

Agents of G.A.I.A.

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magic. Real magic. It's not like you will believe me when I tell you it really exists, but there we have it. You know that incident with the dragon in Nepal last month? That was magic. Sherlock Holmes chasing Jack the Ripper through London's East End last week, that was also magic. And before you ask, the incident in Boston surrounding the auction of Poe's pen, yes...that too.

Do you want to know how I got started in this? Do you remember Jim from next door? You know the neighbor that always loaned us his lawn mower, as long as we did not mow the yard during whatever game he was trying to watch. You will never guess what happened to him, it seems he disappeared while having some friends over last Sunday. I reported it to the authorities, said I saw a large man and a man just gotten out of the hospital, because he was totally wrapped in bandages, but the next thing you know, two agents were on my doorstep, with an order for my recruitment to now work for the government. I work for a secret government

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agency known as G.A.I.A (also known as the Government Antiquities Investigative Agency). This agency is something you have never heard of, and probably won't be able to find many, if any at all, that will even admit to its existence. It's been around since the early 20th century, and has been the place where the best agents go to finish out their careers and guess who now oversees investigating Jim's disappearance? I tell you, it is me.

It's not the only weird thing that needs to be investigated either. So, you will never guess what they assigned me today to check out in the city of New York. A dragon, a real honest to goodness dragon. It seems to be eating cars, messing up rituals, and causing a loud sound that is scaring the natives. That's what the report says anyway, it seems that this is the thing gumming up the works in the New York sewers. I guess those legends about alligators in the sewers had to start somewhere after all. I am not sure we know what we are going to do about this particular event, and our one and only dragon expert seems to be lost in Mongolia....



There is a veil that exists between worlds. This veil has hidden the world of shadow from the world of the mundane for many years. Occasionally there comes someone special, a person able to see to the other side of the veil and see the shadow beyond. It is unknown how this person sees beyond the veil, but however they do it they see a world that others do not believe even exists.

Creatures can pass through the veil, and some that are close to human can even hide on our side of it. Most of these creatures are benign, and live among us peacefully. However, those that wish humanity harm exists too. There are tales of changelings existing into the modern age, rumors of dragons and even Greek myths come to life. In addition to these newly crossed over creatures, there are instances of ones that have lived here in secret for many years, such as werewolves, mummies or vampires. Several of these can be allies, but watch your back. Things are not always what they seem.

The crossing of creatures through the veil has been happening as long as humans have lived on the planet Earth. These accounts can be seen in the legends of all the ancient

peoples in various locations, from the legends of the European tribes, to those found in the Western hemisphere among the native tribes of North and South America. There have always been guardians of the Earth, protecting the rest of humanity from what crosses over from the other side. This time it is your turn, as an Agent of G.A.I.A.

This setting can emulate any of your favorite modern urban fantasy shows or novels. It is a fun way to bring magic and technology together, it can also emulate the whole monster-of-the-week genre. This setting was designed to bring worlds like *The Librarians*, *Supernatural*, *Warehouse 13*, *Kolchak the Night Stalker* or *The Dresden Files* to your Savage Worlds Deluxe table.

Welcome to *Agents of G.A.I.A.* This setting is designed with one specific thing in mind, to bring a modern urban fantasy setting to the Savage Worlds Deluxe. In this setting you will find classes, archetypes, spells and equipment all designed for modern characters. What this setting does is bring our version of the urban fantasy genre to the core book. It is designed around one goal, and that is that if you have a book that already exists in your library, feel free to use it as is. There is no reason that it cannot be used with this setting. It is entirely up to you what sourcebooks you want to include in your *Agents of G.A.I.A.* game.

Chapter 1:

Important Organizations and Secret Societies

Organizations are important to any setting, but most of those in the *Agents of G.A.I.A. campaign* are secret and hidden. They are active, and player characters are typically members of one of these organizations and will do what they can in the best interest of the organization.

It is said that there has been a war raging outside the view of humanity to seize the fantastic and the unknowable. A war to protect humanity from the things that are really out there. This so-called “Secret War” is a symbol of the way humanity is viewed. Sides determined to release the new-found knowledge into the world, versus those who are determined to hide it, believing that the human race is not yet ready and there are things out there that “man was not yet meant to know.”

Across the centuries there have been wheels within wheels, secret deals, and behind closed-door meetings that have resulted in the turmoil and conflict over last few centuries. Intellectual powers in conflict with each other have had their differences moved into the greater world and in so doing caused great strife across the planet.

There is a secret war that rages across the class lines, national borders and even philosophy. There is a secret war that has spilled out into open warfare that has taken the world by storm and destroyed nations as well as families.

The records are unclear, but sometime in the 15th or 16th century a group of learned men got together to form a secret society dedicated to controlling the world with political and economic force to ensure the safety and well-being of the human species. A worthy and noble goal, which led to tragic consequences.

As the years then decades passed this nameless secret society worked to influence kings and princes as well as captains of industry with varied results based on who was doing the manipulation and how well their advice was received. However, this unknown group amassed great wealth for themselves along the way.

As the years passed these secret masters, as they thought of themselves, split off and each had their own nation or region of the world to guide as they saw fit. With this splintering of their core they naturally came into more and more conflict as each sought to guide their part of the known world in a direction which they thought was best. This led to a rise in the struggles between nations as each master worked with a different methodology as well as competing aims came into greater and greater conflict.

This competition ranged from political attacks to discredit opponents, to duels between proxies or actual masters, to outright assassinations and religious denouncements. These led to instabilities in the world and politics as each master would struggle against one and another.

As centuries pass the secret masters would name successors and groom them to take

over when their time would come. Naturally drift in ideology and methodology came about, and when a master would have multiple heirs or would die too soon, internal wars would take over, leading to several revolutions in nations, such as the Protestant Reformation and the American as well as French Civil Wars.

As time passed the secret masters of the world worked with or against each other, these efforts gave rise to wars in the 18th and 19th centuries such as the Franco-Prussian War and with the assassination of the Secret Master of Eastern Europe which led to the start of the First World War.

With the apparition of advanced technologies as well as the heroes of the modern age these secret masters would recruit those bravos and adventurers to fuel or fulfill their goals and aims, often through intermediaries or by posing as wealthy philanthropists funding these men of mystery or stalwart adventurers.

This secret war continues through history, the occult was the basis of the wars with the fascist powers of mid last century, and even the terror war that is going on today. These places are rich with magic and occult items of significance, along with being one of the places where the veil is the thinnest worldwide. While it is hard to imagine, there is still things that are unknown even in the 21st century, and your job as an Agent of G.A.I.A is to make sure they stay that way. It is you that stands on the front lines between those who would use the Shadow for harm, and those who strive to protect it from itself and others at all costs. This then is the secret history of the world, a war that is being waged behind the scenes and now waged in distant jungles or crime ridden streets by the heroes of today by those who wish to protect what is beyond the veil.

Baker Street Irregulars

First arriving on the scene in 1886, this organization was originally formed from the



ranks of London's street urchins to provide covert intelligence for the famous consulting detective, Sherlock Holmes. Able to go anywhere and see anything, yet largely invisible to the general populace, the Irregulars proved an invaluable weapon in Holmes' arsenal in the war against crime in the great metropolis. Unknown to Holmes, the Irregulars came to the attention of his elder brother, Mycroft, soon to be head of MI7. It was Mycroft, rather than Sherlock, who took the raw clay of the Irregulars and sculpted them into the disciplined and skilled team of operators they were to become. Under his careful tutelage, the street urchins of the Irregulars were trained in the arts of espionage and counter-intelligence, as well as receiving a quality education that would stand them in great stead in later life. Many Irregulars, on achieving adulthood, were inducted into the ranks of the regular intelligence services, and went on to serve their country with distinction.

Over the years, the Irregulars, or the BSI as they came to be known by MI7, became an informal "cadet corps" and recruiting platform for prospective intelligence operatives. The original Irregulars learned their trade from the great Sherlock Holmes and in turn have taught others through the generations. In the century since they were first formed by the younger Holmes, the BSI have spread far beyond Baker Street. Branches now exist among the homeless and the disenfranchised of almost every major city on Earth. Irregulars

operate worldwide and often assist law enforcement agencies with the matter of gathering intelligence on those criminals being hunted. They have been known to provide surveillance and intelligence work for G.A.I.A, the Knights of the Round Table, the Van Helsing Institute and others on the side of law and order. Their methods may be slightly different in modern times, but they still support the side of law and order, as much as anyone can. While their skills were developed by Mycroft Holmes, the spirit of the Irregulars was forged by Sherlock (referred to proudly by Irregulars as “The Great Man”), and it is in his honor that they continue their work.

The structure of the Irregulars remains simple and fluid, divided into cells of up to 15 operatives, each commanded by a senior operative they refer to as

“Giles”, reporting to
a c e n t r a l
c o m m a n d
i n



Baker Street known only as “Wiggins” (it is unknown if this is the name of a single individual, a command team, or simply a title passed down to the next leader of the group). The Irregulars use an antique form of *thieves cant* to encode written and verbal communications, and pepper their speech with slang terms from Victorian London. The organization is open to all, regardless of gender, sexuality or faith, and is made up entirely of children and teenagers.

In the modern era, the Irregulars still draw their recruits from the youthful lost and homeless. Most active operators are aged somewhere between ten and eighteen, allowing them to pass virtually unnoticed by all but the most suspicious of observers. Posing as rough sleepers, drunks, addicts, beggars and the dispossessed, they are almost invisible to modern society. In return for their loyalty, the modern BSI provides recruits with espionage training, an education, safe quarters, healthcare, even psychological counselling and drug dependency programs. A high percentage of Irregulars “graduate” to become adult agents of other organizations, but retain a strong loyalty those who first rescued them from a life on the streets.

The omnipresence of the Irregulars in slums and cities around the globe makes it almost inevitable that characters will run in to them in an *Agents of G.A.I.A.* campaign. They can be friend or foe, according to the needs of the plot, but will always be fighting on the side of right and in the interests of the British Crown.

The Citadel

The Citadel, headquartered in the catacombs beneath the Cathedral of Our Lady of Reims in France, is a secretive order of Catholic priests, magicians, occult scholars and savants. Formed in the 14th Century in response to the prevalent belief of many Christians at the time that the year 1500 AD would bring about the Apocalypse, the order was tasked with seeking out and recording events that may herald the coming of the End. When that great ending failed to arrive as predicted, the order shifted its focus, continuing as investigators of the strange and the odd, cataloguing and collecting arcane knowledge and evidence of “dark miracles”.

Unlike many other scholarly organizations, the order practices a very stern – some might even say militaristic – faith. They maintain an active presence in the supernatural community, and are unforgiving in the face of the immoral use of occult knowledge. This

has naturally led them into conflict with other arcane organizations and has even on occasion led to literal brawling in the streets.

The magicians of the order do not keep spellbooks in the regular sense. Instead, they tattoo their spells into their very flesh, making each member of the Citadel a walking grimoire. Some members have taken a further step, scribing powerful sigils and wards into their skin, crafting themselves into living magical weapons of great power, often at the cost of their humanity.

Up until the 18th Century, the order was exclusively male, though over the last two hundred years more and more women have been welcomed into the ranks. The order does not discriminate against gender or race, but still prefers members to follow the Catholic faith, and has some rather old-fashioned ideas about sin. Members are encouraged to keep themselves fit and healthy, and are trained extensively in a variety of forms of martial combat, both armed and unarmed.

The Citadel is regarded by many in the supernatural community as a self-appointed occult police force, and has significantly more enemies than friends. Many are perturbed at the idea that an organization originally intended to record the end of the world having accumulated the amount of arcane knowledge and magical power as it has, and many more wonder – should the Apocalypse actually begin – whose side the order would be on. Would they oppose the End, or strive to hasten it?

The catacombs beneath the cathedral are vast, deep and ancient, and few know their full extent. They are known to contain deep vaults, laboratories, barracks and even prison cells. Some tell stories of secret menageries filled with captured magical beings, while others whisper of arsenals of horrible slumbering creatures and living weapons crafted by religious zealots unrestrained by common human morality. The central library of the Citadel is known to be one of the largest of its kind in the world, second only to the Vatican archives. Texts on every aspect of magic and the supernatural – from artifacts to summoning spells and demon magics –

can be found here, and there are rumors that an even deeper library, restricted to the inner circle, exists somewhere in the darkness, though few like to speculate on what secrets and horrors it might contain.

Culto de Ostras Azules

This organization was formed in the late 1500's by a sailor known only as Del Rio. The organization worships a group of Oyster Men they say appeared to Del Rio while he was on Galveston Beach dying along with members of the Cabeza de Vaca expedition. He had already lost his two best friends and was dying when he was brought back to life by these "angels" in exchange for being their agent in this plane, after realizing he was one of them all along.

Once he came back to life he knew in his heart, filled with the power of the spirits of this land, that he was one of these angels, these Oyster Men, these others that were spirits on the earth found only in The New World. With this realization came power, power over lesser spirits, over the land, over places filled with death and the buried as well as other similar things. With this power came a realization that the rule of the Spanish, of all European nations, had to come to an end in the new world. So, dedicating his new-found powers to this cause, Del Rio became one of these invisible spirit men, searching for others to sway and influence into their cause.

This was the start of the Culto de Ostras Azules. With this cult came a great power into the New World, one that had lain dormant since the ancient tribes came to the new world on the land bridge long gone, before the great powers of Europe, before the pyramids, before the Tigris and Euphrates ran with blood in ancient feuds, the ancestors of these Indian tribes came to what would become the new world, bringing ancient powers born in the fiery start of the world.

Now these spirits had a physical agent on the face of the world, to work through to bring about their domination. Their powers showed that in many hundreds of years a

child would be born that would lead them in their final battles. Until that time Del Rio was to wander, searching for clues and finding more followers to lend their strength to the cult. Donning white paint on his face to symbolize his death and rebirth and bringing the Catholic sensibilities he was raised on, he became a veritable symbol of the gods on the world. As he came to them from death, his powers and dominion lay over the dead, the graveyards that began to fill as the diseases of the Old World ravaged the New World from the Spaniards to the follow-on English, Dutch, French, and other nations rabid with greed for the gold, sugar, and wood of the New World.

In the early 1800's, a set of powers known only as "The Invisible Ones" caused the birth of a child - The Chosen One - in New Hampshire. His powers include the ability to see the future to some degree and to change his shape. Ignorant of his abilities, and billing himself as somewhat of an adventurer, he travels North America before winding up in New Orleans in 1829. Realizing that there may be more of a reason behind his powers than he previously believed, and perhaps having visions or some other drive, he has goals for the expedition he is not telling his crew.

This agent disappeared again in 1893, in a guise known only as "The Captain" and his ship the "Plutonia." Here he brought an ancient Aztec mirror from Mexico to his granddaughter for her birthday. He realized this was a mistake, too late, as the evil the mirror stored from beyond the veil contained the spark that helped start the First World War. The Chosen One would appear once more, before being lost to the previous century. His appearance as Captain Van Odine of the German Luftwaffe, an ace in the ME-262, was active and able. He realized that he was the fate of the Chosen One affected by the evil contained in the mirror. This was the last known public account of "The Chosen One", what the organization is up to now is completely unknown.

Fraternal Order of Freemasons

The modern Freemasons can trace their roots back to the German states in the year 1340 AD, when the first Lodge was formed by Dieter Schuster, a German born crusading Templar Knight who was able to trace his lineage back to Hiram Abiff, the chief architect of King Solomon.

During the Middle Ages, the order was known as the Mason Guild (or the Guild), and it was not until the Renaissance that it became known as the Fraternal Order of Freemasons. Here is where the Order began to admit membership of those who were not masons. The new order contained members of the new enlightened sects, and they freely shared that knowledge with the membership. In 1719, they elected John Theophilus Desaguliers, a clergyman, an eminent scientist, and a Fellow of the Royal Society.

During the colonial period, those who traveled to new lands took their Order with them and established new Lodges in faraway lands. These Lodges exist as a meeting place or sanctuary for Freemasons far away from home; it also exists as a gathering place for the local Freemasons. Each city has at least one Freemason lodge, while many have several.

The Freemasons have a secret, one not even speculated by the general populous at large. Within its hallowed halls is a group of magicians known as the Palladian Order. Those who do manage to speculate of the existence of the Palladian Order are under the impression that it exists to perpetuate some great evil. In reality, its entire existence was created to guard against great evil taking hold in the world.

The ultimate goal of the Fraternal Order of the Freemasons is unknown, but it is known that it has been a haven for important men throughout history, including the founding fathers of the United States and several other important figures worldwide. It is believed that these key men help keep the order out of danger. It is believed that there are also several key masonic artifacts hidden in plain sight in museums around the world.

Their goals are unknown and their methods odd, this puts them into conflict with many other organizations around the world, especially those that have ideals and goals similar to their own. However, as one might expect they are one of the few organizations that allow multiple memberships with other organizations, and quite often are allied with other powerful organizations for protection.

Government Antiquities Investigative Agency (G.A.I.A.)

In early October 1901, President William McKinley signed the executive order that created Division 4. Prior to this, the work that was eventually assigned to Division 4 was done by a special unit of the Secret Service, under the direct authority of the President of the United States. This transfer of power, and the creation of this new Federal unit, was done about a month prior to his assassination at the hands of Leon Czolgosz, an anarchist.

The primary mission of G.A.I.A. is to locate, track and gather new technologies – whether alien, arcane or terrestrial – and store them for the United States government to study and duplicate. G.A.I.A. is under the direct command of the President of the United States, and they are quite often mistaken for Secret Service agents, and frequently use that for cover as a notable amount of Secret Service agents were doing the job of Division 4 prior to its inception. The President issues all orders directly, but depending on the President they are often left to their own devices.

