massive size of this creature. "I think this goes beyond the three of us. Perhaps we should call for some kind of backup, report in, whatever?"

Miss Dawes took out her phone and dialed a number. She waited for a moment, "Senior agent Dawes, authorization code Alpha, Alpha, Sigma, One, Nine, Six, Nine."

"Hello, Miss Dawes, what department shall I put you through to?" the operator echoed on the other end.

Miss Dawes sighed. "Just put me through to the Director."

"One moment," the voice answered.

"The Director speaking," a muffled voice answered. "If this is in relation to the recent high level activity near Big Ben, we are well aware."

"So are we. We're more than aware, we are in the MIDDLE of it."

"Ah," the Director's voice remained calm. "You are advised to follow SOP, Miss Dawes."

"What exactly is standard operation procedure when faced with," she activated her camera phone and sent a live feed. "This?"

"Good Lord! Tracking told me it was an entity, just not how large," the Director replied. "Hold for advisement and whatever you do... do not anger it."

Miss Dawes sighed again and watched the monster, which seemed to be standing around and gaining its bearings momentarily. That is, until a 747 came tearing across the sky. "A little expediency would be most welcome!"

The creature watched the plane for a moment and then snatched it out of the sky with a large tentacle. It grabbed the fragile vessel in both hands and shook it, breaking it in half. A few people fell out of the holes where its claws had pierced the metal. They hung on and it shook some more, turning the plane into a small salt-shaker full of tiny human snacks.

"Oh that does it! It's eaten the British Airways flight from Ibiza." Christopher began to sprint away. "I'm going to my car, back in a tick. Don't let that thing go anywhere."

"I think it is content to remain here and chew on the plane some more Christopher." William sighed and folded his hands behind his back. The

"tourist" was nearly across the gap. He just had one large impossible leap to make now.

Jack Carver wasn't a normal man. He spent most of his life waking up naked in random places and howling at the moon when he had the chance. He was a Wolf Person that served the US branch of Apocalypse Prevention, Inc. for years. He figured that the three stuffed suits on the other side of the chasm were something to do with the company. After all, when the gigantic creature popped up out of the ground, the three of them stood there and looked like it was tea and cake time.

William closed his eyes and concentrated. As Jack jumped towards the two remaining API agents, the people who fell from the plane in the demon's possession found their landing harmless, spared a long and crushing drop and the monster's ravenous hunger. All in all, William was able to save twenty souls before he took a deep breath and opened his eyes again to see Jack. The strain of his telekinetic ability showed on the Englishman's face.

Jack Carver hit the impossible jump and made it with a foot to spare, landing just in front of Miss Dawes. "Ma'am," he said with a slight Texan drawl. "Pardon my intrusion, but I'd like to offer my services, if I may."

"Well," Miss Dawes said with a cool smile. "In a moment, if you notice...I am on the phone."

"Begging your pardon then Ma'am," Jack had a crop of medium length shaggy brown hair, odd green eyes and a fresh faced look about him. "I'll just wait right over here then."

William regarded the man's t-shirt, leather jacket and ripped jeans with some distaste. "I'm William Grey, lead agent of API London, and you might be?"

"Jack Carver," he said and stuck out a grubby hand. "API US, figured you folks might need the services of a Wolf Person?"

"Ah, you're a lupine."

"Wolf Person," Jack corrected. "We prefer that."

"Quite."

"So what's the deal Brits? What are we up against?" Jack snorted and sniffed the air. "It don't smell like no demon I've ever dealt with before."

"To be honest Jack, we haven't got a clue yet." William offered a smile and kept on observing.

"Well, it's chowing down on your plane and you're sitting here doing nothing?" Jack said.

"Yes, most annoying." William nodded. "We are awaiting further orders."

"Damn, that's got to get stuck in your craw."

"It does rather seem a little bit of a waste, considering we are supposed to be saving lives. I mean, I do what I can, but..."

"Then lets get saving! Screw HQ and their regulations," Jack grinned. "There's only one way to get to the heart of this beast."

There was a screech and a Ford Fiesta rocketed up the concrete paving, skidding to a halt. Christopher jumped out of it and snapped the boot open. "Traffic's murder at this time," he didn't notice Jack at first. "You know I had to punch out a Traffic Warden for trying to give me a ticket. He didn't seem to understand that I was double-parked because we were trying to save the world."

"So you hit him?" William said with some distaste.

"No, I kissed him on the cheek and he fell into a beautiful dream-like sleep lulled by my warm embrace, what do you think?" Christopher pulled out something that looked like a rocket launcher, again with far too many buttons and dials. "Who's this?" he finally saw Jack.

"That's Jack Carver, he howls at the moon," William said dryly. "No offense."

"None taken Brit," Jack said with a grin. "Nice looking gun. What does it do?"

"It hopefully gets that things attention and stops it eating any more innocents." Christopher pressed a button and the front of the large rocket launcher extended, the back popped out and the weapon began to emit a soft hum. "Christopher Knight, by the way," Chris said with an amicable nod. "You might want to stand back a little, Jack."

"We do not yet have clearance and we must operate..." William couldn't finish, the hum turned into a whine and the front of the weapon burst into a bright white light. "What the hell is that?"

"New toy," Christopher chuckled. "R&D said it's a good way of dealing with large entities. They did advise against using it too close to a city area, but the way I look at it, our options are like William's sense of humor: limited."

"Amusing," William replied. "This better not backfire."

The four of them watched the ball of white light head towards the large demon, sailing at a slow pace across the air. It left tiny crackles of lightning in its wake and, upon impact, burst with a seemingly harmless pop against the monster's chest. The creature didn't even notice and continued to chew on the plane.

"Miss Dawes," the Director's voice sounded harassed. "Under no circumstances are you to engage that target, he is an Oootlar prince from a powerful realm that the company has negotiations with. Though he looks quite unlike a normal Oootlar by our records. This may be a guise or a summoned beast or anything. We believe that the best course of action is diplomacy. We're sending an agent to your location in an attempt to...what was THAT?"

"I believe your advice came a little on the late side sir," Dawes hid her smile. "I have to go, my battery is about to run out."

The Director tried to correct, "Miss Dawes, those phones don't run on..." There was a click as she shut the device.

"What did the Director say?" William requested.

"I hope it is good news?"

"Carry on as normal," she lied and crossed her fingers behind her back. "The demon has to be stopped." The demon turned to look down at all the other ant-like snacks and moved with an earth-shaking footfall.

"Looks like that gun of yours made it mad Chris." Jack observed.

Before anyone could reply there was a soft pop, a swirling vortex appeared centred on the demon and a portal opened up with a crackle of lightning. It sucked the creature through and expanded rapidly until there was no sign of Big Ben, the demon or the API agents. They all instantly appeared simultaneously on the other side of the vortex.

"Oh that's torn it," Christopher said with a grin. "I don't suppose you'll accept a simple sorry?"

"When we get out of this mess Christopher Knight, I am going to put you on report." William took out a small notebook as the red sky above him swirled with a primeval show of power, "Wanton disregard for the safety of planet Earth and the unauthorized discharge of experimental and potentially dangerous API technology."

The demon bellowed and all four of them turned to look at it. Miss Dawes added a soft gulp.

"Don't worry Ma'am," Jack reassured her. "We'll get out even if I have to dive into that thing's maw and rip its heart open with my bare hands."

Miss Dawes made a face at that image, "Ah, a knight in shining armor. Or should I say fur?"

"Black fur, Ma'am," Jack smiled.

"Well, what are we waiting for?" Christopher shouldered the gun again. "Let's do it!"

The four of them turned to face the demon as it opened its giant maw and let out an angry bellow.

"Then we can work out how to get this bit of London back in place."

"You broke it, man, you pay for it." Jack said to Christopher jokingly.

Above the four of them the sky began to boil and fire rained down across the landscape, there was a boom of thunder in the heavens and the ground trembled. The API agents looked at each other and they charged forwards to meet their destiny head on... together.

API Worldwide: Europe

is published by
Third Eye Games, Tampa, Florida.

ISBN: 978-0-9819874-1-5

Written and Designed by

Eloy Lasanta, Darren Pearce, and Owen Edwards

Artwork:

Amy Ashbaugh (Pages 26 & 65)
Kat Burress (Pages 69, 71, 73 & 75)
Abigail Larson (Pages 33 & 55)
Eloy Lasanta (Map - Page 21)
Bradley McDevitt (Pages 18 & 46)
Jason McLellan (Pages 14, 36, 42, 51, 60 & 61)

Special Thanks:

Eloy: Thanks to all the fans for their loyalty, enthusiasm and support. Without you, Third Eye Games wouldn't exist! Thank you to Julian and Gabrielle for keeping me young at heart.

Darren: To my mother and father for getting me into fantasy and sci-fi, my wife Gill for supporting me and my buddy Ash for getting me involved in the first place. I'd also like to thank all the roleplayers out there who keep a guy like me in work.

Disclaimer: This book contains supernatural and magical themes, characters, and places. This is purely a fictional work and is for entertainment purposes only. Not recommended for those with closed minds or poor critical thinking skills.

Copyright © 2009 Third Eye Games

All rights reserved under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews or copies of the character sheet.

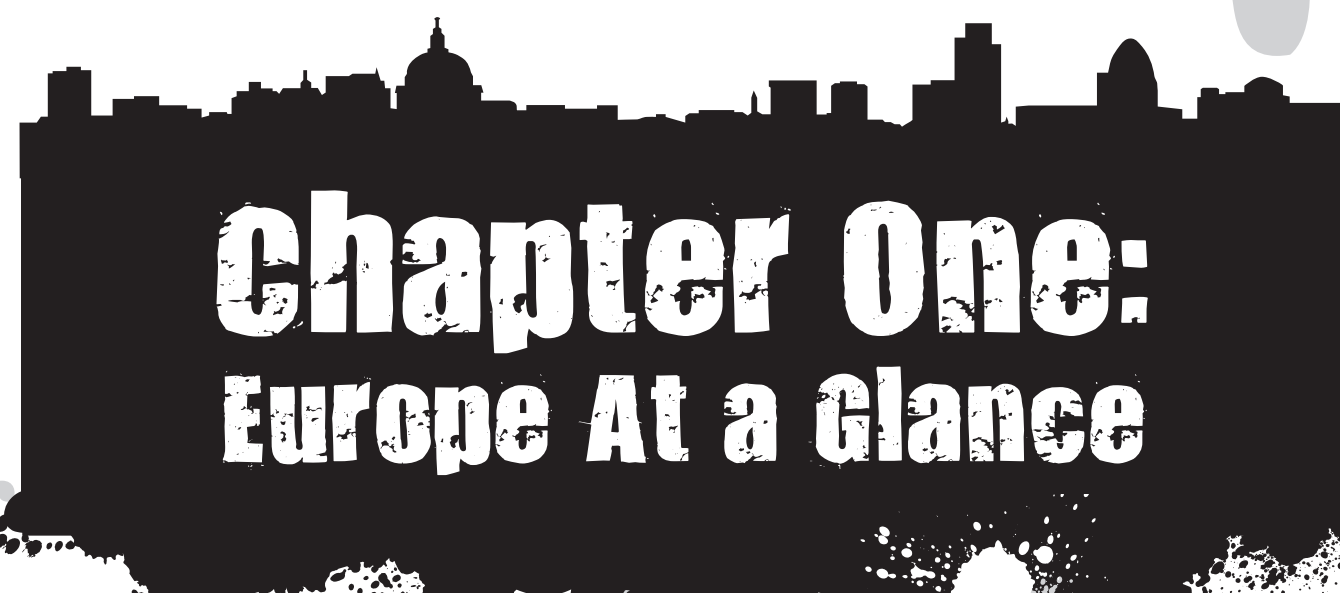
<http://www.thirdeyegames.net>
<http://www.thirdeyegames.net/forums>



API WORLDWIDE EUROPE

Table of contents

Prologue: Get Your Hands Off My Clock!	3
Chapter One: Europe At A Glance	10
Chapter Two: Inner Workings of London	24
Chapter Three: Allies and Enemies	38
Chapter Four: Mechanical Wonders	52
Adventure: Elsewhere?	76

A black silhouette of a city skyline with various building shapes, including domes and spires, positioned at the top of the page.

chapter One: Europe At a Glance

A large, expressive black ink splatter and drip effect that originates from the bottom of the title area and spreads across the upper half of the page.A faint, light gray silhouette of the European continent, serving as a background for the 'Europe in Brief' section.

Europe in Brief

With a population of 630 million (not counting Turkey's 70 million) spread across more than 50 countries, spanning four major language groups, and a cultural history spreading back three and a half thousand years (or further), it's impossible to summarize Europe in any adequacy without a tome of several hundred pages. API's London office has the pleasure of managing most of this territory, however. As this office is responsible for defending the nations in the European Union, plus a few other non-affiliated nations in West and South Europe, the information provided cov-

ers the important points of interest under their influence.

Most of the nations within the European Union (EU for short), whatever stripe of political party is in government at the moment, can be described as "liberal democracies". There are a few anomalies, of course, like the strong monarchical powers of the Prince of tiny Liechtenstein or the occasionally authoritarian right-wing governments of Italy. Even some former Soviet states now within the European Union are fairly democratic and provide a good deal of freedom to their citizens.

However, within those countries, the array of particular political setups is vast. Free universal health care is relatively common (most famously in the UK and Sweden) and voluntary euthanasia is even legal in the Netherlands and Switzerland. On the other hand, there are nine monarchies and abortion is still heavily restricted in most Catholic countries. Europe accommodates a lot of history, a lot of religion, and a lot of political and moral viewpoints that all must come into play.

The range of climates in Europe is just as varied. Sweltering sub-tropical heat (humid in the south of France and Spain and dry in Cyprus and Malta, for instance) and parts of northern Scandinavia that literally don't see the sun in the winter time both exist under the London HQ's control. Not to mention the stormy maritime climate of Britain contrasting with the gentle interior weather of central Germany and Southern Europe.

The most widely-used language of Europe is English, the language of the business and political classes, and the average European citizen (especially further east) is unlikely to know anything beyond a smattering of words from other languages. Beyond the Romance, Germanic and Slavic languages that span Portugal to the former Soviet Bloc, there are also Celtic languages in the north-west, the non Indo-European Finno-Ugric group (Hungary, Finland and Estonia) and the Basque language (northern Spain). Needless to say, this can lead to a lot of confusion and is one of many reasons for the mutual suspicion of European neighbors.

In short, members of European Union states frankly don't always like each other. This is caused by the above language differences, as well as the long history of war between European nations, especially since the political settlement from 1066 onwards. With the worst of two World Wars taking place on European soil and the Cold War's principal opponents facing off in its center for 40 years after that, there's a lot of cultural and racial rivalry. Although now the worst of the rivalry is restricted to sport, notably football (soccer) or rugby. The range of insulting national nicknames is exhausting.

Handguns

One important thing to know within the context of API's operations is the widespread and long-term control of handguns in Europe. Unlike the US, which had to suffer major upheavals before undertaking the 2008 registration act, Europe has a long history of suspicion of firearms (two world wars can do that to a continent). As a case in point, the Dunblane Massacre on the 13th March 1996 in Scotland led to a strict ban on handguns in the UK. Carrying four legally-owned pistols, Thomas Hamilton walked into a primary school and shot 16 children and a schoolteacher to death before committing suicide, leaving 15 more injured. Coming just nine years after the Hungerford Massacre in southern England, where 17 died and 15 were injured, Dunblane saw the demise of the privately-owned handgun in the UK. API agents and their adversaries often see themselves fighting battles of wits in lieu of near-impossible-to-procure guns.

The European Union

The EU was founded in the late 1950s by Germany, France, Italy and the "Benelux" countries (consisting of Belgium, the Netherlands, and Luxembourg). However, other nations have steadily joined since the 70s. After the Cold War ended, numerous ex-Soviet Bloc nations have joined, and more are on the verge, including Turkey.

The Byzantine workings of the EU and its attendant institutions are often complex in their executions and explanation, but in short: each member nation gives up certain political rights to bring about closer unity in Europe. They have created a single market system and the Euro to standardize trade and business throughout the union, and their citizens are guaranteed freedom of movement of people, goods, services, and capital. There is a supreme European court, where appeals can be taken, and there is an elected (but generally despised) Parliament, based in Strasbourg, France.

Many nations in the EU use the common currency of the "Euro" (another massive bone of contention). The biggest holdout is the UK, who

Europe and Russia

The fall of the Soviet Union led to massive changes in the everyday world and for Apocalypse Prevention, Inc. alike. With the traditional border of the Iron Curtain gone, the Board of Directors and its various committees (barring the disorganized Moscow delegation) considered it sensible to transfer control of all operations in current and future EU nations to the London office.

However, with an unprecedented growth in the EU and Turkey's future membership, Moscow has moved to stop further encroachment upon its "ancient rights". It has done this through official channels for the most part, but has not been above using proxies to repel the "invading" London agents. These border skirmishes, primarily in Romania, Poland and the European portion of Turkey, are at present only a minor problem, but could very easily become a rather large one. The thought of two API offices at war with each other is almost too much for any agent to bear.

thus far refuses to give up their thousand year old currency. Furthermore, there are open borders within the EU, allowing a French person to go to Germany without being checked at the border (again, the UK is a holdout on this policy).

There are strong pro-European and anti-European factions in each member nation. Some see European unity as the only way to combat American and Chinese ambitions and have an idealistic view of a fraternal super-state, conquering the bigotries of centuries past. Those who oppose the EU see it as a corrupt organization stealing national sovereignties and damaging trade, forcing bitter rivals to work together to no great effect. As with most contested issues, there are bits of truth in both standpoints.

A variety of other nations come under the London HQ's aegis. If one ignores, for this discussion, the "Crown Dependencies" of the monarch of the United Kingdom (the Channel Islands, the Isle of Man, and Gibraltar), which are not part of the UK itself but owe direct allegiance to the monarch, these non-EU states fall under two banners.

First, there are the microstates, small independent countries who rely on a bigger neighbor to help with foreign affairs and finance. The ancient Republic of San Marino and the Papal territory of the Vatican City are partnered with Italy, while the rich Principality of Monaco does the same with France. The Principality of Andorra is split, by strange historical coincidence, between Spanish and French influence, while the Principality of Liechtenstein relies on Switzerland.

Then there are those truly independent nations which have yet to join the EU. Of these, the western nations of Norway and Switzerland have shown little interest in joining, while the eastern nations in Yugoslavia are presently at the candidate stage (Turkey is at this stage too, but is officially under the Moscow office's influence).

United Kingdom

Home of the London HQ, the United Kingdom has a constitutional history going back some thousand years as an independent, mostly unconquered nation. Formed from the Kingdoms of England, Scotland and Ireland, the United Kingdom is profoundly influenced by its heritage of different invaders. Romans, Saxons, Angles, Jutes, Danes, Swedes, Norwegians and Normans came and, in their turn, merged into the originally Celtic population. With the merger of the Kingdoms of England and Scotland in 1603 (their royal lines both directly descended from William the Conqueror and his lieutenants), "Britain" emerged as a superpower. England has at various times in history controlled, by inheritance and conquest, more of France than the King of France himself did, but it was the emergence of a single political entity across the British Isles that allowed for the British Empire.

Though now most people (understandably) see Empires as things founded by evil men (and women), once upon a time every emergent European country wanted one. The British did it best and at one point physically controlling a quarter of the world's surface, with its influence on China and other states. That age has passed now, and a lot of Britons still struggle with finding a new form of self-respect "post-Empire". Those in the

“Celtic” countries (Scotland, Wales and Northern Ireland) have often turned to cultural revival. What the English will do is up for debate.

Today, the UK is ruled by a hereditary monarch and is governed by one central Parliament. This consists of an elected House of Commons and a House of Lords, which combines hereditary and appointed peers with certain judges and Bishops of the Church of England. The judges, however, are in a state of transition, moving their seat of power from Parliament to a new Supreme Court. There are parliamentary assemblies that have certain powers devolved from the Westminster Parliament.

London

The largest city in the UK, with over 8 million inhabitants, London is the repository for most of British life and is steadily emerging as the world's financial center. The city houses the Parliament of the nation, the principal home of its monarchy, some of its best universities, its financial and cultural institutions, and a lot of bars and nightclubs. London employs several times its own population (either directly or indirectly). Originally a small walled city surrounded by the county of Middlesex, the Greater London area now includes the whole of Middlesex, large chunks of Essex, Surrey and Kent, and small parts of Buckinghamshire and Hertfordshire. Bounded by the infamous M25 Ring Road, London varies from the rich and leafy suburbs of Kingston or Chingford to the business centers in the city itself and the ghettos of Hackney and Southwark.

Settled continuously since Roman times, London is a cosmopolitan city and home to a vast number of religions and ethnic areas. With large communities of recent immigrants, this trend of “multi-culturalism” is steadily increasing. However, waves of anti-immigrant feelings are just as rampant, with a radical minority preaching fascist politics and gaining some support.

On the north bank of the Thames, the two cities of London (the original, far smaller entity) and Westminster house the chief financial and political institutions of the UK. The larger banks and stock market are in London, and Parliament is

in Westminster. Needless to say, this is an important location for API to keep safe. Damage to either of these two epicenters could cause either financial ruin on a continental scale (including much of API's own assets) or cause several political scandals for the country that the company would likely not recover from. Located in the City of London is also St. Paul's Cathedral (see page 29).

A string of murders in the city of London, four in the last six months, are rumored to be the work of an unnamed cyborg. Sightings of a “man with a metal face” have circled around the area and financiers in London now go to work with an air of paranoia. This killer has been nicknamed Red Jack due to the playing card always left in his victims' blood and his motives are still unfounded. However, his infrequent and methodical murders have left no trail for API to follow.

In the “West End” of Westminster, the heart of the London theatre scene, a strange Spectral has taken up residence at the Gielgud Theatre. He claims to be the great actor Sir John Gielgud himself, owner of the theater and renowned Shakespearean actor. He seems harmless enough in his continued pursuance of his craft, though a lot of grease paint goes missing. Sadly, though he is not causing mischief himself, he has been a draw of plenty of Spectrals to the city and the Spirit Eaters that follow such large crowds.

Buckingham Palace

A visit to London wouldn't be complete without a trip to the central headquarters of the British Royal Family. Originally known as Buckingham House and built for the Duke of Buckingham in 1703, it was later acquired by George III in 1761 as a private residency for Queen Charlotte. During this time it became known as the Queen's House and it wasn't until the 19th Century that John Nash and Edward Blore were commissioned to build three additional wings around a central courtyard. In 1837 it became the official seat of power for the British Monarchy as Queen Victoria ascended to the throne, cementing it as the future seat of power for every British Monarch to date. The East front contains the traditional gathering place for the Royal Family, a balcony where

they can greet crowds during public speeches.

In World War 2 a German bomb decimated the palace chapel and in 1962, the Queen's Gallery was opened to display public artworks from the Royal Collection as well as other priceless antiques. Some ancient and powerful artifacts are known to be among these collections, including a sword that could well be the legendary Excalibur.

There is an API safehouse beneath the palace and it's rumored that at least one British Monarch had connections to the organization. There are also many secret tunnels and escape passages that run into some older parts of London from the palace, again, tied to API.

Big Ben (The Clock Tower)

The Clock Tower was built as part of the grand design of Charles Barry when the original Palace of Westminster was destroyed during the Great Fire of London. It was crafted to match the Neo-Gothic design of the palace itself and stands just over 315 ft. tall... a marvel of architectural design and construction. Big Ben is the clock that resides inside the Clock Tower. There are exactly 334 limestone steps that lead up to Big Ben itself and the four outer circular dial faces are made of opal glass, giving it a stained-glass effect. Written at the base of each face is the Latin inscription: DOMINE SALVAM FAC REGINAM NOSTRAM VICTORIAM PRIMAM (translated to: O'Lord, keep safe our Queen Victoria the First).

As a secret member of the Order of Masons, the designer placed secret sigils into the very stonework. The iron core of the clock faces became a giant magical antenna and it was said that the Clock Tower itself could perform some function in guarding the world from the depredations of extra-dimensional beings. In 1852, rumors abounded

that the Knights of Solomon were behind the architect's demise, while other rumors implicated the Catholic and Christian church itself. Could the clock have "other" purposes as well?

The London Eye

The London Eye is situated on the western end of Jubilee Gardens, just on the South Bank of the River Thames. It was opened on December 31st, 1999, but due to supposed technical problems (API influence) the eye did not officially open to the public until March 2000. As of July 2002 over 8.5 million people had ridden the London Eye, a massive ferris wheel that stands over 443 feet high. It takes about 30 minutes to rotate, with many capsules that can freely accommodate 25 people inside that can walk around if they desire.

A subsidiary corporation of API, Merlin Entertainments operates the London Eye and keeps its true purpose a secret. The ride is also known as the "Millennium Wheel" and the "Merlin Entertainment's London Eye" due to various corporate buyouts and rebranding over its lifetime. As swiftly as someone attempts to take a controlling share in the eye, their dreams are squashed by Merlin Entertainments interests. Not surprising since API can't afford to have their device fall into the hands of opposing groups or ignorant civil-



ians/corporations.

It's position and size are important, because the Eye is the focal point of city-wide mind-wipes. Its implementation has made the utilization of such outrageous measures much more cost effective for the company and has managed to convince the entirety of London to forget large-scale attacks and other troublesome problems entirely. The Eye has been targeted by terrorist attacks from anti-API groups that get a hold of this information, but none have succeeded in disabling it as of yet. The Knights of Solomon are aware that something is going on with the Eye, but have not yet discovered the details. Their spies keep suffering from amnesia.

Kensington

Home to several of major museums, institutes of education and the richest men and women in the UK, Kensington is an impressive part of central London. To accommodate the influx of money, this area also has various shopping districts filled with almost any type of product a customer could want. This includes many pawn shops that fence demon artifacts illegally. As home to API's Trove (page 30), Kensington proves to be a focal point for the movement of goods both mundane and magical.

It is also home to the Natural History Museum, currently under investigation by API. It is suspected that Extraordinary Honorary Curator Philip Trimble has played a part in an international demon-smuggling ring, selling non-sentient demon specimens to collectors. An even darker fear is that Trimble has also smuggled sentient demons, many of which have yet to be categorized by API's database.

Tower Bridge

Often mistaken for London Bridge and the subject of an urban legend, Tower Bridge is a different and smaller suspension bridge flanked by two towers and close to the Tower of London. It was built over eight years and cost over one million pounds. Construction began in 1886 and took five major contractors along with at least two

architects, including George D. Stevenson, when the original architect died in 1887. The balance bridge was officially opened on June 30, 1894.

Beneath the Thames, far below the water and in a secret chamber beneath the bridge itself, are several large steam engines with a bewildering array of gadgets and cogs. This machinery forms part of the API's 'dimensional' bridge technology from the days before modern technology made such cumbersome devices obsolete. The chamber was sealed in 1901 and has never been opened since. It is rumored that the dimensional engines are still perfectly preserved, allowing the Tower Bridge to function as a cross-rip platform to other dimensions for the quick transportation of dangerous entities or dignitaries from the various planes of existence.

Tower of London

In 1078, William the Conqueror built a Norman tower (the White Tower) adjacent to the River Thames. It was constructed of precious Caen stone and served to protect the city from invaders, as well as the Norman conqueror from the people of London. The White Tower is 90 feet high and it's said that it is sealed by powerful mystical spells. King Richard the Lionheart enclosed the White Tower with a circular curtain-wall and had a water-filled moat constructed around it in 1190. He and other rulers after him in the 13th Century used the pre-existing Roman wall as part of the existing circuit that kept growing. This turned the White Tower into a major palatial building and had many other buildings constructed within the defenses, including additional towers and fortifications. Many of the additional buildings were subsequently destroyed throughout history.

The Tower has always been used to house royal or political prisoners and many famous wives of Henry VIII were incarcerated there prior to beheading. It is a place with its fair share of ghosts and bloodshed. The ravens that frequent the tower were placed there as guardians as part of a mystical ward and are quite lively at night. However, should the ravens ever leave the tower grounds, then the Monarchy will fall. This is part of a deal made by the Royal Family many years

ago with a mysterious demon of unknown origin. No one, to this day, knows their true purpose.

The Underground

The city's underground metro-train system, the famed London Underground, is both an object of pride and of hate for Londoners. When traveling in the more rustic portions of London or when a Londoner is challenged by an outsider as to the quality of the Underground, its obvious merits of the system are listed. When stuck in a broken deep-level train in the middle of summer, late for a meeting, cracks do show in the loyalty. Good or bad, London Underground is the fastest mundane way to get across the city in a hurry.

London Underground is not without its own touch of the supernatural. A community of Wolf People has resided at Whitechapel since World War II and rides the Tube trains nightly to investigate any rumors of trouble, supernatural or otherwise. They claim authority over all activity underground and often defy API edicts for them to halt excessive shows of force to non-supernatural beings. Their leader, George Sully, is quoted as saying several times "It was King George and Sir Winston sent us here, and we don't intend to fail 'em".

The Rest of England

Ashtead, Surrey

Since 1327, the aristocratic family of the Baron Grosmont de Clare has resided in Ashtead, which is now a pleasant Surrey village acting as suburbia for London. The Barons have been long-standing adepts of the area and have seen the culmination of ley lines in their area that create possible gateways between dimensions. In 1398, the family made a hellish deal to turn the gateway into a source of power to keep themselves in power for generations. In return for a virgin sacrifice each Midwinter, they are able to open up the portal and funnel its Mana into the long life and magical power for the Grosmont de Clares.

Other long-resident families were brought into the deal as time went on, and now the village of just under 14,000 residents is very dangerous for the outsider. Though it appears pleasant, a surprising number of travelers go missing near Ashtead. Especially as the family has raised the number of sacrifices over time. To keep up with the current requirement for 8 sacrifices a year, the present Baron acts on behalf of the cabal members and buys sex workers from Eastern European slave traders – with the requirement that they be "in mint condition".