What prompted the formation of Division 4 is unknown, though rumors and legends abound of crashed alien spacecraft, an ancient city of forgotten technologies, or even items falling backwards through time from a distant future war. If anyone in the Division knows the truth, no-one is telling. Division 4 guards its secrets even more jealously than it does the items it recovers.

Now, as then, it is made up of anyone that is loyal to the cause. Agents of GAIA can be found worldwide investigating anything that may have come over from the other side. They can be found embedded with troops around the world, in stations of other agencies,

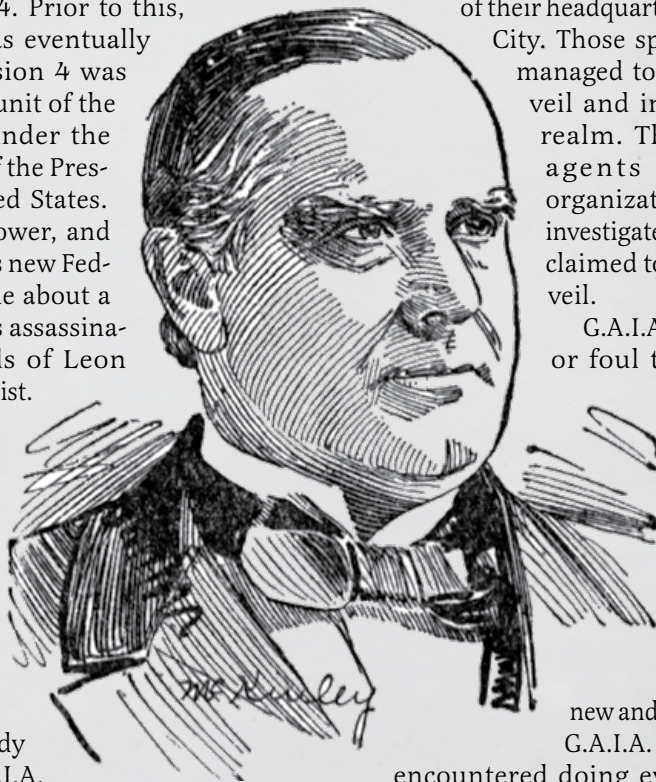
or even doing things on their own out of their headquarters in Oklahoma

City. Those special types that managed to see beyond the veil and into the shadow realm. They also battle agents from other organizations, as well as investigate people that have claimed to see beyond the veil.

G.A.I.A. uses fair means or foul to acquire new technology, and has built in a substantial network of informants, smugglers, thieves, tomb looters and spies that it uses to locate new and interesting finds.

G.A.I.A. agents have been encountered doing everything from stealing – or neutralizing – new inventions developed by enemy nations to recovering “outsider technology” and ancient artifacts from all over the globe.

Materials acquired by G.A.I.A. agents are stored in vast underground high-security warehouses with attached laboratory spaces, normally located near major Universities, where they can be studied by “top men”.



Research staff are clandestinely recruited from the Faculty in order to study and duplicate the technology, if possible. While most of the scientific staff can be sworn to secrecy, a few have had to have their memories altered after proving to be a security risk. An unfortunate side-effect of this process has been the accidental creation of more than a few “mad scientists”, whose lunacy grants them scientific insights denied to saner men. Curiously, these “mad scientists” often display the unique ability to recreate magical effects by super-scientific means, sometimes even melding science and magic into something altogether different and more terrifying.

G.A.I.A. rarely cooperates with other secret organization due to their role in maintaining the security of the United States, but will occasionally approach research groups like the Citadel when dealing with items that prove to have occult, rather than technological, powers. These artifacts are normally stored in dedicated facilities due to their tendency to react unpredictably with advanced technology. Even so, these supernatural storehouses suffer an unnervingly high staff turnover, with personnel developing paranoid delusions, strange diseases or simply vanishing without a trace with remarkable frequency.

Very rarely, G.A.I.A. will call in so-called “Science Heroes” to study those technological artifacts that have defeated their top men, sometimes using less than savory methods to coerce the reluctant or unwilling. Those who cooperate willingly with G.A.I.A. can find themselves in on the ground floor of cutting edge research for years to come, if they can keep their mouths shut.

G.A.I.A. agents are frequently called upon to test the technologies developed in the research complexes, gloomily referred to as “suicide duty” due to the often-spectacular (and occasionally fatal) effects of malfunctioning experimental equipment. G.A.I.A. agents themselves are rarely scientists, but are always college educated and intelligent young men and women. They are often equipped with strange devices and super-scientific gadgets, though they usually prefer to use the old-fashioned – but more reliable – “mark 1

eyeball”, fist, and automatic pistol.

This agency existed as is and managed to collect artifacts from all over the globe, but then the unthinkable happened. A previously unknown device was responsible for the Stock Market crash of 1929, and his cabinet wanted to let G.A.I.A. go, citing it was no longer needed because it failed to stop the crash. The President, Franklin Delano Roosevelt, agreed in theory and signed an executive order disbanding G.A.I.A. in 1932 and in its place, he created the Government Antiquities Investigative Division, rolling the budget for it into all the other organizations under the umbrella of the United States Department of Justice. In theory, they currently answer to the Department of Homeland Security (DHS), but just like their British counterpart, they only answer to the executive in charge.

GAIA is currently headquartered in Tulsa, Oklahoma, located in a non-descript, one story building on the south side of town. Underneath the building are offices, laboratories and storage areas, all built into a pocket dimension located under the location. This pocket dimension was discovered in 1900, and the agency was moved here in 1934 after the attack on their old headquarters in New York City.

GRAIL

In the war to protect the mystical artifacts of the world, the Agents of G.A.I.A. are foremost at the fight, retrieving the powerful objects, and storing them safely. But there are more organizations at work than just G.A.I.A., and the game will allow you to run inter-agency operations. What are some of those other agencies and organizations?

What about objects that are too big to remove, or mystical locations? That’s where GRAIL comes in. The origins of the name GRAIL are rooted in Grail Banking and Investments, the massive multi-national bank that serves as a redoubt and center of funding for their operations. To the public, GBI is a massive financial behemoth, but outside of the boardrooms and cubicles, GRAIL channels funds and equipment to both GAIA and other

organizations who defend the world. The operatives of GRAIL stand as the last bulwark against corruption of mystical sites and locations throughout the world.

GRAIL is an offshoot of the infamous organization, **The Poor Fellow-Soldiers of Christ and of the Temple of Solomon**, more commonly known as the **Knights Templar**. After the fall of the Knights Templar in the early 1300s, the escaping members granted their relics to some of the forerunners of The Masons, and vanished into the night. After hundreds of years, GRAIL returned, a fully-fledged organization hidden inside once of the world's oldest and largest banks. Over the last centuries, GBI has positioned its fingers and informants in industries around the world. Every port, every shipping center, every financial institution, likely has secret members of GRAIL who watch and wait, protecting the world by tracking criminal activities, black market antiquities, and desecration of ancient sites.

GRAIL works much like the Knights Templar of yore in structure. Their head, the Grand Master Jean-Baptiste Perrin, a citizen of France, serves as the Director-General of UNESCO and on the board of Grail Banking and Investments. Perrin uses his position at UNESCO to protect mystical sites and keep abreast of developing situations.

GRAIL has three arms, the Sword, the Shield, and the Heart. Each of the three divisions is headed by a secret leader known as "The Knight-Director" whose identities are only known to the Grand Master. Each division is tasked with certain duties and responsibilities to keep GRAIL functional and effective.

The Heart serves as the information gatherers and power brokers of GRAIL. The most numerous in position, they are bankers, traders, merchants, and scholars, who gather, and direct the constant flow of data that GRAIL receives. Their Knight-Director is a curmudgeonly Spaniard, Lucia Martinez, a world-famous CEO and banker who has a sharp eye for unusual trends and developments. Internally, their operatives are called Chaplains, and considered among the most valuable of members.

The Shield protects the mystical sites and objects that cannot be relocated. Known as Paladins, members of the shield are usually former security, paramilitary or police who live near the places they defend and protect, making sure that all remains safe. Considered the most dangerous job, their Knight-General is a bitter and grizzled Dane named Adrian Ullrson, who nevertheless has been one of the most lauded Paladins in GRAIL history.

The Sword is the smallest division, and they stand as the tip of action against aggressors. While G.A.I.A. has a retrieve and secure policy, GRAIL is willing to take the fight to the enemies of the world, and this is the duty of The Sword. Almost soldiers to a member, operatives are often called Templars in honor of their history, and their Knight-General is an Egyptian woman, Amisi bint Ammar bin Khalif al-Salah, daughter of the previously famed Knight-General Ammar ibn Khalif al-Salah.

Hermetic Order of the Golden Dawn

The Esoteric Order of the Golden Dawn, later renamed the Hermetic Order of the Golden Dawn, is one of the largest and most influential organizations of western occultism. Though relatively new, this organization has greatly expanded in both membership and power, and some claim it has an impact on both the political and industrial fronts that is without compare.

In 1886 Rev. A.F.A. Woodford was given a document called the Cipher Manuscript. The Manuscript, written in English but encoded using the occult *Trithemius cipher*, did not interest the Reverend, so he passed it on to his friend Dr. William Wynn Westcott. Dr. Westcott managed to decode the Cipher Manuscript, discovering it to be a detailed outline of the Grade Rituals of the Order, and prescribed a curriculum of specifically graduated teachings that encompass the Hermetic Qabalah, Astrology, Tarot, Geomancy, and Alchemy. Dr. Westcott brought in his fellow Freemason Samuel Liddell MacGregor Mathers to confirm his deciphering of the manuscript and to assist in turning the writings into a

usable set of rules for a new lodge order. Mathers asked a third Freemason, Dr. William Robert Woodman, to assist in this endeavor, and the core of the Esoteric Order of the Golden Dawn was formed.

In 1887 the trio officially opened the Order to others, and soon a great many Initiates were learning the esoteric arts. As the number of initiates grew, the influence of the Order also grew. The teachings outlined in the CIPHER Manuscript were quite detailed, and those who followed the course of study soon found their astrological readings were quite specific, and quite accurate. In 1891, new initiate Arthur Edward Waite began extensive teachings in the use of the Tarot, consolidating the knowledge scattered through the ages on their use and meaning. Other young initiates, like Edward Alexander Crowley in 1897, showed a great deal of talent in Alchemy and the Qabalah.

The Inner Circle of the Order claimed to be in direct communication with the transcendent cosmic authorities they called the Secret Chiefs; entities existing either within a higher spiritual dimension or within an earthly location somehow “off-set” from reality. The Secret Chiefs are referred to in other faiths and magical traditions as the “Elder Brothers”, the “Ascended Masters” or sometimes the “Masters of Ancient Wisdom”.

In 1890, it is rumored that the Order managed to acquire the secret writings of Sir Isaac Newton, which contained his notes on the creation of the Philosopher’s Stone. Some claim that the Order was able to complete the work that Newton was not able to finish, creating a Philosopher’s Stone and ensuring the Order’s means of wealth. Turning base metals into gold meant that the order was not dependent on the generosity of their members, and meant that they could pursue even the most obscure and costly of rituals in their quest for knowledge. By the late 1890’s, the Order boasted over a hundred members, both men and women, from every tier of society.

In the early years of the 20th Century, political in-fighting and increasing factionalisation, largely caused by the disruptive

presence of Aleister Crowley, resulted in the creation of a number of antagonistic splinter groups, leading to a fall in membership and several high-profile resignations. This squabbling continued for the next few decades, resulting in the Order being regarded as a spent force. By the 1970’s, only a handful of temples remained, each claiming to be the true inheritors of the original order. Within a few short years, these too had disintegrated, leaving the world to believe that the Hermetic Order of the Golden Dawn was no more. In fact, the core of the Order was stronger than ever, and had merely retreated from public attention to focus more upon their original mission; the pursuit of spiritual knowledge and magical power.

In the 21st Century, the Order has become a curious mix of upper-class social club and occult research group. They boast an eclectic membership, including scholars, scientists, industrialists, politicians, artists and philosophers. They are extremely cautious in their practices, and freely use their contacts to maintain their security and privacy. What each member does with his or her occult knowledge is unregulated by the Order, unless it brings them into conflict with another member or with the commandments of the Secret Chiefs.

The Order is an interesting organization for an *Agents of G.A.I.A.* campaign. Individual members can be allies or enemies, depending on the whim of the GM. The agents themselves might be drawn in to an internecine conflict between antagonistic members, or be used as pawns in a power grab. Occasionally members have co-operated with G.A.I.A. in recovering or disabling particularly powerful or dangerous artifacts.

The Invisible College

The Invisible College was born out of a dream... and a nightmare.

Mary Shelley, wife of Percy Bysshe Shelley and author of the gothic novel *Frankenstein*, found inspiration during her stay in Switzerland. In the summer of 1816, she accompanied Byron and Shelley during their travels. The

legend created by Byron and the Shelleys is that one night, when a storm was raging over the lake, Mary Shelley and her husband spent the night at Lord Byron's. Byron challenged them to think up ghost stories, but Mary Shelley wrote nothing. Then, the night before Byron and Shelley's boat trip on Lake Geneva, Mary Shelley had a nightmare.

That nightmare wasn't what would become a popular book that would have a life longer than the original author herself. No, her nightmares would be of humanity destroying itself with sciences that it did not understand advances that it had neither the ethics nor morality to use as they were intended to be used, or to ignore those things that were not meant for mankind.

From this weekend in Switzerland came a seed that would bloom into the Invisible College. Percy Shelley would begin to formulate some of the theories of this organization in his 1819 essay *In Defense of Poetry*: "Poets are the hierophants of an unapprehended inspiration; the mirrors of the gigantic shadows which futurity casts upon the present; the words which express what they understand not; the trumpets which sing to battle, and feel not what they inspire; the influence which is moved not, but moves. Poets are the unacknowledged legislators of the world."

It was a feeling that only the artistic could save the world, and save humanity from itself. In this period between 1816 and 1819, the guiding lights behind the Invisible College began refining their processes. One of their primary methods is to make actual events look fictional or so sensational that people would not believe that the events could have possibly occurred. Hiding things in plain sight is the best tool of the Invisible College. It was Mary Shelley's *Frankenstein* that tested this technique for the first time.

It is not coincidental that the period of the ascendancy of the Invisible College is parallel to the periods of the increase of the popularity of Spiritualism and of the general interest in the fantastic in literature. These were all tools encouraged by the Invisible College in order to create an environment of belief in the unknown and strange, but only amongst

those who would be easy enough to discredit or mock. This created the fertile ground into which the membership of the Invisible College could place ideas so that they could be more easily disbelieved by the majority of "right thinking" individuals in the world.

These methods also make it easy for a small, yet incredibly dedicated group of individuals to be able to mold and form public opinions on what is rational and what is irrational, what can and what cannot be believed as true and proper. These methods have also had far-reaching repercussions in the realms of politics and marketing, and have had an incredible impact on the world as a whole.

It is always important to remember that the Invisible College has never had a large membership. While the founders felt that artists and writers of all stripes were the best suited to invisibly guide the world, they also knew that those very people were very often the ones who could be the least trusted. This is, in part, what has led to the existence of the Invisible College information being revealed at all – the pettiness of individuals, particularly those of an artistic nature, often leads to secret information being released. This can also lead to rival organizations, fighting against the Invisible College...or some even claiming to be the Invisible College! Just because players are fighting against the Invisible College, or think that they are members of it, it does not mean that they actually are doing what they think that they are doing.

This is a problem in a world where there are too many secrets. It is so much harder to get at the real truths of things, if that is what you desire to do.

This goes to demonstrate that there is no central dogma to the Invisible College. As it has adapted, evolved, changed and grown with each successive set of leaders, so too does each individual cell (called Universities by the organization) make its own rules and interpret the ideology of the organization according to its own goals and plans. Often, people working towards the goals of a University, or of its leadership, will not realize that those

goals do not completely match up with what the College itself is “teaching” to its membership. All of this is intended to give a GM the maximum flexibility with using the Invisible College in their games. There is no one official Invisible College.

The role of the Invisible College in the *Agents of G.A.I.A.* setting can be varied. However, the basic role of the organization will fall into one of two distinct categories; the rest is just further detail. The Invisible College is either the heroes or the villains of the overall story. In addition to the role of the Invisible College, the GM and the players would probably need to determine whether or not the player characters are employed by, or are acting against, the Invisible College. These two do not have to impact each other in the way that players would think though. The Invisible College can be a force for good in the world of the campaign, and the characters could still be working to actively bring them down (either to free the secrets that they have or because of the fact that the characters are misinformed about their goals and nature).

In modern times, it retains the same role as it always has, but now it has access to advanced technology and is able to be many more places at once than they use to be. Members of the Invisible College muddy the waters by uploading videos to You-Tube, creating fake news media web sites, using propaganda bots on social media, crafting fiction with enough elements of truth to obscure what is really going on. In a world of where the very concept of objective truth is breaking down, the Invisible College makes a good antagonist against the G.A.I.A. organization.

Knights of the Round Table

The year 1837 saw not only the coronation of Queen Victoria, but also the foundation of the Most Holy and Restored Order of the Knights of the Round Table. Joshua Griffyth-Jones, a prominent New York banker and amateur historian, began the fraternal organization because of his family’s fascination with the original knightly order. Family

tradition holds that the Griffyth-Jones family is direct descendants of Sir Girflet, one of the last of the original Knights of the Round Table. Sir Girflet fought alongside King Arthur in the great final battle against Mordred. When Arthur fell, it was Sir Girflet who was there to fulfill Arthur’s last wish. Arthur commanded Girflet to cast Excalibur into a nearby lake. When he did so, a hand rose up from the lake, caught the sword, and sank below the water. Sir Girflet alone knew the secret of the lake. Feeling as if he were the last defender of Camelot, Sir Girflet vowed that he would maintain the honor, the integrity, and the true goals of the Order of the Round Table. He swore that one day, when the world was in need, his descendants would restore the order and prepare the way for the Arthur, the King Eternal. Over the centuries the descendants of Sir Girflet is said to have kept this vow, though no records of his family seem to exist anywhere.

Joshua Griffyth-Jones was born in Hempstead Harbor, New York in 1805, the son of David Michael Griffyth-Jones, a trader in gold and silver. Joshua grew up hearing stories from his father about chivalry, knights in shining armor, honor, fighting for the forces of good, and always, the story of the death of King Arthur. The Knights of the Round Table were a constant fascination to young Joshua, and he promised himself that he would become a Knight of the Round Table when he got older.

As he grew up, Joshua remembered the stories and the rules of chivalry, honor, and loyalty his father had spun when he was a child. These rules guided him as he attended Yale University, and continued to guide him as he made his way through the intricate and cutthroat world of financial banking. To the surprise of many, his personal code of conduct was quite successful, and Joshua Griffyth-Jones soon became a name to be reckoned with in the financial world.

Griffyth-Jones conducted constant searches about the original Knights of the Round Table, searching for new information about the knights and their descendants. He felt sure that other descendants of the Knights

could be found among the upper classes of New York society, and so in 1835 he began his own personal quest. In short order, a dozen members of the local aristocracy presented their pedigree as knightly families, and the core of the new order was formed.

In August of 1837 Griffyth-Jones gathered the gentlemen at his summer house in Montauk, on the tip of Long Island, and proposed the re-founding of the Knights of the Round Table. Headquartered in offices above Griffyth-Jones's main Manhattan bank, the chosen men of power in New York took on a most daunting task. The new Knights swore an oath to Griffyth-Jones, who claimed the title of Steward of the Order, to defend the code of chivalry, to right wrongs, to not seek glory in their duties, and above all, to restore honor and prepare for the coming of King Arthur and the recreation of his realm in America. The Knights worked both openly in charitable causes and more actively in clandestine tasks. The Knights and their Squires—trusted associates who cannot trace their lines to the original knights—strive to bring honesty to the business world, true justice to the legal trade, and fair practices to the factories.

The altruistic goals of the Knights of the Round Table held strong until the death of their Steward in 1877. Rhys Griffyth-Jones, the eldest son of Joshua, assumed the role of Steward upon his father's death. Rhys believed strongly in the stories of the original Knights of the Round Table his father told

him. He felt that the Restored Order needed reminders of the original Knights, what they stood for, and what were their sources of power. His obsessions became the objectives of the Knights. That is when their most clandestine of tasks became The Quest.

The ultimate goal of The Quest is nothing short of recovering artifacts of the original order. The greatest honor for the knights is to be sent on a Quest mission, to look for one of the ancient relics. The scabbard of Excalibur, the Holy Grail, the Staff of Merlin, and Sir

Gawain's Armor are just a few of the relics sought by the Knights of the Round Table. Because the Steward believes that the relics can only belong to true descendants of the original Knights, and because the members of the Order can prove their claims of heredity, Rhys Griffyth-Jones feels that no action taken to recover them can violate their Code of Conduct. This has led some members of the order to take actions which could be considered to be

morally questionable. Have the Knights found any of them? Are the relics genuine or clever forgeries? Only the Steward of the Round Table knows for sure.

The modern Knights are not afraid of technology, and will use it to their best ability. As they have gained in fame, they have gained in fortune and have the resources at their disposal to make anything happen. Their operatives are highly trained paramilitary specialists with considerable expertise in dealing with paranormal threats of all kinds.



Driven by the Quest, they are still trying to gain possession of the sword Excalibur, but it is held in check by MI7 in a secret location only known to Codename Mycroft and the Prime Minister.

It is currently believed by some in the intelligence community that Rhys Giffyth-Jones still retains the role of Steward, even though that would make him 130 years old. The Most Holy and Restored Order of the Knights of the Round Table can take many different paths in your *Agents of G.A.I.A.* campaign. They could truly be descendants of the original order. They could be a group founded on good meaning, but false assumptions. They could be knowingly founded on false pretense. Are they truly a force for good and the last bastion of chivalry? Are they a once proud, but now corrupted fraternal organization? These are just a few of the questions a Game Master will want to ask himself about this group.

MI7

Ask anyone working in Her Majesty's government about MI7 and you will likely get blank stares. Ask too many questions about MI7 and you might find yourself being questioned by members of MI7.

What is the mission of MI7? Officially they are tasked with uncovering and dealing with "unusual, exotic and unconventional threats to the United Kingdom, her interests, territories and allies". The reality is that they find the unfindable. They discover the reason behind the unreasonable. Everything MI7 is involved in has some curious or unusual fact or twist of logic behind it. Of course, what the public knows about and what the truth of a matter is can be two very different things. Often, the reason behind those differences is MI7.

Created by order of King Edward VII in 1909, the Secret Service Bureau was originally jointly controlled by the Admiralty and the War Office, under the guidance of the Prime Minister. Formed with the task of controlling all secret intelligence operations both at home and overseas, the SSB initially concentrated its efforts on the Imperial German government.

Bureau operations were divided between army and naval sections, due mainly to pressure from an Admiralty reluctant to share power and resources.

During World War I, the Secret Service was absorbed into the Directorate of Military Intelligence, which was divided into numbered sections according to function. MI1 dealt with codes and cyphers, and later became the Government Communications Headquarters (GCHQ). MI2 and 3 dealt with specific geographical areas. MI4 made maps. MI5 (later the Security Service) performed counterintelligence. MI6 dealt with foreign intelligence and later became the Secret Intelligence Service, and so on. In total nineteen specialized sections helped coordinate and control the intelligence needs of the United Kingdom, before being themselves absorbed into the Defense Intelligence Staff in 1964.

The smallest of these sections, almost lost among the vast budgets and sprawling staff, was MI7. Officially, MI7 was the Press and Propaganda Section, rather spiffily referred to by operatives of other sections as "Blue Pencils", and was absorbed into the Ministry of Information in 1940.

This is the official history. The reality, however, is somewhat different.

The history of modern spying and counterintelligence in Britain begins during the reign of Queen Elizabeth I, with her Secretary of State and spymaster, Sir Francis Walsingham. Walsingham was a committed anti-Catholic, and developed a network of spies to root out suspected subversives and sympathizers when Elizabeth came to the throne. At the same time she took as her adviser the noted natural philosopher, astrologer and sorcerer, Doctor John Dee. Dee was an advocate of the creation of a "British Empire", and helped Walsingham build a network of spies across Europe to provide the Crown with information on the plans of her allies and enemies. As the network grew, Walsingham and Dee became aware of an increasing number of "unconventional" threats to the kingdom, threats that could not be stopped by normal means or faced by ordinary men. Walsingham and Dee agreed

to divide the protection of the realm between them, with Walsingham dealing with mundane threats, and Dee the more exotic and specialized.

Dee developed his covert “Bureau of Secrets”, and encouraged the use of numerous codes and cyphers, and pioneered the use of advanced weapons and gadgets for his agents. He recruited exclusively intelligent, literate men (and unusually for the time, women) and began the now accepted practice of recruiting agents directly from university. Some agents were rumored to possess magical powers, and he is known to have recruited many mystics, seers and dabblers in the occult. Over the years, the Bureau protected both the Crown and the land from a variety of threats and in some circles is even credited with the defeat of the Spanish Armada.

By the late 1800’s, the Bureau was considered a myth, relegated to a roomful of dusty archives lost within the mazy corridors of Whitehall. This changed after the 1880’s, when concern over a vampiric incursion on British soil, the occult activities of Jack the Ripper, and sighting of flashing lights on the surface of Mars prompted a lone civil servant to press for the re-activation the Bureau in defense of the Realm. That civil servant was the quiet yet brilliant Mycroft Holmes, elder brother of the noted detective.

Officially Mycroft was the only member of the Bureau, selected because of his excellent deductive skills, said to exceed those of his brother, and because of his discrete handling of information sensitive to the Crown while working with his brother on the Queen’s behalf. The fact that he never seemed to leave the Diogenes Club while working on that particular case was truly amazing. Unofficially Holmes maintained a network of highly capable and experienced agents who faced – and dealt with – many of the horrors of the Victorian Age, from supernatural menaces to technology run wild.

The Martian attack in 1901 left a mark on the Bureau. The destruction of many buildings in and around London meant that most of the resources and archives of the Bureau were destroyed as well. Director Holmes assembled a team to rebuild his Bureau, picking up the

pieces of a shattered organization. Prime Minister Balfour, unlike his predecessors, did not find the Director to be agreeable, or useful. The PM stymied the Director at every turn, thinking the department was not necessary. The PM found the “stories” of the exploits of the Bureau fanciful and unbelievable. After two years of reduced funding, rescheduled or canceled meetings, and constant stonewalling, the situation came to a head. To the surprise of those who knew the situation, in March of 1904 Mycroft Holmes retired as the Director of the Bureau. After 16 years, the Bureau would be under the guiding hand of someone other than its founder. Prime Minister Balfour had different plans. Instead of appointing a new Director he left the position vacant and suspended funding. For all intents and purposes, the department was dissolved.

When Henry Campbell-Bannerman became PM in 1905 he began a thorough review of the archives of No. 10 to see what the Conservative PMs had been doing for the last twenty years. The Archives Panel discovered references to a strange department of the Ministry of Intelligence that ended abruptly the year before. While no information could be found on the activities of the department, one name came up time and time again: Mycroft Holmes. Meeting with the aging Holmes at the Diogenes Club, the PM learned of the purpose of the Bureau and of its shutdown. Determined to restore the department to its intended purpose, the PM asked Holmes to return as its Director. Holmes refused, citing age and a desire to avoid further adventure in his life. He suggested one of his former junior aides, Edwin Masterson-Smythe.

Masterson-Smythe reformed the Bureau, now code-named MI7, and built upon the foundation of Mycroft Holmes’s work. Some of the former Bureau agents were found and recruited to join the new organization, but most of the agency consisted of new agents. For the next hundred years, MI7 agents operated around the globe, inspiring many of the myths of the British super spy, while managing to hide the nature of the enemies they faced from the world. During World War II, MI7 operatives worked together with

Ian Fleming's "Department of Ungentlemanly Warfare", and may have inspired the creation of literature's most famous spy.

In the 21st Century, MI7 is a small agency of international troubleshooters, briefed with defending the interests of the United Kingdom and the greater Commonwealth all over the globe. Because of the politically sensitive nature of the agency, and the extraterritorial activities necessary to obtain its information, the very existence of MI7 is a secret known only to Her Majesty the Queen, the Prime Minister and the Cabinet Office Briefing Rooms (COBRa) committee. The current head of MI7 is John Peel-Sneed, but goes by the codename Mycroft (created as an homage to the man who first revived the Bureau). MI7 operates out of a discreet office building in Whitehall, London, with a larger facility located under GCHQ in Cheltenham, Gloucestershire.

The secretive nature of MI7 makes the organization an excellent resource for the *Agents of G.A.I.A.* GM. Is the Department a source of good information or a fountain of propaganda? Does the Department work with the Player Characters or against them? MI7 can also form a base from which Player Characters can launch their adventures. The choice is up to the Gamemaster.

Order of the Illuminati

The year of 1776 was a chaotic year, full of uncertainty and political upheaval. In May of that year, in a small inn in Munich a group of men gathered to preserve order. They came from across Europe, men of wealth and power who were patrons of the arts, sciences, and creative thinking. On the evening of May 1, they gathered to sign the founding charter of The Grand United Order of the Illuminati ("the Enlightened").

The Illuminati has as their founding belief that reason—knowledge and enlightened thinking—is key to the preservation of human society and order. How they come to fulfill this belief often brings them into conflict with other organizations. Unlike the Freemasons, to which all the founders belonged, the

Illuminati decided that discovering and collecting information should be a key function of the group. They worked towards finding texts and oral reports of historical events, scientific discoveries, and incidents of unusual phenomenon.

One key aspect of the group was the fact that instead of doing their investigations in public, the Illuminati decided that keeping their group secret would allow people to be more open and forthcoming in giving the group information. Talking to a friend or curious acquaintance is much easier to do than to police or even university scientists.

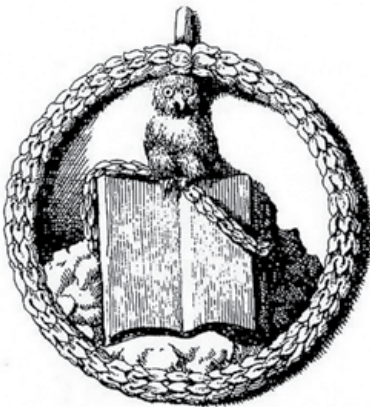
Over the last few decades of the 1700s, the Illuminati gradually broadened their network of information gatherers, adding members within many countries and professions. The knowledge the Illuminati gathered at first seemed quite ordinary, but closer examination and coordination of this knowledge revealed greater secrets. At first the Illuminati did not believe that the secrets they discovered were real. Some seemed to uncover conspiracies, mystical creatures, and the existence of creatures that can only be called Fairies. Some of the secrets they discovered were quite literally earth shattering, and the Council of the Illuminati decided that these great secrets were too powerful, too overwhelming to be released to the public. The Council created the Committee of Confirmation in 1797 to review everything that the Illuminati gathered, gradually discovering more secrets, both mundane and mystical. With recognition of the vast and terrible powers, both mortal and supernatural, that surrounded the everyday world, the aim of the Illuminati began to shift from the collection and codification of knowledge to the preservation of mankind by any means.

During the 19th Century, the Illuminati expanded their information gathering to include gathering of artifacts, relics, and objects reported to be of mystic power. Rumors constantly circulated that the Illuminati were in possession of maps locating the Fountain of Youth, the diary medical logs of Victor Frankenstein, and even books from the Library of Alexandria. The Council of the Illuminati

Das
verbesserte System
der
Illuminaten
mit allen
feinen Graden und Einrichtungen.

Herausgegeben von
Adam Weishaupt
Herzoglich Sachf. Goth. Hofrath.

Hic situs est Phaeton, currus auriga paterni:
Quem si non tenuit; magnis tamen excidit ausis.
Ovid. Met. B. 2.



Neue und vermehrte Auflage.

Frankfurt und Leipzig,
in der Grattenauerischen Buchhandlung. 1788.

encompassing dozens of groups, ideologies and secret societies.

In the 21st Century the Illuminati has become less of an organization and more of a vast secret conspiracy with the aim of controlling human society from behind the scenes, shaping human destiny for the betterment of the species as a whole. This covert control is exerted through agents in business, government and media. Though the Order uses exotic techniques and technologies alongside more mundane ones, a major goal is to subvert and destroy supernatural influences on mankind. The nature of the Illuminati's ultimate goal is unclear, though some believe it is to shape humanity into a single nation, in which all strive for personal enlightenment and work for the good of the State. Others believe it is to shape human evolution to achieve a form of alchemical perfection. No one knows for sure, and with the distributed nature of the conspiracy, it is entirely possible that the Illuminati hold several conflicting goals at the same time.

The Illuminati specializes in disinformation and misdirection, and almost nothing that comes from them can be safely taken at face value. Illuminati agents are accomplished liars and manipulators, experts in psychological operations, propaganda and political warfare. Most are conditioned to fully believe what they are saying when

constantly denied these claims to anyone making them, but disproving these claims often added more questions than answers.

As an organization dedicated to the preservation of humanity by any and all rational means, the Illuminati has become an eminently pragmatic – some might even say ruthless – organization. The structure of the Order has become convoluted and byzantine,

they are saying it in order to be completely convincing. Unlike most other organizations, the Illuminati rarely take direct action themselves. They are masters at using catspaws and dupes to conduct their dirty work, quietly melting away leaving no evidence of their involvement.

If the player characters aren't paranoid after learning about the Illuminati, they aren't

paying attention. The Order has agents everywhere, in every stratum of society, in every organization. They aren't the secret masters of humanity yet, but they're not far from it. They shape public opinion by controlling the media, they own politicians and businessmen, they have eyes and ears everywhere. Their sleeper agents await activation, and anyone could be one, the truth of their identity masked by layers of psychic programming. They are masters of the lie, both big and small, and they know exactly what to say to manipulate those they target. In the 21st Century, with the rise of cyber-culture, the Illuminati have become expert at the control and manipulation of digital information.

The Illuminati are a great antagonist for an *Agents of G.A.I.A.* campaign. They can be a faceless enemy, or an unexpected benefactor. Even when they help you, can you ever trust an organization whose goals are hidden within layer upon layer of lies and misdirection? When you're facing the greatest conspiracy of the last thousand years, who can you trust? Your friends? Your enemies? Yourself?

Order of Saint Rachael

Throughout its history, the Roman Catholic Church has stood guard at the gates of Hell, steadfastly defying Lucifer and his many children. The Church has always known that monsters lurk in the darkness. Jesus and His disciples cast out demons, and the Roman Empire was filled with stories about sinister cults, shadowy monsters and even stranger things, things beyond the power of the human mind to even begin to comprehend. Over the centuries, many different branches of the Church have waged a secret war against the cults, the beasts, the demons, the powers and the principalities who collectively threaten the lives and souls of mortal men. Today, the battle goes on, more intense than ever, and the brave warriors who fight it make up the Order of St. Rachael. The Order of Saint Rachel is a secret organization within a secret organization. Technically their members are part of the *Tribunal del Santo Oficio de la Inquisicion*,

but they have a very different role in the Catholic Church.