The town stays under API's radar for the most part. Being such a secretive and close-knit community, the residents don't commit a lot of crimes against each other and very few outsiders are reported through official channels for their attempts. Just like with anything though, API is just as wary of an area with too little activity as one with constant traffic, and they are bound to be found out the moment the company has down time to investigate.

Chester, Cheshire

Chester is a small walled city in the north-west of England, on the Welsh border, with architecture stretching back to Elizabethan times. It is a popular tourist spot and famous for its horse racing weekends. It has an incredibly high number of Spectrals given its size. API has fifteen in its registry, all of apparently Roman origin. They call themselves the Thousandth Legion and claim to have never been defeated. These fifteen Spectrals, whatever the truth of their claims to Imperial origin, guard Chester from supernatural threat. This lessens the burden on API to watch the area, but they always end up watching this Spectral group instead.

Chester is fortunate it has these defenders as a great danger has arisen in the last decade. Across Cheshire and north Wales, a band of some ghoulish creatures called Mathrafal's Laughters (page 65) have launched nocturnal raids on small villages and farms on the outskirts of Chester. They have killed animals, burnt buildings, kidnapped children and committed numerous other ghastly acts. By restricting themselves to isolated valleys and villages, leaving little

concrete evidence of their presence, the numerous deaths and vandalism have been written off as attacks by drunken mobs driving round the countryside.

The company knows differently and agent investigations predict that the Laughters thrive on misery – so their group will strengthen and gain power and number as they cause havoc in areas with more people. Even in a small urban area like Chester, a fear running through the population could give enough power to the Laughters for them to destroy the entire city in an orgy of violence and flame. The Thousandth Legion has buckled down and is ready for anything the Laughters have to throw at them. The company is hoping to stop the Laughters before they reach Chester and API has to be responsible for cleaning up the mess left in the wake of such an encounter.

The New Forest, Hampshire

The New Forest is an extensive national park on the south coast of England and holds huge spans of pasture surrounded by the heavily-populated south. It is also home to the Chiron Prince of the British Isles, Warene II, who reigns over the richest Glen in all of Europe. His ancestors have been recognized as Prince for over 400 years, ever since their defeat of the dynasty of MacDonald of Loch Dummel in 1599, whose family ruled the Isles since recorded history began.

Warene is an imperious figure and a keen advocate of tradition, but has been recently troubled by the rumored Faun Revolt. He has received emissaries from all sides (his own advisors, API representatives, and even other demon races) concerning a mutual breaking of the pact between the Chiron and the company. He is currently considering a staggered system of emancipation, which he feels may be best for both Chiron and Faun, but is still attempting to foresee the aftermath of such events. His personal Star-seers, even those that support the Fauns' cause, caution of a toppling empire in the wake of Faun liberation and are pretty sure the signs point to their own. Unfortunately for any optimistic Fauns, Warene isn't known to make quick decisions of any matter and is likely to take several more

years of counsel before casting his final verdict.

Scotland (Loch Dummel)

This great underground lake, hidden from human eyes by powerful magic, is the center of the Highland Glen ruled by the MacDonald of Loch Dummel (this being a hereditary title). The present MacDonald, a brave, impetuous, generous centaur, has always been dismissive of Warene's rule. It is rumored that he privately speaks quite favorably of Sardonix and the Faun rebels (see page 60). Certainly, there are more than a few registered Fauns in the Highlands.

Wales

Apart from the problems with Mathrafal's Laughters, and proud but troubled Glens in the Brecons and Snowdonia, Wales has one other major issue of note for API. The Loch known as Alvin, based in Cardiff, is the head of a peaceful campaign against the API Registration Act. By questioning the legitimacy of API's authority, Alvin demands the democratization of the demon population. He argues power should not be invested in a cabal of ten magical warlords, but rather in the people they effectively rule. And demons are listening.

Ireland

Ireland consists of two countries – Northern Ireland, within the UK, and the independent Republic of Ireland – treated as a united whole by the company. The Chiron Lord of Galway, Eoghann Dubh (Black Eoin) - Warene's trusted lieutenant, deals with most supernatural business here, aiding API in their endeavors. Usually a quiet backwater, Faun revolutionaries have taken to the countryside, under the leader of a charismatic fighter known as Mikey. Sadly, Eoghann is barely keeping the situation from breaking out into open violence.

Rest of Europe

To discuss every nation in continental Europe in depth, in terms of its basic governance and its supernatural status, would take several volumes the size of this one. Below is an overview of events in the largest countries and other very interesting cases.

Denmark

One of Europe's monarchies (famous for its public resistance to Nazi occupation), Denmark is a small, peaceful country. Apart from its monarch, all real power is exercised by an elected legislature. Denmark is considered quite a liberal country, though not to the degree of fellow Scandinavian country Sweden. The climate of mainland Denmark is temperate, with mild winters and warm, wet summers, but its more distant holdings – the Faroe Islands in the North Atlantic, and Greenland in North America – are rather colder.

Grendel

Many thought that legends of the massive, aquatic humanoid living off Denmark's west coast were results of a Loch, at first. Since then several fishing boats have gone missing and a specially created Elite squad, the Spear-Danes, has been prepared to go after "Grendel". However, given the content of the report of the gibbering survivor of giant salivating maws and tentacles that go on for miles, London isn't convinced a single squad can handle this situation. The company has recently taken a lot of resources from this project though and aren't likely to return them unless the creature gets out of hand.

France

Governed by an elected President, France is home to 64 million people. The chief architect of the foundation of the European Union and one of the powers of Europe, France once had a great maritime empire spreading across Africa, the West Indies and the Pacific Ocean. Though



it never reached the extent of the British Empire, France was proud of its achievements. However, shaken by two world wars and the loss of its empire, France found a new identity: the heart of a new European commonwealth to rival American and Soviet might. Its geography and climate vary greatly. Northern and Mid-France is a land of woods and hedgerows, with rainy but warm summers. The very south of France, however, is a baked land of olives, vines and hill country.

Paris

The capital of France and called the City of Love by many, Paris is the site of the Eiffel Tower and its major tourism destination bringing in millions of dollars a year. It's the national hub for the arts, science, and education, making it a go-to location for aspiring students as well. With a population of over 2.2 million people, few can scoff at the influence this city has on the world.

Then one must inspect who controls the city itself. For centuries, Paris stood as the seat of most of the Taylari power in Europe. They ran entire cities, all economics, and held humanity in their grasp. They fought off the naïve attacks of the Knights of Solomon due to sheer numbers, but were fearful of their destruction with faced with the Knights, Apocalypse Prevention, Inc. and the Rosicrucians all at once.

Today, being a Taylari in Paris is a veritable promise land. They have all of the blood, sex, violence, and control they need, as long as they abide by the Self-Policing agreement made with API. This is also where the High Vampire Courts are held, settling issues that may effect their kind globally and locally.

Narbonne

The site of the infamous Wardship Treaty of Eighty-One (see page 26), the city in the foothills of the Pyrennes is of ill omen to API. Accordingly, this is where the Fauns have decided to set up the front of their rebellion. They have taken over several offices and operate outside country and API law to fulfill their goals. Still, no one in Narbonne knows the true identity of Sardonix, their trusted leader, but the group has received more than a few messages to spread throughout the continent from this location.

Greece

The final fall of the Kingdom of Greece came in 1973 (after many coups, counter-coups and the Axis occupation) and it's now officially the "Hellenic Republic". Governed by a President and Prime Minister, the Republic has proved to be quite stable for over 30 years. There are continuing frictions with old foe Turkey, especially over the status of Cyprus – an independent nation of mixed Greek and Turk ethnicity. However, it is a long-standing member of the EU and has become a vibrant and settled nation, relying on various forms of tourism, various exports and shipping for its strong economy.

Greece is mostly a mountainous country, with vast forests that are home to rare animal species like the Roe Deer and the Brown Bear. The climate varies between Mediterranean heat in the

south and in the offshore islands to alpine in the mountain ranges to more temperate in the north-eastern plains.

Athos

The monks of Mount Athos, a large monastic community separate from and a part of Greece, have been keeping strange bedfellows lately... befriending Faun rebels opposing the Prince of Greece, Lekapenos. Several Fauns live semi-openly in absolute freedom on Athos. Lekapenos would not dare attack as it would breach oaths long standing with the Greek Orthodox Church, signed during the era of the Ottoman Empire.

Germany

A major industrial power with a strong economy, Germany lies in the center of Europe. It is governed by a nationally elected legislature, who in their turn elect a Chancellor as head of government and, with the aid of local officials, also elect a President as head of state. It is populated by some 82 million people. It's recovered admirably from two world wars and the long separation of the Cold War. It has always been, along with France, the ideologically and geographically heart of the European Union. Germany's geography and climate vary greatly. The north is a misty and wet land. On the western border, it is temperate, less wet with longer summers, and is a land of woods and hills. The south has a warm continental climate, while the east contains the Harz Mountains.

Hurtgen and Black Forests

Chiron have not gone to war with Chiron since the days when the Prince of Alemannia, Lothar the Unworthy, was overthrown in year 1234. But it's starting to look like it might happen again – and it involves Lothar's old Glen of the Black Forest.

Since his fall there has not been a Prince in Germany, but two rival Lords on the western border are eyeing the prize. Helmund of the Black Forest and Lengfeld of the Hurtgen Forest have been bitter rivals for some time, and have been rallying political and military support for some sort of face-off. It doesn't help that Helmund is

an arch-conservative on the Faun issue, while Lengfeld has mischievously suffered many “administrative faults” relating to upkeeping the Faun Registry. API has been asked to arbitrate by several other centaur leaders, but so far has made no headway over the various quibbles: Lengfeld's encouragement of Faun rebels, the correct dignities to be given to one another at Chiron Moots, and so forth. The time seems ripe for blood.

Hungary

Once a bulwark of the Soviet Bloc, Hungary is now a modern Western nation and member of the EU. An economic leader amongst former Warsaw Pact nations, Hungary is a Republic with a parliamentary legislature. Since withdrawing from the Pact in 1989, it has become one of the more successful additions to the EU. The terrain of Hungary consists of two extremes: the great Carpathian Mountains and the vast Hungarian Plain.

The Hall of Dreams, Budapest

A shepherd in the Carpathian Mountains made a deal with local spirits over a thousand years ago. He would have eternal youth in return for being the caretaker of a special house filled with the dreams of Hungary. Presently the house is

The Nordic Region

Including Denmark, Norway, Sweden, and Finland, the Nordic Region is easily one of the simplest to control for the London HQ. While the countries have distinct identities that they hold strongly, they participate in a Nordic Council that fosters cooperation and share many historical events between them.

For the company, the Nordic Region has a high enough number of Chiron (some that still follow the Old Norse religion) to stand guard. Most problematic is that the Morgane seem to appear out of portals in the Nordic Region more often than other places, which suggests possible Oath connections to the geography by the race. API has yet to determine why this occurs, but the Nordic Region is safer than many other places comparatively.

on a backstreet of the nation's capital, not too far from the river. Each of the house's apparently infinite rooms houses an idea or dream of Hungary's past.

In these rooms, one can join King Stephen's crusading armies, founding the Kingdom of Hungary or experience the catastrophic defeat at Mohacs. Miklós Horthy sits silently in a small bedroom, wondering how to extricate his nation from Nazi Germany's ambitions. The heroic but doomed Revolution of 1956 against the Soviets is the subject of yet another room. More rooms seem to be forming in the corner of one's eye when one is in the main corridor. The host, Imré, is always happy to provide a coffee or a beer to the tired traveler. He is a young man, with eyes much older than his years show. He's a very religious man who believes that “the lord in heaven” is who blessed him with his responsibility.

Italy

As with Germany, Italy formed itself into (roughly) the nation it is now in the mid-19th century, out of a combination of different Kingdoms and Duchies. Italy once sought the glory of empire building, but got little further than a few Greek islands, Libya and Ethiopia. Those imperial ambitions led to Italy's downfall in World War Two and to the parliamentary republic that Italy is today.

Famous for its unstable governments, Italy has more recently become a fairly strong free market economy with most of the actual power vested in its Prime Minister. It has a lot of internal tension, however, with its immigrant communities, especially that of Roma gypsies. The north of the country is mineral rich and is historically the center of trade and political power, with Milan, Florence, Venice, Ravenna, and Bologna located here. The climate is warm but fertile. The south is more agricultural, but the summers are often too hot for true luxury, leaving the people poorer. Sicily and Sardinia, Italy's two great islands, are now relative backwaters.

Florence

Known for its immense contribution to art, music, education and history, the city of Florence

stands as one of Italy's most influential cities today. As the "art capital of Italy", several different species of demon are drawn to its rich culture. These can include Husks (see API Worldwide: Canada) or any other artistic demons, but also any that are particularly drawn to strong human emotion.

The "Shadow Court" of Emilia the Green also resides in Florence. This band of high-living Changelings has taken the Tuscan capital for its home, partying hard while exerting influence over demon events in the area. Emilia herself is an ally of both the London office of Apocalypse Prevention, Inc. and the Greyfire Club and is well valued separately by each. With such power,

she is able to keep the independent nature of too many other local powerbrokers in check.

Poland

Poland has had a somewhat troubled history. It has been a mighty independent Kingdom and slave to Austria, Germany and Russia, as well as the heart of western civilization and the location of Auschwitz. It's one of the largest influential members of the EU with a large migrant worker population spread across Europe and is now a major player in the future of Europe. It is a presidential republic with a heavily Catholic faith. In fact, the first non-Italian Pope for centuries, John Paul II, who acceded to the Throne of St Peter



Iceland

While not a member of the EU and located 600 miles from the nearest European coast, Iceland is still a responsibility of the London HQ. Iceland is both a representative democracy and a parliamentary republic, having several political ties with almost every major country. Roughly two-thirds of the country's population resides in the capital, Reykjavik, and its citizens enjoy warmer climates than other countries in similar subpolar regions.

There are many different views in the Faun communities on how best to deal with the impending rebellion. Those that choose to fight are amassing in Narbonne (page XXX), but those that would rather escape have mostly fled to Iceland. API's coverage there is light, due to very few portal infractions in the country, which makes it easy for them to live low key existences in Iceland... a place with no natural Glens for the Chiron to inhabit.

in 1978 and died in 2005, was a Pole. After the trade union movement Solidarity chased out the Soviet-appointed government of Poland in the 80s (one of many nails in the coffin of the Soviet Union), Poland aligned itself with the west, especially the United States.

Much of northern Poland consists of a great plain, while the south of the country is dominated by the Carpathian Mountains. Its forests also contain some of the last retreats of the rare European Bison and other exotic animals. The climate is temperate, with the north being more oceanic and wet and the south more continental and warm.

Krakow

Interesting enough, it was in what is now Poland that the fateful oath that sealed the Hidden Folk away was taken. The Elves often come here in order to find suitable bodies to inhabit. However, one of the Hidden Folk has recently been leaping from body to body in the Old City of Krakow, trying to find something (or someone) and has left an obvious trail of brain dead humans behind. While most can only possess one body

every three years or so, this Hidden has found a way to jump through multiple bodies. The police have begun investigations, with five men now dead in a year, all with no sign of violence or poison, all dead shortly after taking up juggling as a hobby. Or that's what the company has revealed thus far. Many of the Hidden Folk believe that, as the site of the oath, Poland may be where there is the biggest crack between dimensions for their kind. They think it possible to break the pact and reclaim their original bodies, but this outbreak of possession victims means that a crack may also draw them in further instead.

Romania

As with all of the former Soviet Bloc nations, Romania brings with it a scarred history. It was part of the Ottoman Empire for centuries with a troubled monarchy imposed by Western Europe followed by fascist and communist dictatorships. Romania is only now recovering from that long period of subjugation. With a diverse economy and a strongly free market framework, Romania's poverty-stricken people have begun to improve their lot. Though the Carpathian Mountains dominate the centre of the country, Romania is a mixture between mountains, hills and lowlands. Its temperature extremes have historically varied from -35 to 110 degrees, demonstrating the wide variance in climate.

Bridez of Dracula

A weird group of American Taylari "youths", who earn their keep by playing folk rock, have been touring Romania for the last 18 months. Led by a charismatic blood adept Rayven, the Bridez of Dracula is composed of four beautiful Taylari females and their burly Wolf Person roadie, Garfunkel. Their musical subject matter calls to their "Dark Master" to awaken and lead vampire-kind to a new promise land. Whether they actually think they can find the mythical vampire is up for debate, but they have made a splash in mystical clubs and have been invited to play in plenty of other venues, all of which have been denied. Romania is their home for the moment.

Spain

An ancient monarchy, stretching back to the first millennium in one form or another, Spain was at one point the most powerful country in the world. With gold flooding into its coffers from its vast territories in America, stretching from the tip of Argentina to the modern state of California, Spain's armadas ruled the seas and its "Tercios", combined pike and musket infantry, ruled the battlefields of Europe.

A combination of factors – increasing British sea power, military technological developments, an unwieldy government and physical distance from its colonies – led to the downfall of Spain as a power of the first rate. Nearly all of its colonies became independent in the early 1820s, leaving it with a few African colonies that went through fascist uprisings in the 1930s. After the fall in the early 1970s, Spain was at a crossroads. The returning King was offered dictatorial powers and army officers rose violently to ensure he got them. But he refused, wishing to act as a representative of the people, not dominate them for their own good. Now Spain is a thriving constitutional monarchy with a massive tourist trade.

In common with its neighbor Portugal, most of Spain, from the northern border with France to the southern sea coast facing Africa, is very hot – hence the tradition of "siesta", a long break from work in the afternoon. The northern coast is cooled somewhat by Atlantic winds, as is the Portuguese coast, but it's still one of the warmest areas of Europe.

Madrid

Capital of Spain and home to the current monarch, Madrid is one of the most important cities in Spain. It hosts many of the country's finest art galleries and museums that contain countless national treasures. In addition, the largest bullfighting ring in all of Spain, Las Ventas (established in 1929), resides in Madrid. Las Ventas is kept under vigilant watch by API, as the large amounts of raw emotions let out in that location, as well as the killing of an animal, has (on occasion) opened up portals. One "Running of the Bulls" actually consisted of several demonic beasts running through the streets devouring the humans who

had enlisted only for fun. Of course, this was all chalked up to simple accidents and the tradition continues.

Vatican City

Home to the Popes for nearly two millennia, the Vatican is a place of mystery, history and intrigue. The Catholic Church has always been aware of the supernatural, and has employed various policies in response to it. Most infamously, it merged political and mystical interests via the various Inquisitions it supported. More recently, however, it has taken a more positive interest in demonology; its "exorcists" often provide on-the-spot support for demons in human society and provide a last refuge for members of those species deemed "Illegal" by API. Jonathan Nisbett (page 34) has met personally with the current pope and ensured compliance to several secret oaths made between the church and company. However, the Vatican is not opposed to calling in the Knights of Solomon if they feel the threat is too much for the liberal API to effectively deal with.



chapter Two: Inside the company

API History in Europe

Europe is the birthplace of Apocalypse Prevention, Inc. It was there that the Circle of Ten first assembled to combat the Black Plague and the Rat Queen. It was there that the first bonds were forged between humans and demons to officially better the Earth together. This would give way to the establishment of the United Prospectors Corporation (UPC) and setting up the foundations to eventually become the worldwide phenomenon known as API, but every good story should start at the beginning.

In the 1300s, the Circle of Ten was assembled to deal with the worst threat to humanity in cen-

turies. While they had more of an investigative purpose, most of the members had plenty of experience in battle, whether as strategists, warriors, or even healers. Charles Nisbett, the Circle's English representative, however, fell not into any of these roles. Instead, he served at the chief historian of the bunch. Every event that took place was well recorded and it was his job to ensure that the world knew their story if they did not succeed. As one of the few in the group that could read, he took on this task with great honor.

Charles also took charge of the group's finances, equipment, and food supply. He had an uncanny ability to keep track of several things at once. When the Rat Queen, the harbinger of the

Black Plague, was destroyed by Circle of Ten, it was Charles that took account of their tactics, the weapons used, and how effective they were against the demon and its minions. He kept track of each rat killed in the fray, tallying them up until the exact number was extinguished. When the curing potion to the Black Plague was created, he fronted the efforts to heal the people, ensuring that everyone received just enough to heal them, all while leaving a surplus. His biggest task came with every new negotiation with a new demon or monster. While the talks themselves were handled by the Circle's negotiator, Joam Oliveira, Charles Nisbett was tasked with taking account for the demons' numbers, powers, and weaknesses... and he was very good at this. His knowledge, plus that of his descendents, would one day make up for a large portion of API's current demon databases.

Through the years, the Nisbett family line also became responsible for keeping track of the hundreds of separate pacts forged with demons in order to promote peace for humanity. Some were easy and really amounted to just leaving the demons to their own devices. Others, however, were more intense, including sacrifices, aiding in battles, or oaths forged in haste with more dire consequences.

The Circle of Ten's main HQ was founded in London, England, which was Charles' hometown. Not only did he have a full account of the city boundaries, economics, and the best places to hold their meetings, but already had many ties to the criminal underworld that could be used to fund their first ventures. Even those Circle members that held virtue and propriety in the highest accord could not say no to the blood money being offered as starting capital.

The Circle of Ten held meetings in back alleys and abandoned buildings until they were able to procure a secure place within St. Paul's Cathedral. Their efforts to convert others to their cause worked and some of the first were those within the church. The Circle's presence was kept a secret from most, but it was not uncommon for all the pews to be filled with members of their growing extended family at all times of the day. It was not only a large place with more room than they

knew what to do with, but was also on hallowed ground, protecting them from many of the most vile threats.

Allies and Enemies

The Knights of Solomon (page 44) existed as a force against the supernatural for centuries before the Circle of Ten took its first steps as a team. They worked mostly in the shadows and very few knew that they laid in wait for demons to slay. Apparently, the Knights also attempted to lay waste to the Rat Queen well before the Circle of Ten, but their attacks were held at bay with the demon's diseased touch and ferocious rat minions. When word spread that the plague had been halted and the Knights saw the carcass of the Rat Queen carried off by heathens, they didn't enjoy being upstaged by a ragtag group of nobodies. They were quick to wage an instant war on the company founders and launched their offense. The Circle survived only due to their eclectic talents that the Knights had no idea how to counter and the assistance of various demons that had already forged strong pacts with the group. They never stopped their attacks, however, and are still a constant threat to Apocalypse Prevention, Inc, even today.

During this time, another longstanding Order received tales of the up-and-comers that survived a battle with the Knights of Solomon in their full force. The Circle of Ten was contacted by the Order of the Rose and Cross (Rosicrucians, page 38) and alliances were struck. The Rosicrucians already had their own traditions and power structures in place, but lacked sufficient warriors to take and keep their place in the world. In exchange, the Circle of Ten gained access to many of their magical secrets. It was a win-win situation for both groups, seeing as they were enemies of the Knights of Solomon and together were quite the formidable force.

The Great Fire

For a long time, the Circle of Ten was able to conduct their business in relative safety, learning their magic, meeting new demon races (including the Lochs, Chiron, and Changelings), and protecting the Earth against world-wide catastrophes

here and there. In 1666, many of the Circle's members had already moved on to spread their influence to other areas of the world, leaving the Nisbett family in charge of their London HQ. They kept their strong hold on much of Europe through their demon pacts, knowledge of their strategic positioning, and connections to the criminal underground. However, the Knights of Solomon also had access to opposing crime families that eventually lead them to the Circle of Ten's primary location for their meetings.

In true Knights of Solomon fashion, they held their grudges against not only demon-kind, but anyone that would consort with those unholy creatures. They set the city of London ablaze in a wake of destruction that would continue for four days. St. Paul's Cathedral was ruined in the first day of this now historical event. While only eight

human deaths were recorded, the London Fire took a heavy toll on the city's Taylari population.

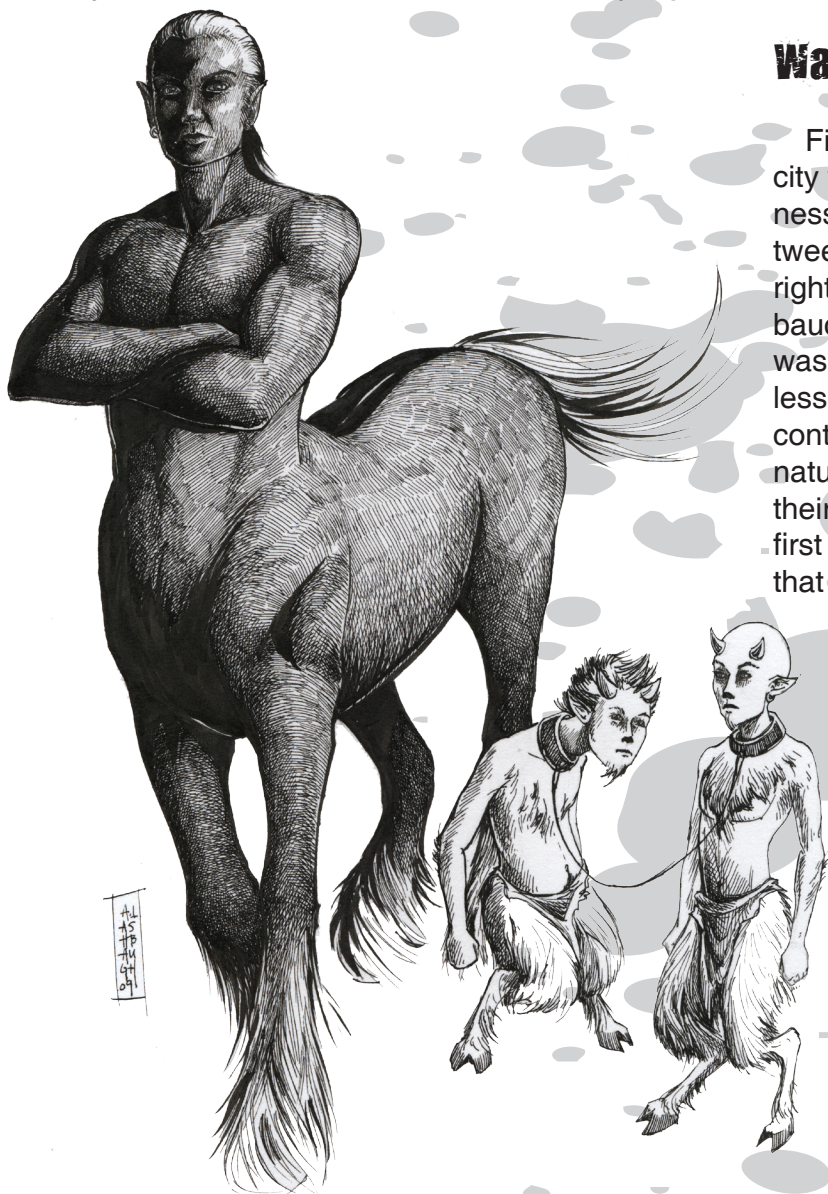
The London HQ was devastated. They lost money in several domestic ventures they were funding, but they also saw this as an opportunity to advance their company in a fortunate way. St. Paul's Cathedral was adequate in its past incarnation, but could not regularly sustain the rising members within the United Prospectors Corporation that the Circle of Ten had become. Now that the building and the entirety of London was demolished, they invested heavily in its rebuilding. This allowed them to pull the strings in the city's reconstruction, building secret hatches and fully protecting the foundations with mystical symbols. St. Paul's Cathedral once again became a continuing beacon of hope for the faithful and for the company's agents as a place of refuge.

Wardship Treaty of Eighty-One

Fifteen years into the rebuilding process, the city was only a reflection of its previous greatness. The courts were tied up with cases between landlords and their tenants for rebuilding rights, the city had descended into a state of debauchery unheard of before, and very little work was actually accomplished. The London HQ was less affected than others in the city, as they had control over a lot of the underground and supernatural communities (one of the only reasons that their leaders made it out of the fire in time in the first place). However, they had one more issue that they had to deal with... Fauns (page 70).

For one reason or another, these half-goat, half-human beings decided that the city's confused state was their opportunity to become urbanized. They came from their forests into the city, without realizing that their appearances were frightful. When the people cried in fear and ran away in desperation, the Fauns resorted to creating a lull over the city with their hypnotic music. Anyone that heard even a single note became walking drones, without any emotion but lust. London was filled with waves of orgies of every size, even the company's agents.

Damon Nisbett was out of the country,



New Elite Techniques

These Elite Techniques can be chosen in addition to those found on page 129 of the API Corebook. Europe Elites are trained to resist the effect of many spiritual effects.

Anti-Possession Technique

(Speed 7, Stamina 3, -3 Strike)

The Elite focuses their strike at their target's center chakra point in order to perform an impromptu exorcism. They deal no damage, but the target must roll INS + Discipline with a Difficulty equal to the Elite's check. If they fail, they are shoved from their host body and cannot reenter for 1 minute.

Ghost Hands

(Speed +2, Stamina +2)

With so many ghosts in Europe, Elites must be ready to take one down if necessary. This technique allows them to attack a ghost with their bare hands, but they inflict -2 damage. If

purchased a second time, this damage penalty is removed.

Self-Serving Body

The Elite has trained their body to defy any attempts to possess it, from one of the Hidden Folk to Spectrals to an adept with an upgraded version of Ride Senses (Path of Animalia). The Elite receives a +4 bonus to resist. If purchased a second time, they become completely immune.

Protected Fate

The Elite is trained on how to resist the manipulation of their destiny. Upon purchasing this technique, the Elite receives a +4 bonus to resist any attempts, from the Morgane ability to cut attachments or any effects from the Path of Fortune. If purchased a second time, they become immune to these effects.

touring France, at the time of this debacle. He dared not return after reports that any human to hear the song was caught in their lustful natures. He was, however, a less than scrupulous man who had cultivated many devious relationships. The same night he heard about the events, he had an audience with the heads of the Chiron forces, who were immune to the musical effects. Together, they forged a new pact between the company and the Chiron, so named the Wardship Treaty of Eighty-One.

This loathsome treaty stated that the Chiron would cultivate the Fauns from London and anywhere else that they may cause an issue for humanity. The Chiron asked only that they not be limited to how they deal with the Fauns... to which Damon Nisbett happily agreed. He knew what it meant to keep tactics under wraps. Within days, the Fauns were cleared from the area and the whole incident was chalked up city-wide food poisoning. Those that were less convinced had their minds erased by company adepts, as per standard protocol.

There was immediate backlash to the Ward-

ship Treaty with the Chiron who were never truly allies with the company previously. Damon Nisbett was immediately demoted and stripped of his authority, which was given to his younger brother, Brennan. This, however, severed the company's connections to the crime world and started a family war between the two brothers. It ended in the assassination of Damon at his brother's order, one that Brennan struggled with for a long time. It was necessary though, as Damon had full working knowledge of the company's inner-workings, protocols and the Trove (page 30). The Board of Directors was happy with the transfer of power and worked with Brennan to discern when this treaty would end.

The treaty did serve its purpose, no matter how sinister its implementation. The city still took a long time to rebuild, but they were not stopped by the Fauns any more. The Chiron became full partners with the company, lending another strong force for the fight to protect Earth. Also, other demons that saw the treatment of the Faun situation gained a healthy fear of the power that the company could rain down on its enemies, even if indirectly.

Importance of Oaths

Today, the London HQ has stood as the premiere record keepers for Apocalypse Prevention, Inc. It is their responsibility to account for the company's staff and procedures, tracking their spending and allowances for new projects, and populations on the grand scale.

Most importantly, this HQ holds record of every major oath that the company has struck (usually with demons or Orders). This may sound simple if only counting the London HQ, but it has become an exhaustive process on the global scale. Vast libraries exist in their underground London HQ facility filled with nothing but written oaths with the company or one of its subsidiaries (agents or front companies). It helps that official oath crafting isn't widespread outside of Europe, but it is still costly to the company on many fronts. As breaking an oath carries stiff magical repercussions,

Scratchers

Not the cushiest job within the company, but definitely one of the most needed. Becoming a Scratcher (so named because they "scratch" the underbelly of the city) requires little more than the willingness to deal with any and every danger that may lurk in the London Underground. Some are sent to Scratcher assignments as punishment for breaching protocol, but there are those few that actually choose a transfer to this department. These are usually agents who seek adventure in the unknown, but who aren't against routine work in the interim between busied activities. Duties can include routine shuffling of the homeless community away from areas with heavy API traffic to being the first line of defense against any attack from beneath the city. Scratchers do often run into George Sully and his crew (page XXX) but the two groups can usually agree to part ways without too much bloodshed on either side. Faeries tend to gather here as well, much to the Scratchers dismay, and are bigger pests in dark sewer tunnels than they ever were in forests. This group is prepared to take them and anything else on with full force though.

API is not ready to let any of them lapse. It is both a matter of safety and reputation. Many demons are longer lived than humans, existing through several generations of the same mortal family, and are none too keen on humanity's offspring forgetting promises made to their kind.

Due to the multitude of Oaths, API's European forces follow strict guidelines when dealing with demons. Many of the same standard operating procedures still commence, such as regular inspections and an agent's right to demand a demon's Blue Card on the spot, but they cannot go in with extreme force like the US offices "say" they don't do. If a demon of importance is accidentally harmed or slighted in any way, it could cost the company much more than an agent lost in the field. Consequences of breaking an oath can be anything from the need to sacrifice a life to the total financial collapse of the company and API isn't about to take chances.

When Europe agents encounter a threat, they must immediately consult with their Demon Scanner (page 59) that cross-references the demon type with any pacts still in effect. They are still tasked with protecting any humans that they can, but must do so without directly confronting the demon until they receive feedback, which can take up to five minutes. This is to ensure that they do not deprive a demon of their meal that an oath guarantees or kill a demon leader that has the equivalent to diplomatic immunity on Earth. Other offices see this as unnecessary and backwards thinking, as too many human casualties can occur while awaiting a response, but the Europe HQ doesn't have the luxury of acting without first knowing everything about the situation.

The company has plenty of Oath Keepers (page 52) in their ranks to help with this effort. Not only do these adepts have more information on the subject than other agents ever will, but they can instantly gain insight into a subject's pacts just by looking at them. This can be very useful in attempts to keep agents in line with these magical requirements. On top of that, Oath Keepers also know the instant that an oath is no longer in effect and can advise the company on wise choices for the future. Jonathan Nisbett, an Oath Keeper himself, has tried to teach more

agents this skill under his tutelage in hopes of achieving enough to have to one Oath Keeper in every squad.

London HQ Details

The London facilities are located directly beneath the city within many of the underground tunnels. Instead of one centralized location, however, the masterminds of the London reconstruction efforts planned many different areas of the city to be suitable for API use. Each location is spread throughout the city for maximum efficiency in defense and optimal agent placement. They are all within short range of each other as well, to ensure back-up can be sent with minimal effort. Some locations are larger than others, of course, where meetings can be held or containment cells can be used for interrogation.

The inside of the HQ resembles a strange mix between the occult and high-tech science. Many of the floors move automatically, but are lit by orbs of glowing light. API researchers use the highest tech holographic computers to research old scrolls and lost magic. They possess energy-barred dungeons with walls of reinforced bricks with a slimy, earthy feel. Scientists and adepts work together to unlock the purpose and power of ancient artifacts for the betterment of the world here. To London agents, this is just... home.

St. Pauls Cathedral

After being destroyed by the Great London Fire of 1666, the newly rebuilt St. Paul's Cathedral was completed in 1708 after several painstaking decades of planning and grueling work. The largest meeting hall for the London HQ lies directly beneath this structure, cleverly laid under the foundation of the cathedral that is both inscribed with warding sigils and solemnly blessed by the strongest faithful clergymen. The dome at the very top of the structure also acts as a powerful magnet for spiritual energy, allowing the company to draw in large amounts for especially urgent missions. This is the reason why there are more miracles in St. Paul's Cathedral than in many other churches in Europe.

There are several entrances to underground chambers from St. Paul's Cathedral, depending on what section they are in and who is watching. Some say they see people sit in the third pew on the right that disappear just as suddenly. Others access the HQ through the stairwell to All Souls Chapel or in the building's South Transept. If none of the immediate openings work, they can ask to speak with Father Colin (page 35) and simply proceed through the secret tunnel in the priest's quarters.

After entering any of the numerous access tunnels, there is a short walk through the underbelly of London. The company has a special unit to keep this area clear of hostiles, but it can still be dangerous if not scouted recently. Even mundane threats like crazed humans or some of the homeless communities that have claimed portions of the underbelly as their home can be a problem, but they are never under the cathedral, API's territory alone. Someone without knowledge of the HQ entryways could wander forever, but agents know how to locate the secret, voice and ID locking mechanisms cleverly hidden in the walls. The look of the wall is never changed, but agents simply walk through the partially intangible walls into their assigned cell.

The Round Table

Legends abound about King Arthur and the Knights of the Round Table that he led into battle. It is said that the knights fell into combat and chaos among themselves when they sat too close to each other. Their arguments were fierce, but were never to the death no matter how strongly their views opposed each other. In order to stop these occurrences, the wise wizard Merlin constructed a special round table with each of now-mythological knight's names and crests inscribed into the table. The esteemed beauty of the table itself hid the fact that it was really designed to promote separation of the individual knights and was essentially assigned seating for the rowdy gentlemen.

No matter its true design intentions, it became a symbol of their great service to the country and a large part of King Arthur's reign. It was thought to have been destroyed during attacks from es-

pecially vicious demons centuries ago, but was acquired by the Nisbett family just after the Great Fire. Trusted API adepts, scientists, and Rosicrucians have determined that it is either the same table that King Arthur used or an unimaginably accurate fabrication.

The Round Table has been used by Apocalypse Prevention, Inc. for the most important meetings for decades now. Jonathan Nisbett often convenes with his Board of Directors there and it is the most obvious place to meet with other members of the Circle of Ten whenever they return to the London HQ to visit or to deliver more dangerous information. The secret room that houses this priceless artifact is only known to Elites, the Board of the Directors and the Circle of Ten.

The Trove

There is a location within the city, kept hidden from all but those assigned, called the Trove. It is no secret that rare, ancient, and magical items are flown from all over the world to this HQ for testing and investigation into their origins. While the Greyfire Club (page 49) has its own nefarious reasons for pursuing these pieces, the Trove and the agents assigned within have a genuine love of history and the artifacts that have helped to shape the world as it is today.

It's called the Trove for obvious reasons, but often goes by other pseudonyms like the Dragon's Den or the Bank, depending on who's doing the talking. This division is headed up by Colin Ico (the leader's right hand and main Rosicrucian representative - page 38) with all the information going to Jonathan Nisbett (page 34), the Order, and the Board of Directors. All of these groups then sit down and make the hard decisions about these sometimes one-of-a-kind artifacts. If it holds too much power that could be used against humanity, then the common choice is to destroy the item. Others can be given to agents to use in the field, but usually only to Elites.

Every so often, an indestructible or particularly mysterious artifact is encountered, which leads to the item being vaulted for later unearthing. The vault can only be opened by those of Nisbett

blood and houses some of the most dangerous creations within, some of which could destroy the world or awaken powerful demons that have been sealed away.

Demons Agents of Europe

Burners

The London HQ of Apocalypse Prevention, Inc. was one of the few branches to vote against the inclusion of the Burners to Earth's population. They were a mystery race that could tell the company little even about their own culture or history, except that giant robots had apparently taken them over. Jonathan Nisbett led a life of dealing with pacts the company made with demons and knew the dangers involved, no matter how unlikely he was told it was that the robots would also find their way to Earth. The wise and slightly arrogant leader now refuses to send any aid to the US against the Chromatic threat that he foresaw. As far as he is concerned, it left his hands when Annabelle Priscilla Ilsley vetoed anyone that spoke out against the proposition.

European agents don't hide their disdain for these demons either. Their budget was slashed to make funds available to support a new demon race that they didn't want and it's well-known throughout the company. As a result, Burners are often treated as second-class citizens in Europe, similar to the treatment that the Wolf People receive in the US. With so few of Burners on Earth in the first place, this type of conduct doesn't inspire many to travel to Europe unless directly ordered to by their higher-ups. These situations are rare and ill-received by both sides.

Carriers

Unknown by many outside of the London HQ, it was Charles Nisbett of the Circle of Ten that originally agreed to a truce with the Carriers. However, as the years faded, the pact became centered on his family line alone and not the company as a whole. It is up to the Nibett bloodline, most important Jonathan Nisbett, to ensure that the Carriers are not hunted down or harmed by agents. He keeps this promise to the Neibas to this day, but only has so much control over the company. So, within the boundaries of London

HQ territory, Carriers are treated with the same respect as any other Legal demon. If they cross borders, however, they are at the mercy of the other offices.

Carriers have a long reputation of service to Apocalypse Prevention, Inc. ever since the initial deals struck between the Circle of Ten and the Neibas, but they have continually held lesser stations within the company. The London HQ also downplays Carrier presence and service, so that it seems there's really only a few on staff when there are really dozens. Agents trained in Europe don't regard them as Illegal. They have bigger things to worry about.

Changelings

More Changelings reside in Europe than in any other part of the world, because it is their land of origin, the first continent they experienced when they gained their sentience. They have lived through many a king, survived numerous wars, and learned more about their inner humanity with each generation. This is the land that they identify more with than any other.

It was the Circle of Ten that took several Changelings under their wing for habilitation and indoctrination into what would become the foundations of the current incorporation. They have been involved in the company since its inception and it is not uncommon to see Changelings in high-ranking positions throughout. They still suffer from the glass ceiling effect that demons have to deal with in API, but there are more Changelings to shatter that ceiling in London than other races.

Chiron

These centaur demons claim to have existed on Earth from the beginning of their history and they have ruled as dark lords of the forest since then. Apocalypse Prevention, Inc. never acted on especially cordial terms with the Chiron, being at odds on many things. Even though the company had a few human-friendly Chiron enlist, most of them hated humanity and the fact that they claimed so much land, including some that belonged to the centaur's sporadic kingdoms. It wasn't until the Wardship Treaty of Eighty-One (page 26) that the Chiron became a permanent fixture to API's European offices.

Illegal Agents

Unlike other HQs that may bend the rules, the London HQ cannot and will not do such things. Their entire structure depends on strict adherence to rules or they will undoubtedly crumble. So demons that are dubbed Illegal (with the exception of Carriers due to a long-standing Oath) are never asked to serve the company in any capacity. Those held in captivity are never taken out under "special" circumstances or other reasons created by other regions that have less respect for the conventions set in motion by the company. They are also never asked to be informants or spies. Agents caught fraternizing or aiding Illegal demons are wiped and dismissed, while non-agents are often deemed Illegal themselves.

Today, through clever deals struck with the company, the Chiron have gained their foothold on major areas of Europe again, creating many Glens that they are spiritually connected to (page 69). They also acquired ownership of the Fauns who are now their property for all intents and purposes. They rule their territories with iron fists and most are less than merciful masters. Still, they are a part of API, whether humanity wants them or not.

There are rumors circling through the Glens and the company about when the Wardship Treaty is due to end. Some Oath Keepers have given it a few more years at most before its magical effects wear off, at which point the company has the choice to continue with the status quo or support a Faun uprising. Jonathan Nisbett has been weighing his options for years, knowing that this choice will eventually fall on his shoulders. Either way the coin falls, it will be a historical moment for Apocalypse Prevention, Inc.

More information on Chiron can be found on page 68.

Fauns

The half-goat people have been nothing but trouble for humans throughout history. Fauns would skulk through the forests to play pranks on or seduce travelers. The Circle of Ten had to

put many of them down, dealing with them like they would your common faerie pests. Eventually, though, the Fauns receded and their occurrences were less frequent. That is, of course, until 1981 after the Great Fire of London. The Fauns that had been hiding away in the forests saw it as their chance to strike back or, as some suspect, to live like humans. They took over the city and many of the surrounding areas, forcing the company to sign the Wardship Treaty of Eighty-One and give the Chiron the power take them away from humanity.

Today, Fauns are never agents of the API. Even if they work for the company, it is always because they are one of a Chiron agent's many servants. Every so often, one may be "loaned" to API for special assignments, but only those missions that don't give the Fauns too much freedom.

API has intercepted transmissions from a rebel named only Sardonix. They have yet to trace his or her origin, but these transmissions speak of a Faun rebellion unlike anything seen in the past. The company already knows the devastating effect that Fauns have on humans, so direct confrontation is best avoided. Unfortunately, the pacts with the Chiron force the company to go against the Fauns if an uprising occurs, even if they don't want this responsibility. Jonathan Nisbett hopes to get in contact with Sardonix to directly discuss less aggressive ways to resolve the Fauns' current status, since the pact is soon to be dissolved, but progress in this endeavor has been stagnant as of late.

More information on Fauns can be found on page 70.

Hidden Folk

Humans and the Hidden Folk have had a love-hate relationship throughout all of history. Their legends state that the two races lived together in harmony for millennia before humanity tricked the Hidden Folk with a sinister oath that locked them away in another dimension. The Elves were able to separate their spirits from their bodies in order to reenter the Earth dimension and began possessing human bodies. Even with their hatred of humans, only those that shared Hidden Folk

blood could be permanently possessed. They decided it best to be peaceful with humanity, but their efforts have continued to be toward reversing the pact they agreed to so many generations ago.

Their influence in Apocalypse Prevention, Inc. has grown since its original founding. They did not assist the Circle of Ten during the Black Plague, but could not ignore the obvious power the group brought to the table, implanting themselves at the base level. Hidden Folk rarely aspire to high ranking positions within the company though. Their goal is to break their pact and return to their bodies. API has an open policy of attempting to help the Hidden Folk in their endeavor, but these efforts are purposefully delayed by the Board of Directors. No one knows what the Hidden Folk will do if they get their bodies back and return to Earth. It could spell all-out war between the races and that is not a chance the company wishes to take any time soon.

More information on Hidden Folk can be found on page 72.

Lochs

The Sedrone received the "Loch" moniker from one of their first official sightings as the Loch Ness monsters in Scotland. While they have taken up major residence in North and South America since then, they have not left Europe behind. They have spread all throughout the world, but have fewer numbers in Europe because of oaths forged between the London HQ and the Ondine. There is little room for the Lochs to build their own communities or kingdoms without going head to head with the Sirens and their armada... and the local cells must help in defense of these underwater kingdoms. The Lochs' ability to live above water more regularly has allowed them a quick gain in population.

They still serve primarily as muscle in Europe and there is little animosity from the smaller number of Wolf People that live there compared to the US. They actually cross paths with Chiron most often, as the large centaurs seem to be moving along the same path the Sedrone took long before them. The Lochs attempt to persuade the Chiron from continuing their hostile ruling status

and warn of the present dangers as evidenced by the Contagion. The centaurs have yet to heed their voices, but the Lochs continue to be at the forefront of groups that speak against the Faun oppression, helping in the efforts to hopefully break the Wardship Treaty of Eighty-One (page 26).

Ondine

Ondine have very large numbers in Europe, mostly in the Mediterranean where they originated. The mermaid race is well known for their hatred of Lochs, as the larger and stronger aquatic race has made several attempts to take over the seas. The Europe HQ implemented a zero tolerance policy regarding in-fighting between the Lochs and Ondine after several missions were compromised due to the insane rivalry. The Ondine are a fickle group, however, and this mandate caused many to leave the company. Those that still serve are a huge asset for any missions that require seafaring.

Now, API has to deal with yet another problem below the ocean. A few oaths exist between API and the Ondine that will not let them simply stand by and watch the Lochs attack them. Well before the Lochs even arrived on Earth, the Ondine negotiated certain privileges for their numbers that actually forces the company to intervene to help the mermaids keep their territory. In recent years, the Lochs have been attempting just that, forcing the company's hand and putting loyalties at risk.

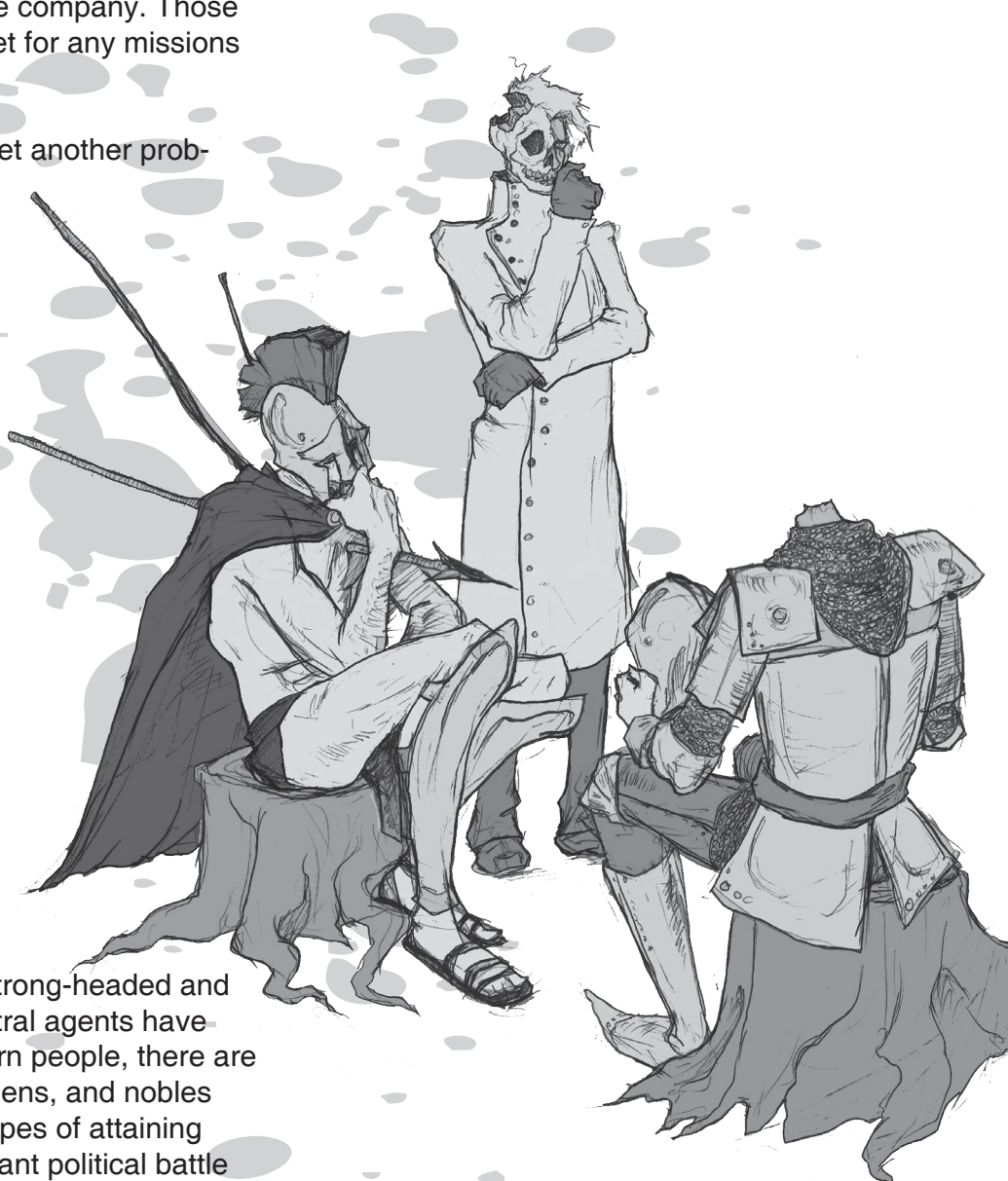
More information on Ondine can be found in API Demon Codex: Lochs.

Spectrals

The ghosts of Europe are strong-headed and resilient. While plenty of Spectral agents have been gathered from the modern people, there are just as many timely kings, queens, and nobles that never gave up on their hopes of attaining power. There is an ever-constant political battle

going on between the dead, with their own treaties, alliances, and wars. Modern versus ancient and traditional versus new-age are ideas that cross between rival groups, headed by past British generals and phalanx commanders alike. Most notably, the grave of King Henry VIII is heavily guarded by his six brides so powerful that even Spirit Eaters run from their sight.

As agents, European Spectrals fight a war on two fronts. On one side, they must be cordial and pay accord to the Spectral nobility that have existed for centuries, but they must also understand and deal with the modern threats to Earth. It's often hard to balance these two worlds, but Spectrals that accomplish this task have the opportunity to grow to immense power in the realms and take on spirit evolutions unheard of before.



Taylari

Some of the most powerful and feared Taylari hail from Eastern European lands, but even those in the European Union hold vast power. It was here, in France, that the first of their kind signed the Pact of Self-Policing, holding them accountable to Apocalypse Prevention, Inc. if they were unable to weed their own gardens. This tradition has continued into the modern day, leaving the vampires unmolested by the company unless there is absolute need to intercede on the part of humanity. Without said need, they are left to be princes of the night. European Taylari have a distinct fondness for tracing their exact lineage back to the ancient nobility that once ruled the countries. A large number of Macabre reside here and the use of Spectrals makes this very easy.

Taylari are at the epicenter of most things that go on in the Union. They've had centuries, even before API, to engrain themselves in the daily goings-on of the realm and are quite accustomed to the violence and mindset of superiority inherent to the region. Agents bring this with them to the company, many knowing in their hearts that they are truly better than humans, even if just a little. They consider themselves modern nobility and intend to be treated as such. Their numbers are so great in Europe that they are even given more leeway than other races, as not to incite any rivalries. Still, their leaders know just how far they can stretch that special-treatment.

Wolf People

Wolf People do not carry the same stigma on their kind in Europe that exists in the US. At the same time, they make up so much less of the population here. Still, they have made their mark in Europe on many occasions, in both good and bad instances. Most of the bad instances come from US Wolf People that travel abroad, either as agents for API or simple tourists. A movie was even made from the recessed memory of a particular tourist that traveled to London and caused havoc during a full moon. Agents find themselves accepted as equals in Europe and sometimes don't want to go back to the states. Of course, their ongoing records usually have them deported as soon as they are done with their official business. Their reflex to attack Carriers on sight seldom goes over well either.

Wolf People residents, however, have to contend with quite a bit. They don't get along with many of the other native races to Europe and hate to be compared to the Chiron, Fauns or Ondine. Yes, their origins are a mystery, but they try to distance themselves from the catastrophe that is the Wardship Treaty of Eighty-One (page 26) or the ongoing hostility against humans from the Ondine. Wolf People like or hate everyone equally and rarely pick out certain groups.

Notable Characters

Jonathan Nisbett

"Leader of API London"

Race: Human

Passion: Protection

Age: 36

Background: Jonathan was raised in a proper home, given everything he ever asked for and every advantage needed to succeed in life. The older brother to a rebellious sibling that would eventually become his best friend, Jonathan was lavished with his mother's love and father's respect as he went through school, university and on to become a prominent lawyer and successful accountant.

Then came the day when his father revealed his true destiny... to become leader of HQ, next in the Circle of Ten succession. At first, Jonathan didn't believe it, but his eyes were opened to a world of magic and alien concepts. He developed a compulsion to have order in all things, which he learned later was a change made to his mind by his father. The spontaneous nature of this new mindset took him by storm, but helped him to survive the ordeal. His mind accounts for everything without even trying, including locations, stocks, personnel, and (most importantly) the company's standing oaths.

Today, Jonathan Nisbett leads the company in a very no-nonsense manner. Ever since his brother, Willem, was lost in the field, he has pulled away even more from any emotional attachments he'd previously made to his employees. He drudges through trivial interactions as best he can, however, in order to keep up appearances and company morale. He has no children of his own, very happy to let his nephews

take over after he has passed.

Personality: “A place for everything and everything in its place”. Jonathan is completely about procedure, etiquette and all the things considered proper. This of course leads into his feeling of superiority over just about everyone, often confused for blatant condescension. It actually isn’t that he believes himself better, but he can’t help pointing out when someone is “doing it wrong”.

Appearance: Despite his reasonably young age, this 36-year old man appears at least 10 years his elder from his long history of worrying about the details of everything. He is known to be just as meticulous in his appearance, always wearing the best-looking clothes and there is never a salt-and-pepper hair out of place on his head.

Secrets: As leader of the Europe HQ, Jonathan Nisbett has access to all of the information in the region and is tightly entangled in the goings-on with many of the HQs. He also has a mind like a steel trap and doesn’t forget a single thing. So really the question is “What secrets doesn’t he have?”

Special Abilities: Jonathan is a vault of information, able to recite entire encyclopedia volumes in moments, without missing a beat. He is renown for being one of the smartest men (if not the smartest) in the entire world.

Implementation: He is the leader and is likely to turn up only if something is out of place. Jonathan doesn’t take much of a hands-on approach with doling out tasks, but he is a big believer that the leader is responsible for dealing with misconduct or botched missions. This is especially true if it dealt with an oath of some kind.

Colin Ico

“Elite and Rosicrucian”

Race: Human

Passion: Questions

Age: 42

Background: Colin comes from a unique upbringing that is becoming more the norm with every generation. Due to the intermingling of API and the Rosicrucian Order (page 38), he was raised in both worlds. As a boy, he was taught swordplay and combat tactics by his father, while his mothers instructed him in the ways of magic and the universe as taught by the Order of the Rose and Cross. This rounded out his abilities

quite well, giving him easy access to the company and the Order, but he found himself unable to live any semblance of a normal life.

He was always a go-getter, so he rose in rank quickly. Today, he serves as both an Elite agent for Apocalypse Prevention, Inc. and a Seventh Degree Rosicrucian with their most esteemed Order. He is the current right-hand advisor to Jonathan Nisbett, heading up the Trove (page 30) and its ever present dangers.

Personality: Colin is an uber-curious man, who asks a lot of questions. Even if someone comes to him with questions, he’ll always find a way to turn the conversation around to fulfill his own inquisitiveness. He asks a lot about how normal people live and their relationships, having never experienced this himself. He proposes that it would make for a very interesting experiment to try one day.

Appearance: Even though he is older, he has yet to show one wrinkle or sign of age since he was thirty. His younger looks are due to his Health magic. He is often found in normal API attire with slicked black hair and always seems to be looking around himself, watching as if he is not really a part of the world.

Secrets: On top of the secrets of the universe and decades of magical tutelage, Colin also heads up the Trove. He knows all of the priceless artifacts kept inside and their uses. He is also the ear of the London HQ leader, Jonathan Nisbett, and is privy to many highly-classified operations.

Statistics: Health 49, Stamina 35, Initiative +17, Personal Mana 10, Movement 12, Actions per Round 4, Magic Resistance +8, Athletics +15, Crafts +13, Deception +10, Knowledge +16, Linguistics +15, Perception +12

Combat: He is a fighter and an adept, making him formidable as an opponent. If he’s got others with him, he prefers to stay in the back and utilize magic to aid his companions, but can certainly hold his own if faced directly. **Bonuses:** Strike +12, Parry +10, Dodge +10, Roll +14, Grapple +16, Damage +6

Special Abilities: Colin follows the Rosicrucian tradition of practicing as many different types of magic as possible. All three of his Circles are opened, so he can possess any spell as necessary for the current story, but most likely from the Path of Health, Path of Elements, or Path of Time. He also has the Ghost Hands Elite Tech-



Jonathan Nisbett, Willem Nisbett (Loi),
and Alexandra

nique (page 27).

Implementation: Colin is often the voice of the company where Jonathan is the face. He loves to interact directly with agents and can be used to deliver missions to the characters or to provide advice if needed. As a high-ranking Rosicrucian, he can also be an easy way to introduce the Order into a story.

Theresa Forrest

"Paranormal Specialist"

Race: Taylari

Passion: Redemption

Age: 76 (Looks late-twenties)

Background: Theresa is a Born Taylari, raised within a Macabre home. She has been bred for perfection since her childhood, being taught how to speak with the dead and control them. Her family was more "human" than many within the higher echelons of Vampire Society, but always instilled in Theresa that humans themselves were little more than a necessity for Taylari to live. She lived with this world view for quite some time, until

she needed the company's help.