The Order's history begins in medieval England. The coastal hamlet of Cobham, near Lytham St. Anne's in Lancashire, is gone now, and even in 1187 it was a quiet and marginal settlement. On October 29 of that year, even as Pope Gregory VIII proclaimed the Third Crusade in the *Bull Audita Tremendi*, nineteen-year-old Margaret, the fletcher's daughter, gave birth to her third child, a girl given the name Rachel (spelled "Rachael" in some accounts). According to later accounts, young Rachel nearly died in the womb and barely survived her birth; her 14th century hagiography says her birth was attended by white clouds in the night sky, spectral visitors and other typically elaborate legendary motifs. A sickly child, Rachel was blind for several years, and spent most of her days shut up in her home, secluded from the world. It was on September 2, 1192 (the very day that the Third Crusade came to an end) that Rachel's blindness was miraculously cured by an anonymous traveling monk. Curiously, when Rachel's sight was returned, it brought with it an unasked-for gift; Rachel claimed now to be able to see the spirit world, and in particular the legions of angels and demons that fill the air around us.

Rachel's visions brought her fame and suspicion in equal measure, and she developed the ability to cure illness and injury through prayer, and to unerringly discern a person's guilt or innocence. When she displayed the ability to accurately predict who was to become sick or mad based on the activity of the spirits around them, she was accused of witchcraft by Giles of Berwick, a local landowner, and put on trial. On May 4, 1210, Rachel was summarily burned at the stake. Witnesses to the execution claimed that the flames bent away from the young woman as if held back by invisible hands, only claiming her body when Giles of Berwick shot her with an arrow. Giles was later revealed to have murdered his elder brother and his family in order to claim an inheritance, and a number of contemporary commentators suspected that he acted out of fear that Rachel would perceive and reveal his crime.

Shortly after the revelation that Rachel had been executed based on false evidence, the monastic Order of Rachel was formed. The Order was based around the idea that a world of spirits and other powers exists unseen around us, and that only by learning to see beyond our limits can we fight spiritual corruption and move closer to God. A hundred and twenty years after her death, Rachel was canonized by Pope John XXII, and the Order was absorbed into the Inquisition, becoming “an Office for the discernment, identification and punishment of sorcery, spiritual crimes and heresy”. In reality this meant that the Order became a kind of spiritual counter-espionage agency, detecting and eliminating attempts by supernatural evil to infiltrate the ranks of the faithful. It was at this time that the Order reverted to the variant spelling of “Rachael” in order to avoid confusion with Rachel the Matriarch.

With the rise of age of scientific rationality, the Order slowly found itself becoming increasingly irrelevant, and it wasn't until the Victorian era that things began to change. The spread of Spiritualism and other false doctrines brought with it an attendant rise in cults and magicians. Most of them were harmless (to others, at least, if not their immortal souls), but a few were genuinely dangerous. These were, of course, the most discreet and difficult to locate, and the Church once again found itself looking towards the Order for help in locating and identifying the most dangerous threats.

The Order's English, French and German cells were especially busy during this era, although the infamous and brutal case of Martin Litzinger, a vicious serial killer and Satanist in Vienna, was perhaps the most difficult to resolve. Litzinger had a perverse ability to stay one step ahead of his pursuers, taunting them all the while (much like his contemporary, Jack the Ripper). He was finally captured on June 20, 1888 and slain by the Austrian authorities (and then discreetly stolen from the Vienna morgue and properly destroyed by the Order, which ironically lead to stories about Litzinger being a vampire). The horrors that Litzinger unleashed weren't limited to

his brutal murders, despicable as they were. Each of the nine murders was part of a sinister pattern, and Litzinger was only captured after it had already been completed. Litzinger's ultimate goal remains unknown, even to this day, but a few half-burnt pages from the Necronomicon were discovered in his apartment (which had already been stripped almost bare by an unknown party before Austrian authorities arrived at the scene).

Today the Order does what it always has done, it stays on the trail of the strange and supernatural. Operatives are recruited from – and remain – within the priesthood, and are usually trained exorcists. Most – though not all – are trained in a variety of techniques that allow them to see at least partly into the spirit world, or possess some kind of supernaturally enhanced senses. Agents of the Order are often found working with the Citadel, though they find the Citadels methods more than a little distasteful.

The Order firmly believes that the soul of man is constantly under siege by the powers of evil, and that only through constant vigilance can we return to a state of spiritual grace. While a lot of this stares the modern man in the face, the Order feels that its job is to put a stop to it all so the true faith can remain strong.

Red Headed League

There are some that will tell you that the Red Headed League is nothing but a story. Others will tell you it was a “League” of two, thwarted by the crime solving duo of Mr. Holmes and Dr. Watson. Only a truly rare person can tell the truth about the Red Headed League.

The real Red Headed League was founded in 1875 in Boston, Massachusetts. Patrick Michael Sullivan, David O'Hirllihy, Peter Flynn, and Kevin Muldoon, all of them red headed men, formed the League for what could only be called nefarious reasons. This criminal syndicate, which over the years expanded across the ocean and into Europe, was initially created as an act of revenge.

In 1872 Patrick Sullivan, an accountant of modest means at the First Mercantile Bank

of Boston, was accused of improprieties in his work and promptly fired as a result. Patrick was an innocent man set up by his superior, David Patterson, to cover up embezzlement and misconduct on his part. After spending a year in search of proof of his innocence, Patrick Sullivan's efforts proved fruitless. Because he could not prove his innocence, and felt his life was destroyed by the acts of David Patterson, Patrick turned his energies to destroying the life of his tormentor.

Sullivan recruited his friends O'Hirllihy, Flynn, and Muldoon to help in bringing his revenge upon David Patterson, and so the Red Headed League was born. After quite a lot of discussion and planning, it was decided that Patterson should suffer a similar fate as did Sullivan—to be found guilty of a crime he did not commit and to not be able to prove his innocence. Over the span of several years, Flynn and Muldoon worked their way into the confidence of David Patterson. Flynn began working as a clerk for Patterson under the name Thomas O'Hara. Muldoon, as Douglas O'Toole, became part of Patterson's social circle, meeting him at clubs, the theater, and the opera. Douglas O'Toole was soon the close confidant of David Patterson, and they were often seen together about town.

With Flynn and Muldoon supplying them with information, Sullivan and O'Hirllihy crafted a subtle plan to destroy David Patterson's name and his life. In 1786, on the Monday after Easter, it was discovered that the First Mercantile Bank of Boston had been robbed over the weekend. Someone had entered the bank and absconded with nearly fifty pounds of coins and gold ingots valued at more than \$20,000. Careful investigation of the banking house revealed a muddled handkerchief belonging to David Patterson in the bank's gold storage room. A search of Patterson's home, much to his surprise, revealed detailed written plans of the break in, and a small handful of gold coins. It was also shown that Thomas O'Hara was hired by Patterson and was working under an assumed name, though his real name was not in the records.

Patterson strongly professed his innocence, claiming he and Douglas O'Toole spent most

of the weekend together at O'Toole's home. When the constables went to Mr. O'Toole's home, they found it empty, and the owner's whereabouts unknown. With the mountain of evidence piled against him, David Patterson's life and name were in ruins. His protestations of innocence fell on deaf ears. In a fit of melancholy, David Patterson took his own life rather than suffer the punishment of others.

Many would think that this would spell the end of the Red Headed League, but that wasn't the case. The members of the League, flush with their ill-gotten wealth, found they rather enjoyed their more nefarious ways. They stayed together, developing new means of acquiring wealth at the expense of others. Adding additional members as necessary, the League expanded until they numbered 500 members. The "President" of the League, Patrick Sullivan, grew truly wealthy during the next 15 years, and upon his death the leadership of the League went to the son of Peter Flynn, Frederick Flynn.

Over time the League expanded and continued their elaborate crimes of subterfuge and larceny. Flynn diversified the League, getting them involved not only in complex bank robberies, but blackmail, extortion, and selling secrets to the highest bidder. The true secret of the League is that each member only knows a small number of members. You cannot reveal a secret if you do not know it. That's what leads the League to be so successful year after year.

In the century and a half since its initial founding, the Red Headed League has grown to become a major power in the world of organized crime and terrorism. While the organization has expanded to include members from every creed and ethnicity across the world, it remains under the control of the descendants of the original founders. The League funds terrorism, both foreign and domestic, profiting in the weapons sales to both sides that inevitably result. They destabilize governments, foster revolt and political unrest and take advantage of the chaos that results. On the smaller scale, they specialize in drug smuggling, human trafficking and the theft and sale of illegal artifacts.

In *Agents of G.A.I.A.* the League is a great foil for a group of adventurers. Secretive, moderately powerful, and spread out enough to make them a hard target to eliminate. This is what a recurring villain is meant to be. It stays successful because after all this time it is thought of only as a myth.

The Tong of the Black Scorpion

The first recorded mention of the Tong of the Black Scorpion – then simply the Black Scorpion Society – is in 14th Century China, as an anti-Manchu resistance movement during the Qing Dynasty, while mythology places their origin after the burning of the southern Shaolin Temple by one of the five survivors of the battle. Most likely a schismatic offshoot of the White Lotus Society, the Tong of the Black Scorpion was originally a political and philosophical society who espoused a form of nihilism and found solace in the worship of the “Eternal Mother of Shadows”; a faceless female deity who gathered her children to her beyond death. The Society became a symbol of Chinese resistance to the rule of the Mongolian Yuan Dynasty. Outlawed, the Society went underground, funding its resistance activities through petty crime, extortion and terror.

Over the years, the acts of resistance became less and less important to the Society, who instead began to relish the rewards of crime. As the Society transformed into a fully criminal organization so the religious aspect turned darker, twisting in on itself until it became something debased and cruel. In the intervening centuries, the Black Scorpion Society became the Tong of the Black Scorpion, a by-word for ruthlessness and terror.

The Tong emerged from the shadows again in the 1890's in London, England, where they were implicated in the kidnapping and murder of several young women. When that branch of the Tong was broken up by the actions of an unconventional Scotland Yard detective, the survivors relocated to the USA, where they built up the Tong again by hiring themselves out as muscle to criminal masterminds and terrorists.

In the early 20th Century, the Tong of the Black Scorpion fell under the leadership of the dreaded Siwang Lung – the so-called “Death Dragon” – and his daughter, the lovely but deadly Du Kai Hua or “Poison Blossom”. A genius and criminal mastermind, Siwang Lung was reputed to be virtually immortal, and under his command the Tong grew from a violent cult to a flourishing global terrorist organization.

During the World Wars, Tong scientists covertly provided both sides with expertise in poisons and biological weapons, most notably through the notorious Unit 731 of the Imperial Japanese Army. During the post-war years, the Tong infiltrated biological and chemical weapons research programs across the globe, using military resources to develop horrific weapons, which the Tong then stole for their own purposes. Frequently, the Tong used these toxins and weaponized organisms to destabilize regions through disease and famine, creating power vacuums through which their own agents could take control. During the last decades of the 20th Century, the Tong became a major funder of terrorist organizations across the globe, using their vast logistical resources to funnel money, men and weapons almost undetected to any conflict zone on the planet.

The Tong of the Black Scorpion is governed by a strict code of secrecy and obedience, maintained through terror tactics and ruthless enforcement. Betraying the organization normally results in execution by the monstrous “Death of a Thousand Cuts” or banishment to one of the Tong’s “hell chambers” – subterranean cells where miscreants are slowly and horribly tortured to death in a variety of diabolically creative ways. Additionally, rumors persist that the scientists of the Tong are always on the lookout for experimental subjects for the creation and testing of their horrible biological and chemical weapons.

The Tong of the Black Scorpion is feared by all who know of it, as their members are considered murderous sociopaths with no fear of death or injury. The traditional sign of warning from the Tong – a dead scorpion pinned to one's door with a slim dagger – is

considered by most to be tantamount to a death sentence, as the Tong has a reputation for being able to eliminate its enemies no matter how well protected they may be.

Tong members can usually be identified by a tattoo of a scorpion somewhere on their body – most often on the sole of the foot. While they prefer to use bladed weapons, Tong assassins are proficient in the use of firearms, bows, thrown weapons, explosives, chemical and biological weapons. While most criminal Tongs and Triads are business organizations that prefer to use intimidation and bribery, the Tong of the Black Scorpion seems to enjoy violence and bloodshed for its own sake.

In the 21st Century, the Tong is one of the greatest criminal organizations on the planet, though it remains virtually unheard of outside of the Intelligence community. They provide funding, weapons and technical expertise to whoever can pay, are very active in the international drug trade, have been known to deal in black market artifacts or even be mercenaries for hire. In recent years, rumors have grown that the Tong is providing certain terror groups with living weapons systems; creatures crafted in their nightmare laboratories and deployed in conflict zones as part of a field test for something much, much worse. Curiously, those same rumors claim that the Tong remains under the command of Siwang Lung and his beautiful daughter, and that the Tong has a purpose beyond simply making money. Regardless, the Tong lurks in the dark places of the world, and their interest in ancient lore and hidden wisdom brings them into conflict with agencies all over the globe, including G.A.I.A.

Note: A “Tong” in Chinese can mean group, organization, association, club, etc. Most Tongs are perfectly legitimate business organizations, rather like the Freemasons or the Rotary Club. Assuming that every Tong they come across is a criminal gang or evil cult could land player characters in a lot of hot water.

Tribunal del Santo Oficio de la Inquisición

For those with a knowledge of history, the Inquisition sends a shiver down the spine. The word has become an emblem of religious fervor run amuck, and summons images of intolerance, torture and cruelty in the name of the Church. It is a symbol of distant, bloodier times, and few would believe that it still exists today. Not only does it still exist, but it has become more than merely a crude tool to stifle heresy and convert people to the Roman Catholic Church.

Originating in the 12th Century, inquisitions were the process the Catholic Church used to investigate and suppress heretical or apostatic movements such as the Cathars and the Waldensians, enforcing established dogma and discouraging splinter beliefs. The most notorious, the *Tribunal del Santo Oficio de la Inquisicion* (more commonly known as the Spanish Inquisition) began in 1478 as a means of maintaining Catholic orthodoxy in the kingdoms of Aragon and Castile. It became the most powerful of the three major Catholic Inquisitions, alongside the Roman and Portuguese Inquisitions. Originally intended to detect and punish heretics among those newly converted from Islam and Judaism to Christianity, it gradually expanded the scope of its investigations to include censorship and the suppression of witchcraft and freemasonry, as well as crimes such as bigamy and blasphemy.

The *Tribunal del Santo Oficio de la Inquisicion* was officially abolished after the Napoleonic Wars, but has remained deeply hidden within the hierarchy of the Catholic Church, operating in secret around the world. Masters of the art of interrogation, both physical and psychological, they continue to use techniques honed after centuries of use. The Inquisition operates on the assumption of guilty until proven innocent. After all, everyone is guilty of *something*.

Since it was officially abolished in 1834, the focus of the Inquisition has narrowed, and modern inquisitors spend their days

hunting for the supernatural, including evil magic users and the undead. They know about the Fae, and the Beautiful People. They know about demons, and the vampires that stalk among us. Often they ally themselves with the Van Helsing Institute, as their goals are often aligned, though Inquisitors are less open to the concept of the “benign supernatural” and seem to prefer a scorched earth approach to non-humans. The Inquisition also occasionally works with the Invisible College, assisting them to hide the truth from the public. Curiously, the Inquisition and the Citadel maintain a state of barely concealed antipathy, with the Inquisition considering the Citadel too “tainted” by the secrets they keep to be fully trusted. They can often be found paired with agents of G.A.I.A., to continue their hunt for those whom they deem unworthy to wield the “artifacts of God.”

The Tsang-Chan

The Tsang-Chan are a diminutive tribe of nomadic hunters from the dense jungles of mountainous Central Asia. Shunned and loathed by their neighbors, this secretive people are almost unheard of beyond the immediate area, but since their introduction to Western explorers in the mid-19th Century they have established small communities in almost every corner of the globe.

Physically, the Tsang-Chan appear to be of East-Asian/Mongol stock, with physiques and culture remarkably like the head-hunter tribes of the Amazonian basin. In their native lands they are ferocious warriors and stealthy hunters, who use body modification (ritual scarring and piercing) as symbols of rank and social position. Tsang-Chan society is apparently male-dominated, with their women very rarely seen and out-numbered by the men by nearly ten to one.

Neighboring tribes have accused the Tsang-Chan of cannibalism and of the worship of dark gods, though there is little evidence to support this. One particularly outlandish myth accuses them of being creatures only partly human, who must partake of human flesh to retain their human form. Another infers that

they are the servants of things beyond time, led by inhuman magician-priests who come from a future dominated by a savage empire in which humans are bred like cattle for food.

What is known is that the Tsang-Chan, with their short stature, high agility and traditional hunting skills, make excellent assassins. As such they are frequently found in the employ of villains and criminal organizations as enforcers and torturers.

During the Korean and Vietnam wars, the Tsang-Chan came to the attention of the American military as a potential guerilla force against the Viet Cong. However, every attempt to recruit them ended with the death of the envoys, and when the last resulted in a CIA recruiter being sent back to his masters with something monstrous and alien incubating inside him, an airstrike was ordered on their lands. This failed to wipe them out, and the resulting diaspora has created small Tsang-Chan communities all over the world, wherever there is bloodshed and conflict.

The Tsang-Chan are a nightmarish enemy. Sadistic, cunning, unpredictable and capable of terrifying violence, encounters with them leave survivors shaken and scarred. The Tsang-Chan are implacable fanatics who seem to feel neither fear nor pain, and who derive great amusement from the suffering and torment of their enemies. Natural hunters, they have adapted well to the modern world, stalking cities as they once stalked their jungle plateau. The Tsang-Chan use modern weapons well, but prefer the tools of their homeland. Poisonous darts, simple traps, bolas and obsidian daggers are all signs of the Tsang-Chan, but their priests and shamans have access to greater and far stranger weapons.

In the 21st Century the Tsang-Chan remain unpopular and feared wherever they are found. Close-mouthed, clannish and surly, they are often found deeply embedded in the worst areas of organized crime, worshipping their strange gods and profiting from their talent for brutality and horror. Curiously, there appears to be a death-feud between the Tsang-Chan and the Tong of the Black Scorpion, with brief but bloody turf wars erupting whenever their paths cross.

Gaslight Victorian Fantasy in Agents of G.A.I.A.

There is no reason that you cannot envision the modern world in Agents of G.A.I.A. as the modern world for Gaslight Victorian Fantasy. As of the time of this writing, we have no plans to make a modern version of that setting. To pull this off all you have to do is pull the elements from the Gaslight Victorian Fantasy and apply them to the Agents of G.A.I.A. setting. The authors see no reason why you cannot run this setting as a potential future for the Gaslight Victorian Fantasy setting. The world they live in however, has a couple of rules... even in the modern day they have yet to recover healing magic, so they must be very careful when coming into gun fights. What is deadly for anyone is especially deadly in the world of Gaslight Victorian Fantasy. Gamemasters should limit spellcasters to exactly what they are in the Gaslight Victorian Fantasy setting (see Gaslight Victorian Fantasy for more information) Everything else should work the same as it is presented in this book, so go and have fun with it. It is also assumed that the races are public and well known to the general populous, as if they had been there the entire time.

Van Helsing Institute

The Van Helsing Institute was formed in the wake of a great tragedy, in hopes of preventing future heartbreaking events from occurring. In early September 1883, Professor Abraham Van Helsing, MD, DPh, D. Lit, etc, etc, came to Whitby, England at the request of his dear friend Dr. John Seward, Alienist and head of the Purfleet Asylum for the Chronically Insane. There Professor Van Helsing and Dr. Seward puzzled over the strange malady of Lucy Westenra. According to Professor Van Helsing, Miss Westenra, a vivacious young woman with three suitors that included Dr. Seward, suffered from an unusual malaise and anemia caused by repeated attacks from a *vampire*. Lucy's death followed several days later. After her funeral and burial, there were reports of children being stalked in the night by a beautiful lady. Professor Van Helsing, knowing it must be Lucy risen from her grave, enlisted the help of Lucy's suitors, the American Quincey Morris, the Honorable Arthur Holmwood,

and Dr. Seward. With the assistance of Lucy's close friend and houseguest Wilhelmina Harker, nee Murray, and Mr. Jonathan Harker, the group sought out the lair of Lucy's vampire assailant, one Count Dracula of Transylvania. The group chased the Count back to his infernal abode in Transylvania, destroying him and ending his reign of horror. In the final battle with Count Dracula, gypsy servants who were bringing Dracula back to his castle slew Quincey Morris.

During this series of adventures, the group of friends developed into a hearty team bent on the destruction of this and other preternatural creatures. In January of 1884, Professor Van Helsing, Dr. Seward, Mr. Harker, the Honorable Arthur Holmwood (now Arthur, Lord Godalming), acting as a Board of Trustees, formed the Van Helsing Institute, headquartered in the Purfleet Asylum and the nearby estate of Carfax. The Institute attracted a great deal of attention in its formative years, both malignant and benign. While the Great Detective of the era, Sherlock Holmes, and his colleague Dr. John Watson, politely refused

to assist the Institute, other noted detectives of the age did come to their aid. Most notable is Thomas Carnacki, supernatural detective, inventor of the electric pentacle, and possessor of the Sigsand Manuscript. Carnacki's involvement with the Institute was mostly that of a consultant, though his great knowledge and skills were needed to end the Haunting of Dundee House in 1927.

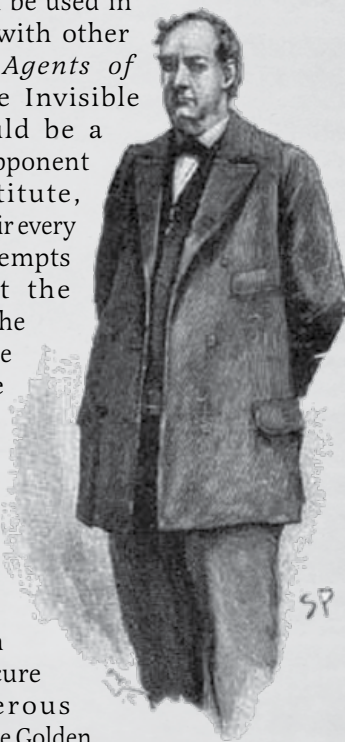
Over the next few years, the Van Helsing Institute grew in both size and scope, working to understand and often eliminate occurrences beyond the scope of mortal man. The few small rooms at the Purfleet Asylum soon grew too small for the Institute. It what many described as a lucky happenstance, the Institute was able to purchase a castle near Königshütte in southern Schlesien, in the Empire of Germany. It was said that the castle is one of the many assets sold from the estate of Ernest Frankenstein, great grand-nephew of Victor Frankenstein. From this centrally located fortress, the Van Helsing Institute could reach all of Europe, assisting in the entrapping of the Demonic Butcher of Marseilles; the banishing of the ghost of Mad King Ludwig from Neuschwanstein; the destruction of the Medusa of Athens; and many others.

During the 20th Century the Institute continued to grow, though it remains obscure by choice. Over the years the organization has suffered many attacks and many losses, from both conventional enemies and supernatural ones, and operatives tend now to be more than a little paranoid. The Institute tends to recruit operatives either directly out of University, or during the aftermath of a supernatural incident. Many of its most successful operatives are sole survivors of monstrous encounters, and bear with them physical and psychological scars. In the 21st Century, with many nations placing obscure groups under greater surveillance, the Institute has developed a cell structure for its active operatives, using encrypted communications via the Deep Web. Curiously, the Institute maintains small covert offices in London and Los Angeles, where they offer research services to the writers of books and movies, using fiction to help covertly prepare the population

in case of a supernatural encounter.

The Van Helsing Institute can be a great resource for the characters. Characters could be members of the Institute, searching out the supernatural and occult mysteries of Europe. The players could form a new office in North America, or in the Far East, bringing in more mysteries to be solved. The Institute could also be an opposing force, perhaps trying to destroy a vampire player character, or thwarting the goals of characters seeking out occult knowledge and artifacts.

The Van Helsing Institute is quite flexible in how it can be used in association with other groups in *Agents of G.A.I.A.* The Invisible College could be a formidable opponent to the Institute, subverting their every action in attempts to discredit the Institute. On the other hand, the Invisible College could be a patron of the Institute, funding their research and directing them to many obscure and dangerous adventures. The Golden Dawn would often be at odds with the Institute, attempting to acquire and control those things which the Institute would destroy. The Institute and The Golden Dawn could be on the same side, especially if they are opposed to the Invisible College or the Knights of the Round Table.



Chapter 2:

Character Creation

This section of the *Agents of G.A.I.A.* rules outlines character creation. This is where you make your character for the campaigns (or stories) created by the GM of the game. Your character is like the main characters in *Agents of G.A.I.A.* comic book. The player characters are the ones around whom the action of the stories told by the GM and you and the other players revolve. Like the main characters in a movie, the player characters should be the ones doing the important actions of the story and not the non-player characters (or NPCs) that are played by the GM. The player characters are always the important part of the story, and at the heart of the action.

Really, the only way to play *Agents of G.A.I.A.* incorrectly would be to **not** have the player characters at the center of the action of the campaign. This is not a game just for the GM, it is for everyone at the gaming table – players and GM alike. This is the best way to get the maximum enjoyment out of a *Agents of G.A.I.A.* game session.

Making Heroes

Step One: Race

The *Agents of G.A.I.A.* campaign setting assumes all the player characters are human. Humans are the biggest worldwide population. This does not mean that other races cannot be played, any race native to the Shadow can be played with your Gamemasters permission. They can even be agents for G.A.I.A. The typical non-human races that are attached to GAIA in some fashion are Dwarf, Elf, Halfling, Half Elf and Half-Ogre. Some enterprising Gamemaster may decide to allow other types of characters to be Werewolves, Dhamphir, Fey or even Ghosts.

Step Two: Attributes

Your character's attributes are determined normally per the *Savage Worlds* rulebook. Each character has five points to distribute among the five attributes, starting with a d4 in each.

Secondary Statistics

Your hero's Charisma, Pace, Parry and Toughness are determined normally.

Step Three: Skills

Your character's skills are determined normally per the *Savage Worlds* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills.

Knowledge (Smarts)

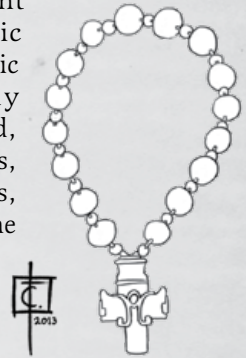
This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

- **Arcana:** ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, forbidden lore, magical beasts, spellcraft, Identify spells and super natural creatures conjured by magic, Recite the history of magic and name various important grimoires and spellbooks, Analyze alchemical compounds and ritual paraphernalia, Translate magical runes, glyphs and other arcane scribblings, Guess what spell was cast based on the physical evidence left behind, Speculate about the possible interaction of magical effects
- **Behavioral Sciences:** Psychology, sociology, and criminology.
- **Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- **Culture:** Law, legislation, litigation and legal rights and obligations. Political and government institutions and processes. Recent happenings in the news, sports, politics, entertainment, and foreign affairs. royalty, wars, colonies, migrations, founding of cities, legends, personalities, inhabitants, laws, customs, traditions, humanoids, character has military-style tactical, staff, or leadership training. This skill includes the ability to use tactics and strategy. Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities). Fine arts and graphic arts, including art history and artistic techniques.
- **Earth and Life Sciences:** Biology,

botany, genetics, geology, and paleontology. Medicine and forensics. lands, terrain, climate, people, navigation, animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin

- **Engineering:** You can identify, build, repair, or disable technological devices; assess the stability of structures and machinery; and properly arm and disarm explosives. Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
- **Physical Sciences:** astronomy, chemistry, mathematics, physics. aberrations, caverns, oozes, spelunking
- **Religion:** ancient religions, mythic history, ecclesiastic tradition, holy symbols, undead, The Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes.



Step Four: Hindrances

Modified Hindrances

All Thumbs

The All Thumbs Hindrance applies only to complex technology, not simple technology as might be found on more primitive planets.

New Hindrances

Bloodlust (Minor / Major)

The character must make a successful Spirit roll when engaging or being engaged by an opponent. Failure indicates that the character must make a Fighting Attack until the encounter is over. The character may regain control by spending an action and making

a successful Spirit roll. If shaken off this way, the character does not need to roll for the rest of the combat. The major version of this Hindrance is as above, except the Spirit roll to either maintain or to regain control is at -2.

Chain of Command (Minor/Major)

You have superiors that issue your orders, and they usually speak for the organization while they brief you on what to do. You are required to obey the chain of command because your character is legally or ethically bound to obey them. As a Major Hindrance, your superior views you as expendable, or perhaps they even hold a personal grudge against you: they always choose you for the most degrading and dangerous missions.

Dependent (Minor)

The character has someone they care deeply for such as a family member, close friend, or lover and will do all they can to protect that person so long as they are able to. If this dependent dies, the Hindrance must be replaced with a new Minor Hindrance, such as Depression, Death Wish, Vengeful, etc.

Depression (Minor/Major)

Your character's emotional problems make the very act of living a chore. Symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. With anti-depressant drugs, there is no penalty and this is a Minor Hindrance, without drugs this is a Major Hindrance and characters suffer a -2 to most tasks, and tend to avoid getting involved. A life-threatening crisis or shock may snap the character out of it for a while, but when the crisis is over, the character sinks back into inactivity afterwards.

Love (Minor)

The character is in love. As this is a Hindrance, it will be either a wild tempestuous destructive car crash type of a relationship, one that is not reciprocated by the other partner or similar tragic and harmful situation such as

being in love with the spouse of a powerful political figure.

Whenever you have to choose between your head or your heart in situations involving the one you love, You must make a Spirit roll and score a raise in order to act as common sense or your head would dictate.

Naturally the Game Master will use this love in adventures in order to make your life difficult - for example, your love may become a villain and you'll need those Spirit rolls to try and bring them to justice, or they may keep getting into situations that require you to abandon other activities and help them out, unless you make those Spirit rolls.

PTSD (Major)

The character has had horrific experiences on the battlefield that have left them with psychological scars. They often wake up screaming in the middle of the night and must make a Fear check whenever an unexpected loud noise goes off.

Secret (Minor/Major)

There exists a dangerous and hidden fact about your character. This could be a secret identity or a shady past. The more damaging the secret if it became known, the higher the level of the hindrance. For example, damage to your character's reputation and livelihood or a threat to his well-being (he might be arrested or deported if the truth were known) is Minor; if the secret could end up in the death of the character then it's Major.

Xenophobic (Minor/Major)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Charisma when dealing with aliens with the Minor version and -4 with the Major Hindrance. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.

Zealot (Major)

He is willing to sacrifice anything, including

his life (or the lives of others) in service to the ideals and beliefs (political, religious or personal) he holds dear. This character is dangerous to himself and others, and shows a total disregard for the law whenever it conflicts with his beliefs. Wild-eyed crusader types and other mixed wackos qualify for this. The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things like that). That does not mean the character is completely berserk. He may control herself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

Step Five: Edges

Modified Edges

The following Edges from *Savage Worlds Deluxe* have been modified for their use in *Agents of G.A.I.A.*.

Linguist

Requirements: Novice, Smarts d6+

The character knows a number of languages equal to his Smarts die. He can also make a Smarts roll at -2 to make himself understood in any language or dialect that fall within a language group of a language he already knows.

LANGUAGE GROUPS

Algic	Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee
Armenian	Armenian
Athabascan	Apache, Chipewyan, Navaho
Attic	Ancient Greek, Greek
Baltic	Latvian, Lithuanian
Braille	Any
Caddoan	Caddo, Pawnee, Wichita
Celtic	Gaelic (Irish), Gaelic (Scots), Welsh
Chinese	Cantonese, Mandarin.
Druidic	Auran*, Aquan*, Druidic*
Finno-Lappic	Estonian, Finnish, Lapp.
Germanic	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
Hamo-Semitic	Coptic, Middle Egyptian.
Indic	Hindi, Punjabi, Sanskrit, Urdu.
Iranian	Farsi, Pashto.
Iroquoian	Cherokee, Iroquois, Tuscarora.
Japanese	Japanese.
Korean	Korean.
Muskogean	Alabama, Chickasaw, Choctaw, Creek, Seminole.
Romance	French, Italian, Latin, Portuguese, Romanian, Spanish.
Semitic	Akkadian (aka Babylonian), Ancient Hebrew, Arabic, Aramaic, Hebrew.
Sahaptian	Nez Perce, Sahaptin (Yakima), Sahaptin (Umatilla).
Signaling	Morse Code, Semaphore, Sign Language, Smoke Signals.
Siouian	Crow, Dakota, Ho-Chunk, Iowa, Lakota, Mandan, Nakota, Osage.
Slavic	Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
Tibeto-Burman	Burmese, Sherpa, Tibetan.
Turkic	Azerbaijani, Turkish, Uzbek.
Ugric	Hungarian (aka Magyar).
Uto-Aztecan	Comanche, Kiowa, Shoshone, Ute.

Marksman

Requirements: Novice, Shooting d10

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.

Mr. Fix-It

Requirements: Novice, Smarts d10+, Repair d10+, Knowledge (technology) at d8+

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.

Tactician

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (military science) d6+, Informed Commander

The tactician has a natural grasp of tactics and can frequently take advantage of a rapidly changing situation. At the beginning of a battle and before any initiative cards are dealt, the hero makes a Knowledge (military science) rolls. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one

or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.

Background Edges

Academy Trained

Requirements: Novice, Smarts d8+

You attended one of the prestigious universities in the world. You like to read, and you absorb the information like a sponge. These books can be found in classrooms, in libraries or even in the local coffee shop. Book Learning confers 5 additional skill points on the Character, but these points must be spent on the following: Healing, Investigation, or Knowledge skills. Because of your interest in books, a character with this Edge gains one additional language.



Blood of the Fey

Requirements: Novice

You are descended from a fey who visited the mortal world many years ago. The magical power inherent in fey blood pulses stronger throughout your body. You gain an arcane resistance to enchantment powers, such as Slumber. This edge may only be taken during character creation and is incompatible with the Insight of the Fey edge.

Crossing Over

Requirements: Novice, Wildling or Pixie or Blood of the Fey edge, Spirit d6+

Crossing over allows someone, through force of will, to shorten his or her travel time while in Avalon. A character using the Crossing Over edge can make a Spirit test versus the TN of the region of Avalon to change the length of their journey between here and there. The governor of a region of Avalon can set or modify the set TN by using this feat.

Heirloom

Requirements: Novice, Spirit d6+

Your hero gains a piece of equipment that has been passed throughout generations in his family. When visible this item grants a +2 Charisma and a +2 to Taunt and Intimidation checks. This is a powerful edge, but if the Heirloom is lost, the edge is lost as well. Recovering a lost Heirloom, however, makes an excellent basis for an adventure. All such items are subject to GM's approval.

Insight of the Fey

Requirements: Novice, Spirit d6+

You are the distant relative of a fey, and have tapped into the mental insight that allows fey creatures to resist illusion and make their own illusion spells more believable. You are resistant to illusion spells, benefiting as if you had the Arcane Resistance edge, but only applied to illusions. This edge cannot be taken in combination with Blood of the Fey.

Status

Requirements: Seasoned, Smarts d8+

The Status Edge is intended to represent those specialized degrees, licenses, and privileges that characters may possess. Several are requirements for professions, while most are status changes that effect how others perceive and react to the character.