In a botched scouting expedition into a heavily haunted area of Wellington, she was overwhelmed and possessed by dozens of ghosts. She went on to perform unspeakable acts before API Elites saved her by exorcising and banishing the spirits. Theresa immediately realized that there was more to the world than the Taylari and joined the company against her family's wishes. She works as a paranormal specialist and ambassador to the Spectral Courts, hoping to extinguish the horrible deeds she did through loyal service.

Personality: Theresa has humbled herself immensely since she was younger and comes off as a pleasant woman. She is constantly haunted by her deeds. Once you have her attention though, she's great to talk with.

Appearance: She is of average height and build. Even though she can go out into the sunlight, she chooses not to, making her skin very pale. She dresses in loose fitting clothes, but has a beautiful figure underneath. Theresa looks like she's got something on her mind all the time.

Secrets: She has a world of insight into Vampire and Spectral societies.

Statistics: Health 35, Stamina 27, Initiative +14, Movement 11, Actions per Round 3, Magic Resistance +3, Arts +10, Deception +12, Knowledge +10, Medicine +12, Perception +10, Survival +13

Combat: Her training was never in battle, but she has received the basics from API to prepare her for the worst. She prefers to travel with seasoned fighters so she doesn't have to flex that muscle often. **Bonuses:** Strike +4, Parry +5, Dodge +6, Roll +5, Grapple +8, Damage +1

Special Abilities: Being one of the Macabre, she can see and speak with spirits without any effort. She also have her second Inner Circle opened and knows all level 1 and level 2 spells from the Path of Death.

Implementation: Theresa is great to introduce in stories with a redemption theme to them, as she'll try to help others through their problems as she works through her own. She can be great for bringing the characters into the world of ghosts or even, reluctantly, the Taylari. She also could be a specialist sent to investigate paranormal activity with the characters as her body guards.

Alexandra

"Double-Agent"

Race: Carrier

Passion: Power

Age: 57

Background: One of many Carriers in service to the London HQ, Alexandra was sent by her people to Earth with the primary mission of infiltration. Her goals are simple: find out who the important players are and where their pact with API stands at all times. If there is anyone looking to break the pact, Alexandra breaks them instead.

She was trained by the Neibas warriors to be covert and deadly, as she goes through the company posing as a loyal agent. Alexandra isn't the only Carrier on this mission or the only advocate to try to get their kind into the other offices. With time, she hopes that Carriers will one day overthrow the company, but for now... she lays in wait.

Personality: Alexandra has a very savage personality. She is quick to anger and has no filter to stop herself from saying inappropriate things. This is, of course, a front put on so that others underestimate her. When by herself or other Carriers, she's very quiet and contemplative about her next move.

Appearance: Like all Carriers, she has long limbs and inky black skin. She wears a scowl on

her face and long sleeves to hide her ever-ready daggers.

Secrets: She knows all those involved with the pact between the Carriers and API, as well as those making trouble for it (like the US offices). Alexandra also knows where very influential Carriers are residing all over the world and has regular contact with them.

Statistics: Health 43, Stamina 35, Initiative +15, Movement 10, Actions per Round 5, Magic Resistance +2, Acrobatics +12, Deception +12, Perception +10, Stealth +14, Survival +13

Combat: Alexandra is trained in many forms of combat, especially assassination. Bonuses: Strike +11, Parry +8, Dodge +8, Roll +6, Grapple +14, Damage +4 (L), Targeted Strike Difficulties reduced by 6

Special Abilities: None other than Carrier natural abilities.

Implementation: As a double agent, Alexandra has many uses. The characters could be told to investigate a potential mole within the company or even agree with her and help to cement the Carriers' foothold on the Earth. She could be sent to assist in more covert missions as well. Characters show any signs of disagreement with the Carrier pact will instantly catch her attention in not so nice ways. This has even more effect if the characters have actual influence.



Chapter Three: Allies and Enemies

Being the founding chapter of Apocalypse Prevention, Inc. isn't easy. The London HQ often gets the brunt of criticism and political attacks and has rivalries that come from even before the company became "official". However, they've also made powerful allies that come in handy when dealing with such problems.

The Rosicrucians

In the shifting sands of Egypt there were many teachings, many mysteries and those who talked to the gods (or outer beings) directly. One such master was a man known as Hashetaphet, a priest in the Temple of Horus and a devout follower of his god. He had a vision of a world that had been reshaped and changed by the forces of chaos, a world that had gone mad with gleaming metal and glass towers, magical steel birds that

could touch the sky and a cataclysm that would unleash demons upon the Earth. These visions arrived to Hashetaphet in the Third Dynasty of Egypt (2650-2653 BCE) and worried the priesthood. It was at a time when the Temple of Horus and scores of the priests were engaged in a clandestine battle against demons that sought entry to our world, some of them claiming to be gods, to corrupt the innocent and greedy alike.

The priests' power began to wane from battle after battle with voracious and powerful entities, until they were approached by Nephuatenta. She was an adept that focused on the self, making her an outsider as this practice was almost blasphemy in the time of gods and divine beings. Over several years there grew an understanding between the science-obsessed priests of Horus and the internal magic of Nephu, making Egypt safe once more and blossoming forth the Order of the Rose Sands, a mystical school dedicated to keep-

ing the lands of Egypt and the Earth safe from the depredations of demon kind. They met at first in secret in a specially prepared chamber of geometric design, deep beneath the Temple of Horus.

As time passed so did the various members of the order. Years flew by and became dust in the wind and sand in the hourglass. The Order transferred its headquarters to a secret chamber beneath the Great Sphinx (built in 3100 BCE), where they built a gigantic golden seal designed to protect against demons that threatened the people of the Nile. In a vision, Nephu saw a strange cross and at the heart of this cross was a beautiful rose. But even this symbol did little to prevent a massive incursion of demons that broke free at the end of the Egyptian's reign in 343 BCE when the Persian army and their demon king attacked. The land quaked under demonic assault and the so-called Persian Immortals laid waste to many. The order might have perished on that battlefield if not for a descendant of Nephu, her daughter Zaira (Rose), trained as both priestess and sorcerer. She used her considerable skills to depart Egypt and vanished without a trace, taking with her the collected teachings and many sacred artifacts of the Order. Zaira's son resurfaced many years later with her teachings and continued the family legacy as a guardian of the ancient and mysterious tomes.

Times of the Black Death

In 1321, the Order of the Rose and Cross (otherwise known as the Rosicrucians) was born. The Order grew quickly once again, larger than it had ever been, and approved the creation of hidden temples across the globe. The Order's purpose remained largely the same, focusing on defense rather than destruction, and they provided teachings on a spiritual and psychic level to deserving students interested in a deeper understanding of the metaphysical universe. High ranking members commanded tremendous magical power and acted as the first line of defense against demonic incursion. After the Circle of Ten proved themselves with the destruction of the Rat Queen, the Rosicrucians formed an alliance with the Circle to share their magical knowledge in exchange for physical protection.

Visions of the Apocalypse

The Order of the Rose and Cross was assembled because of a vision that would change the world. It could refer to the reshaping of the ancient age to the modern and the rise of technology over magic and nature. Most believe it is of a most horrible Apocalypse that the Rosicrucians and API are still battling to prevent. The prophecy states that the shadowy being called only the Dark One will ignite the Earth's atmosphere and boil the seas, change the face of the planet and split open the dimensions allowing untold horrors to pour forth from every reality.

API and Rosicrucian agents have been fighting alleged incursions and plans of the Dark One's servants for centuries. They have met with success so far and managed to avoid such an Apocalypse, yet the signs are gathering once more that lead towards its coming. Some prophets have said that the rapid changes in the Earth's weather systems and the rise of Global Warming are the beginning of the end.

The Rosicrucians always knew the danger that Solomon's Knights (page 44) posed and, with the help of the Circle of Ten, began work to undermine them. While never engaging in open battle on a physical front, many Knights have come to fear the Rose Cross' power on a magical level. The Order was able to give much needed succor to the injured during the Great Fire of London in 1666, discovering that it was the Knights of Solomon that perpetuated this atrocity, much like they did to Rome. Their knowledge of the healing arts and mysticism even further strengthened the bonds of fellowship and friendship between the Rosicrucian's and the Circle of Ten during this time. With both groups working together, the Knights were forced to retreat. Sadly, this era also brought an assassinated leader and numerous magical tomes burned in the London Fire.

Expansion and Friendship

The Victorian Era and its expansion that was made profitable by a flourishing sea trade gave the Order of the Rose and Cross ample time to expand. They sanctioned several new chapters (each location has a smaller temple) in vari-

Cross-Training

API has strong ties with the Rosicrucians, bringing both groups to a simple compulsion: teach each other what the other lacks. This has continued from their initial partnership and is a large reason why API is the powerful organization it is.

API agents often learn at a quicker pace than other students, most either already fairly gifted in magic or a demon with natural magical talent. Rosicrucian tutors help to increase their focus and give them a broad understanding of the metaphysical universe to help them hone/control their powers. The training is unforgiving and harsh however since the path to such powers without proper groundwork is often dangerous. The student is given a choice as to the direction their training takes them, more battle orientated or more cerebral.

On the other hand, Rosicrucian adepts are encouraged to take advantage of the limitless combat training offered to their temples. Elites, necessary for the company to continue functioning, are left to their duties while other agents take on these training classes. It is an honor to be given this type of responsibility. The company can teach any number of martial techniques, but tries to focus on how best to incorporate magic and physical battle into one.

ous places across the globe and moved their headquarters (the Grand Lodge) to Vienna. The Temple Masters were guided by a book that was known as the Mastery of Enlightenment and provided the core tenets of their Order. It was a turbulent time for those who were considered sorcerers. With various agents of Solomon's Seal gaining power in the government and even the court of Queen Victoria, the Rosicrucians kept their influence and their identity a secret.

They worked covertly to undermine the British Empire and aid the UPC (United Prospector Corp, the predecessors of the Circle of Ten) in their efforts to defend against the many hidden demonic invasions that happened over the years. The alliance of the Rosicrucian's and UPC cemented into a stalwart friendship as they worked together

against Solomon's Seal, who eventually lost their hold over the British Empire. The Empire itself crumbled soon after and paved the way for progression and understanding.

Apocalypse Prevention, Inc. was officially formed in the 1900s and the Rosicrucians were approached for a full partnership. The company offered the Order physical protection, considerable resources, and a way to learn more about demons than how to defend against them. In return, the Order offered to teach API's agents the mystic arts, providing advice and mystic knowledge to better arm them in the coming battle.

The Rosicrucians Today

They still meet in secret and still have their Lodges, but the world of the Rosicrucians has changed considerably. The Order has become teachers, lecturers, scientists and librarians. They move in the brightest places of the planet, walking past hated enemies on the street unknown and without arousing suspicion. They still wear the symbol of the rose and cross, hidden beneath their shirts or carefully woven into everyday clothing. The powerful symbol both of faith and magic is a primary focus for their Order. While headquartered in Vienna, the Order has smaller Lodges across the world: Moscow, Sweden, Manitoba, London, several in the US and more.

They support API and provide detailed information on unique demons, planes of existence and magical artifacts that the agents often bring in for study. It is normal for European API Cells to have at least one or two Rosicrucians to contact if needed. When they are not working with API, they can be found serving as advisors or consultants to other interested groups. Their Grand Library beneath the Egyptian Museum in Cairo is one of the most thorough in the world, even rivaling the Black Library of Paris.

The Rosicrucians also work with certain demons to help battle incursions of demon kind across the globe. While not as militant as API, they still continue the fight as started in the beginning by the Order of the Rose Sands. They work to stymie the power of Solomon's Knights from the shadows, leaving the heavy combat work to the company and its various divisions.

The Collegium Arcanis

Between the London HQ of API and the Grand Lodge in Vienna, there is a joint project called the Collegium Arcanis. It was setup by both groups to provide the best magical and psychic training. This system is mostly used to train API agents (who are not always entirely welcome within Rosicrucian temples), but also acts as a pseudo-orphanage. Some question where the company puts abandoned child of monster attacks or the truly magically talented children they encounter. The answer: many of them go here. The schools make it easy for API to ensure the next generation of humans is well-armed. The main school is located in Vienna (not far from the Grand Lodge), but there are connected schools all across Europe that maintain constant contact via emails, video conferences, and mirror magic.

The aim of the Collegium Arcanis is to deliver high quality magical and psychic tuition without the pomp, regalia and circumstance of other magical style schools. There are no pointed hats, no wands and no staves here in the rather clinical surroundings of the Collegium. On the surface it appears to be no more than a school for talented and gifted people of all ages. It masquerades its true purpose extremely well.

The Grand Lodge may have opened the schools, but it is definitely the place where API makes their influence felt. Several magically talented candidates (99% human) from API's ranks have been given the majority of prominent positions at the various Collegium schools. This is one place where the company and the Board of Directors want to have a direct guiding hand.

Rosewood Academy (The First)

The Rosewood Academy for Gifted Individuals is one of the most prominent of schools within the Collegium Arcanis, situated in Warminster England. A hotbed of psychic and rumored UFO activity for many years, Warminster has seen its fair share of interesting phenomena like supposed time travelers, cursed rituals, and more. It was the perfect place to establish the first magical college, being the site of many stone circles and other pagan landmarks.

The Academy is set on several acres of lush ground. It is a three-story building and, while it doesn't quite fit with the rural and rustic nature of Warminster, the metal, stone and glass construction suits the school perfectly. As Jonathan Nisbett (page 34) has said in the past, if he wanted it to look like an academy for wizards, he would have built it in an old castle.

The students are encouraged to dress in casual but smart clothes, while the staff wears business suits and operates akin to a modern Tech-

nical College. The interior is packed with shiny white walls, desks and hundreds of computers. At first glance, it appears to be quite a sterile place. If one were to look beyond the surface though, at some of the computer screens and the various emails, then a different story becomes apparent. Students exchange complex psychic and magical formulas built on decades of research and understanding, drawn from both the API's knowledge of the arcane and the Rosicrucian's understanding of the universe. It is here that students learn the application of magic and the relation they hold to the powers that are hidden from most mortal eyes. The students are often split into four different "houses" to inspire knowledge through the thrill of competition with each other. The staff attempts to instill within each student a strong understanding of the power they hold, how dangerous and seductive magic can be and how to apply it in a responsible way. It doesn't always work of course.

Order Membership (2 BP per Degree)

The Order of the Rose and Cross offers more than other Orders, being one of the largest magical institutions in the world for a reason. Characters must already have their 1st Circle open before advancing through this Order. The 2nd Circle must be opened to attain the Fourth Degree and the 3rd Circle must be opened to attain the Seventh Degree or higher. Each degree costs 2BP and must be taken in order, due to their very structured lessons. Also, each degree acts as Rank within the Order, granting the character a +2 bonus per degree to Persuasion checks with lesser-ranked members.

- **Neophyte:** Can buy Upgrades for spells from the Path of Health for half price (rounded up).
- **First Degree:** Receive one free Specialty for Knowledge and one free Upgrade of choice.
- **Second Degree:** +3 bonus to Magic Resistance against Mind-altering effects.
- **Third Degree:** Can buy Upgrades for spells from the Path of Death for half price (rounded up).
- **Fourth Degree:** Can buy Upgrades for spells from the Path of Fortune for half price (rounded up) and +1 Magic Resistance.
- **Fifth Degree:** Receives 5 personal Mana, similar to and cumulative with any gained from the Born into Magic Gift (page 47 of the API corebook).
- **Sixth Degree:** Can buy Upgrades for spells from the Path of Augmentation for half price (rounded up) and +1 Magic Resistance.
- **Seventh Degree:** Can buy Upgrades for spells from the Path of Telepathy for half price (rounded up) and Receive one free Specialty for Arts.
- **Eighth Degree:** Can buy Upgrades for spells from the Path of Time for half price (rounded up), one free Upgrade and +1 Magic Resistance.
- **Ninth Degree:** Can buy Upgrades for spells from the Path of Elements (All) for half price (rounded up), two free Upgrades and +2 Magic Resistance.



Magic of the Order

The Rosicrucians take membership into their temples very seriously. Before even being allowed into the temple proper, initiates (or neophytes) must first learn the basic concepts of Rosicrucian understanding, of magic and of the dual nature of their being. Subjects include: the awakening of the so-called psychic senses and some basic healing magic. Each step brings them a closer link between body and mind. Once the student has completed their basic training, they are allowed into the temple to begin their ascension through the degrees of the Order. There are nine in all, teaching the Rosicrucian everything from the powers of reincarnation, the laws of magic, psychic phenomena, and a true acceptance of their place in the universe.

The highest Temple Masters of the Order teach that a student's lessons never stop, even when they reach the highest degree within the Order. Learning continues for many years after as higher beings take a greater interest, offering insights and new understanding. Yet another reason why

the Order of the Rose and Cross is unlike any other.

Seventh, Eighth and Ninth Temple Degrees have access to powerful spells and rituals that not only form the cornerstone of their teaching, but also the very nature of the Rosicrucian order. They are focused on enlightenment, protection, understanding and defense against demon kind. Very few Rosicrucian teachings are directed towards the destructive uses of magic and psychic energy, but that's not to say that more aggressive Rosicrucians don't exist. They are merely restricted from over zealous students at the many higher Temple Degrees.

The Inner Cabinet

There are those who make deals to save the world, like API, some that forge pacts with demons due to an unscrupulous past, and others that seek to understand demons as some form of misguided evolution. Then there is the Inner Cabinet, which seeks to make deals and alliances for their own ends and to protect the British Empire from the unworthy. To call them racist and supremacist would be an understatement. They're bigoted and overbearing as well.

The Inner Cabinet was founded by the Right Honorable Godfrey Crumb, the British MP (Member of Parliament), just over twenty two years ago. Godfrey discovered that he could make far more money by approaching those of demonic origin and offering them exclusive deals that they couldn't get without a lot of bureaucratic red tape. If they were to work with API then they would need to be registered or tracked, follow a lot of rules and be bound by the company's rigid regulations. Godfrey learned of the existence of the API when he "just so happened upon" sensitive information in a manila envelope, giving him the idea to create the Inner Cabinet. This group offers deals to demons that they could get their teeth into.

He called to his side the most bigoted, arrogant, scum from the millpond of British Politics and formed an organization. The Inner Cabinet was born from the corruption and power that followed these men and women wherever they went. As

Project Dante

Godfrey Crumb's project is a vicious beast. Countless demons and humans have sacrificed their lives in order for the Inner Cabinet to learn what makes each one tick. Project Dante's HQ was moved from the original location in London due to fear of operating in their chief enemy's home turf. They had also received intel that Godfrey was being investigated by a government agency, yet another API front.

Now Project Dante runs from beneath an old meat packing warehouse in Manchester and, while API doesn't have the full details of Project Dante or the goings on inside the Bastion. The Inner Cabinet has been covering their tracks quite well by enlisting several counter-intelligence experts to their ranks. It is here though that the secrets of demon and Human potential are being slowly unlocked and the cavernous halls are packed with failed monsters and partial successes. The Bastion is well-defended by private security with orders to shoot unauthorized persons on sight.

long as they had the financial and political clout to provide Godfrey with what he needed, he didn't care about where the finances came from or who had to go without to get what he wanted.

Hidden Purposes

Unlike the self-sustaining Apocalypse Prevention, Inc, members of the Inner Cabinet hike taxes in their constituencies and buy expensive goods for their private offices in the Houses of Parliament... all using tax-payer money. They have bought several low key safe-houses for their demonic allies and offer them for the right price, allowing demons to lay low, avoid detection by all but the most diligent of API agents, and providing a safe location for secret meetings. They often target Illegals, as they are usually much more in need of "special" services. The Inner Cabinet will even give into whatever diet the demon is accustomed to, kidnapping a small child for a Tark or a cancer patient for a Carrier.

There is a dark side to this supposedly friendly, no-strings-attached service that they offer. Some of the demons vanish into corridors of power and

are never seen again. Some believe that the Inner Cabinet eats them to stay alive or that the demons themselves vanish due to backing out of an Oath, but the truth is even more shocking.

The nabbed demons actually awake sometime later in a secure location, known as the Bastion, and it is here that Godfrey's aims become all too clear. The Inner Cabinet is a means to an end, as Godfrey is looking for the key to evolve humanity. The first, most obvious goal is to extend his life own life. He is dying of incurable cancer and likely has less than a year left to live.

The second, much more devious reason is to create Demon-Human genetic hybrids or at least empowered people. While not particularly "original", the Inner Cabinet is closer than any other underground research facility in achieving this goal. Every cabinet member he has called to his side has some small stake in this project, Project Dante. It's already attracted the attention of the British and US Military, but they are content to watch how it all turns out for now. API has heard murmurs of Project Dante's existence through their contacts within these offices, but their moles are not yet deep enough to fully uncover the mystery.

The Inner Cabinet and API

For all intents and purposes, even their mundane façade is enough to have API forces rain down on the Inner Cabinet. Even with the various militaries interested in the project, the small organization wouldn't be able to garner enough support from these factions to put up much of a fight. The Inner Cabinet is still small enough to not really make a dent in the supernatural climate that Europe faces. With the rising tension of the Chiron and Fauns, territorial pissing matches between Taylari and Wolf people, or the various machinations of the Hidden Folk or Morgane, a few unregistered demons disappearing here and there is no bother to the company. However, the more info that API can gather on the true threat presented, the faster this will all come to a head.

Knights of Solomon

This ancient Order of knights and sorcerers was forged from the ancient and mystical past of the Middle East. It goes by many names, like the the Order of Solomon's Seal or Solomon's Brood, but they have a single purpose: guard against demon depredations and annihilate their enemies. The Order was established by a pair of brothers, Hassan and Assim, former knights of Solomon's temple in Jerusalem over a thousand years ago. When the temple was destroyed by Babylonians in 586 BCE, the brothers built a new Order with the realization that even their human enemies consorted with demons. The new Order of Solomon's Seal became dedicated to battling the demonic entities and their human servants.

In 516 BCE, the new Temple of Solomon and the Order of Solomon's Seal were born amidst several secret societies and sworn oaths. The Order quickly grew to combat un-policed demons that ravaged the ancient world and caused all manner of devastation. The Knights of Solomon held back many demon armies and some of histories greatest encounters were just a smoke screen for the true fight that went on behind the scenes.

The Knights of Solomon employed ancient artifacts, battle tactics and even magic in their war against the demons. Their numbers were culled brutally in the beginning as they learned to battle this new kind of enemy, but the brothers always led the Order at the forefront. Seemingly immortal, they had no sign of apparent age and many began to fear them as much as the enemy. Rumors of a mystical cup encircled the Order's membership.

In 70 BCE, the brothers perished in a coup, driven by secret demon conspirators and outright fear. The temple was torn down and the Order thought disbanded, but the Knights of Solomon were far from destroyed. Their members took their activities out of the temple and began an underground movement, meeting behind closed doors of noble houses, in cellars and even in public using coded phrases and/or disguises. The loss of their great temple proved to galvanize them into an even greater expansion as time passed.

The grail that gave Hassan and Assim eternal life passed down through the Order's leaders as the world changed. Their tactics and methods grew more extreme as the number of demons doubled, tripled and finally exploded.

The Order had a large contingent operating in Rome before burning it down on the 18th of July in the year 64 CE. The fire raged for close to six days and managed to destroy four of fourteen Roman districts, damaging seven severely. It wiped out Nero's palace (who was the chief ally for the demons) and the Temple of Vesta's hearth. With this act the Order of Solomon's Seal showed their intentions to the supernatural community. The destruction of demon kind and their human allies would come by any means necessary.

Disgrace and Fire

The Order of Solomon's Seal continued its great mission down through the ages, recruiting many knights along the way (always human and always violently opposed to demons). Prime recruits came from individuals or even families that had been tricked or harmed by demons or demonic servants. In the years that followed, the demons struck back and the war intensified into the dangerous tinderbox in 1320 at the start of the Black Death (Plague). They fought against, but could not stop the Rat Queen time and time again and the Order found their reputation shattered when the Circle of Ten managed to accomplish what they could not. Even further, the fledglings dared to ally themselves with demons to get the job done, making the new defenders of humanity the worst kind of enemy.

Going forward, the Knights of Solomon were a constant threat to the Circle of Ten and their descendants, only unable to destroy the group outright due to the efforts of the Rosicrucians (page 38). In 1666, they started the Great Fire of London in an attempt to destroy two birds with one stone. During the time there was a great deal of demonic influence in the city, including a Morgane attempting to gain a foothold and the Fauns peeking in from the outskirts just waiting for their chance. As demon kind waged a covert war with the Circle of Ten and the Order of Solomon's Seal, all of the humans were caught in the middle.

Knight of Solomon (4 BP)

Becoming a member of the Order of Solomon's Seal begins with being a human with a true hatred of demons and supernatural. From there, it takes only exposure to the group and a drive to join for most. Don't worry, the Knights are always looking. Beginning as servants, the characters eventually work themselves up in rank enough to be sworn in with an ancient oath that grants the following abilities:

Gift - Eye of Solomon: With a Moderate (20) IQ + Knowledge (Demonology) check, a Knight of Solomon can see through the illusions of humanity that monsters drape around themselves. They instantly know that their target is a demon and, if they roll a 25+ on their check, exactly what kind.

Gift – Demon Slayer: Even though it is thought an outdated ritual, every Knight is still rewarded for their service with a classic weapon of their choice. Some choose sabers or quarter-staves, while others prefer warhammers or halberds. When using their Demon Slaying weapon, the Knight receives the following bonuses: +2 bonus to all combat checks (including Initiative), +1 Damage, +1 Action per Round, and no penalty for attacking multiple opponents in a single Round.

Drawback - Uncontrollable Hatred: The Knight has an overwhelming hatred of all things inhuman, including simply talking with a demon. Whenever the character finds themselves in the presence of a known demon or human conspirator, they must make a Difficulty (25) INS + Discipline check to not immediately launch into a full out attack. Even if they succeed in resisting the urge, they'll find it hard to live with themselves knowing that they let a threat get away.

Drawback – Too Many Enemies: The Order has made enemies of some of the most powerful organizations in the world. There is no end to their laundry list of potential threats and targets. For this reason, the character cannot select the Enemy, Good Reputation, or Bad Reputation. These are already built in.

Rome was a great example of the cleansing power of fire, so the Order decided on a repeat performance. The fire consumed 70,000 homes, burned down 87 parish churches, and destroyed St. Paul's Cathedral and most of the city authority buildings. The death toll was significant, but the meddling of Solomon's agents altered the recorders numbers to show very few. The Great London Fire crippled the Circle of Ten's operations and killed dozens of demons in one fell swoop.

Ups and Downs

Their methods somewhat refined by the advances the 1800s, the Order of Solomon's Seal looked to expanding their own assets, buying stock in trading companies and secreting agents close to the Queen Victoria herself. They were largely successful businessmen during this time, manipulating events to gain the best advantage in battling their enemies. With the backing of the Order of Solomon's Seal, the British Empire became one of the foremost Empires of its time.

The Order put considerable resources into forging alliances with local government, power

groups and the queen herself. They did so in direct competition with the UPC (United Prospector Corp), attempting to use the UPC's own methods of politicking and resource acquisition against it. They would have been successful if it were not for the company's relationship with the meddlesome Rosicrucians. To their dismay, the British Empire toppled and broke the connections between the Order of Solomon's Seal and their benefactors.

This paved the way for API's formation in the 1900s and a deeper alliance between the mystical order of the Rosicrucian's and API, putting the Rosicrucian order (another group that consorted with demons) firmly at the top of the Knights of Solomon's list of enemies.

The Knights of Solomon Today

The ancient world has been replaced by computer chips, high powered assault rifles, stock exchanges and corporations. The Order of Solomon's Seal has continued largely as it was, except now they don't need to use flour and candles to accomplish their goals.

They meet in brightly lit public houses, across board room tables or in the hammering din of expensive nightclubs. Except for those that still battle in their antique armor for protection and intimidation, most wear Armani suits and faux fur, carry pistols and frag grenades instead of swords and crossbows. Behind the mirrored shades of the modern world there lurks the ancient purpose of the Order still, the eradication and destruction of demons, their allies and Apocalypse Prevention, Inc.

While API would deport demons that would threaten Earth, the Order of Solomon's Seal prefers to eliminate them once and for all, lest they attempt to return and wreak havoc anew. Their tactics are truly brutal and efficient. They think nothing of wiping out a village that has fallen under the influence of demonic entities. These newly styled knights were responsible for numerous so-called disasters of the modern age, airplane crashes, brush fires, and mercenary activity in foreign countries where the death tolls reach hundreds if not thousands. If one were to peel back the skin of report after report from these 'accidents and wars' they would



find the Knights of Solomon at the heart.

They view the taint and corruption of demonic beings as a cancer and the infected people must be excised and destroyed or else the infection spreads. Most of their campaigns take this idea to the extreme, bringing entire cities to ruin in search of even just a single demon. After all, a city that makes it easy for demons to prosper is guilty as well, down to every last man, woman, and child. The Order of Solomon's Seal opposes mundane evil acts as well. Who knows when these truly despicable humans might enlist the future aid of demons? It is better to kill them now than suffer the consequences of a missed opportunity afterward. A few extremist members might murder an adulteress or a simple thief, basing their personal dogma on the Ten Commandments, while others usually have a looser definition of evil.

The Order of Solomon's Seal still has a strong anti-API attitude in the modern era, stemming from the decades of conflict. They view API as just as misguided and dangerous as it was during their first encounters. Even though Apocalypse Prevention, Inc. "protects" the world from demon scum, they work with them and the intolerable Rosicrucians. The Knights of Solomon are always plotting to undo both groups' work whenever possible.

Only the higher ranked members of the Order are allowed to learn magic. It is a useful, but dangerous tool and the Order knows the pitfalls that exist for the unprepared and unwary mind. One only needs to look at the Rosicrucians to see how far down one can fall. Only their esteemed leaders have the wisdom and foresight to wield such power correctly, right?