The following changes to a character's status are meant as examples only. Gamemasters are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, Gamemasters may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill.

- *Advanced degrees:* Requires one slot per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Characters must pay for each degree separately. So, if Eric wants his character, Vin, to hold doctorates in both physics and biology, he would end up taking the Edge for each one.
- *Award Winner:* Requires one slot per award. This category includes such prestigious awards as the Nobel Prize. The edge must be purchased for each time a character has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the edge twice.

Two Fisted Shooter

Requirements: Wild Card, Seasoned, Shooting d10+

You can hold a pistol of equal size and weight in each hand and fire them without an off hand penalty.

Combat Edges

Assessment

Requirements: Seasoned, Notice d8+

Make a notice check as you take your opponent's measure. Gain a +1 on your next attack, tricks, or tests of will against the target for a success and each raise on the roll.

Crack Shot

Requirements: Seasoned, Shooting d8+.

Your character's skill with firearms leads

them to be a reliably deal devastating damage. When you get a raise on your Shooting roll, you gain an additional +d8 damage instead of the normal +d6.

Improved Grappler

Requirements: Seasoned, Strength d8+

If an initial grappling check is unsuccessful (to either start or maintain a grapple), the Bear Beast Men may immediately make another grappling attempt at -4 (including all other modifiers). This second check does not incur a Multi-Action Penalty.

Leaping Charge

Requirements: Novice, Agility d8+

The character may run and attack in the same round with no additional Multi-Action Penalty. Other Multi-Action Penalties still apply normally.

One Shot Left

Requirements: Novice, Shooting d6+

The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment.

Portable Armory

Requirements: Novice

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired, but remarkably, the character can access them whenever he needs them instead of being forced to return to where they are normally stored. Characters

with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round. For every piece of gear beyond your starting list, you may make a charisma check (Bennies apply to this roll). You roll this against a Target Number that is equal to the cost of the items. If the check succeeds you are able to own that piece of equipment.

Leadership Edges

Battle-trained

Requirements: Seasoned, Smarts d6+, Spirit d6+

A battle-trained leader has spent a lot of his life in group combat, and over time, has learned ways to direct his allies to be more effective. After initiative cards have been fully dealt, but before any actions are taken, the player may swap initiative cards with any

Promotion

To advance in rank, a soldier must be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his teammates. A captain gets nicer quarters and access to the officer's club when in garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be.

Promotion Modifiers

modifier	Situation
-2	Easy mission
-	Routine mission
+2	Difficult mission
-2	Character is a Officer Grade 4 or higher
+1	Character is Enlisted Grade 1
+2	Character displays great heroism or good judgment during the mission

single willing ally. Alternatively, they may spend two bennies to swap with the GM.

Rank (NCO)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as a non commissioned officer in your service and nation of choice. This is listed as a Grade 4 Non officer on the chart corresponding to the correct military service.

Rank (Officer)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as an officer in your service and nation of choice. This rank corresponds to the lowest available rank on your nations officer chart.

Power Edges

Familiar

Requirements: Novice, Arcane Background (Magic), Knowledge (arcane lore) d10+

The apprentice has an animal companion. This animal companion is determined by the level of the character when he first gains it.

- The apprentice can transfer wounds and Fatigue levels to or from his familiar as a free action.
- The apprentice may increase one attribute of his choice which is lower than that of the familiar by one die, to a maximum of d12.
- The apprentice can use the familiar's senses as if they were his own. This requires concentration. The maximum range for this ability is the apprentice's Smarts × 100 yards.
- The familiar can use the apprentice's Combat Edges as its own.
- Any spells the apprentice casts on

himself also affect the familiar. If he casts *armor* with a raise, both he and his familiar gain +4 Armor for the duration, for example.

- The familiar has 5 Power Points, which the apprentice may use as if they were his own. They recharge at the same rate as the apprentice's (usually 1 per hour).

Ley Line Magic

You can see ley lines and draw on their power.

Requirements: Arcane Background (magic), Knowledge (arcane lore) d6+, Smarts

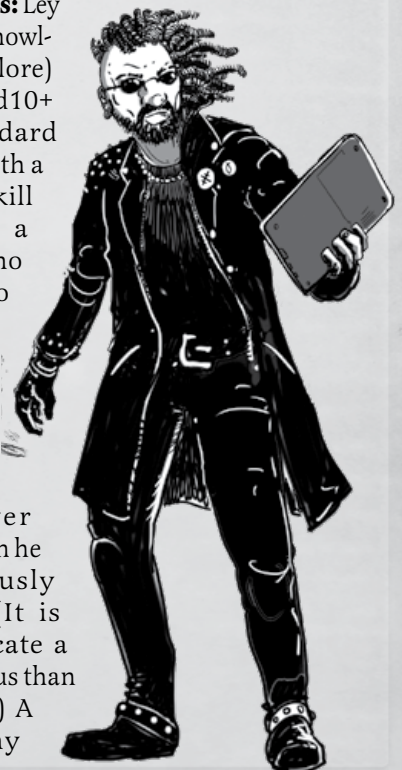
You can sense the presence of any ley line within one mile of your current location. You can tap ley lines for their inherent powers. Once per day, by making a successful Spellcasting check within one mile of a ley line, you regain 1d6 Power Points.

Locate Power Nexus

You can use a ley line to locate a power nexus.

Requirements: Ley Line Magic, Knowledge (arcane lore) d10, Smarts d10+

As a standard action and with a successful skill check, a spellcaster who is anchored to a power nexus can attempt to locate a path along the shifting ley lines to any other power nexus to which he has previously anchored. (It is easier to locate a powerful nexus than a weak one.) A path to any



given power nexus lasts for only one day; the shifting, flowing nature of ley lines requires a new check each day. If the check is failed, the spellcaster cannot locate the remote power nexus. He may try again the next day.

Professional Edges

Knight of the Order

Requirements: Novice, Fighting d8, Knowledge d6+ (any field)

You are a descendent of one of the members of these knightly orders of the Crusades. Your involvement with them is a secret (you are required to take the Secret Hinderance).

When you select this Edge, you choose one of the three Knightly orders to belong to, and gain the appropriate benefits. You may never belong to more than one knightly order.

- **Knight Templar:** You gain Knowledge (French) at a d6, and may add French to your list of known languages. You gain +2 to Riding, and start the game with a horse. You gain the Vow (Knightly Conduct) Hindrance.
- **Knight Hospitaller:** You gain Knowledge (Latin) at a d6, and may add Latin to your list of known languages. You gain +2 to Medicine, and when next to an ally, your Parry gains +1. You gain the Vow (Knightly Conduct) Hindrance.
- **Teutonic Knight:** You gain Knowledge (German) at a d6, and may add German to your list of known languages. You gain +2 to Renown, and when wielding any variation on a sword, you gain +1 Damage. You gain the Vow (Knightly Conduct) Hindrance

Master of Disguise

Requirements: Novice, Persuasion d6+, Stealth d6+.

It seems like everyone, both good and bad, has been fooled by a disguise in the tales of Robin Hood. Even so, clearly some are better than others. A Master of Disguise gets a +2 to Persuasion and Stealth rolls that involve trickery of some kind, including disguises, bluffing and outright lying.

Weapons Encyclopedia

Requirements: Smarts d8+

A character can recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics – material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they own or use regularly and will need to successfully roll a Common Knowledge Skill Check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +2 bonus on any Skill checks needed to locate or buy weapons.

Social Edges

Legal Protection

Prerequisites: Seasoned

Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes. The character gains a +4 Charisma bonus when dealing with the Police

Low Profile

Requirements: Novice

Even though you have had your name in the spotlight, you have managed to downplay your involvement in events. When a roll is made to recognize you, the roll is at -4. This modifier can be doubled by spending a bennie.

Step Six: Gear

Each character begins play with \$500 dollars that he can spend on weapons, armor, and other equipment. As a character adventures, he accumulates more wealth that can be spent on better gear and magic items. Your Gamemaster will determine if an item costs more than the listed price.

Chapter 3:

Archetypes

Archetypes are used as a way to make quick characters, all you need is the archetype, the rule book, dice and a piece of paper to play. By using the archetypes, you can begin play within a few minutes. Let's say you have a few friends over and you want to play *Agents of G.A.I.A.* that night, this is where the archetype comes in. You can read the descriptive text below and determine which character type (or archetype) you would like to play. They are built as any other character would be, with the exception that they have some places that are customizable. Add a name, Hindrances, and gear, spend any remaining skill points, and you're ready to play! This makes these archetypes more uniquely your own, and less like carbon cut outs of character types.

Barbarian

Barbarians, often being quick to anger, tend to be loners, living in the woods, or other places away from general society. They are often employed as thugs or laborers, or anything else that either has a day rate, or something that other people may not want to do. Occasionally, you can find a barbarian working as a tough, bouncer or other job where muscle takes precedence. G.A.I.A. occasionally needs this type of person to help protect their assets. Barbarians gain no additional class skills or class features.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Survival d4, Throwing d4, Tracking d4 (plus 3 additional skill points)

Charisma: -; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal (to Friends and Family), (one minor, one major)

Edges: Berserk, Fleet-Footed

Bard

Bards can be found in all walks of life, they are often right out in the open. While not always the case, the person playing on stage in a dive bar, or the person doing open mic night at the local club, or even a professor at your local university could be a bard. Unlike a lot of classes, the bard has thrived in the modern world. Bards are a lot of things, but



that jack-of-all-trades mentality has really assisted them throughout. Bards are knowledgeable about anything that they come across.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Climbing d4, Fighting d4, Knowledge (Player choice) d6, Lockpicking d4, Notice d4, Persuasion d6, Shooting d4, Spellcasting d6, Stealth d4, Streetwise d4 (plus 2 additional skill points)

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Arcane Background (Magic), Charismatic

Arcane Powers:

- Boost Lower Trait
- Catalog
- Confusion

Musical Instruments are always part of the Bard's trappings for spellcasting

Cleric

As long as there has been people, there has been clerics and religion. In the modern age, that still holds true. While there are several major religions, and more than double the number of minor religions, they all still have one thing in common, worship to a deity or deities. Unlike in other settings, clerics in an Agents of GAIA campaign determine their deity as mostly a matter of aesthetics.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Faith (Arcane) d8, Intimidation d6, Knowledge: culture d6, Persuasion d8 (plus 5 additional skill points)

Charisma: 0, **Pace:** 6, **Parry:** 2, **Toughness:** 5

Hindrances: Poverty (one minor, one major)

Edges: Arcane Background (Miracles)

Arcane Powers:

- Healing
- Smite

Druid

One would think that druids would have no place in modern society, but this could not be farther from the truth. Many druids study and work in the life sciences fields. They are botanists, zoologists, ecologists, and environmental engineers. Other druids tend to avoid the sciences, preferring a more spiritual path to communion with the natural world. These druids come from all walks of life, though they are often recruited from the ranks of student and political activist groups. Regardless of from what groups they are recruited, druids typically reveal themselves in a public spectacle, remembering their near destruction at the hands of the Romans. As Agents of GAIA, druids are protected and sheltered from any organization that means them harm. Druids are very effective against those that want to harm nature.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Faith (Arcane) d6, Fighting d4, Healing d4, Knowledge (Earth and Life Sciences) d6, Notice d4, Survival d6, Swimming d4, Throwing d4, Tracking d4 (plus 3 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Miracles), Beast Master

Arcane Powers:

- Beast Friend
- Entangle

Fighter

Many fighters serve in the military, as security guards or even police forces. Regardless of their training, fighters are students of combat and war, they rely on their physical skills and training to carry them through a battle, and they rarely shy away from danger, often being the very

ones running into the heart of it.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Intimidation d4, Knowledge (culture) d6, Notice d4, Shooting d8, Throwing d4 (plus 3 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Portable Armory (plus 1 additional edge)

Monk

More than anyone else through the ages, monks have held on to their traditions and values. Monks are the followers of Eastern mysticism. They are found all over, from Shaolin Temples in Beijing, to Lee's School of Kung Fu in Dallas, Texas. They are few and far between, no matter what the movies might have shown you. They almost never use their skills to start fights, but almost always to end them. Monks are one of a kind, and should always be treated with the utmost respect, regardless of what you think of their practicing at one o'clock in the morning.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Healing d6, Knowledge (Religion) d6, Notice d6, Stealth d4 (plus 3 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Martial Artist

Paladin

The days of armored knights charging into battle with a lance and a warhorse are gone, but that does not mean that there are not modern knights rummaging around the countryside. These knights are descendants of the Templars, and while their traditions generally only have survived as symbolic and spiritual images



for the Paladin. These knights can still be found working for many agencies, including GAIA. They typically take part in elements where a holy presence is needed. However, paladins are not looked on fondly by the Roman Catholic Church due to their lineage to the Templars. Like clerics, they are only limited by the type of holy warrior they wish to be.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Religion) d6, Notice d4, Persuasion d4, Shooting d6 (plus 2 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Chain of Command (one minor, one major)

Edges: Knight of the Order

Ranger

Rangers are expert trackers, often working their skills as some type of hunter, bounty or otherwise. It is said that some rangers can even track a falcon on a cloudy day. G.A.I.A. takes advantage of this ability. There are things out there that “man was not meant to know” and it is the ranger that determine where it is and brings it back for storage, questioning or even something else if the ranger feels that is necessary.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d4, Survival d8, Tracking d8 (plus 1 additional skill point)

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Woodsman

Rogue

Rogues are often thieves, pirates, covert operatives, smugglers, scouts, gangsters, and freelancers. Of all

the core classes, rogues are perhaps the most versatile and adaptable, and as always, they thrive. Rogues have also taken advantage of developments in weapons technology. Few rogues can match the might and fortitude of the fighter, but when armed with a pistol or rifle the rogue’s steady hands and careful aim are the equal of most any warrior’s.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d4, Repair d4, Stealth d8, Streetwise d4 (plus 1 additional skill point)

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Loyal (to friends and family), (One Major, one Minor)

Edges: Thief

Wizard

Sorcerers brag that they are gifted with a natural talent for magic, while wizards spend many a long year in intensive study to learn their art. This has caused a slight feud in the practitioners of the arcane arts. However, wizards are often hired by GAIA as their ability to do research while in the field comes in quite handy.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d8, Notice d6, Persuasion d4, Spellcasting d10 (plus 2 additional skill points)

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Arcane Background (Magic), Familiar

Arcane Powers:

- Analyze Device
- Bolt
- Summon Ally



Chapter 4:

Beyond the Veil

In an age, long ago magic was more prevalent than it is today. In those days' spells were flung by mighty wizards and great items entered the world. Today only a fraction of that knowledge is known, having been lost during the Dark Ages and the various wars over the years. Occasionally someone finds a scroll, book or something from that long-gone era and brings it back for all to share.

In addition, all spellcasters must make a test versus Spirit every time they cast a spell. On a failed test the caster drops one condition level due to spell fatigue.

Spells and Powers

Most spells found in the Savage Worlds Deluxe book can be used here without modification. In this section, we have detailed a few new powers and their perks for characters with the appropriate Arcane Background. The most notable is the prohibition against the learning and using any spells that allow healing, as healing magic was lost in days of old. Finding healing magic could be an entire campaign, all to itself.

Available Powers

All powers listed in the Savage Worlds Deluxe core book are available in an Agents of GAIA campaign, in addition to those powers, the following powers are also available in your campaign.

New Powers

The new powers herein are presented in alphabetical order. The spells listed here are those not appearing in the Savage Worlds Deluxe book. Obviously not all spells will be appropriate for an Agents of GAIA Campaign; if it is not listed it wasn't intended for use in the campaign. If you believe your character needs a spell from another Savage Worlds source, please consult your GM prior to placing it on your character

Analyze Device

Rank: Novice

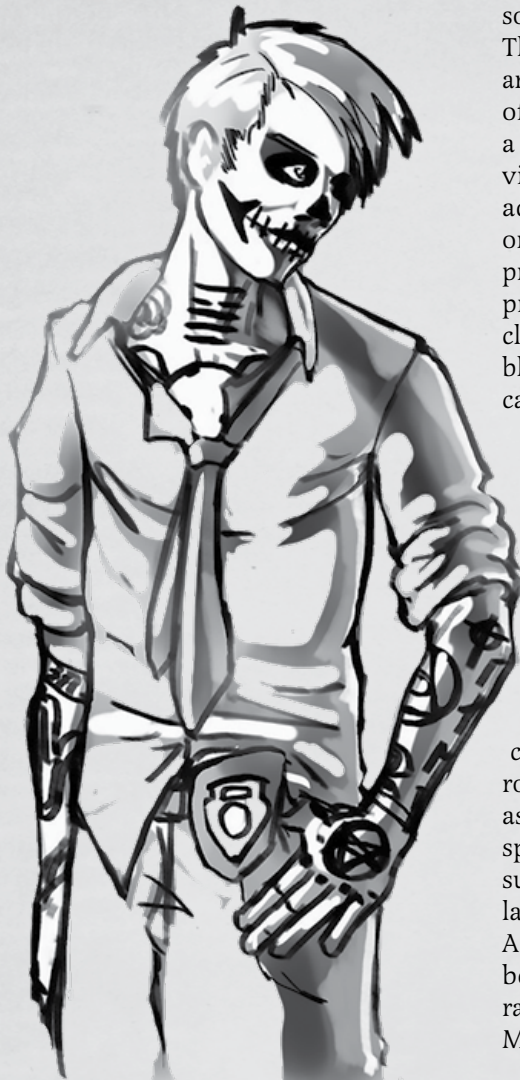
Power Points: 3

Range: Touch

Duration: 1 hour

Trappings: Whispered Word, Gestures

You discover all mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate.