The 7 Keys

In the last days of the Second World War, Sgt Hamilton Grace of the British Army discovered a secret underground German bunker, known as Outpost 13, buried deep beneath the Black Forest. Many passed along stories of Germany delving into all sorts of dubious occult experiments at this location, under the direct command of Otto Schultzen. An officer in the Waffen SS, Schultzen

The Cup of Life

Sometimes known as the Holy Grail in famous literary works, this legendary chalice has passed down through the Order of Solomon. It was created close to the infancy of the order and imbued with incredible powers to stop the effects of aging. Upon drinking from the cup, the soul is measured, weighed, and judged by the cup. If they are pure in the eyes of the Order, do not traffic with demons, and have the Order's best interests at heart, then they can live for the next 100 years without aging. When this time expires, the drinker must once again drink from the cup to renew its effect. If they have faltered in their loyalty to the order and humanity, then their stolen age returns to them on the spot and they become dust in the wind.

If the drinker is impure, they suffer a gut-wrenching poisoning that kills them instantly. If the cup is stolen, then its beneficial effects are lost and it becomes a simple wooden chalice. It only returns to power once placed back in the Holy Temples of Solomon's Order.

was obsessed with turning back the veil of death. He attempted many times, unsuccessfully, to reanimate the dead that were brought to Outpost 13, but with the help of a scientist named Gunter Kline, he took his research in a new direction: opening portals to new and curious dimensions. They were actually looking for a direct connection to other worlds so that they might harness the power that the Fuhrer believed to exist beyond our own.

What the Germans found was something terrible. Literally overnight, the project was cancelled and the bunker sealed. Otto Schultzen and Gunter Kline vanished and it was rumored that both men fell victim to whatever was unleashed that night.

A British attack on the bunker a few days later yielded the explanation. Hamilton Grace and his squad of six found a charnel house that told the story of the bunker's demise, as well as revealed the mutilated bodies of the two missing personnel. The walls were painted with the men's blood and internal organs and, within the lowest chamber,

Grace's squad encountered the thing responsible, a powerful entity had come through the German's artificially created rift. While potentially very powerful, it expended a lot of energy traveling to Earth, dispensing with the German soldiers, and attempting to survive in an environment that did not agree with its physiology. Hamilton Grace had some understanding of the supernatural due to being a member of an old school 'Boys' club in his youth, messing with Ouija Boards and other such tools. He recognized the entity for what it was and opened a discourse with it.

The seven men who stood before that vicious demon never learned its name, but they addressed it as master from that day forth. It demanded their obedience, but offered them powers beyond human understanding in return. It was not the first time that the creature would make such a promise, nor would it be the last. The entity was taken, upon its orders, from the bunker and transported to England when Grace and his men returned home.

The Box

The box is a curious device, both a conduit and prison for the demon that is trapped within. Over the many years that the demon has been bound to the box it has grown impatient and angry. It has been driven mad by the confinement placed upon it by the sorcerer and seeks to expand its power, reaching out to corrupt and enslave those who are close to it. It wants out and it will stop at nothing to get what it wants. Whilst the original sorcerer is long since dead, the demon still bears a gigantic grudge. The magic of the box is such that it also acts as a lure for a demonic creature, especially one as avaricious as this one. Demons that happen upon the area, even just as simple tourists, find themselves urged to dig at the very center of the sacred Stonehenge site.

Should the box be uncovered in the earth of Stonehenge, opened by the seven keys then the demon will be free. Its first order of business will be to obliterate the seven families that held it prisoner and leached its power over the years. It will hunt down and kill all of them, as well as the descendants of the Sorcerer who placed the hex that sealed it away.

It resided in an ornate chest constructed originally by the German forces to house and to bind it, but there was a slight error in one of the vessel's runes that let the demon butcher its captors. The chest was important to the demon, because it protected the beast from the harsh effects of Earth environment. It could not exist for more than moments outside of the artifact. This was an important factor that would play a part much later on in Grace's favor.

It didn't take long for Grace and his squad to benefit from its demonic promises. They rose to power and prominence in society, sacrificing the waifs and strays to assuage their master's growing appetite. They formed a secret society and Grace commissioned a more fitting home for the demon's malignant energies, a large box made of semi-precious metal and fitted with seven keys. Each member of his squad had a key and they would meet regularly in secret to unlock the box on unhallowed ground. The second box upon first inspection by the demon seemed to be a new and more fitting home, but the encrusted gemstones were part of an elaborate scheme by Grace himself. Each gem was imbued with a powerful seal that trapped the demon indefinitely.

The 7 Keys, as they called themselves, were careful to make sure no one caught wind of their activities, but API discovered the group in 1951 and began keeping tabs on their members immediately. It seem that they wanted the demon to stay locked up, which was a boon for the company, but each key bearer needed to be watched closely to ensure they were not abusing forbidden magic.

During this time, the 7 Keys were at the height of their power with the era of rebellion adding fuel. The demon granted them unrelenting charm to the point where no person could say no to them. Becoming avaricious and power hungry, the 7 Keys kept wanting more and more, leading them to conspire with a renegade sorcerer to seal the demon beneath Stonehenge while still benefiting from its dark gifts. In a midnight ceremony, using the gemstones as conduits, they successfully did just that. As long as the eldest of the each family kept control of the key, no ill would ever befall them. The demon was unable to gain retribution

and remained locked in the chest. The master had become the servant.

Known Families

The agents that follow the 7 Keys have learned that the world is at risk from the entity if the eldest of each family is not in possession of the keys. A safe key means lots of heirs to carry the mantle and continue the chain. A weak key means API may need to step in soon.

Note: Even though seven keys are known to have been split between Grace and his six soldiers, only five of the keys are actually on API's radar. This opens this plot to interpretation for clever GMs. One of the player's characters could be the key bearer for one of the two, which would draw the players into the world of the 7 Keys. On the other hand, API may have the other two keys in the Trove, studying a way of unlocking the demon's magic for themselves. There are many different possibilities to work with.

The Graces

Currently the first key is in the possession of Dame Sophia Grace. She has a small estate in Hamilton in the United Kingdom and her family is strong, with plenty of heirs to take control of the key if Sophia should ever die. The Graces are an affluent bunch and have many assets both in terms of material wealth and shares in various companies. Rumor has it that Rupert Grace is a member of the mysterious Inner Cabinet of the British Government.

The Pothelswaits

John Pothelswait is an extremely lucky man. He's won many horse races and breeds the finest British Race Horses. His family has made quite a name for themselves over the last few years. His eldest son was killed in a plane crash back in 1995, and it's rumored that John might have lung disease. The second key however is firmly clutched in his hand until it passes to the next in the chain, his daughter Ambrose. The family's main house is in Oxford in the United Kingdom.

The Hargroves

Lady Amelia Hargrove survived her husband

Ronald by chance (he was murdered during a home robbery). Amelia was away at a cheese and wine party held by the Graces that night and Ronald, with his bad gout, could not attend. She took possession of the third key quickly and many believe that she organized the whole thing just so she could. Their main home was in Wiltshire in the United Kingdom, but since the break in and her sudden influx of monies, Lady Amelia moved the family home to Dusseldorf in Germany. Her key is the most at risk since Amelia at the moment has no heir to pass it down to.

The Chances

John Chance is a curious man. His family seems neither affluent nor well bred compared to the likes of the Graces or the Hargroves. This is just how John likes it to appear, though. He's actually a true internet sensation and has used his influence to acquire various online companies and ventures over the years, grossing millions. He has three sons, two daughters and a rather plain wife that has no idea what power his family truly holds. John has a modest family house in Croydon. The fourth key is quite safe at the moment.

The Rawlings

Jessica and Timothy Rawlings are a family of some breeding. They have a large estate in Yorkshire, several villas in Spain and a town house in Italy. Their family is one of the most widespread across the European countries. They also have numerous sons and daughters who have extended their family tree to protect the fifth key. The family has also connections with the Italian mafia. Unknown to Timothy, Jessica is an API agent who may or may not be trying to undermine his family and take the key for the company.

The Greyfire Club

In 1921, Lucas Greyfire established a curious explorer's society of like-minded individuals. He called it the Greyfire Club, secure in the knowledge that he was creating a legacy worth recognition. The club was originally just a loose coalition of people who enjoyed exploring and opening the secrets of the past. They traveled all over the world to delve into the places where mankind had no right to look. They broke into sacred burial

chambers of the Egyptian Pharaohs, plundered tombs of Aztec gods, and crawled through long-forgotten dungeons of the Roman gladiators.

They kept extensive logs of their adventures and threw huge banquets to celebrate each time they game home, paid for by selling their “acquired” artifacts to the highest buying, usually on the Black Markets. Some wound up in private occult collections of many notable figures, while a rare few found their way into the sealed vaults of the Trove (page 30). For the most part, however, the best pieces have been kept in the club’s personal collection, usually as a way to show initiates the true caliber of the club they are joining.

The Greyfire Club has continued to grow, turning their numbers in the dozens into nearly 100 members worldwide. Their HQ is in Europe, but they also retain major chapters in the US, Africa, and China, giving them a wide scope of influence and ways into areas that API finds it hard to enter.

The Problem Is

These treasure hunters are responsible for unleashing havoc in their wake with each and every exploration they undertake. Unlike API agents that might be tasked with finding a particularly exotic and dangerous item, the Greyfire Club doesn’t encourage their members to operate within any kind of code. They have despoiled many areas of natural beauty, depopulated many untouched locales of precious wildlife, and broken numerous cultural and religious taboos to steal their artifacts. Lady Gracelyn Leeton, one of the club’s most prolific members, has accounted for much of the wildlife devastation in the Amazonian Rainforest as she “liberated” the famous Scepter of Night (page 62). Luigi Pantera blew the side out of the Great Pyramid of Giza while stealing the Golden Mask of Nephanta (page 60). It was rumored to have been sold to a rich elderly playboy to keep him young and virile without the use of drugs.

These are just a couple examples of how the club tends to view the artifacts on its hit list. The Grey Fire Club gets off on the thrill of the act, the chase and the discovery. The higher the price paid and the more lengths gone to in order to acquire the item, the more prestige earned within the club. The cultural significance of the people

and cities where the items are found are often immaterial to the members, unless they can be exploited in some way to bring the explorer more renown. They live for the danger and the kudos they gain when they bring back legendary items like they just went to the grocery store.

They have been the root cause of many demonic incursions into our world in the past, placing them square within API’s sights. The Greyfire Club has unearthed artifacts that were hidden specifically to keep demons at bay and is responsible for unleashing many a disaster. Not only that, but the buyers for these precious artifacts are not always wealthy philanthropists. Instead, some of the most despicable people (human and demons alike) are given access to priceless treasures of immeasurable power, usually to no good. The company finds itself in a constant tug of war with the Greyfire Club over the acquisition of invaluable artifacts, which has created an almost unhealthy rivalry. The explorers of the Greyfire Club welcome the extra challenge, using Apocalypse Prevention, Inc. as a way to gain even more notoriety. They aren’t above selling the artifacts to API afterward.

Membership

The Greyfire Club is no pedestrian organization. They stay true their egalitarian roots and have a membership composed of many of the richest or well-connected people in the world. Once their pedigree has been determined, the initiate must provide a sizeable donation to the club’s already brimming coffers to fund expeditions and pay for new equipment for established members. Afterward, the initiate must demonstrate what they can bring to the group, other than money. Some have a propensity for blowing things up, while others may have had outstanding martial arts training.

The club will also accept new members based on a recommendation from senior Greyfire Club (donation still required). This often occurs if the new member is already in possession of a powerful artifact that could help the club. Such a gift automatically guarantees entry into the club and the ear of the leaders.

While all of the charter members of the group are human, the group is by no means prejudice

based on whether the initiate is human or demon. The more “human” they are, however, the better chance they have of getting in. This both makes it easier to operate in the complete open and give the club some way to track their lineage to ensure they are Greyfire Club material. Taylari, Changelings, and Wolf People are the most notable races within the organization.

Charter Members

Below are a few of the most notable alumni of the Greyfire Club. Members hear their names over and over again, as they are the highest “earners” in the organization. They are the ones to beat in this dangerous game.

Lady Gracelyn Leeton

A spoiled brat from the upper echelons of British society, Gracelyn wants for nothing. She has a vast collection of priceless art and objects in her expansive estates close to Canterbury in the United Kingdom. Gracelyn has the resources to mount any kind of expedition and the attitude to make it happen. If it involves danger, she also has her collection of antique and high-tech firearms to make sure she’s always protected (with proper licenses of course). Her father Lord Archibald Leeton is a Rosicrucian mystic that teaches in the Halls of the Collegium Arcanis, but has no knowledge of his daughter’s wayward tomb robbing escapades. If only he knew the truth.

Luigi Pantera

Luigi is simply a rich kid with too much time on his hands. He has a taste for fine wine, women, music, and high explosives and delights in blowing his way through situations. He was dishonorably discharged from the Italian armed forces and has taken to squandering his father’s fortune in the meantime. His uncle, Franco, was a member of the club until he died in mysterious circumstances. Luigi was written into the will and one of the stipulations was that he carries on Franco’s work. Luigi has no fixed home, using his money to stay in expensive hotels where he womanizes and drinks to his heart’s content.

Antonio Madera

Antonio is the heir to a vast fortune and ex-

tremely good looks. His main occupation is heading up a large Oil Consortium in Madrid, along with numerous offshore holdings across the world. He drives fast cars and has been trained in fencing, rock climbing, spelunking, guitar and marksmanship. Antonio spent years as a contract hitman for a Spanish crime family before meeting Gracelyn Leeton. Now Antonio is the club’s current high “earner” with an unmatched record. He’s made several millions of dollars selling priceless magical artifacts to API, as well as other interested parties.

Lord Graham Chesterton Greyfire

Graham is the Chairman of the club, one of its elder members, and one of the last remaining heirs to the Greyfire estates and title. He’s grown complacent over the years, but has never lost his edge. He used to be the high earner of the club, but is more a pencil pusher than a tomb raider today. This doesn’t stop him though. Rather than retire gracefully, many of the club’s members secretly fear that he will do something stupid in an attempt to regain his lost years.





Chapter Four: Mechanical Wonders

Using Oaths

If one searches for a promise to be truly kept, they must find the Order of Oath Keepers. This Order is composed of individualistic adept that follow the mysterious form of magic... the Path of Oaths (page 56). These adepts have the ability to craft pacts and bind them with their Mana. While demons and humans have been forging oaths for most of history, from evil pacts with spawns of a hell dimension to promises made to forest dwellers, API learned this magic from the first Neibas (or Carriers) the Circle of Ten encountered.

After mastering them and seeing the obvious need to force demons (mostly distrusted at the time) to keep their words, the company took Oath magic to heart and began using it to bond demons and monsters to their will, in excess at times. They lacked the foresight to know that more than ten generations later, their children would still be upholding these oaths.

Existence

Humans have cornered the oath market on Earth, but the world is not without demons that

practice this art as well (especially Morgane that use it to secure souls to devour). It is particularly prevalent among those races that are longer lived, such as Taylari or Hidden Folk, as it is often easier for a single Oath Keeper to track their oaths. Those with shorter life spans, like Humans or Burners, must rely on their students (or offspring) to uphold any forged pacts, which can lead to disaster if they fall behind.

Oath Keepers do not congregate like other magical Orders, but instead teach from student to master over and over again. Each time, they pass on their Tome of Contracts that holds all the oaths created and upheld by their master, their master before them, and so on. These tomes are immensely powerful and indestructible magic items, as they hold the secrets to both breaking an oath and forging new ones. The Oath Keeper can speak a person's name and know instantly if they have an oath inside.

Of course, a simple "promise" to uphold standing oaths isn't good enough for an Oath Keeper. Students must become bound to a slew of different pacts with their teacher, some as small as "I will pay attention to everything you say or I will forget everything" or "I will keep my master's secrets or fall dead as a traitor". The pacts between master and student don't adhere to the same limitations as those between any other parties, due to the special expectations set forth by the teacher and by magic itself.

Entering an Oath

Oath Keepers stay true to the tenets of their master, but no two teachers are the same. Some become hermits, only performing their oath duties when sought out, while others are happy to be as available as a notary public. Either way, few Oath Keepers do anything for free. They are all trained on negotiation tactics, how to read people, and how to get exactly what they want from their clients. Money is taken as standard payment for most services, but clever Oath Keepers also secure future favors into the same pact they are forging. This notion sadly extends to their personal lives too, as they begin looking at their friends and family as potential oaths to gain something.

Those that know about magic, demons, and all the things that normal people should be scared of have usually heard of forging oaths (at least). Very few are ignorant to an oath's power. However, in Europe, oaths are an accepted landscape and many have gotten used to swearing oaths of allegiance to their leaders, families, or comrades with some regularity. These oaths can be made without an Oath Keeper's assistance and have existed for years without magical intervention, but binding these pacts is the best way to ensure a real penalty to those that break their vows.

Apocalypse Prevention, Inc. has several Oath Keepers on retainer as company consultants or lawyers. Many agents within the European HQ's ranks are bound to service through lengthily constructed oaths created with the most brilliant legal minds in existence.

Convincing the average person to enter into a binding oath that could affect them for the rest of their lives can sometimes be tricky. People in the Dark Ages would agree to almost anything out of sheer fear of the unknown, but modern rational minds seldom give in to such irrational fears. A belief in magic is not necessary to be bound by a pact though (but definitely helps if the Oath Keeper is negotiating for something of a supernatural nature). Some people learn of certain fairy tale or urban legends, such as Bloody Mary or leaving bowls of milk on their doorstep, and try them out to see if they work. These are examples of long-standing Oaths with all of humanity, crafted by powerful Oath Keepers millennia ago.

Negotiations

The most important thing about creating an oath is that all parties must be willing participants. No matter how coerced, threatened, or bribed into dealings, if any subject says no, then the deal is off. Secondly, those enacting the oath need not know that magic is being employed. There are legends of Oath Keepers that listen to deals already being made, binding them with magic without anyone's knowledge just to see the outcome. In old times, Oath Keepers were employed heavily as priests or ministers to preside over marriages and ensure that both parties stay true to their vows. Today, of course, this practice

has all but ceased everywhere but in the most rural, god-fearing towns.

Oaths are usually between two people, but there are instances where groups of people may need to enact a pact. For this, a representative with authority over the group may make the deal instead (i.e. A parent for their family, a mayor for their town, or even the president for their country). Examples include entire towns that have promised not to sing, as not to disturb the forest demon that only wishes to sleep. Of course, depending on the duration of this effect, anyone living in the town at any time is subject to the oath.

When deciding terms for the oath, each party must clearly define what they want or what they are willing to give. While some lawyers spend years drafting contracts in modern legal systems, oaths are less formal, creating some leeway in interpretation unless the parties take the time to state everything in definite terms. However, if they are willing to agree to loose requests that are full of loopholes (as the Hidden Folk did so long ago), then the consequences can only be blamed on themselves. It should be noted that, even though this process is seen as a negotiation, some only go through with it because they feel they have no other choice. Their compliance, no matter how forced, is all that matters in the end.

A few example oaths have been provided below. Oaths are only truly fair if both parties get what they want out of the deal, but tricky Oath Keepers can word their pacts in such a way as to get a lot more.

Lesser Examples

"I will make sure your garden stays healthy and blooming and you will give me the most beautiful bud from each planting"

"I will not lie to you and you will not lie to me"

"I will provide a bounty of meats and you will prepare them for me one per week"

"I will not haunt your home and you will deliver a message for me"

Greater Examples

"I will protect your family line for as long as I exist and each of your generations will care for one of my heirs"

"I will not destroy your entire bloodline and you will bring mutiny to your numbers"

"I will protect your village from those that would cause it harm and you will keep my domain secret for all time"

Legendary Examples

"I will ensure your town is not destroyed by the encroaching armies and your residents will not speak above a whisper while here"

"I will bring your village prosperity and wealth and you will send one of your daughters to me every year"

"I will keep all travel through the river safe (shipping, fishing, no drowning, etc) and you will keep the river waters fresh and unpolluted for all time"

Keeping Promises

Whatever the deal struck, the parties must stay vigilant in their approach to keeping the pact in order. Ignorance, nor negligence, is any good as an excuse against the omniscient eyes of the magic behind oaths. Parties are expected to do everything within their power to live up to the oath, giving it their all. Forgetting to protect a ward is one of the most serious breaches. However, if they fought bravely to protect the mortal and simply lost, they would not receive a punishment.

This brings up the next point of any good Oath Keeper: capability. Agreeing to do something in an oath means the parties are ultimately responsible for getting it done (through mundane skills, magic, contacts, etc.). Being bound to an action that one could never truly perform only spells punishment for the poor fool who would make such a promise.

When agreeing "not" to perform an action, the

party need not be able to actually do it... but the other party must believe that they can. If a demon threatened a mortal with death if they ever revealed their haven, the human must believe this is possible... even if it isn't. This portion of the oath is not backed up by magic.

Crafty Oath Keepers are able to weave deals within deals, even without one of the parties knowing. For example, if a party is asked to simply wear a brooch, there could be many different reasons behind the request being so benign. The brooch may be a symbol to let others know to leave that human alone or it could make the subject more easily affected by magic. The most beautiful flower bloomed from the crop could be the catalyst for any number of magical potions being created. Requesting a "daughter" of the village may be to devour her soul (in the case of a Morgane) or even for attempts to mate (in the case of a Loch).

Punishment

Breaking a magically-bound oath has strict and harsh consequences, even for smaller requests that would seemingly have very little effect. If either party agrees to perform an action that they do not, they are in breach. If they were asked to refrain from an action and did it anyway, they are in breach. The punishment is a crucial part of the deal, because the parties may not agree to the oath if the punishment is too light or if they are not equal. Some punishments have steeper and longer-lasting consequences than others. One may last a lunar cycle, while another may last a year and a day or even forever. Others last only until the grievance against the oath is repaired.

No matter what the punishment is or how long it lasts, remember that it is enforced not by the parties, but by magic itself. Both parties must have the ability to fulfill their ends of the bargain, but if either fails, it is out of their hands. The Oath Keeper that bound the vow is instantly alerted by their Tome of Contracts if the oath is broken. Altruistic Oath Keepers will warn the party in breach to correct themselves, but most don't bother unless directly involved in the deal themselves. Below are

example punishments for breaking the deals previously discussed.

Lesser Examples

"...my touch will bring death to any plant for a year and a day or ...no garden will grow under your care for a year and a day"

"...you or I will lose the ability to speak truths for one week"

"...I will fail in every hunt I attempt or ...you will never again taste meat without falling ill"



"...I will be tethered to a place that is nightmarish for me for one lunar cycle or ...you will have me tethered to you for one lunar cycle"

Greater Examples

"...I will become barren or ...one of your offspring will belong to me"

"...I will have my bloodline destroyed as well or... your household will suffer the mutiny in its place"

"...I will never be able to hide from anyone ever again or ...you will not be able to keep a secret until your death"

Legendary Examples

"...I will cease to be or ...you will incur my wrath and I will destroy your town instead"

"...I will never again know wealth or companionship or ...your villages life expectancy will cease to be more than 30-years old."

"...I will never seek refuge in the flow of water, until I have rectified the oath or ...your blood will become polluted, spreading sickness throughout your people until the river is clean"

New Magic

Path of Oaths

Upon joining the Order of Oath Keepers, the character gains access to the Path of Oaths. This magic is rare and highly-sought with masters that are reluctant to take on just any student. These spells often require a blood sacrifice to seal the magic in place.

Prerequisites

Standard Skills: Deception 4+, Knowledges 4+, Linguistics 4+, Persuasion 4+

Combat Skills: None

Gifts: Library 2+, 1st Inner Circle Opened, Order Membership (Oath Keeper)

(1st) – Binding the Book

Mana: 10

Casting Time 1 min.

Duration: Permanent

Range: Touch

Resistance: No

Effect: While every Oath Keeper is gifted with their own Tome of Contracts when they join, this spell is to ensure that they are never far from it. There are instances when they might lose their tome through accident or damage, but they can instantly make another from any empty bound book with this handy spell.

Sacrifice: Their blood acts as the ink to write the book, taking 3 (L) from the Oath Keeper

Upgrades: Reduce Mana, Effect Bonus (Alert is opened by another), Effect Bonus (AR 10/10), Effect Bonus (+5 bonus to empathically track the book)

(1st) – Forge Lesser Oath

Mana: 10

Casting Time 5 min / 0

Duration: Up to 1 day

Range: 1 Other

Resistance: No

Effect: The adept with this spell forges a Lesser Oath as described above. While simple, these oaths can be surprising useful in ensuring truthfulness or that undemanding tasks are accomplished. Parties must be voluntary participants.

Sacrifice: 3 (L) to all parties or 6 (L) from the Oath Keeper only.

Upgrades: Reduce Casting (-1 min, Min: 1 min.), Duration Bonus* (Up to 1 week > Up to 1 month > up to 3 months), Range Bonus (+1 other, Max: 4)

(1st) – Sense the Offense

Mana: 10

Casting Time 10 / 10

Duration: Instant

Range: Line of Sight

Resistance: No

Effect: This spell lets the adept simply look at someone and tell if they've broken any type of oath or promise in the last day. White lies won't register with this spell. The offenses must be influential and possibly life altering. Examples include cheating on a spouse, embezzling, or even betraying a friendship. If it is an oath from a

Tome of Contracts within a mile, they will instantly know the nature of the broken vow. Otherwise, they only get an empathic sense of wrongdoing to act upon however they feel is correct.

Sacrifice: The adept must succeed at a Tough (30) INS + Discipline check or they are instantly flooded with images of wrongdoings they've committed in the past.

Upgrades: Reduce Mana, Reduce Casting, Reduce Recovery, Effect Bonus (Sense Tomes within +1 mile, Max: 5 miles), Effect Bonus (Sense offenses in the last 3 days > 1 week > 1 month > 3 Months > 6 Months > 1 year)

(2nd) – Forge Greater Oath

Mana: 20

Casting Time 10 min / 0

Duration: Up to 1 year

Range: All participants

Resistance: No

Effect: The adept with this spell forges a Great Oath as described above. These oaths are much more straightforward and can ask for more direct involvement of either party, even without action of the other. There is no limit to the number of participants that take a part in this type of oath, even entire towns (see page 54). Most oaths are Greater Oaths. Parties must be voluntary participants.

Sacrifice: 5 (L) from all parties or 10 (L) from the Oath Keeper

Upgrades: Reduce Casting (-2 min, Min: 2 min.), Duration Bonus* (Up to 5 years > Up to 10 years > Up to 20 years)

(2nd) – Pact Book

Mana: 20

Casting Time 1 min / 1 min

Duration: Instant

Range: Touch

Resistance: Yes

Effect: The target places their hand on the Oath Keeper's Tome of Contracts and records of every promise they've made and broken for the last day is permanently added (even the smallest white lie). This can be used to ensure that a student is worthy of training or as an interrogation measure. The participant need not be voluntary, but they do receive a Magic Resistance check.

Sacrifice: 8 (L) from the Oath Keeper, used to write the new information in the Tome of Con-

Cycles

While the type of oath (Lesser, Greater, or Legendary) determines the general length of time that it lasts, most Oath Keepers use durations that are reflected by the oath itself. Common lengths of time include "A year and a day" or "Until the next full moon". Others could be "Before you next birthday" or "Until your first daughter weds" and other creative ideas. As long as it is within the duration requirements for the oath itself, any length of time accepted by the parties is backed up by magic.

tracts

Upgrades: Reduce Mana (Min: 12), Range Bonus* (10 feet), Effect Bonus* (Difficulty +2 to resist)

(3rd) – Punish the Offender

Mana: 25

Casting Time 1 Round / 1 Round

Duration: Instant

Range: Touch

Resistance: Yes

Effect: The adept delivers instant karmic pay-back with this spell. If the target has broken the agreements of an oath, the Oath Keeper speeds up the punishments to occur almost instantly. If they have committed some other wrongdoing (theft, murder, etc.), they are instantly dealt a blow by magic (hands cut off, loved one killed, etc.). The Oath Keeper has no control over the revenge taken by magic. More malicious adepts use this spell without even knowing a target's exact wrongdoings just to see the outcome.

Sacrifice: The Oath Keeper must succeed at a Tough (30) INS + Discipline check or have uncontrollable urges to commit the same wrongdoing the target is being punished for.

Upgrades: Reduce Mana (Min: 15), Reduce Casting (Min: 10 Counts), Reduce Recovery (Min: 10 Counts), Range Bonus (5 ft. > 10 ft. > 20 ft. > 40 ft.)

(3rd) – Forge Legendary Oath

Mana: 30

Casting Time 20 min / 0

Duration: Up to Permanent

Range: All participants

Resistance: No

Effect: The adept with this spell creates an

almost unbreakable agreement with any number of participants and any consequences deemed acceptable. Legendary Oaths are those that can affect entire nations, entire species, or even entire dimensions. There is no limit to its power as long as all parties are in accord. This spell is known only to a few Oath Keepers on modern Earth and they are very resistant to teach it to others without a very good reason.

Sacrifice: 10 (L) from all parties and -2 IQ from the Oath Keeper.

Upgrades: None

Path of Fortune

The following spells are additions to the Path of Fortune that are primarily practiced in Europe (usually by the Chiron – page 68). Due to the increased practice of Oaths, fate becomes an ever important Path of magic to accompany it – and often to thwart it. These spells in particular deal with Astrology and require sight of the stars to function. That means that a night without stars renders these spells useless at times.

(1st) Visions of Time Past

Mana: 10

Casting Time 20 minutes / 0

Duration: Instant

Range: Touch

Resistance: no

Effect: The adept uses this power to view past events in their present location within the last 24 hours. They must select a “theme” for their scrying, such as recalling murders, love affairs or comedy gigs. The user must have either clear sight of stars or the sun to use this spell, aligning the temporal images by envisioning the past positions of constellations. Information is delivered in the form of visions that include only sight and sound. Adepts can experience similar reactions to the visions as those that use the Flashes of Memories Past spell (page 109 in the API Core-book).

Sacrifice: The adept must make a Moderate (20) IQ + Knowledges (Astrology) check to accurately read the stars during casting. Failure nullifies any effect.