Blood Spilled Anew

Rank: Novice

Power Points: 3

Range: Smarts $\times$ 2

Duration: 24 hours

Trappings: Gestures, magic words

This spell enchants an object that has been stained with blood in an act of murder — a weapon used in the attack, a piece of clothing, or the corpse of the victim himself. For the next twenty-four hours, if the object comes within six feet of the person who struck the killing blow, fresh blood will flow from the original stain. The flow of blood will stop as

soon as the killer moves away from the object. This spell is often used in cases where there are many suspects or no leads, when testimony of the broken window has failed to provide a useful image and speak with dead or final vision are not available. It also has the advantage of displaying clear evidence to onlookers, as opposed to the rituals that only provide information to the acolyte. In certain primitive societies, blood spilled anew is the closest thing a murderer gets to a trial; if the blood of the victim flows again, his family can immediately spill that of the killer.

Brawl

Rank: Veteran

Power Points: 5

Range: Smarts $\times$ 2

Duration: 3 (2/round)

Trappings: Prayers and holy symbol or Arcane words, gestures

Individuals affected by this spell are compelled to attack the nearest creature each round, attempting to inflict nonlethal damage as a melee attack. A creature affected by this spell automatically attacks its most recently successful attacker (that is, the attacker who last inflicted damage on it) on its next turn. A combatant using ranged weapons before being affected by brawl drops his or her ranged weapons to instead make melee attacks. Material Component: A broken bottle.

Bypass Bystanders

Rank: Novice

Power Points: 1

Range: Touch

Duration: Smarts

Trappings: Arcane Gestures, Pinch of lead

Bullets from the target firearm pass harmlessly through all living creatures other than the specified target(s) at which the wielder is firing. Note that while bypass bystanders effectively nullifies any cover bonuses granted by intervening creatures, it does not negate any concealment provided by them, nor does it ignore ordinary cover.

Catalog

Rank: Novice**Power Points:** 3**Range:** Touch**Duration:** Instant**Trappings:** Gestures, Arcane Words, Pen & Paper

By touching a single object of size Huge or smaller you cause an inventory of all objects contained within the target object to magically appear on a sheet of blank paper. The inventory appears to be in your handwriting, and lists all the contents alphabetically (even those in hidden compartments). It does not, however, identify where in the target object each item may be found. Each item is referred to according to its most common generic identification (with its proper title listed afterward in italics). No detail is given regarding contents within other items.

Dud

Rank: Novice**Power Points:** 5**Range:** Smarts × 3**Duration:** Smarts × 2**Trappings:** Gestures, Arcane words

This spell renders the target explosive device inactive. Grenades or mines will not detonate, and bullets will not go off. The caster must be able to see the explosive device or the firearm (the gun, not the bullet itself) he intends to target. If this spell is cast on a firearm, the bullet in the chamber of the weapon is affected first, then the bullet that would normally move next into the chamber and so on.

Eastman's Metacarpal Camera

Rank: Novice**Power Points:** 5**Range:** Smarts**Duration:** Until all pictures are taken or Smarts × 3**Trappings:** The mage concentrates, and gestures wildly while storing a roll of film on his person.

The caster uses the forefinger and thumb of each of his hands to create a rectangular viewfinder, thus pantomiming a camera. The caster can then use this imaginary camera to capture images on a roll of film, which is carried somewhere on his person. To take a picture, you must frame the desired image in the viewfinder and press an imaginary button—each image is magically transferred to the roll of film used as the spell's material component (which is not actually consumed in the spellcasting). Point-n shoot allows you to take one photograph/caster level, with the limitation that the roll of film cannot hold more images than it normally could (about 100 pictures). The images stored, and the roll of film itself, are non-magical, and must be developed just as you would any normal photographic film. Note that film exposed by the Eastman's Metacarpal Camera spell cannot capture images that would not otherwise be captured by a normal camera (i.e., taking pictures in a dark room with normal film results in pictures of inky blackness).

Fabricate Bullets

Rank: Novice**Power Points:** 5**Range:** Touch**Duration:** Instant**Trappings:** Gestures, 1 point of lead

You convert 1 pound of lead into bullets. The spell creates 30 firearm bullets.

Hand Gun

Rank: Novice**Power Points:** 5-10**Range:** See Text**Duration:** Smarts or until all shots are fired**Trappings:** Gestures, arcane words

You close your hand and extend your forefinger and thumb to pantomime the barrel and hammer of a pistol. This pantomimed pistol fires magically conjured bullets. The hand gun is "loaded" with one bullet/power point spent (5 = 1, 6 = 2, 7 = 3, etc.), and can fire one bullet at a time as an attack action.

Firing a hand gun in combat is treated just

as if you were firing any other pistol, except that the hand gun cannot be disarmed. The hand gun can only fire bullets when your hand is forming a pantomimed pistol, but your hand is otherwise unaffected by the spell and able to function normally. Only you may operate the hand gun. The Hand Gun works as a standard revolver.

Itchy Trigger Finger

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Instant

Trappings: Magic words, gestures, A pinch of powdered poison ivy leaf.

A person who has an itchy trigger finger and a loaded firearm in-hand may make a single attack with that weapon at the beginning of a single surprise round, before any others have had a chance to act. Itchy trigger finger allows the subject to make this attack even if he would normally be considered to be surprised at the time, though the subject is still considered surprised for all other purposes. If two or more characters with itchy trigger fingers are involved in the same surprise round altercation, the character with the initiative goes first.

Jargon

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant

Trappings: Magic Words, Arcane Gestures

The subject of this spell develops a short-term understanding of the technical lingo used by professionals in a particular field of study or interest, gaining a better grasp of how to communicate and comprehend ideas related to that field. Choose a single Knowledge category (If the target does not have the particular Knowledge skill, assume he has a d4 for purposes of the power). The subject gains a +2 bonus to any of the following skill checks related to that field: Persuasion Diplomacy, or Knowledge.

Jury Rig

Rank: Novice

Power Points: 5

Range: Touch

Duration: Smarts

Trappings: Magic Words, Arcane Gestures

When you cast this spell, a spectral force binds a broken weapon together, making the weapon unbroken for the duration. While under the effects of this spell, an item suffers no adverse effects from that condition, and is treated as if it is not broken. The object is not repaired and further damage can still destroy the object.

Magic Identity Papers

Rank: Novice

Power Points: 3

Range: Touch

Duration: Smarts

Trappings: A calling card or slip of paper

With this glamour, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of smarts.

Static Arc

Rank: Veteran

Power Points: 5

Range: 12/24/48

Duration: Instant

Trappings: Prayer, Arcane Gestures, a piece of flint and steel rubbing together, Two small iron rods.

Both creatures must be in range, and you must be able to target them both. Draw a line from the corner of one creature's space, to a corner of a second creature within the range of the spell. This bolt affects all squares in the line.

Trace Purge**Rank:** Novice**Power Points:** 4**Range:** Smarts × 2**Duration:** Instant**Trappings:** Prayers, Gestures, holy symbol, A pair of tweezers or tongs

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Vertigo**Rank:** Seasoned**Power Points:** 1**Range:** Smarts**Duration:** 3 (2/round)**Trappings:** Gestures, A top decorated with a spiraling pattern

The target of this spell is overwhelmed by a sense of whirling and tilting that causes a loss of balance and impairs fine motor skills. The target must make a successful Spirit save or be stunned. Each subsequent round the target is stunned by the vertigo, she is entitled to make another Spirit save. Once a target succeeds at the Spirit save, she is only considered nauseated for the remainder of the spell's duration.

Whorlooparch**Rank:** Novice**Power Points:****Range:** Touch**Duration:** Smarts × 2**Trappings:** Gestures, A drop of diluted acid
This spell causes the fingerprints of the

subject to slowly and constantly shift, writhe, and otherwise change shape and pattern. The effect creates a confusing array of mismatched prints left behind on any touched surfaces.

Each time the subject touches an object, the prints left behind will have changed from the previous set, usually resulting in dozens, if not hundreds of different sets of prints.

On a successful Notice check, anyone investigating the prints will notice the bizarre coincidence of the striking similarity between the whorlooparch prints.

When actually touching or grasping a surface, the movement of the fingerprints is momentarily suspended, so any prints left behind are not smudged or smeared by the effect of the spell (though they may be smudged or smeared just as any other fingerprints can be).

Even though the patterns created by whorlooparch are entirely random, it is possible for individual prints formed and left behind to match the prints of an actual person. To determine whether the prints match those of a real individual, the GM should roll percentile dice, with a result of "00" indicating that the prints match up with someone with a record in a police database—it may be a GM character or even someone in the heroes' party (GM's discretion).

Wilde's Pangenderal Transformation**Rank:** Seasoned**Power Points:** 5**Range:** Touch**Duration:** Smarts (in hours)**Trappings:** Gestures, Perfume or cologne normally worn by the opposite gender.

Similar to the Disguise power, this spell temporarily alters the subject's secondary sexual characteristics to those of the opposite gender. All ability scores, hit points, saving throws, hair length, eye color, height weight, internal reproductive organs, and every other aspect of the subject's being remain the same—only the person's apparent gender is changed. Because the spell does not affect the subject's clothing or other accessories, the subject might initially appear to be a man

or woman dressed in the opposite gender's clothing, wearing the opposite gender's hairstyle, and wearing (or not wearing) makeup. Otherwise, the change is flawless and provides a +5 bonus in matters of disguise.

Ley Lines and Nexuses

Ley lines are invisible, intangible currents of magical energy that connect all power nexuses and criss-cross through all points on the Earth. Each power nexus is connected by a ley line to every other power nexus, forming a vast network of ley lines like an invisible web. A spellcaster can sense the presence of a ley line by making a check against his Knowledge (arcane lore) skill.

All characters with Arcane Background (magic) can access additional Power Points from a nearby ley line. A spellcaster can roll against his Knowledge (arcane lore) to access a ley line that is within a distance of Spirit $\times 2$ from the caster. To determine if a ley line is accessible to a caster, the GM should roll a d10. If the roll comes up as a 1-2 on the roll, then there is a nearby ley line. Additionally, the GM could just consult the ley line map and see if their party is near enough to a ley line. Also, some adventures will detail if there are nearby ley lines. If the roll is successful, with a raise, the caster gains $\times 2$ power points for a number of rounds equal to the caster's Spirit die.

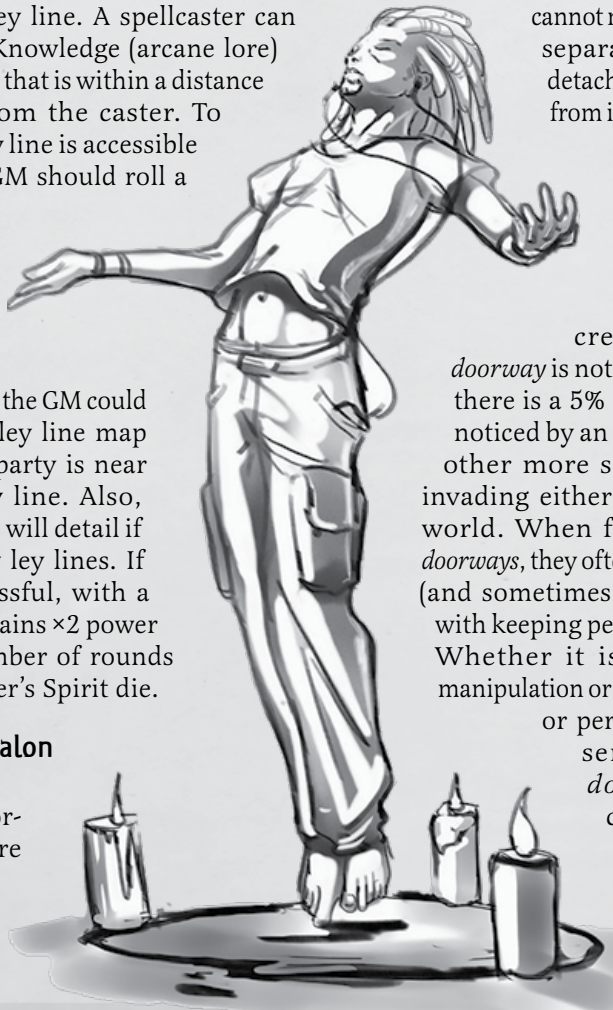
Doorways to Avalon

Like gates and portals, *doorways* are magical openings in the fabric of space that

allow instant passage between two or more locations. *Doorways* are not always obviously marked, yet they can be easily discovered through a number of magical and mundane means. *Doorways* to *sideroads* from the mortal world are seen as greenish-blue outlined rectangular *doorways* normally positioned within some sort of vertical boundaries. Those *doorways* without a physical boundary are often of immense size. *Doorways* to *fey roads* within Avalon appear (when visible) as bluish outlined archways, whereas those leading to Between seem slightly distorted and out of square, their bluish outline tinged with a hint of purple. When creating *doorways*, fey prefer locations that already have some sort of physical opening so that they are not easily detected.

Even though *doorways* cannot normally be constructed separate from a *fey road*, detached *doorways* can result from interrupted or improper spellcasting; these

must either be dispelled or attached to a *fey road* through the second casting of the appropriate creation spell. If the *doorway* is not attached to a *fey road*, there is a 5% chance that it will be noticed by an outsider and used for other more sinister purposes of invading either Avalon or a mortal world. When fey creatures create *doorways*, they often charge fey guardians (and sometimes other fey creatures) with keeping people away from them. Whether it is through magical manipulation or some form of haunting or persuasion, mortals are sent away from fey *doorways* by these charges. Over time, this activity influences where dwellings and structures are built, and eventually where



towns and cities grow. Thus, it is exceedingly rare that a *doorway* exists within any settlement larger than the tiniest of hamlets.

The process of creating a *fey road* with adjoining *doorways* also enlists the service of a *doorway* guardian to protect the route from accidental, unwanted, or unauthorized travelers. As a secondary layer of protection, many creators also add a method of activation. (See Methods of Opening *Doorways*. below.)

Crossroads: Crossroads is a misnomer applied to *doorways* that open onto roads with both endpoints on the same mortal world. These *doorways* get their name from the x-shaped bluish-glowing shadows seen on the ground by eyes gifted with the Second Sight edge.

Locations for Fey Doorways

Before a *fey road* is created, the spellcaster must first find a location to place the *doorways* that open onto it. *Doorways* should never be seen or located easily, so normally the spellcaster chooses a location for the *doorway* that already has some kind of physical opening so the occasional passage of people and creatures does not arouse suspicion. Some innocuous fey *doorway* locations include:

- Stone rings, whether naturally or artificially arranged
- Trees with intertwining and overarching branches
- Gates in abandoned fences
- Cave openings
- Ponds and lakes, with the surface serving as the *doorway*
- For just as many reasons as there are *doorways*, sometimes the opening selected is even more subtle or fantastic such as:
 - A ring of mushrooms
 - An ivy ring growing in a tree
 - An outline of a door carved or drawn on a stone, tree, wall, or some other surface
 - The woven interior branches of a hedge or bush

Methods of Opening Doorways

Once the locations of the *doorways* are established, the means of activation must be determined. Numerous conditions and procedures have been used over the eons to supplement the protection of *doorway* guardians, and are only limited by the caster's skill and imagination. What follows is a list of sample methods for opening fey *doorways*

- Circling around the *doorway* several times
- Turning around three times in place
- Lighting and dancing around a bonfire
- Stepping backwards through the *doorway*
- Certain stepping stones in a garden or stream
- Playing a particular tune or singing a certain song
- Saying a password or pass-phrase
- Allowing the door to open only on certain days or at certain times (like only for the hour when the morning dawn fills the area of the *doorway*)
- Carrying a key (mundane or magical)

Doorway Shape Color Endpoints

- Arched Blue Both in Avalon Rectangular Greenish-blue One in Avalon, one in mortal world
- Skewed rectangle Purplish-blue One in Between, one in mortal world
- X-shaped Blue Both in mortal world
- Sleeping in or near the *doorway*
- Solve the puzzle, riddle, or situation

Another way to get through a fey *doorway* is to be taken through by someone who knows the secret to activating it. Fey frequently bring mortals through invitation or abduction into Avalon for celebrations and companionship (however fleeting). Events known to have attracted fey include:

- Drunken revels
- Fertility rites such as running naked in a meadow on Midsummer's Night
- Performing outstanding music
- Consuming faerie food, or drink

Once a door is activated and opened, it remains open for the duration set by the

creator. This time is usually one or two rounds after a person has stepped through, though reports of *doorways* staying open all night have been reported. Ingenious mortals discovered that cold iron laid across the open *doorway* will delay its closing by five rounds for each inch of the object's thickness (though the magic of the *doorway* eventually cuts the object in two when it closes).

Fires set upon the threshold of a *doorway* will hold it open for as long as the fire burns. Once the fire that has burned for an extended period goes out, there is often so much damage done to the *doorway* (or at least the physical objects to which it was set) that it is rendered useless.

Fey Roads

Doorways connect to *fey roads*, the permanent magical thoroughfares built by the fey and their allies to enable easy travel between frequently visited destinations. There are a few kinds of *fey roads*: *Fey Roads*, *Sideroads*, and *Backroads*.

- **Backroads:** *Backroads* are *fey roads* that connect two points within a mortal world. They end in *doorways* that are often called *crossroads* for their "X" shape.
- **Fey Roads:** *Fey roads*, by definition are the roads that connect points within Avalon. Normally, this also means that *fey roads* only connect points within Between or the Twilight Land, but not from one to the other. *Fey roads* are entered through *doorways* that resemble blueglowing archways. The inhabitants of Between do not want to be easily found by the rest of the fey, so *fey roads* built by them do not always connect with the rest of the roads in Avalon
- **Ley Lines:** Since the dawn of time, the fey have traveled across the surface of mortal worlds and to Avalon via *fey roads*. In mortal lands, the use of these roads by all creatures has created a residual magical effect some mortals have researched and tried to use. Some fey-aware mortals suggest *ley lines* could

be deteriorated *backroads* or even destroyed remnants of *fey roads*. The most anyone has been able to do is trace the routes of these lines to locate their endpoints at *fey doorways*. This is best achieved by casting *detect magic* and searching for a dim aura.