Upgrades: Reduce Mana (Min: 6), Reduce Casting (-5 min, Min: 10 min), Effect Bonus (1 week > 1 month > 6 months > 1 year > +1 year,

Max: 5 years), Effect Bonus (Add smell to visions), Reduce Penalty (Simple (10) check)

(1st) Fate's Favored

Mana: 10

Casting Time 8 / 2

Duration: 1 Round

Range: Self

Resistance: No

Effect: With this spell, fate itself favors the adept and helps them avoid harm. They gain +2 to all rolls relating to avoiding damage, including those to Dodge, Parry, Roll, relevant jump rolls, or just being lucky. The GM has the final decision on what is relevant.

Sacrifice: Something small but precious to the caster – an heirloom ring, or a love letter, or expensive gloves, etc. The item is not consumed with a roll of 10 or higher (no bonuses).

Upgrades: Reduce Mana, Reduce Casting, Duration Bonus (+1 Round, Max: 6 Rounds), Range Bonus* (+1 Other within 20 feet, Max: 3 Others), Effect Bonus (+1 to checks, Max: +5)

(2nd) Visions of Time Present

Mana: 12

Casting Time 30 min / 0

Duration: Instant

Range: Self

Resistance: No

Effect: Upon casting this spell, the adept selects a specific location known personally to them or intimately described by an assistant. They instantly receive a vision of what is happening at that location, including only sight and sound. It does not allow them to see through walls, but instead provides a bird's eye view of the current events. They must have either clear sight of stars or of the sun to use this spell.

Sacrifice: The adept suffers -1 to INS for the next 24 hours and so does any assistant that provided a description of the location.

Upgrades: Reduce Mana (Min: 8), Reduce Casting (-5 min, Min: 10 min), Effect Bonus (Caster gets a sense of emotions in the location), Effect Bonus (Add smell to visions)

(3rd) Fate's Child

Mana: 30

Casting Time 1 day / 10 min

Duration: Permanent

Range: Same dimension

Resistance: No

Effect: Chosen Chiron infants are blessed using this spell, giving them a special status within society. Only a few non-Chiron are gifted with this ritual if they provide services for the Chiron. The effects are two fold... the child will never be lost. They will always have an empathetic link to their home Glen and know exactly how to reach it from wherever they are. Furthermore, Star-seers of their home Glen can instantly discover where they are by simply looking at the stars. In both cases, they instantly succeed at any checks to find the other as long as they are within the same dimension. With a Tough (30) IQ + Survival check, the chosen Chiron may also be empathically led to any other Glen as well. There is no reversal for this spell.

Sacrifice: Permanent loss of -1 IQ as the adept links their minds and fates permanently.

Upgrades: Reduce Mana (Min: 20), Range Bonus (+1 named dimension), Effect Bonus (Find Glen with Moderate (20) check > Simple (10))

(3rd) The Lady's Champion

Mana: 20

Casting Time 6 / 3

Duration: Instant

Range: 10 ft

Resistance: yes

Effect: The adept uses this spell to save another from death's door by sacrificing themselves. If another character is about to die or has died within the last 6 hours, the caster may sacrifice their own lives to save the target's.

Sacrifice: The adept's own death.

Upgrades: Range bonus (20 ft > 30 ft > 40 ft), Effect Bonus (12 hrs > 1 day > +1 day, Max: 3 days)

New Equipment

Basilisk Charm (Costs 1 BP)

Durability: 6, **Size:** 1, **Cost:** N/A

Description: This item is crafted from the scales and feathers of the Basilisk. It is most famous for making the wearer immune to the Stone Stare ability (page 62) of the creature, but also provides a +2 bonus to other Magic Resistance checks to avoid the physical alteration of

the wearer's body. As the Basilisk is fairly rare in modern days, this charm is not as wide-spread, but knowledgeable adepts or API agents can get one with some effort.

Black-Flame Thrower

Durability: 12, **Size:** 3, **Cost:** API-Issued, Rank 2+ (**Speed** 7, **Stamina** 2, **12 (L)**, **-3 Strike**, **AP** 5, **Range** 10/15/20, **Payload:** 10, **RS:** N/A)

Description: This item is a marvel of how technology and magic can be used together to devastating effect. The development of what is referred to as "Black-Flame" has been one of API's greatest achievements... a type of fire that only hurts demons (and hurt it certainly does). This cannon contains 10 shots of this powerful substance. If used on a human or non-living material, it does nothing. This leaves agents open to incinerate demon threats without damaging property or any innocent bystanders.

Demon Scanner

Durability: 6, **Size:** 1, **Cost:** API-Issued

Description: A small device that resembles a calculator with many, many buttons. By allowing it to scan a demon, it can identify its type and any possible weaknesses or strengths that API has in their demon database. In addition, the London HQ has their scanners connected to their oath database that cross-references the demon type with any possible pacts that could be outstanding, along with names, dates, and places. There are three possible readings: Pacted (which then provides details), Non-Pacted (meaning that their pact has elapsed or they never had one with the company), or Unknown (the demon is not in the company database, which doesn't always exclude the possibility of a pact in place).

Enhanced Monocle

Durability: 4, **Size:** 1, **Cost:** API-Issued

Description: This item is worn like and appears as any other monocle, but was especially designed by API. With a simple touch, the monocle can instantly change to a microscope to analyze the smallest detail of an item or to a telescope to increase the distance the wearer can see. This provides up to a +3 bonus to visual checks deemed appropriate by the GM.

Mana Dampener

Durability: 10 (AR 6/6), **Size:** 1, **Cost:** API-Issued

Description: This baseball-sized metal sphere can be placed in the center of any room to dampen the ability to cast any type of magic in the area. In effect, it lowers the Mana conversion rate by one for anyone attempting to cast spells within a 100 ft. radius. It also reduces all Magic Resistance Difficulties by 3. It requires 3 Rounds (30 sec) to set up.

Rare Artifacts

Humans and demons go to great lengths to create or acquire powerful magical items, often referred to as artifacts or relics. They don't always come about easily without the use of rare spells or monumental events in history. Below are a few such items, intended to add a hint of magic to any story, especially those including curious adepts or the Greyfire Club (page 49). They are quite influential items, but carry heavy burdens as well.

Caliburn

Description: Few in Europe haven't heard of the legends surrounding the Sword in the Stone, called Caliburn. It is a deceptively plain-looking straight blade that laid dormant in a slab of rock for years, only removable by "England's true king". It was pulled out by Arthur Pendragon who would go on to be the celebrated King Arthur. He rose in the ranks of Knighthood with this blade, but gave it up after receiving Excalibur (location

currently unknown) by the Lady of the Lake. He never again wielded Caliburn himself, instead gifting it to his finest warriors who in turn passed it along their family lines. It has been used by knights, pirates, and every warrior class in between, each taking advantage of its unique abilities. It is often mistaken for Excalibur, but careful examination easily shows its true nature.

Boon: Caliburn is a formidable weapon in battle that makes sure its wielder can win quickly and efficiently. It uses the following stats: (Speed +2, Stamina +1, Damage +3 (L), +4 to Strike, Size 2), but looks like nothing other than a standard sword. However, Caliburn is indestructible and ignores all AR an opponent may possess from armor, magic or any other source.

Detriment: Sadly, Caliburn was cursed by King Arthur's worst enemies in an attempt to weaken him and eventually send his empire toppling down. He relinquished ownership just before the curse set in and was never personally affected. After killing an enemy, the wielder feels a chill through their body as they acquire bits of their victim's souls into their own (this means no one killed by Caliburn becomes a Spectral). For every five souls acquired this way, the user suffers a permanent -1 penalty to all checks.

Golden Mask of Nephanta

Description: Nephanta was an Egyptian sorcerer obsessed with the ravages of time. He despised the thought that age would eventually rob him of his youth and so began his work to turn back the clock. For seventy years he toiled upon a special golden mask, fashioned akin to Tutankhamen's famous 'death' mask with an image of his face upon the surface. He wore his creation and the magic of the mask drew back the curtains of age, pulled back the sands from the hourglass, and gave him his youth back. One hour a day is all it required.

As time passed (over fifty years), so did rumors of the mask and the power it held. A commoner named Hamenra, close to death, begged Nephanta to lend him the mask to make him young again as well. The sorcerer refused and left him to die, but Nephanta awoke the next day to find his precious mask missing. Before he could even fly into a rage, the crushing weight of his stolen years returned to him in an instant. Guards found only a pile of dust at the side of his bed. Hamenra



was found with the stolen mask and was mummified while still alive for his crimes. The mask passed from person to person until it was finally lost to the very sands of the desert.

Boon: When the mask is donned the recipient gains a boost of vitality, feeling much younger, stronger and their intellect returns in an instant. It has no effect on those who are already young. One must be at least sixty years old or more to enjoy the full effects of the Golden Mask of Nephanta. After the first week, the mask removes all signs of age from the owner, returning them to their prime age (usually around 25 years old).

Detriment: The mask must be worn once per day for the rest of one's now-immortal life. If even a single minute is skipped of the same time/day that the mask was originally worn then all of the stolen years come crashing back to the owner all at once. This is not so bad if only a year or so has passed, but horrible for those in Nephanta's case (he was 90 when he finished the mask and lived 50 years after donning it).

Lieutenant Peterson's Watch

Description: In the fall of 1943, the USS Eldridge was mystically teleported from Philadelphia, Pennsylvania to Norfolk, Virginia in an instant. All documentation relating to the event was seized by API for further examination. Lieutenant Sam Peterson, the only survivor of the mysterious happenstance, told API agents everything he knew, but this added up to very little. API scientists conducted experiments and found that Peterson's body had been molecularly unstable, classifying him as a Demon and holding him in captivity for years for his and humanity's safety. That is, until the day he spontaneously combusted, leaving only his watch behind. API stored his ashes in a safe place for study and found his rather non-descript navy watch with strange powers.

Boon: Peterson's watch can slow down time to a crawl or freeze it for a moment. Mechanically, the wearer has access to all the spells from the Path of Time (page 115 of the API corebook) and can use them with a Control Action (Speed 10, Stamina 3 per spell level).

Detriment: A powerful artifact created by a freak dimensional accident should be expected to have a downside. With each use, the watch causes a person's molecules to become unstable



to such an extent that they will eventually suffer Peterson's fate. Researchers have found that the wearer's personal constitution is a factor in how long they can use the device. When they use the device a number of times equal to their VIG + 5, they instantly die in a fiery burst.

Sebastian's Gloves

Description: In the Middle Ages there was a simple monk named Sebastian. He prided himself on his accomplishments in the art of illumination (artistic decoration of hand-written texts). Sebastian's hands were his pride and joy and he foolishly coveted them, praising them even before his god. A higher-ranking church official heard this blasphemy and paid street thugs to teach the boastful monk a lesson. They broke his hands so badly that he would never illuminate another manuscript again. Sebastian was distraught, wallowing in self pity, but was visited by a mysterious stranger that brought him a pair of simple brown leather gloves. He told Sebastian that as long as he wore them his fingers would be as good as new and every book he illuminated would be finer than the next. However, the gloves take a toll on the wearer. When Sebastian died at thirty-five, the gloves were believed to have been buried with him. If his tomb is found and opened, they could be ripe for the taking.

Boon: The gloves allow an injured person to write perfectly, but they can also copy a document or picture to another source in perfect detail in minutes or a whole book in a matter of hours. The copy is an exact replica of the original and even ages the paper of the destination document to match the source. It is rumored that the gloves

were used to forge several copies of the Mona Lisa that have sold for a hefty price.

Detriment: The Sebaton's Gloves require the life force of the wearer to work and copying a whole book or painting can shorten the lifespan of the wearer by as much as a single year. Due to the hefty amount of illumination, copying and illuminating manuscripts with these wonderful artifacts, Sebastian died relatively young. The price paid for such magnificent beauty.

Scepter of Night

Description: The Scepter of Night was created in a dimension of endless night, formed from the blood and toil of three brothers. It is seven feet long and made of black iron (more a staff to a human) with many arcane symbols carved across the surface and topped by a single six-sided ruby. The scepter became a thing of contention and the three demons argued over who should lay claim to it, pitting them against one another. Buravorka, the strongest of the three, eventually triumphed and he used the Scepter of Night to great effect in many wars fought on his dimension. The scepter was supposedly stolen by one of his soldiers that quickly fled to Earth. It was lost to the sands of time until Lady Gracelyn (page 51) found it in the Amazon.

Boon: The Scepter of Night allows its bearer to summon forth an army of shadowy minions to do their bidding. The exact size and number of the army is dependent upon the darkness in their heart. The more corrupt the wielder, the more Buravorka Minions (page 63) they can command (GM's decision, but usually not more than 20 at a time). They also gain intimate knowledge of the scepter's story from mental imprints left behind by previous owners. Otherwise, it is used just as any mundane staff, but is indestructible.

Detriment: Over time, the Scepter of Night works its way into the user's heart, eventually transforming them into a Buravorka Minion themselves with the urge to return the item to its rightful master. If they are unable to leap dimensions before the next full moon, they are absorbed by the Scepter of Night to simply be summoned by the next user. This part is conveniently left out of the mental impressions the wielder receives.

Antagonists

Basilisk (Fear 32)

Description: Often called the "King of Reptiles", the Basilisk is a towering and terrifying creature of myth that is a mixture of a lizard and a rooster. They are akin to dragons of legend, being up to 15 ft. long with 20 ft. wingspans at maturity (50 years old). Few live that long, falling victims to attacks from wizards looking for their scales and feathers as ingredients for magical concoctions or heroes looking to make a name for themselves. Of course, the creature's ability to petrify their attackers dissuades more than a few from this road to fame. Unlike typical dragon myths, the Basilisk is not cognizant and cannot speak... acting as any animal would. However, they are still proud beasts that have been known to be tamable.

Motivations: Over the last hundred years, Basilisks have become almost extinct by API accounts. The company has started breeding their numbers again in captivity to miraculous effect. Those found in the wild come out every so often to eat the occasional human, but can survive on meaty cattle just as well.

Statistics of Note: Health 92, Stamina 63, Initiative +18, Movement 30 (Flying 65), Actions per Round 4, Magic Resistance +6, Athletics (Flying) +16, Fortitude +20, Intimidation +18, Perception +15, Survival +16

Combat: Tackling a Basilisk is quite the feat as it is a formidable creature with large jaws and tearing claws. It knows little fear, as it can use its Stone Stare whenever it is threatened. **Bonuses:** Strike +14, Parry +15, Dodge +10, Roll +17, Grapple +22, Damage +9 (L)

Powers: Stone Stare (Speed 12, Stamina 4): The Basilisk turns their target into a statue with a look. The victim gets a Difficulty (25) Magic Resistance check. It will only use this ability if it feels threatened, so peaceful agents need not worry as long as they are careful.

Weaknesses: The sound of a cock's crow will send the Basilisk into retreat mode.

Bonacon (Fear 14)

Description: The Bonacon is an unusual creature. First reported to exist by roman soldiers on the German border, the Bonacon resembles

a bull with horns that curve backwards in the manner of a buffalo. It has a lustrous mane and is quite peaceful unless attacked, in which case it defends itself by releasing a noxious vapor from its behind that is extremely corrosive to all it touches. There are few Bonacon left in Europe these days, generally hidden in the depths of its few remaining great forests (mostly Germany). Their horns are said to have incredibly effective healing powers. Some hunters do go after the beasts, knowing they can make a big profit on the black market.

Motivations: Though not overly aggressive animals, Bonacon can be skittish and often attack large animals (including humans) that get near their herds.

Statistics of Note: Health 45, Stamina 36, Initiative +16, Movement 18, Actions per Round 2, Magic Resistance +2, Athletics (Running) +10

Combat: Usually, a few young males will lead the attack with horns and gas while the rest of the herd escapes. **Bonuses:** Strike +6, Parry +5, Dodge +6, Roll +11, Grapple +15, Damage +3 (L)

Powers: Gas Attack (Speed 6, Stamina 4, +6 (L)): The Bonacon fires a blast of noxious gas at the target. Must be Dodged. Also, any target hit by the gas attack runs the risk of being set on fire (rolling 1 or 2 on a 1d20), which deals an additional 5 (L) each Round.

Weaknesses: Bonacon are very confused by the scent of raw sewage or refuse, not usually noticing if they are approaching a threat that is suitably “camouflaged”.

Buravorka Minions (Fear 16)

Description: These creatures are born from a currently unknown dimension of shadows. They stand approximately 4 ft. tall and are made of semi-transparent darkness with long limbs and bright white eyes. They most commonly enter the Earth dimension through use of the Scepter of Night (page 62), but others are actually here to seek it out, not under the control of its wielder. Buravorka Minions have been known to hide themselves in a person’s shadow during the day and become active only at night. They do not possess shadows of their own.

Motivations: Most characters encounter a Buravorka Minion if they find themselves entangled in the mystery of the Scepter of Night. Otherwise, the minions still need to eat... and

humans do make a tasty treat for a demon far from home.

Statistics of Note: Health 20, Stamina 30, Initiative +14, Movement 24, Actions per Round 3, Magic Resistance +2, Legerdemain +10, Perception +12, Stealth +15

Combat: They are deadly in groups, but are more likely to be met on a one-on-one basis where they falter. Retreat is a common combat plan unless there are at least four Buravorka Minions in the battle. **Bonuses:** Strike +6, Parry +6, Dodge +8, Roll +10, Grapple +12, Damage +4 (L)

Powers: Shadow Retreat (Speed 8, Stamina 2): The minion disappears into the nearest shadow and can reappear from another shadow within 100 ft. Some use this to perform sneak attacks and others just make for an easy retreat.

Weaknesses: Bright lights, like those created from a high-powered spotlight or direct sunlight, immediately halves all their combat bonuses and Health.

Chiron (Fear 16)

Description: The Chiron are centaurs (half man, half horse) that reside deep within forests in sacred Glens. They believe that they came before humans and will remain after humanity destroys itself. They are great warriors, mystic astrologists, and powerful lords of Faun communities. Full description on page 68.

Motivations: Chiron have regular interaction with API and other demons, usually as comrades. However, some are dark overlords of their domains and attack anyone that enters. They will also fight to defend their Faun communities from harm or from liberation.

Statistics of Note: Health 53, Stamina 30, Initiative +15, Movement 20, Actions Per Round 3, Magic Resistance +2, Athletics +14, Fortitude +11, Knowledge +9, Persuasion +10, Survival +9

Combat: Chiron are noble warriors, preferring one-on-one combat, but will resort to attacking in groups if necessary. They use their height and weight to their advantage to trample enemies.

Bonuses: Strike +8, Parry +7, Dodge +4, Roll +12, Grapple +13, Damage +4

Powers: Most have at least their 1st Inner Circle opened and focus on the Path of Fortune primarily.

Weaknesses: Chiron are tied to their Glens, making it difficult to track retreating targets over

long periods of time. They also cannot break their word without horrible consequences.

European Panthers (Fear 14)

Description: There have always been reports of “panthers” roaming the moors of Europe, especially in Britain. Often they’re found to be escaped zoo animals, exotic pets, or even just oversized house cats. Others, however, are actually members of the last of the European sub-species of lion that was killed off in the first century. Some survived, cautiously hiding in caves, woods, deserted moors, and nowadays in sewers. However, they no longer look like traditional lions. They are smaller with skin and fur of pale red. API’s evolutionary biologists and zoologists believe this a classic mutation and trait exaggeration caused by a small population and exposure to behavior-modifying magic.

Motivations: Traveling in small packs (usually one male, one female and their cubs), the European Panther is not an aggressive creature much of the time. They are cautious and often leave their dens only at night, when humans are less likely to be out and about. However, they are lethally violent in defense of their cubs, even if the victim has only accidentally approaches them. Furthermore, they will encroach on urban areas or farms to kill livestock, pets or even humans if they get hungry enough.

Statistics of Note: Health 31, Stamina 30, Initiative +19, Movement 22, Actions per Round 4, Magic Resistance +3, Athletics (Jumping) +8, Intimidation +10, Survival (Tracking) +10

Combat: These lions hunt alone, using ambush tactics to kill their prey, leaving at least one adult to guard the others in the family. **Bonuses:** Strike +8, Parry +6, Dodge +8, Roll +7, Grapple +14, Damage +4 (L)

Powers: none.

Weaknesses: none.

Fauns (Fear 11)

Description: Also called Satyrs or even Tumnus (derogatory), Fauns are creatures of mischievous legend. Like their ancestor Pan, Fauns are mostly human, except for their goat legs and horns. They are usually quite beautiful to an arousing degree. If not, they can use music to put their targets into the right mood. Most live in communities as slaves to the Chiron, but others are

rebels. Full description on page 70.

Motivations: Most Fauns are encountered as servants to their Chiron masters, forced to do whatever they are told. Others, however, act on their own free will toward a future of free Fauns. They are even known to attack the occasional API squad that helps the Chiron continue their unjust reign.

Statistics of Note: Health 25, Stamina 25, Initiative +16, Movement 14, Actions per Round 3, Magic Resistance +1, Acrobatics +11, Arts +10, Legerdemain +9, Persuasion +9, Stealth +8

Combat: Fauns aren’t made for combat, but will fight if backed into a corner. They fight better in groups than alone, but their size and speed can be an advantage in any fight. **Bonuses:** Strike +4, Parry +8, Dodge +7, Roll +5, Grapple +10, Damage +2

Powers: Spending 5 Stamina forces a Difficulty (18) Magic Resistance check for anyone that can hear their song. A failure means the victim gives in to an insatiable and immediate sexual urge.

Weaknesses: None.

Furies (Fear 19)

Description: Furies, also known as Harpies, punish those who break oaths or slay their own kin. No one truly knows where they come from, but those in the know try hard to not make oaths in vain. They are terrifying to view when angered, with the wings of a bat, eyes that drip blood, and long snakes for hair. Their bird-like claws tear apart their victims and scatter the dismembered body for miles around. With their job done, they become chillingly beautiful – angelic wings and grave faces. They are enforcers of justice by legend. It is not known how many furies there are, though generally three pursue any given target.

Motivations: They go after those that have broken a sacred oath. They are relentless in pursuit and do not tend to be merciful. Only a rectification of the sin dissuades their attack. While they are intelligent-enough to hold conversations, they cannot be talked out of their actions easily (see below).

Statistics of Note: Health 26, Stamina 32, Initiative +20, Movement 22 (Flying 50), Actions per Round 5, Magic Resistance +4, Athletics +10, Discipline +17, Performance +12, Persuasion +15, Survival (Tracking) +13

Combat: Most Furies seize a victim and carry them high up just to drop them to their deaths (Grappling). Drop damage (page 76 of the API corebook) applies if successful. **Bonuses:** Strike +8, Parry +5, Dodge +8 (+10 if flying), Grappling +14, Damage +3 (L)

Powers: They always know where their target is, even if they skip dimensions.

Weaknesses: There are two ways to keep the furies at bay, apart from rectifying a sin. They may be kept back by an object soaked in the blood of an innocent, requiring a Tough (30) Discipline check for them to continue their attack. If petitioned by a representative of a moral and just religion, the furies may be convinced to cease

their attack and hold the petitioner responsible for the target's future behavior.

Hidden Folk (Fear 10)

Description: Hidden Folk appear much like humans, except that they have pointed ears and extremely thin bodies. The Elves have an aura of perfection that emanates from their spirits. Under the surface, they are ethereal creatures that can hop from body to body to remain immortal. Full description on page 72.

Motivations: They exist just as any other human does, taking jobs and living life on Earth. Many of them seek ways to make their body whole again, while others are simply looking for the next body they will take.

Statistics of Note: Health 41, Stamina 35, Initiative +19, Movement 18, Actions per Round 5, Magic Resistance +3, Acrobatics +10, Athletics +8, Deception +12, Medicine +9, Vehicle Operation +10

Combat: Hidden Folk are not pushovers by any means. They are agile and deadly in battle.

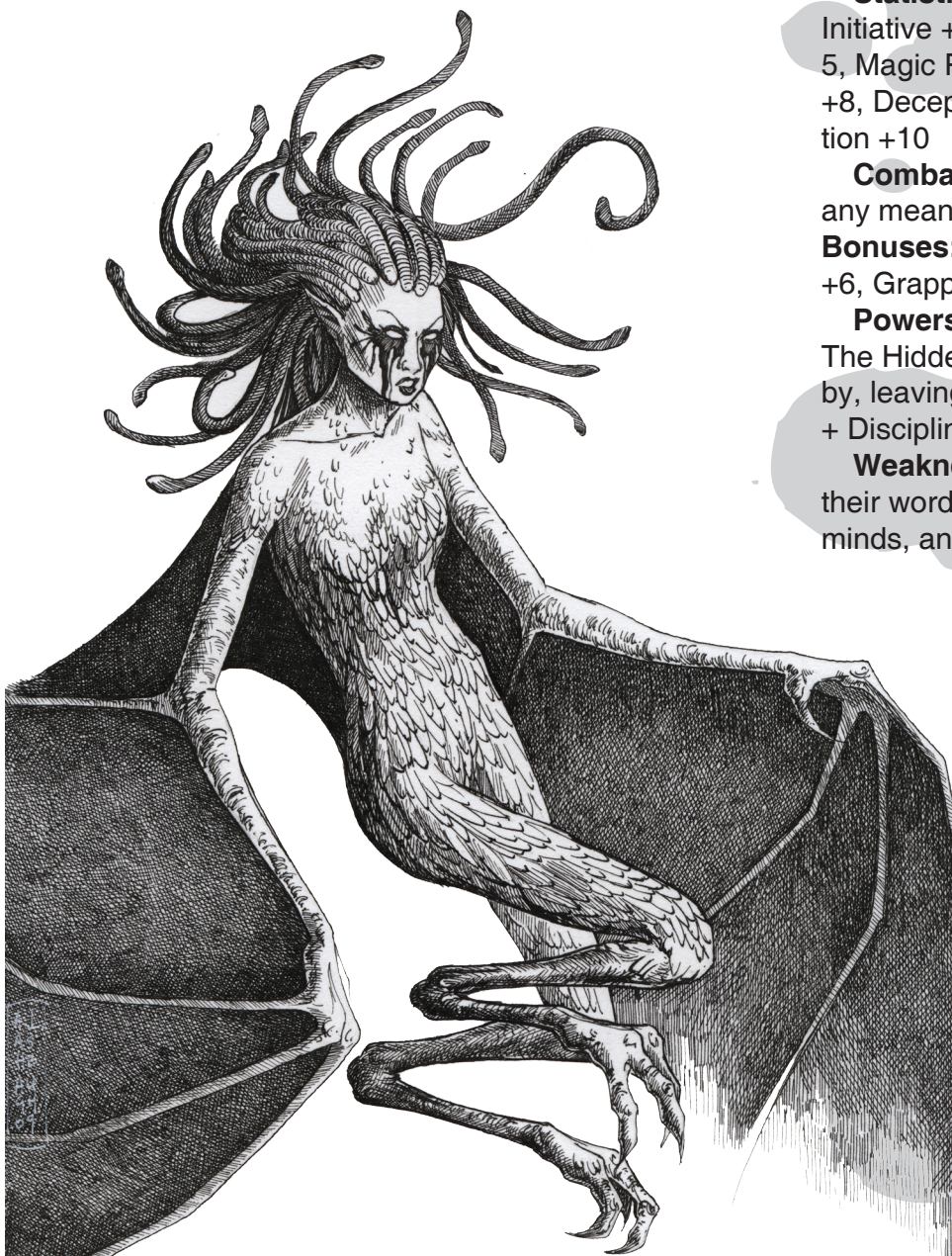
Bonuses: Strike +10, Parry +10, Dodge +7, Roll +6, Grapple +14, Damage +4 (L)

Powers: Body Hop (Speed 10, Stamina 4): The Hidden hops into the body of someone near by, leaving their own defenseless. Contested INS + Discipline checks needed.

Weaknesses: They are forgetful, bound by their word for fear of losing what is left of their minds, and constantly followed by faeries.

Mathrafal's Laughters (Fear 18)

Description: The Laughters are strange creatures that stand about 6ft. tall and, at first glance, may appear human with naked chests tattooed with ancient inscriptions and long hair (often spiked up). A longer look, however, shows their red burning eyes and cracked skin. Their limbs are inhumanly muscular and their ribs protrude violently from their chest. A stench of death surrounds them. They are fearless to the point of death and communicate with each other via dry rattles (intelligent to a human level). They become more powerful and seem to multiply when



levels of fear increase in an area. Most API researchers think they are unquiet spirits of dead Celts, displaced by Romans, Saxons, Vikings and Normans.

Motivations: Unknown, but they enjoy spreading fear. They attack small settlements in groups of five or so, with larger settlements getting more attention – only recently apparent by their attacks on suburbs on Chester (page 16).

Statistics of Note: Health 46, Stamina 34, Initiative +16, Movement 15, AR 4/5, Actions per Round 3, Magic Resistance +4, Fortitude +14, Intimidation +16

Combat: The Laughers are adaptable and cunning, often carrying both hand weapons and bows. **Bonuses:** Strike +8, Parry +9, Dodge +3, Roll +11, Grapple +16, Damage +3 (L)

Powers: They can exploit their opponent's fears. At the beginning of an encounter, each opponent who sees the Laughers must pass a Simple (10) check with no bonuses. Any that fail take a -3 penalty to any roll they make for the duration of the battle.

Weaknesses: Ironically... laughter. Jokes that provoke laughter in their presence or amusing physical comedy (GM to be judge) makes the Laugher suffer a -1 penalty to all their combat checks.

Morgane (Fear 16)

Description: Morgane are very tall and lithe in their true form with widened eyes, no nose, and a sliver of a mouth. However, very few allow themselves to be seen this way. Most take on the appearance of a human and attempt to change fate everywhere they go in order to become immortal legendary figures. Full description on page 74.

Motivations: They enjoy toying with humanity and other denizens of Earth. Morgane need no real motivation except to see what happens with each of their powerfully influential actions. They enjoy talking mortals into things they'd never do otherwise or breaking a fate connection to watch relationships crumble.

Statistics of Note: Health 28, Stamina 28, Initiative +22, Movement 15, Actions per Round 3, Magic Resistance +5, Deception +12, Intimidation +10, Persuasion +12

Combat: Morgane are plotters and hold the strategic advantage in battle most times. **Bonuses:** Strike +6, Parry +7, Dodge +10, Roll +7,

Grapple +12, Damage +3 (NL)

Powers: Morgane can see the connections between people, places, and things through fate. In addition, they can cut these connections by giving up half (rounded up) their Stamina for one lunar month.

Weaknesses: They must devour human souls to continue their immortality. Also, they are quite vain and can be easily tricked into giving up information by a clever character.

Pegasus (Fear 16)

Description: The Pegasus is a strong horse with an impressive wingspan, often acting as a hero's companion in legend. Many adventurers attempt to find and tame this most wild of steeds, hoping to acquire the most sought after riding animal in existence. The Pegasus is a gentle animal and quite skittish, but can deliver a beating if properly trained.

Motivations: They travel in groups of four to five, usually with one or two foals following behind. They will fight to protect their young, but are more likely to run if attacked. They have an animal's intelligence and are the most difficult mount to tame.

Statistics of Note: Health 38, Stamina 36, Initiative +12, Movement 30 (Flying 75), Actions per Round 2, Magic Resistance +3, Athletics +14, Fortitude +14, Survival +11

Combat: A Pegasus possesses all the combat maneuvers of a normal horse, plus the following **Bonuses:** Strike +6, Dodge +5, Roll +9, Grapple +10, Damage +4 (NL)

Powers: None.

Weaknesses: None.

Sphinx (Fear 26)

Description: One of the rarest creatures in existent, the Sphinx is a tome of knowledge that many adepts seek for its wonders. It has the body of a lion that stands 10 ft. tall, the face of a human with a beauty that inspires awe, and a 15 ft. eagle's wingspan. Those that find the Sphinx can ask it any question and receive an answer... as long as they can answer a riddle of the creature's design. If the correct answer isn't spoken, the Sphinx devours the fool that chose to bother the wise beast. There are rumors that there is but a single Sphinx in existence, while others hypothesize that there are either several of them around

the world or that it can split its essence to appear in numerous places at once.

Motivations: The Sphinx doesn't need to eat, drink or sleep, so they lack the savage reasons for encountering a squad. Instead, they stay hidden until momentous events in history are about to take place. This can include powerful spells being discovered or even influential wars being won. They seek to know all, making them a prime target for the Watchers (page 132 of the API corebook). Then again, they likely know all about this mysterious organization.

Statistics of Note: Health 35, Stamina 24, Initiative +12, Movement 14 (Flying 40), Actions per Round 2, Magic Resistance +8, Arts +18, Discipline (Meditation) +16, Knowledge (Arcane) +25, Linguistics +20, Persuasion +13

Combat: While the Sphinx is a magnificent beast, it's a being of knowledge, not battle. It mostly utilizes magic in combat, but does possess large lion's claws to rip their opponents to shreds if needed. **Bonuses:** Strike +8, Parry +6, Dodge +12, Roll +12, Grapple +13, Damage +5 (L)

Powers: They can answer any question that can be known on Earth, but first poses a riddle to the asker. A Tough (30) IQ + Knowledge (Puzzles) check can be used in place of the GM having to create their own riddle. They also have access to any spell the GM deems suitable to the NPC.

Weaknesses: None.

Unicorns (Fear 22)

Description: The elusive and wise creature known as the Unicorn has been a mystery to many that seek its true location. It's an elegant white horse with a long silver mane and a single golden, sparkling horn that extends from its forehead. The Unicorn is a symbol of peace and healing, possessing a similar power as the Carriers to cure any illness with a single touch. It is an intelligent and well-spoken creature who can see the purity of spirit in any being.

Motivations: Unicorns are often hunted for their horns, the most important ingredient for epidemic healing potions. They are pacifists though and never initiate a battle without being attacked first. Traveling alone also gives them little need to defend others, unless the person is a friend or comrade.

Statistics of Note: Health 32, Stamina 32, Initiative +18, Movement 22, Actions per Round 4, Magic Resistance +5, Athletics (Jumping) +8, Intimidation +10, Survival (Tracking) +10

Combat: Unicorns are well-versed in combat, but only use it when needed. They can fight with their back hooves and horn quite competently. They have the combat maneuvers of a normal horse, plus the following **Bonuses:** Strike +8, Parry +8, Dodge +6, Roll +8, Grapple +12, Damage +2 (L)

Powers: With a touch of its horn and 3 Stamina points, the Unicorn can heal a person to full Health, resurrect a body (cannot have been dead for longer than 1 day), or cure any disease (even mental illnesses and disorders).

Weaknesses: They are susceptible to magic from the Path of Sickness, receiving no bonus to their Magic Resistance check to avoid its effects.

Chiron

Other Names: Centaurs, Astrologers, Star Lords

Stereotypes: Arrogant, Ruthless, Noble

Origins

The Chiron, mythological centaur (half-man, half-horse), were astrologers and advisors to ancient human heroes. They live all across Europe and, as far as they are concerned, Earth is their home. API can't find any evidence that contradicts this. If they did travel here from another dimension, it was so many millennia ago that it's almost irrelevant.

The period called the Quelling of the Trees saw the Chiron take control Europe's forests and build a great civilization while humans were still scrambling around in caves. The Time of Harmony followed, where they ruled the races of Europe justly (though human legends recall the violent terror of dark lords, crushing freedom beneath their hooves). Their history also recalls the fabled Ride into the Dark, the sacrifice of a thousand fierce warriors and noble Chiron that defeated a shadowy horror to save humanity. Strangely, the company has yet to find evidence of this claim.

As the forests have been thinned in modern times, the Astrologers have not fared poorly. A vital ally of the Circle of Ten, they offer the great service of foretelling crucial moments in history. Then, of course, there are the Fauns "attacks" on humanity after the Great Fire of London. Markus Nisbett (then, leader of API Europe) contacted the Prince of the Isles, pleading for help from the centaurs who are immune to the Faun music. In return, they finally got what they'd been asking for since the Circle of Ten turned up... permission to "deal with the Faun problem as they wished". The occasional robber kings and magical tricksters would crop up, but it was more their attitude toward Chiron rule. The Fauns refused to pay taxes and gave no respect or tribute to the ancient Star Lords. The proudest Chiron wanted their authority asserted and the more unscrupulous saw a large workforce with no protector. The end result was outright slavery, with the Chiron finally ruling the Fauns... as the universe had deemed so.

Lifestyle

The Time of Harmony is long over, but there are still several dozen Glens scattered across Europe. These Glens are the center of their society, situated in the deepest forests remaining (often in National Parks and the like), each ruled by a different Chiron Lord. Glens are kept as neutral ground where all Chiron can rest unharassed.

In some areas, such as Greece and the British Isles, a "Prince" may be recognized as paramount Lord. However, their ability to enforce specific laws is varies widely on locality, political know-how and personnel. Each Glen holds a registry of Fauns, some treating their underlings well as favored indentured servants and others treating Fauns as nothing more than slave labor. Most Glens have two chief aides to the Lord: the Marshal (chief of military and security matters) and the Starseer (the head astrologer). Glens are hotbeds of political intrigue, with a dozen different plots going on at any one time. Most Chiron enjoy music and serious bardic recitations of the stories of their people. The typical aristocratic Chiron is self-assured, highly educated and true to their word, including their word in keeping the Fauns in check. The growing Faun resistance has become very meddlesome as of late.

Appearance (Fear 17)

Chiron are the centaurs of myth, with the lower body of a horse and the upper body of a human. Their distinctive appearance forces the use of Image Emitters to interact with the bulk of humanity, but woe betide someone that suggests they use it to look like a horse! Their "human" skin and their "horse" skin are often of similar or complementing shades, with Chiron in Glens across the south of Europe having darker skin than those in the British Isles. Average lifespan for Chiron is 170 years of age.

Recruitment

While not terribly interested in direct influence in Apocalypse Prevention, Inc, the Chiron often serve as advisers, strategists or combat spearheads. One restriction on the centaurs is their need to visit Glens regularly, tethering them to work missions in their immediate area primarily. Though, the company is more than happy to keep this "health policy clause" in place.

Gift – Star Lords

They are huge beings, taller than even the tallest men and extremely muscular. They get the following bonuses: +6 Health, +5 Movement, +2 Stamina Points, +2 to Fortitude Checks, +2 Base Damage, and the ability to use Back Kick and Trample maneuvers from horses (page 129 of API corebook). Their large size gives them a -2 penalty to Dodge. Chiron may not take the Giant gift.

Gift – Superstitious Eye

Chiron are natural readers of omens and signs. They receive a free specialty in Perception and Knowledges with regard to deciphering these tells in their world.

Gift – Path of Stars

As per the Path Access Gift for Path of Fortune.

Gift – Faun Followers (Optional – 2 BP)

The Chiron begins play with 4 points worth of Faun followers. This can be spent in any configuration (Four 1-point followers, two 2-point followers, etc.), per the Follower Gift.

Drawback – Tied to the Glen

The Chiron are mystically linked to holy lands called Glens. One that does not drink of a Glen's sacred waters at least once a week begins to fall ill. To stay away too long would mean to die. There are high-tech experiments ongoing at API London to replicate their holy water, but none have been successful. For each week a Chiron goes without drinking from a Glen's sacred waters, they suffer a cumulative -4 penalty to all checks.

Drawback – Honor Bound

A Chiron's word is his bond. Breaking it leaves them ostracized from Chiron society and unable to gain sustenance from another's Glen water. Only the forgiveness of the wronged party (rarely granted) or a legendary act of heroism on behalf of the Chiron race can expunge this mark. Otherwise, they can only drink from their own Glen.



Sarius the Saffron

Race: Chiron

Passion: Rebellion

Age: 31

Background: Sarius is a young centaur just out of his adolescence, hailing from an aristocratic family from the Sherwood Glen in north-central England. Ruled by Lord Anders, Sherwood is a political battlefield for the Faun situation. Anders himself is weak and influenced by whoever he has spoken to last, so the ruling of the Glen comes down to whichever faction positions itself best. Sarius is a member of a group of well-connected reformists, keen to emancipate the Fauns. He has recently been appointed as Anders' First Sword, the senior bodyguard of a Lord.

Personality: Sarius is flamboyant and headstrong, assured in his physical and mental abilities and determined to enact change. He sees the situation of the Fauns as a great blot on Chiron honor. His motto is "Liberty Through Peace", which sums his opinion up rather well.

Appearance: He is handsome, with traditionally long brown hair, which flows over his shoulders in braids. He is young in Chiron terms, though he moves assuredly and gracefully. He wears a simple but well-honed broadsword across his back in an equally plain sheath. He may be well-groomed, but he is also intensely serious.

Secrets: Sarius is a confidante of Lord Anders, though the weak ruler tends to see him as more a social acquaintance than a political one. He knows a decent amount of Sherwood gossip and who's who, but he's no expert. He knows exactly what the Reformist movement is up to and who's got influence in it.

Statistics: Health 56, Stamina 32, Initiative +17, Movement 25, AR 2/1, Actions Per Round 3, Magic Resistance +2, Athletics +12, Fortitude +13, Knowledge (History) +10, Persuasion +10

Combat: Sarius is a front-line warrior at heart, wielding his broadsword with skill and courage. He uses his size and agility to good effect. **Bonuses:** Strike +8, Parry +7, Dodge +5, Roll +10, Grapple +12, Damage +3 (NL) or +6 (L) with broadsword

Special Abilities: None except race-innate.

Implementation: Sarius is well-connected and willing to help anybody who is committed to peace and order in his Glen. He is also very happy to talk to and assist those who seem to be useful tools in reforming the Faun system – but he will stop short of helping, and even actively hindering, those who consider "terrorist" tactics for Faun liberation.

Fauns

Other Names: Satyrs, Pans, Goats

Stereotypes: Cowardly, Rebellious, Devious

Origins

In the bawdy legends of the Faun storytellers, they were the wild companions of the shepherd god Pan and the wine god Dionysus. By turns terrible and ecstatically joyful, these Satyrs danced across Greece, causing havoc, drinking and seducing all they came into contact with. The Fauns tell these stories as reminders of past greatness in their current struggle. They don't remember a time when they weren't on earth and they've always had trouble with the centaurs.

The Fauns made a healthy living carousing and causing mischief all over Europe. Though they would have run-ins with a zealous Human Inquisitor or a greedy Chiron Lord here and there, they existed mostly in peace. 1681 changed everything, as the fledgling API signed the controversial Wardship Treaty of Eighty-One. The Fauns call it the "Enslavement of Eighty-One", as it all but directly sold them into slavery, whether that's what the company intended or not. Sealing it with magic definitely makes one wonder.

Within a few years, every Faun in Europe was registered to a Chiron Glen. Lucky ones had benevolent masters who gave them considerable freedom and food in return for work, but others suffered despicable owners who treated them worse than animals. It didn't take too long for some Fauns to decide that death was better than dishonor, but slave revolts never had the geographical scope. Until Now.

The Internet is a wonderful thing, as "Supreme Anarchist" Sardonix might say. This mysterious figure has been bringing rebel movements together through surreptitious online and radio contact. With funding from underground Faun communities in the US, Brazil and Papua New Guinea, Fauns across Europe are starting to plan escapes and occasionally violently overthrow their masters, taking up the cry of the French Revolutionaries, they demand "Liberté, égalité, fraternité...ou le Mort!".

Lifestyle

Fauns live in small communities owned and ruled by Chiron masters and are generally split into two groups: males and females (there being a slightly higher ratio of females). Males who have hit puberty stay primarily with the other males and work together even in the bonds of slavery, famed for their wild ways. The females and children live separately in a nursery group. This is, according to myth, because male Fauns have permanent erections. Ask any Faun woman, however, and you'll get a raucous dismissal. Nonetheless, the one night a year when each fertile female and every male meet for the Bacchanalia is said to be a very interesting event indeed.

All Fauns are required to be registered to a Chiron Glen. Non-registered Satyrs are liable to be apprehended or, in some cases, terminated outright. In short, they had better have a good reason to be outside of their home Glen. Some agents, obviously, are more or less strict on such matters than others, depending on how sympathetic they are to the Faun cause.

Appearance (Fear 11)

Fauns generally look like short humans, barring two very distinct differences: they have the lower half of a goat and horns. Males are generally bearded too. Skin tones vary from olive to white, but there are rumors of "black goats" in Africa. Fauns tend to have a cherubic appearance, with bright eyes and big smiles. The tail, just above the rump, is considered a status symbol: the bushier and longer a tail, the more dignified a male and the sleeker a tail, the more attractive a female. Average lifespan for Fauns is 55 years of age.

Legal Status

They aren't usually dealt with directly by API, falling under the strictures of Chiron law. They must be registered with Chiron Glens, must render service to their Chiron lords, and are not permitted to form communities separately from the centaurs. One might occasionally be provided to assist API with a special

project, but this is very rare. Some Faun rebels claim to have been approached by API agents for assistance or given aid by mysterious forces in their hour of need. One theory holds that Sardonix himself isn't a Faun and is instead an API agent!

Gift – Arousing Song (Stamina 5)

This ability is the reason they are where they are and use of it around humans is strictly prohibited. Their song (whether played on an instrument or sung) instantly arouses any others that can hear it. The targets can attempt to resist with a Magic Resistance (18) check. Failure means they immediately succumb to their primal, sexual urges. If they succeed, the target is immune for the next day. Does not work on the Chiron.

Gift – Trickster Kings

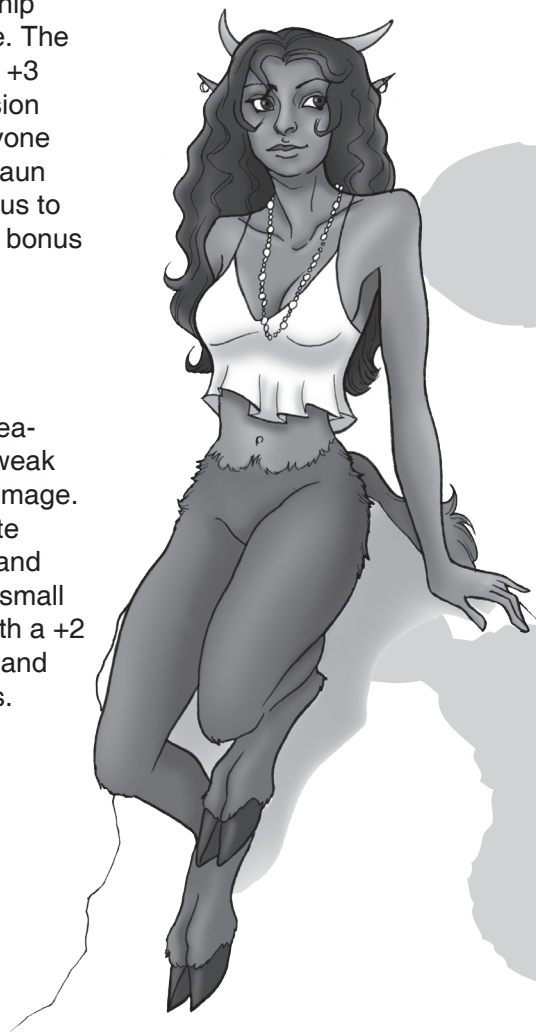
As per the Path Access Gift for Path of Figments.

Gift – Liberty or Death! (Optional – 3BP)

The Faun is a determined freedom fighter. This means that API and the Chiron are focusing extra resources on capturing and finalizing the character's registration with a Glen, per the Wardship Treaty of Eighty-One. The character receives a +3 bonus to any Persuasion checks involving anyone sympathetic to the Faun resistance, a +2 bonus to Deception, and a +1 bonus to Discipline.

Drawback/Gift – Diminutive

Fauns are lithe creatures, but are often weak and vulnerable to damage. As per Weak Attribute Drawback for POW and VIG. However, their small size awards them with a +2 bonus to Acrobatics and Legerdemain checks.



Ferdy Coalback

Race: Faun

Passion: Community

Age: 17

Background: Ferdy has lived in the Faun community in the small Glen at Epping Forest (near London) all her life. Her mother died at a young age and, as with many Fauns, she doesn't know her biological father. She wasn't so much brought up as dragged up by the rest of the nursery group, learning her way on the streets of her slum. Since attaining adulthood and joining the females, she has made some friends but has yet to settle into adult life. Her master is nice enough that she has been offered education far above Fauns of other Glens.

Personality: Ferdy is cautious by nature. She's tough and smart, but she doesn't have any reason to take risks. She keeps quiet, though she has a sideline in witty comments. She gets by as an acrobat for Lord Harding's court. She's a born cynic and doesn't see any point in pushing for freedom versus the much larger and better armed Chiron. But her heart is full of passion, if only she can find the right person or be convinced to back the right cause.

Appearance: Per her name, Ferdy has a dark black streak of hair down her back. She has a particularly memorable face and is quite short, even for a Satyr. She has bright, insightful eyes and her tail is slick, sure signs of her young age.

Secrets: Ferdy knows all the gossip in Epping Forest's Faun camp and is increasingly hearing whispers in the Chiron court itself – but what she does know, she has no clue how to use.

Statistics: Health 28, Stamina 25, Initiative +18, Movement 14, Actions per Round 3, Magic Resistance +1, Acrobatics +13, Legerdemain +14, Perception +13, Persuasion +9, Stealth +9

Combat: Ferdy learned to scarp on the streets, but her real talent is getting out of fights, not winning them. If she can't talk someone into calmness, she'll dodge them until she can run away. **Bonuses:** Strike +5, Parry +6, Dodge +9, Roll +5, Grapple +9, Damage +1

Special Abilities: She is able, intuitively, to use the single spell Induce Sleep (Figments).

Implementation: Ferdy is a brilliant street-wise Faun contact for a party. She's smart and reasonably well-informed, so she might help the characters if they convince her they're worth the danger. She's not far ahead of most starting characters (in fact, she'll be behind some), so she could be used as a squad member – perhaps after having been forced on the run after some incident at home.

Hidden Folk

Other Names: Body-Snatchers, Hidden, Elves

Stereotypes: Majestic, Enigmatic, Soul-Stealers

Origins

Hidden Folk were named by the people of ancient Europe who saw them only as creatures that lived in the forests. Most woodsmen and guides that entered were cursed by the Hidden Folk and never returned. Others that came back were never the same, sometimes burned at the stake or drowned to prove they weren't tainted by witches or faeries.

In actuality, these humans were gone forever as soon as they met one of the Hidden. Their kind existed for thousands of years independent of humanity with claims of being the first race of Earth. They created sprawling tree communities and attempted harmony with nature itself, until the first humans arrived. They had no clue of human origins or their behavior and attempted to befriend them, like they had other races before. There were many celebrations and cordial dealings, even many marriages between the two races, but the humans were devils indeed. The ancient Hidden were tricked into sealing themselves away to a lost dimension with a finely-crafted oath that gave humans rulership of the Earth.

The Elves found a loophole in this pact centuries later, letting them leave their prison as ethereal beings. Unlike Spectrals, they cannot exist this way indefinitely and found their only recourse in melding their spirits with the body of their half-human descendants. They blended into human society, but their spirit also changed their host body's appearance, which made it impossible in some cases. They were hunted as body-snatchers by many a demon hunter, especially when Apocalypse Prevention, Inc. first opened their doors. Over time, their ability to hop bodies and wealth of ancient knowledge proved too useful to the company for them to stay Illegals for long. The Hidden Folk have returned to friendly terms with humanity... but for how long?

Lifestyles

Hidden Folk used to be called so because they hid in the forests. Today it's because they hide among humanity itself, walking the same streets and living very similar lives. But they have things they need to do to keep their effectively immortality. Upon returning to Earth as ghostly creatures, they located their blood lineage that still exists within humanity today. The blood is too thinned for these humans to know their true heritage from the time before history, but they are the key for the Elves' survival. They take over the body and mind of their descendants

entirely, removing the person they were before. They also need to ensure future host bodies by creating as many offspring as they can and fostering giant families. The Hidden itself hops from body to body through the generations, each time working to increase the number of potential hosts they have at their disposal.

Their second core goal is attempting to remove the curse that sealed away their real bodies in a state of suspended animation in a pocket dimension. Reversing a pact is difficult though, even more so for the Hidden, and who knows if that will ever truly happen. Still, the possibilities must be explored, no matter the cost.

Appearance (Fear 10)

The host body begins as a normal human and then the Hidden's spirit takes over. The process burns off excess fat the body once had, bulks up their muscles, and makes them appear majestic in nature. The most noticeable changes are their larger, almond-shaped eyes and slightly pointed ears that accompany their change. They can then live an average human lifespan before needing to hop bodies.

Recruitment

They have lived beside and at the expense of humans for millennia, and believe themselves superior in every way. However, they see the Earth as their home as well and API is the best recourse they have for a unified front in defending it. They act as diplomats or soldiers in many instances, but are also quite keen on espionage missions where taking over bodies would prove helpful.

Gift – Hopping Bodies

Hidden Folk are immortal due to their ability to transfer their undying spirit from one body to another.

- **Permanent:** A spirit transfer can only be permanently binding with a direct Hidden Folk descendant. This type of transfer is often held for the lifespan, but they can voluntarily shift bodies as often as once a year. They automatically take over the body and mind entirely (no resistance checks needed), erasing any sense of being the vessel once had. They can access memories when needed with an IQ + Discipline check. When they leave the body, it is an empty shell with no identity (essentially a newborn).

- **Temporary (Speed 10, Stamina 4):** They can temporarily leave their primary bodies to take control of another. The Hidden and the target make contested INS

+ Discipline checks, and the target is possessed if the Hidden wins. They can control the target's body for up to 1 hour, plus 1 hour for every 3 they rolled higher than the target. However, their actual body is left defenseless and vulnerable. When the duration lapses, they snap back into their bodies and suffer a -2 penalty to all checks for 1 day as they readjust.

Gift – Unbridled Prowess

The spirit of a Hidden brings with it great power. After taking over a body, it strengthens the muscles and provides the following bonuses: +1 bonus to all combat checks (including Initiative), +1 Action per Round, +5 Health, and +1 Base damage.

Drawback – Oath Bound

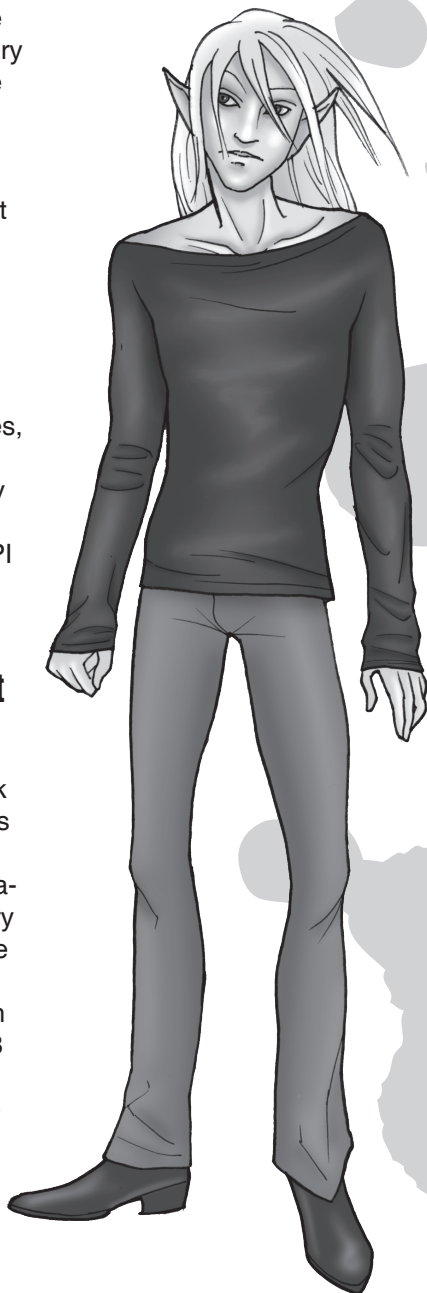
Once the Hidden Folk agree to something, giving their word or other comparable vow, they must do everything in their power to fulfill said request. Few give their word so willingly, because they suffer the loss of -1 permanent IQ level if they then ignore it. Each time they lose pieces of their history and existences, until they are nothing but empty minds in a rotting human body. Trying their hardest to fulfill their oath and then failing does not constitute a loss of IQ.

Drawback – Absent-Minded

Due to their constant shifting of bodies through the ages, Hidden Folk seldom have all their thoughts collected. They start with the Absent-Minded Drawback (page 49 of the API Corebook) during character creation.

Drawback – Faerie Bait

Even more so than with Changelings, disgusting faeries follow the Hidden Folk around. While mobile, there is nothing to fear, but there is a chance that they will attract faeries to their location for every week they stay immobile. The GM should secretly make a Moderate (20) check for each week of game time, with a +3 bonus to that check for each week they have stayed in the same location.



Loi (Willem Nisbett)

Race: Hidden Folk

Passion: Collection

Age: 697

Background: Loi is not a new soul. She was able to escape the Hidden Folk's prison almost seven centuries ago and has been searching for the lost pieces to that oath ever since. She hopes to one day unravel the words they spoke and dissolve the pact that keeps her kind locked away. She feels no hatred for humanity as a whole, has no inclination of starting a race war here on Earth, and is quite happy serving API.

Her loyalty to the company has recently been tested. In a horrible mission-gone-wrong one year ago, Loi was killed and found herself in a quandary. She could either return to their sealed dimension (never to return) or she could take the nearest body with Hidden Folk blood... her partner's, Willem Nisbett. She was a favored agent, so it was a great honor to serve with the leader's brother. But since that day she's been given the most dangerous missions away from HQ. It is believed that Jonathan Nisbett cannot stand the sight of Loi inside his brother's body, but she believes that staying loyal may get her back into his good graces.

Personality: Her close friends know her to be quite loyal and a fan of pulling pranks when the urge arises. She's been grumpy since she took her new body and hasn't adjusted to being male quite yet.

Appearance: She is currently a handsome 30-year-old man with long blonde hair, athletically-toned body, and pointed ears. Those who knew Willem Nisbett say that Loi moves and speaks with his same mannerisms quite effectively.

Secrets: Loi could be dangerous to the company if she weren't so loyal. Jonathan Nisbett confided almost all of his secrets to his brother... and now Loi has that information in her mind. None of it pertains to the breaking of the Hidden Folk Oath though, so she mostly ignores it. She is very close to breaking it though and she has already collected several of the key artifacts needed for its reversal. If all goes as planned, they will be freed within the decade.

Statistics: Health 50, Stamina 30, Initiative +21, Movement 16, Actions Per Round 5, Magic Resistance +4, Athletics +11, Acrobatics +12, Deception +10, Fortitude +8, Persuasion +12

Combat: Loi is a quick fighter, balancing her agility with her fierce combat attacks. In Willem's body, she has become a true force to reckon with. **Bonuses:** Strike +10, Parry +9, Dodge +6, Roll +12, Grapple +14, Damage +3 or +5 (L) with rapier

Special Abilities: Besides the Hidden Folk abilities, she is a trained Oath Keeper, having opened her 1st and 2nd Inner Circles. She has spells from the Path of Fortune and Path of Oaths.

Implementation: Loi is a vibrant part of the company and can be sent with the squad as a senior member. This'll mean the characters are in for a dirty mission. She is also seeking ways to abolish the Hidden Folk Oath, so the characters could help her in this quest or be sent to save her if a lead brought trouble.

Morgane

Other Names: Exalted Ones, Lords and Ladies, Ffraid

Stereotypes: Plotters, Aloof, Regal

Origins

The Morgane come from a twisted dimension of dark shadows, devious labyrinthine corridors and echoing halls. Their world is one of power-plays, complex plots and untimely demise for the dull-witted. They gather in small freeholds and are usually looking to plot the downfall of friend and enemy alike. They encountered Earth in the early infancy of humanity and were quick to rifle humanity's collective subconscious to draw from its innate fear of the unknown, the dark and other elements of the human psyche. They traveled through portals bound to areas of strong magical resonance, such as stone circles, mushroom rings, or misshapen trees where ghosts still haunt.

They were at their height of power in the middle ages and gave rise to the legends of the Fair Ones and Fae Lords and Ladies. They took names such as Titania and Oberon, playing on humanity's need for there to be something in the night to go "bump". One notable Ffraid masqueraded as the legendary figure, Morgan le Fay, leading to their current collective title: the Morgane.

They come to the Earth for a variety of reasons, such as to escape the plans of their own kind or after hearing stories of how easy it is to manipulate humanity. Some come to subjugate humans and use them as pawns in a vast rivalry with other Morgane. There are a scant few who seek to better the lives of their chosen location, but these are rare indeed. Most thrive on the knowledge that, on Earth, they can consume souls and become immortals.

Lifestyle

The Morgane are adept at spinning lies. They do so with such skill that they can wrap a whole town, city, village or even county in their webs of intrigue. They are often drawn to weaving fantastic backgrounds for their chosen role, elaborately constructing a false history that always sees them at the center, whether the power on the throne or behind it.

The Morgane are not fond of forming long lasting connections with one another. When they come to the Earth they quickly make sure that there's no other Morgane in the area. Then they look outward for fates to manipu-

late. Like many demons before them, they hide their true form behind human trappings. Some take the role of the creepy neighbor, setting up in a far off house or in some cases taking over an old castle. The majority of the Morgane are more likely to take the role of a legendary figure however, such as a Fae that manifests in full glory (their vanity makes this easy). Those who do manage to overcome their vanity for short moments learn to adopt reclusive lives, locking themselves away and only appearing through an intermediary (either serving through free will or bound to the Morgane through gifted immortality).

Appearance (Fear 16)

Unless they cast magic or utilize a black market Image Emitter, the Morgane have a distinct look about them. They are towering, between nine and twelve feet tall and impossibly thin. Their pale skin can appear as translucent. Their eyes are hollow sockets, they have no other obvious facial features (no nose, no discernable mouth, no lips) and their ears are thin and pointed. They have rows of dagger-like teeth that sit in an ever-widening maw when they do smile, a most disconcerting sight as the mouth appears from nowhere. They live for an impossibly long time, do not age and are not ravaged by disease.

Legal Status

API has a strict policy of terminating a Morgane threat as soon as one presents itself. Through their devious machinations, even one Morgane can bring a whole country to the brink of destruction. There are the rare cases in company history where API has manipulated events with the aid of a powerful Morgane, tricking the creature into establishing a protective dominion over a location and keeping other Illegals at bay. Records show that even these powerful Morgane were disposed of as soon as they proved "no longer necessary".

Gift – See Connections

The Morgane can see the strands of fate that connect everyone on Earth. With a Moderate (20) INS + Perception check, they can instantly know how two or more people are connected, be they siblings, lovers or destined to kill/betray one another.

Gift – Pluck the Strings

Just as they can view the connections that link every being, so too can they manipulate these relationships. They can cause ripples in a relationship to cause fights or even cut the connection, altering the destiny of the targets involved. This Gift requires the Morgane to give up half (rounded up) of their maximum Stamina that does not replenish for one lunar cycle, so they are keen on choosing their subjects very carefully.

Gift - Endless Existence

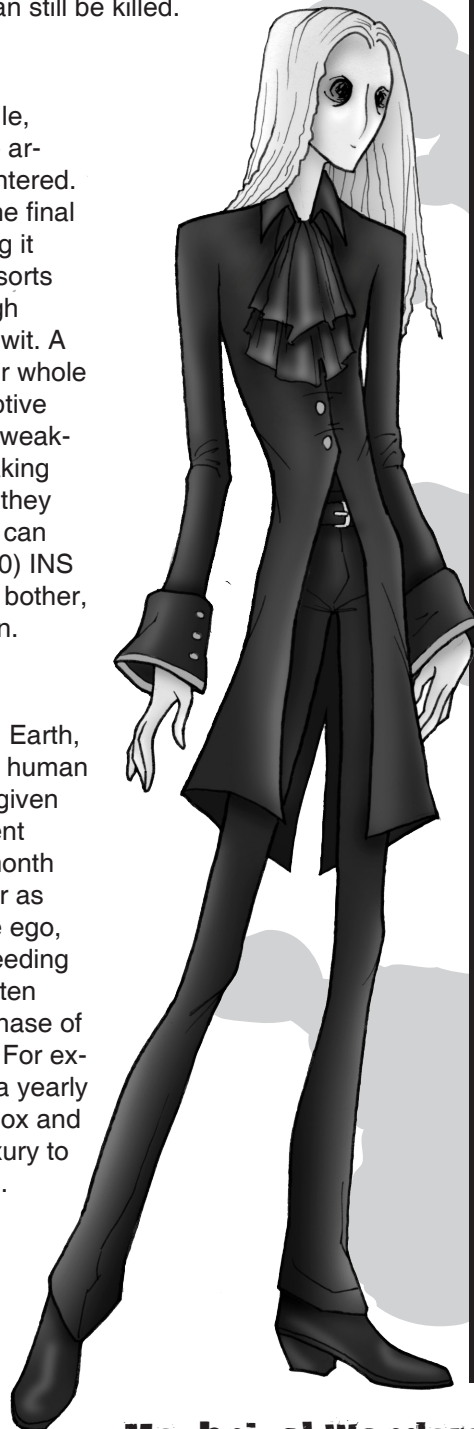
Morgane are almost eternal, living for thousands of years without aging, giving them centuries to put a single plan into action. They can also confer this immortality to another (only one at any time), usually the being deemed fit to serve as their spy or intermediary. They are immune to sickness, poisons, and diseases and will not die by any natural means. However, they can still be killed.

Drawback - Vainity

Morgane have one of the single, most horrible downfalls: they are arrogant, vain, and entirely self centered. They love to gloat and to have the final word in any conversation, making it very possible to talk one into all sorts of convoluted actions with enough patience to play such a game of wit. A Morgane will happily explain their whole plan if they think they have a captive audience. Many agents use this weakness to trick the demons into making new pacts and bonds, ones that they can't manipulate so easily. They can attempt to resist with a Tough (30) INS + Discipline check, but few even bother, getting off on the thrill of attention.

Drawback - Soul Hungry

To maintain their presence on Earth, the Morgane must consume one human soul per week. If the sacrifice is given willingly, the length of nourishment from the soul is increased to a month and if done in a ritualistic manner as tribute to the Morgane's massive ego, it is extended to a year. These feeding times are highly ritualized and often take the form of sacrifices at a phase of the moon, Equinox and so forth. For example, King Oberon demanded a yearly sacrifice during the Winter Equinox and granted near endless life and luxury to the people beneath him in return.



Merlin

Race: Morgane

Passion: Power

Background: Thought to be one the longest lived Morgane in Europe, Merlin is exactly who his name implies. His first encounters on Earth were with that of a young boy named Arthur Pendragon who Merlin helped to raise, train and counsel until he became the king that Merlin foresaw. After the eventual decline (every kingdom has an end), Merlin wandered Europe in search of a new pupil to make into a leader of the people. This journey continues even today, but Merlin (going by many other names) has yet to find another with such a fate as Arthur. He currently lives in a small abbey outside Westminster weaving new and special spells that will hopefully draw in that fateful person.

Personality: Merlin is arrogant and comes off as a know-it-all... but ultimately also a go-to demon that can be counted on to supply useable advice in any situation. He is very manipulative though, knowing that his information is very valuable.

Appearance: With illusionary magic, Merlin can appear as any being. His favorite is that of an older wiseman with a long white beard... how he looked with King Arthur. His magic also fools any Demon Scanner (page 59).

Secrets: Merlin has insight into the fate of things, but is all too concerned with his own affairs to care about others' secrets.

Statistics: Health 32, Stamina 26, Initiative +20, Movement 13, Actions per Round 4, Magic Resistance +6, Deception +14, Intimidation +11, Knowledge +12, Persuasion +10

Combat: His first inclination is to use magic in battle. If he is forced, he will resort to using his staff that he always carries with him. **Bonuses:** Strike +5, Parry +8, Dodge +5, Roll +10, Grapple +12, Damage +3

Special Abilities: Merlin's 3rd Inner Circle is opened and he has access to any spell a GM finds acceptable.

Implementation: Merlin can be a fun addition for nothing else other than the shock that he is THE Merlin. However, he can prove useful in other situations as well. Agents can use him as a contact or adept master for magical info. Or, one of the characters may be that fateful person that Merlin is looking for.

Adventure: Elsewhere?

This adventure continues where the prologue “Get Your Hands Off My Clock!” ends. It’s not necessary for the players to have read the story, but the GM should have a good idea of how the events went down. “Elsewhere?” is suitable for a group of 3-5 agents with suitable authorization for dimensional exploration.

Summary

This adventure takes the characters on a wild ride through a hostile and unstable dimension in the attempt to rescue missing API agents. The agents will need to stick together and cooperate to brave the dangers of the Waste if they hope to find their comrades and one of London’s greatest landmarks, Big Ben.

Prince Aszeryn of the Waste has been in a constant struggle with his father to wrestle control of the dimension away and traveled to Earth for a way to tip the scales. The exact configuration of the Earth’s clock – Big Ben, when aligned with the energies of the Waste, would allow him to declare himself ruler over the whole domain, pushing his father aside. On the way to taking Big Ben he attacked the population of London. A confrontation with four API agents let loose an experimental weapon that shot the demon back to his home dimension, but also took the agents and many tourists along for the ride.

API has tracked the missing agents and Big Ben to the Waste with the help of the Rosicrucians (page 38). The characters are assembled into a new team with the express mission of restoring London to order, rescue the agents, and attempt to prevent a horrible diplomatic blunder with the Waste’s current ruler, King Birion, Aszeryn’s father.

To the Portal!

The adventure begins at the site of a vanished Big Ben. Tourists and reporters have been kept back and huge quarantine walls have been erected to hide its disappearance. The police have been warned that a dangerous biological hazard has been unleashed in the area. News networks have been cautioned not to run any potentially chaos-causing stories, so API influence gives the company a short time to settle this incident before London goes insane. API also has its best adepts weaving complex magic to cloud the minds of those more directly involved.

The agents are called to the site by their commanding Elite (Colin Ico on page 35 can also be used). The area has already been combed for clues on a physical and magical level with little to no new data other than what is below. The Elite should be ready to impart this knowledge hastily.

- Big Ben and a 500 ft. radius is gone, leaving a giant crater in the ground. This includes about 65 people as well, including the missing agents.

- Time is of the utmost importance, as the veil around Big Ben's disappearance cannot be held forever.

- Rescuing any survivors and bringing back Big Ben are mission priorities. The characters need only place a dimensional beacon at the top of Big Ben to teleport everything back.

- The characters are warned not to engage the residents of the dimension aggressively, unless there's no choice. API is in delicate negotiations with the ruler, King Birion, and the agents should try not to blow things up in their face.

Once the Elite has finished the spiel and answers any questioned curtly, the agents are sent to stand at the very center of the crater. "You might feel a little dizzy," they hear as a multi-colored swirling display of lights swallows them into a dimensional portal. The feeling is like plummeting from a fifty story building. This lasts around ten seconds before the light clears and they are in a different place altogether.

Arrival

The characters arrive in the Waste, the dimension where Aszeryn took Big Ben. They are slightly disoriented seeing everything as a blur for several minutes and are amazed when their vision is focused. The Waste appears a hellish place with gigantic rock sculptures and red, burning sky. Before them lays miles of magma formed roads lined with boiling pits of lava. They may be thrown by its similarities to legends of Hell, but this is only one part to the unstable dimension that rewrites itself all too often.

The characters' Demon Scanner (page 59) can bring up general information on the dimension. It is filled with a race of demons called

The Beacon

One of the characters in the squad is given a very important item to carry... the dimensional beacon back to Earth. It is about the size of a soccer ball, attached to a shoulder strap for ease. The GM is encouraged to keep this key item in play at all times. The strap could come loose one moment, an opponent could target the item another (Durability 10). It should be stressed that without it, the characters have no way to return.

Ootlar, which easily tower over most human buildings, all vying for rulership. Due to the terrain fluctuations, there are only rare spots of civilization, since even a King's palace can vanish into a gaping chasm in the blink of an eye. When describing the Waste, the GM is encouraged to be imaginative and change things up. Perhaps bored by the relative nature of physics, the dimension decides to shift gravity a little, so the characters start to float upward unless they can weigh themselves down. Or the agents could find a solitary healthy tree growing in the middle of a jagged landscape seemingly devoid of other life. The landscape can have an auditory quality as well, so hearing screaming winds and crying wails or even a bird's chirping can paint an impactful image for the players.

After feeling thoroughly disorientated and thrown in at the deep end, the agents need to take stock of their surroundings. Unlike the previous crew, they have arrived just after a chaotic shift in the Waste's planar construction. Simply put, Big Ben and the other agents were there a few hours ago, but everything has moved now. They are in the middle of a ring of jutting black finger-like rocks that curl upwards into a kind of crown. Fortunately (or unfortunately) for them, the only way out is a long spiraling valley that leads into some black mountains in the not-so distant horizon. In order to navigate their way through the trough, a few Moderate (20) IQ + Survival and POW + Athletics (Climbing) checks should be used.

Picking up the trail

After leaving the crown of rocks, the characters find themselves in a mountain valley that dips farther than they can see. They can walk along the edge until they reach safer terrain or they could climb down into the depths. Three successful Difficulty (15) POW + Athletics checks means they have made it to the bottom safely where they will find a hole large enough for them to fit through one at a time. Going through the hole will make them pop out of a cloud in a land made of blue skies (still the Waste). Whether they picked the magma or cloud roads, there are several ways to get

Squeeps (Ice-Spiders)

Description: Indigenous to the Waste, the Squeeps are so named because of the high pitched “SQUEEP!” sound they make when attacking. They are about 3 ft. tall with eight legs and deadly mandibles. Squeeps are colored with stripes of blue and white to aid their camouflage in the snow.

Motivations: Squeeps can survive for months without food and often are forced to, with the lack of prey in their portion of the Waste. So they are always on the lookout for a new target that is easy to take down and devour. Despite what one might think, a few have made very interesting, trainable pets.

Statistics of Note: Health 26, Stamina 22, Initiative +16, Movement 18, Actions per Round 2, Magic Resistance +1, Athletics +9, Fortitude +10, Perception +11, Survival +13

Combat: Squeeps like to attack in groups of three or four for maximum effect (approximately 2 per character). They do not know of surprise attacks, since they instinctually make a high-pitched noise when attacking.

Bonuses: Strike +5, Dodge +7, Roll +7, Grapple +10, Damage +3 (L) from Bite.

Powers: Immune to any Cold magic or terrain penalties.

Weaknesses: Double damage from fire attacks.

started in their search (the GM should pick which ones work best for their players or create one of their own):

- **Enchanted Shoes:** One of the characters finds a pair of girl’s mauve slippers. If they are touched, these slippers begin moving along in the attempt to get back to the child that wore them.

- **Epic Rock-Climbing:** A clever character that clambers to the top of the mountain range (requiring three Moderate (20) POW + Athletics checks) will spot the tip of Big Ben in the distance. It’s hard to gauge exactly where the landmark is, but they can get the right direction with an additional Moderate (20) IQ + Survival check.

- **Partial Survivor:** A talkative ghost named Jacob (he’s forgotten his last name) was one of the unfortunate people killed when Prince Aszeryn invaded Earth. He’s by no means a Spectral, lacking any control over his ectoplasmic form, but can be helpful in leading the characters in the right direction. He’ll, of course, ask them to help him communicate with his wife when they get there (who he hopes is still alive).

The cave

Whatever method they use, they can follow it out of the mountainous area and down a steep slope (or through overly-soft clouds). This is quite dangerous, require a successful AGY + Athletics check to navigate. Failure means a few cuts and bruises, but nothing too catastrophic (yet).

At the bottom of the slope they reach the entrance to a cave... just as the Waste decides to shift form right before their eyes. A sudden blizzard springs up and a flash of snow bursts out of the cave mouth. The sky turns from a brilliant red to a shimmering white and the temperature drops to below freezing in an instant. With this change comes a sudden flurry of movement from several spider-like creatures that erupt from the cave and charge the agents. Use of a Demon Scanner provides additional info be-

yond their general looks.

Once the battle is over, the characters have the adverse weather to worry about (expanded info on Surviving the Cold can be found in API Worldwide: Canada). The cave seems almost inviting as a way out of the blizzard. Despite the twisting-turning nature of the cave, it is actually devoid of ice and snow, even though the snowstorm originated from the mouth and there are a few icicles around the maw of the cave. Inside it's dark but warm with a comfortable atmosphere. An odd smell of barbecued prime ribs permeates the air. Following that smell will lead the characters to the nest of the Squeeps. Only one stayed behind to defend their dozens of eggs that can be taken or destroyed. It is not difficult to navigate (No check needed), but does require about 30 minutes to reach the other end.

Giant Footprints

Exiting the cave, the characters can hear the sound of seagulls and smell fresh salt water, being met with a sandy beach. The soft golden sand stretches out for miles, a warm yellow sun beams down from a perfect blue sky and a dozen different parasols are stuck in the ground. The smell of cotton-candy wafts on the breeze and even though there are no children around, the sound of their happy voices dances through the air.

In the distance they see a gigantic city with huge buildings of iron that extend into the clouds. The city has obvious Earth influence, appearing much like a large Victorian city. This is Epo City, home to King Birion, lord of the Waste. The trek to the city, while taking only a few minutes by the humungous Ootlar, requires about an hour on foot. They should stay clear of the Ootlar feet as they walk down the pathway unaware of the characters. They can attempt to get an Ootlar's attention (in any creative way they can think of) which could result in getting to the city much faster with successful negotiation (Moderate (20) CHM +

Fighting Ootlar

The Ootlar are a humanoid race of slightly hairy, but intelligent giants that can stand as tall as 400 ft. Without the aid of special weaponry or very powerful magic, humans are no match for even a single Ootlar. This is one of the reasons that API has worked so hard to ensure cooperation with this immense race. Combat with an Ootlar is basically reduced to the character's attacks landing, but dealing no damage, followed by several Dodges to evade being stomped. Best to stay on their good side.

Persuasion check). Holding onto an Ootlar in motion is riding a bucking bronco, requiring a Difficulty (15) POW + Athletics check every few minutes.

Going through the metal gates to Epo, the characters need to meet with the King to announce themselves and hopefully receive information. However... they will no doubt also see an Ootlar child who looks at them with mischievous joy. He looks back to his parent to see if they are watching, which they are not, then the rather large boy will begin pelting pebbles that are the size of boulders to the characters. Now, if the characters were assisted by an older Ootlar, they may want to alert them and hopefully avoid being hit off of the shoulder (GM rolls with a +5 bonus to Strike and characters make a Dodge). If they were traveling alone, they'll need to perform several Dodges to escape the child. If on the run for too long, they'll likely attract the attention of Nerats, very large rats (use stats for Bears in the API core-book).

This is where an Ootlar guide is essential, as the journey to the castle would take at least four days for a human on foot. Residents of Epo, however, can get there in about 10 minutes. Luckily, there is a guide booth near the front gate where they can meet Izzo. He's an Ootlar that is all too fascinated with Earth cultures (specifically what he has seen on the satellite TV signals he's received). He attempts to

speaking in cockney slang to make the characters feel “more at home”. He agreed to take them to the King in exchange for anything “Earthly” that they have to trade. Once satisfied, he’ll briskly take them to the castle.

Izzo has no official business with the king, so the characters need to announce themselves to the guards to get passage. One guard is snide and can’t help but laugh at how tiny humans are, while the other looks amazed to see such small beings with the ability to speak. No matter their thoughts on the matter, emissaries from Apocalypse Prevention, Inc. will be rushed through.

Audience with the King

The characters, with the aid of Izzo, are led down an exhaustive hallway, elegantly decorated with intricate paintings of each of the previous kings. They eventually get to the throne room which is decked out much like traditional English kings with red carpets and giant golden chairs. King Birion graciously invites the characters in and directs Izzo to place them on his golden side-table.

After hearing the characters’ reason for coming, the King looks very worried. *“You saw he stole a timepiece from your dimension? This can only mean one thing...”* he then calls for guards to come to him. *“I had hoped that Aszeryn was not stupid enough to ever do it, but he is trying to use your Big Ben to absorb energy from the Waste. By aligning the clock to the shift cycles of this dimension, he’ll be able to focus its power into himself and rule this entire dimension.”*

When the guards arrive, he continues. *“There is a piece of land off the coast that is the only place free from my eyes. He must be holding the clock there and waiting for it to synchronize with the Waste. My men will take you to it and deal with Aszeryn along with any possible traitors that may be helping him. You must remove your clock from my dimension.”*

King Birion is more than happy to answer any other questions, but is convinced that synchronization could happen at any moment, especially with the unpredictable nature of the Waste. When they are done, Izzo is left behind (unless the characters ask for him to continue as their guide) and a boat is prepared to head out across the sea to the Lost Island.

The boat trip takes about five hours time to travel to the island, which should give the characters enough time to discuss any topics or strategies they may be plotting. Then they arrive ashore, the Ootlar warriors easily spot Big Ben and place the characters not far from its location while they go off to hunt down the dissenters.

Broken London

As they approach Broken London, a disjointed chime from Big Ben welcomes them with a disturbing resonant gong striking the hour of ten. There are wrecked vehicles and the stolen piece of earth, but there is also a ramshackle town built around the area. The people of the area are humans wearing homemade clothing and seem content in their existence in the Waste. The characters can decide how to engage the area. They could actively keep hidden and spy from afar, approach the area without any qualms, or find some clothes nearby to change into and attempt to fit in.

They’ll learn quickly that a man named Walter William Wright is the current town leader. Walter is middle-aged with slightly graying hair and appears to be a compassionate mayor. If approached, he’s very cordial and willing to impart knowledge... as long as the agents don’t mention taking these people back to Earth. He’s happy with his power over others and doesn’t want to move the people from their homes. The town of Broken London has stood strong since they arrived 10 years ago and everyone is quite happy. Apparently time moves much faster in the Waste.

Walter also struck a medieval deal with the Prince Aszeryn, tithing two souls every year from his town in exchange for he's left alone. The townsfolk of Broken London have sufficient food provided by the Prince as long as their hearts are stored in the clock tower (though this is not info shared lightly). Walter cannot be reasoned with, as he is convinced that this is best for everyone involved. Of course, the offer to stay with them is extended unless the characters divulge info on their Beacon, which will set Walter's men on them (Use Police Officer stats on page 164 of the API corebook).

There is one other important figure in town, often called the White Knight. His name is Christopher Knight, one of the agents that went missing. The characters don't have to go looking for him... he'll show up as soon as they leave their meeting with Walter, show proper identification and invite them back to his shack. He's genuinely happy to see the characters, as the only API survivor of the group, and can't wait to hear their plans to rescue the people of Broken London. Christopher thinks that Walter has gone power hungry and these people deserve to go home, but his opinion isn't exactly popular with the masses.

He also mentions that he has one thing from the day they arrived in the Waste... opening a hidden chest he reveals cannon similar to the one that created the dimensional rip, though heavily modified and jury rigged. If asked what changes have been made, he'll share that "This sucker has probably one good shot in it... and it's going to take out that Prince Aszeryn if it's the last thing I do." The characters get his support in whatever they choose to do.

To the Top

Getting to the top of Big Ben can be a chore, but below are a few suggestions of how the characters can do so:

- **Storm the Castle:** With Christopher's help, the characters may be able to simply at-

tack the dozens of guards and climb the tower by force. Of course, many of the townspeople that do not wish to leave will also attack the characters, making the possibility of civilian casualties a certainty.

- **Revolution:** They can try to start a revolution if they expose Walter's devious intentions to the townsfolk. Walter has been covering up the "disappearances" for 10 years and has a lot of proverbial skeletons in his closet. This truth is hard to swallow for most of the residents and getting past the heavily armed guards at Big Ben to show them the hearts at the top could be tricky. If successful though, they'll have lots of assistance with getting home.

- **Sneaky:** They could of course adopt a sneaky method, simply ignoring everyone and climbing Big Ben to place the beacon and activate it. Diversions would be needed.

- **Walter:** The leader of the town may seem hardened, but he'll crack under enough pressure. If the characters interrogate and even hint at torture, Walter will agree to get the characters to the top of Big Ben.

However they make it to the top, the Beacon takes ten minutes to reach full power and activate. Sadly, the characters will no doubt have stirred the hearts stored in the tower and this alerts the Prince and his warriors. The once peaceful town of Broken London will come under attack, forcing the characters to face off Walter's men while evading death by Oootlar. They also have to defend the Beacon from destruction for the ten minutes that it needs to warm up.

After a few minutes of battle, Prince Aszeryn strides onto the scene... ideally when the clock is about to strike the next hour (which is the prophesized time of power for the prince). He was somehow able to break away from the battle between giants happening around Broken London and is after the characters, who have to battle many human guards (using Police Officer stats on page 164 of the API corebook) and making Dodge checks to keep from being squashed in the process by the prince. Christopher will bring out his cannon as well, but burns

his hand as it warms up. One of the characters must be the one to aim and pull the trigger to destroy the prince (Speed 15, Stamina 2, -4 Strike) at Moderate (20) Difficulty. The cannon has only two shots in it, after which it explodes.

The Wrap-up Party

After the prince is hopefully destroyed and the characters find themselves in dire straits against incredible odds, the missing section of London is zapped back to Earth (thankfully in the present day). The characters and the people of Broken London find themselves surrounded by white walls. Everyone is met with agents in hazmat suits ready to quarantine and eventually decontaminate the survivors. The characters' Elite is there for debriefing and the townspeople are interviewed and their memory wiped. Various security and police assist in dismantling the ramshackle town and restoring order, before their minds are likewise wiped.

Big Ben needs minor repairs as a significant landmark of London, but was kept in impeccable condition for 10 years by Walter at the request of the wayward prince. And of course the hearts will need to be removed. Relations with the Ootlar increase and there shouldn't be any other visits from their kind on Earth. The King seems to be grateful for humanity bringing his chaotic dimension into some semblance of order.

However, the life of an agent is not one of huge amounts of praise. While their Elite may give them such in private, they are really only given a few days leave to compensate. This is everyday business for Apocalypse Prevention, Inc. after all.

Experience

Characters can receive additional experience points through being creative and hitting specific mission points.

+1 XP	Pick up the trail in a creative manner (beyond the ones described).
+1 XP	Acting with perfect etiquette with the Ootlar.
+1 XP	Talk Walter into letting everyone return home.
+1 XP	Destroy Prince Aszeryn with Christopher's cannon.
+1 XP	The Beacon is unharmed for the whole adventure.

Date: _____

Field Report
Confidential

Agents Involved: _____

Objectives: _____

Place, Date, Organizations, Individuals Contacted/Visited: _____

Main Results: _____

Possible Oaths Affected? Y/N If Yes, please explain: _____

Casualties/Prisoners? Y/N If Yes, please explain: _____

Index

#

7 Keys.....47-49

A

Alexandra.....37
Ashtead, Surrey.....16

B

Basilisk.....59, 62
Big Ben.....3, 14, 67-82
Bonacon.....62-63
Buckingham Palace.....13-14
Buravorka Minions.....62, 63

C

Chester, Cheshire.....16-17
Chiron.....26-27, 31, 63, 68-69
Colin Ico.....30, 35-36
Collegium Arcanis.....41

D

Demon Agents.....30-34
Denmark.....18

E

Elite Techniques.....27
Equipment.....59-60
Europe Map.....
.....21
European Panthers.....64
European Uni
on.....11

F

Fauns....26-27, 31-32, 64, 70-71
France.....18-19
Furies....64-65

G

Germany.....19-20
Great Fire of London.....25-26
Greece.....19
Greyfire Club.....30, 49-51

H

Hidden Folk.....32, 65, 72-73
Hungary.....20

I

Iceland.....22
Inner Cabinet.....43-44
Ireland.....17
Italy.....20-21

J

Jonathan Nisbett.....30, 34-35

K

Kensington.....15
Knights of Solomon...25, 39, 44-47
Order Membership.....45

L

London
London Eye.....14
London Underground.....16

Index (Continued)

M

Mathrafal's Laughters.....65-66
Morgane.....66, 74-75

N

New Forest, Hampshire.....17
Nordic Region.....20

O

Oath Keepers.....28, 52-53, 56
Oaths.....28-29, 42-56
Ootlar.....3, 76-82

P

Paths of Magic.....56-59
 Path of Oaths.....56-58
 Path of Fortune.....58-59
Pegasus.....66
Poland.....21-22

R

Rare Artifacts.....60-62
Romania.....22
Rosicrucians.....3, 25, 38-43, 45
 Order Membership....42
Round Table.....29-30
Russia.....12

S

Scotland.....17
Scratchers.....28
Spain.....23
Sphinx.....66-67
St. Paul's Cathedral.....29

T

Theresa Forrest.....36
Tower Bridge.....15
Tower of London.....15
Trove.....30

U

Unicorns....67
United King-
dom.....12-17

V

Vatican City.....23

W

Wales.....17
Wardship Treaty of Eighty-One.....26-17, 70

Hold Sacred Your Past Promises

To build our empire, API forged untold Oaths with silver-tongued demons. These deals were important in the past, but came at a hefty price, one that humanity would likely not make today. We are all in danger if we fail to keep up with these treaties... the only thing keeping the monsters at bay.

...And Never Break Your Word

API Worldwide: Europe is the second regional sourcebook for Apocalypse Prevention, Inc. It is a complete guide to adventures set in the European Union and other European locales. Details provided on the various oaths the company has made with their demon comrades... and the lengths they go to keep the Earth safe. The secrets of Europe await within.

API Worldwide: Europe

Includes:

- Information on the European HQ and their efforts as keepers of API's Oaths
- New Equipment, Orders, and Legendary Antagonists
- New Playable Races for Europe, including the majestic Chiron and enigmatic Hidden Folk




**THIRD EYE
GAMES**

ISBN 978-0-9819874-1-5



3EG004
\$19.99

9 780981 987415

DGS
DYNAMIC GAMING SYSTEM