- **Sideroads:** Fey use the term *sideroads* to refer to the roads that link Avalon and a mortal world. Greenishblue glowing rectangular *doorways* mark the entrance to these roads to the Twilight Lands, while those to Between are Purplish-blue glowing distorted rectangles.

Paths

When a creature enters Avalon, the inherent magic of the land interprets their desires and lays before them a path to follow. This interpretation, just like everything else in Avalon, is subjective and may not be readily obvious to the visitor. If more than one creature visits, the path is a consensus derived from their most common desires. It is expected, that if a person follows their path, he will be granted his desire. The form and shape of that desire, as expected, comes in a manner that often requires further interpretation on the visitor's part. If a person craves knowledge of trade, their path may lead to Market. If they yearn for adventure, their path may be never ending, leading them forever onward to experience the greatest adventure of their life.

The options are too numerous to explore here, but some paths lead directly to the fey courts, where their desires will be granted in exchange for a boon the visitor might give to or do for Avalon. This result is exhilarating for native fey, who are excluded from the fey path magical effect. When a mortal arrives at court, this opens an opportunity for the fey to experience the granting of another's desire. At times, the fey even request something else of the visitor, but typically, these are merely impulsive yearnings rather than true desires.

Avalon is endlessly fascinating to mortal visitors, and it all seems wonderful, but

enough learn the true dangers of distraction by the fey. If a visitor strays from the path for any reason, Avalon's magic interprets this as the person abandoning what they most need or desire. Whether in spite or whimsy, Avalon reflexively gives them what they think they want or what they immediately seek for a time (usually by illusions or by moving someone toward them), and then obliterates the path behind them.

Once a person is off her path, only the intervention of powerful mortals or fey can guide them back to their true destination. Most often, folk become lost in major ways and physically separated from any fellow travelers by moving them to another Distant physical location.

Game effect: A *fey path* is laid before the visitor in such a way as to coax that visitor to follow it. Sometimes the path will manifest as a well-worn trail through the wilderness, or a path paved with gold bricks. Other times, it may be a faint trace of someone's passing requiring tracking skills to decipher the broken twigs and disturbed plant growth before revealing the destination. The form of the path is up to the GM, but it should never be so subtle as to interfere with gameplay when the player characters can't find their path or paths.

If characters stray from the path, make a Spirit save for each person. If their rolls fail, their path disappears and they forcibly moved across Avalon to a Distant location in a randomly determined direction. If their roll succeeds, they remain in the region unmoved, but their path still disappears.

Travel Within Avalon

Moving from one point to another within Avalon can be done magically on the *fey roads* that spread across the land or physically by means such as horseback, wagon, or foot. While many choose the latter, emissaries of the fey courts and anyone in a hurry prefers the *fey roads* when they can.

Travel between locales by land is not entirely controlled by the traveler, as they may find themselves consistently no closer than a few miles away from the forest, or a bend or two

of the stream away from the lake. This distortion of the land exhibits the inherent magic of Avalon then further augmented by the whim of the region's inhabitants using the Crossing Over edge.

Crossing over a boundary separating one region from the next is done by using the Crossing Over edge in conjunction with a successful opposed Wisdom check versus the TN of the region being entered. If the check fails, the person attempting the check cannot try to cross over that boundary until the next day. A person can guide up to 1d8 people per level across a boundary at any given time.

If a person does not have the Crossing Over edge, they are allowed to attempt Spirit test versus the destination TN + 15 due to their lack of ability.

Escaping Avalon

Contrary to popular belief (*and what you may derive from information previously given.*) Avalon never tries to trap people in its boundaries. The land responds to the desires of its inhabitants and manipulates travel to achieve its masters wishes.

Stories of people being forever trapped in Avalon are more warnings than truths. The message is simple, learn the ways of Avalon or forever be a slave to it and its inhabitants. When people step off of their paths, they take their fate into their own hands and risk greater perils than those they would normally have faced. Upon a visitor's arrival, the land itself builds and opens a path appropriate for the visitor. be it filled with flowers for a group of children or wrought with magic and monsters for a group of adventurers. Avalon itself does not desire to capture anyone. it merely manifests the desires brought to it.

Escaping a region whose boundaries are too strong for you overcome can be dealt with in a couple of ways. First, you can become more skilled or gain some magical advantage (temporary or otherwise) that allows you to overcome the boundary. Second, you can seek out the person who controls the region and request that they let you leave their borders.



There are records of people being chastised by the fey so that once they leave Avalon, they suffer one or more different curses. One careless soul spent many days in the court of King Finvarra drinking, eating, and abusing his welcome. Rather than merely exercising his right to demand equal payment from the man, he chooses to inflict on him what is now known as the Curse of the Hourglass. When the man returned to his home world,

the erratic time of Avalon caught up with him in an instant, aging him for the entire time he was away. The man hardly saw the sky of his home before he rapidly aged, died, and crumbled to dust.

Thus, it is vastly important that one learns and lives by the laws of Avalon. If you do not, there is a good chance you will find yourself as an indentured servant working off the value of some gift or another.

Chapter 5:

Reliquary

All places have legends, and in these legends, are often items of power. The world of Agents of G.A.I.A. is no exception. These legendary items of power are described in this section. These items are not for handing out, they should only be gained by the players at the end of a major quest, and even then, they should be surrendered to whatever organization sent them to find the item. Magic items are not very common in the Agents of G.A.I.A. campaign setting, there are no +1 swords or +2 armor as a general rule. There are a few of these things that exist through some enterprising inventor. Most magic items in the setting are artifacts or named items.

Magic Items and Ordinary People

For the most part, magic items will not function for a mundane. Sure, the mundane might feel joy and attachment to such an item, or perhaps fear and loathing, depending on the person and the function of the item, but rarely does a mundane recognize and understand as such an item for what it truly is. Most of the world does not believe

in magic or the supernatural. So, for these people, a magic item that operates while in their possession is either seen as a trick or a special effect, or the person convinces himself that he did not really see what he thinks he just saw. In some cases, such an event might disturb a mundane to such an extent that psychological harm occurs.

Armor

Bulletproof Shirt

This light shirt provides the same protection as a +1 *leather jacket*. In addition, the wearer gains the benefits of a continuous *protection from arrows/bullets* spell (so negates up to 4 points of AP from bullets, and provides +2 toughness bonus against arrows, bullets, and crossbow bolts).

Weight: 1 lb.

Illusory Concealable Vest

The wearer of this concealable vest gains a +2 enchantment bonus to Armor. Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect.

Weight: 4 lb.

Weapons

Wounding Handgun

Any bullet fired from this magic Colt Army deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Healing skill roll.

Weight: 2 lb.

Potions

A potion is a single-use elixir that bestows some other temporary, spell-like effect upon the imbiber. Despite the name, potions can take many forms—oils, pills, perfumes, and colognes represent a few variations.

Potion of L'eau de Tigre

This perfume or cologne grants a +2 bonus on Persuasion and Intimidation checks for 1 hour.

Weight: —.



Potion of Mechanical Aptitude

This potion makes the imbiber more proficient in understanding how technological devices work. He gains a +2 circumstance bonus on Knowledge (engineering) for 1 hour.

Weight: —.

Potion of Vehicle Handling

This bubbly potion temporarily sharpens the drinker's Drive and Pilot skills, granting a +3 bonus for 1 hour.

Weight: —.

Rings

A ring is a circular metal band worn on the finger that contains a spell-like effect (often an effect that persists as long as the ring is worn).

Assassin's Engagement Ring

This is a beautiful engagement ring shaped from threaded platinum and gold, set with a small diamond. When activated, it silently shape-shifts into a +1 dagger that cannot be knocked or removed from the wielder's hand against the wielder's wishes (this power does not carry over to ring form). If the wielder releases the ring in knife form, it will revert to ring form before it hits the ground.

Body Double Ring, Lesser

This is a band of gold set with a fairly crude steel or iron simulacrum of a human form. Once per day, it may be activated to produce (at any point within 10 feet desired by the wearer) a perfect visual replica of the wearer as he appears at that moment, down to the clothing and equipment he is carrying. This replica is a quasi-physical illusion. While it will appear to be solid if touched gently or casually, it will instantly vanish if dealt 1 or more points of physical damage, and it has no strength to exert for any reason (thus, it cannot open doors or pick things up). The replica can be attacked as if it was unarmored and cannot move faster than the original.

The replica's clothing and equipment may be removed by the ring wearer, but will vanish instantly if this is done. No physical item may be added to or placed upon the replica. The replica may be controlled by the wearer of the ring (as a free action each round) so long as it is within sight and within 300 feet. If it passes out of sight or out of control range, it will simply stop and stand still until brought under control again. The replica will last up to 10 minutes, and may be instantly banished any time the creator has it under control.

Decoder Ring

This cheap-looking tin ring has a small dial adorned with letters of the alphabet. It grants its wearer a +2 bonus on Linguist checks. Note that understanding does not necessarily imply spell use.

Weight: —.

Ring of Beguiling Behavior

This ring is crafted of dozens of tiny interlaced threads of silver and copper. It must be attuned to a wearer (via at least 24 hours of continual contact) before it will grant any benefit. Once attuned to the wearer, it enhances his ability to baffle and mislead others, granting a +3 bonus to all Persuasion checks.

Ring of Lockpicking

On command, this ring releases several lockpicks, tongs, and tiny mechanical arms designed to fit into any Fine or Diminutive lock. The ring grants a +3 equipment bonus on Lockpicking checks when picking or disabling locks.

Weight: —.

Wondrous Items

Wondrous items include anything that doesn't fall into the other groups, including jewelry, tools, books, apparel, and gadgets.

Sample wondrous items include the following:

Camera of Soul Stealing

This bulky camera steals the life force of anyone caught in its field of view. Once per day, the user of the camera of soul stealing can take a picture (the camera does not need to be loaded with film). Anyone within a 30-foot cone will need to make a Spirit roll at -3, failing the roll the affected character takes wounds as if they were attacked by a melee attack and the camera's user gains wounds as if the healing power was used upon them. A successful Spirit roll makes the target of the camera immune to future attacks by it.

The pictures taken by the *camera of soul stealing* are black and white, and they possess a horrific, mind-bending quality such that people look gaunt and haunted, objects are twisted in a sinister way, and shadows seem darker and menacing.

Weight: 5 lb.

Fabric of Style

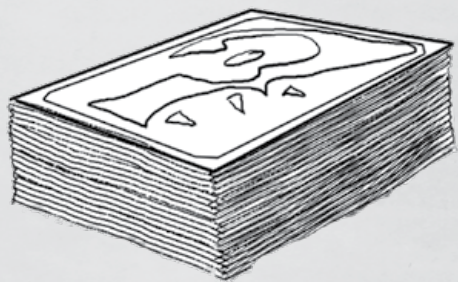
This bolt of fine, silky fabric is wrapped around a person's body. On command, *fabric of style* turns into a any sort of outfit of excellent quality, but does not include accessories like jewelry, watches, and so forth. *Fabric of style* also grants a +2 equipment bonus on Charisma checks while worn. The style of outfit can be changed, but the *fabric of style* must be removed and donned again, requiring a full-round action. If any part of the outfit is removed, the *fabric of style* turns back into the bolt of cloth.

Weight: 3 lb.

Hidden Holster

This concealed carry holster can hold any handgun and grants a +3 bonus on Stealth checks to conceal the weapon. The bonus applies to physical searches as well as casual inspection.

Weight: 0.5 lb.



Lucky Deck

This ordinary looking deck of playing cards usually features a stylized genie or similar image on the backs of its cards, the *lucky deck* grants its owner a +3 luck bonus on Gamble checks involving card games (such as poker or single-deck blackjack). To become the owner, a person must keep the deck on his or her person for 24 continuous hours.

Weight: —.

Lucky Dice

These ordinary looking, casino-grade dice grant a +3 luck bonus on Gamble checks when

used for any dice games (such as craps). Because they work for anyone who uses them, the user typically palms them between throws to avoid suspicion (requiring a separate Stealth check).

Weight: —.

Pen of Invisible Ink

This pen looks like an old-fashioned calligraphy stylus, but contains its own magical supply of black ink. Any letter printed with this pen appears normal until the user speaks a name and blows upon the paper. Once spoken, the ink fades and can only be viewed by the person who was stated at the time of writing. If the name is not specific, then anyone with the same name will be able to read the message as normal.

A *read magic* spell will indicate that invisible ink has been used, but will not reveal the message. It is possible to create a nonmagical chemical compound that, when spread over the surface of the paper, reveals the message written in *invisible ink*.

A *pen of invisible ink* holds enough ink for 50 messages.

Weight: —.

Quick-Draw Holster

Any handgun placed in this hip holster fits perfectly. The *quick-draw holster* allows its wearer to draw or holster the weapon as a free action.

Weight: 1 lb.

Spectacles of Speed Reading

These octagonal-framed spectacles resemble ordinary reading glasses, but they have been enchanted with a version of the *bibliolalia* incantation. While wearing these glasses, a character increases her reading speed to 10 pages per minute (or reduces required reading time to 20% of the listed time) and, for the 30 minutes following the completion of a book, has perfect recall of everything she read. After that, she must make a Knowledge check of the appropriate type to remember more than general information.

Tempus Fugit Watch

The *tempus fugit watch* is an antique gold pocket watch with numerous hands that do not seem to conform to the standard array of hours, minutes, and seconds. It uses long-forgotten and extremely powerful magic to stop time for a short while enabling its wearer to move about freely. These watches are only found, as the secret of their manufacture has been lost.

Once per day, the *tempus fugit watch* can make time cease to flow for everyone but the wearer. In reality, the wearer speeds up so greatly that all other creatures seem frozen, though they are moving at their regular speed. The wearer is free to act for 1d4+1 rounds of apparent time. While the time stop is in effect, other creatures are invulnerable to the wearer's attacks and spells. The wearer cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the wearer can affect any item that is not in another creature's possession. The wearer is not detectable while the effect lasts.

There is a 1% chance per use that the watch ceases to function after its last use. Once it ceases to function, the watch cannot be repaired.

Artifacts

All places have legends, and in these legends, are often items of power. The world of Agents of G.A.I.A. is no exception. These legendary items of power are described in this section. These items are not for handing out, they should only be gained by the players at the end of a major quest, and even then, they should be surrendered to whatever organization sent them to find the item.

Activating an Artifact

Unless otherwise noted, activating an artifact takes an attack action and does not provoke attacks of opportunity. Artifacts are activated by command word or use-activated.

Destroying an Artifact

Artifacts are unnaturally resilient and can only be destroyed by extraordinary means. The secret to destroying an artifact is often as well-guarded and mysterious as the artifact itself, requiring a successful Knowledge check to uncover.

Destroying the artifact is even more arduous—and frequently the basis for an entire adventure.

To illustrate the difficulty of destroying an artifact, several means of destruction are presented below (and the GM is encouraged to devise other means).

- Locate and retrieve an ancient Babylonian scroll with a *transform* seed incantation, which will turn the artifact into something that can be destroyed by conventional means.
- Use a *subjugate outsider* incantation to summon a powerful demon, then command it to take the artifact and plunge it into a pit of Hell.
- Find the living descendant of an ancient Mongol dynasty whose blood, when spilled on the artifact, will cause it to dissolve.
- Place the artifact on an altar in a Paris cathedral, then splash it with holy water from the Aspergillum of Saint Xavier, which was stolen from the cathedral in the 15th century and was last seen in a private art collection in Singapore.
- Locate an Egyptian brazier with the power to summon an efreeti noble, then use a wish to command the efreeti to smash the artifact with its great iron falchion.

Artifact Purchase

Artifacts cannot generally be purchased on the open market, although a careless vendor might sell one inadvertently (by failing to realize its true nature or power). They are also the subject of some type of quest, allowing the player characters to have temporary possession of such an item. Since artifacts are often unique items, one must strike a

deal with the current owner (who usually demands an exorbitant price). Players may not equip their characters with artifacts without their GM's permission.

Artifact Descriptions

Alan Pinkerton's Badge

History/Description: In 1850 Allan Pinkerton formed the North-Western Police Agency, a detective agency in Chicago, Illinois. Later renamed The Pinkerton National Detective Agency, the company gained a great reputation of honesty and vigilance, with its motto, "We Never Sleep". Showing a Pinkerton's badge usually gained the agent a trust of the people and carried a great deal of clout all across the nation. Allan Pinkerton wore his badge proudly, using his power to convince people to deal with him honestly and fairly. Allan Pinkerton's Badge is the one owned by Pinkerton himself. It is a badge about 3 inches tall and just under 2 inches wide. It is a shield bearing the Agency's All-Seeing Eye logo and the company motto.

Special Properties: Anyone wearing the badge for 24 hours will discover the innate powers of Allan Pinkerton's Badge, and will see why he treasured it so highly. The badge allows the wearer to never need sleep. The user never grows tired, is not affected by fatigue, and cannot be hypnotized or mesmerized. Upon removing the badge, the wearer will begin to feel the effects of the lack of sleep, requiring at least 4d10 hours of sleep before recovering. Wielding the badge while questioning someone invokes the badge's second power. Anyone being questioned by the badge holder must make a Spirit roll at -3 or else be compelled to tell the truth. If the questioning lasts for more than half an hour, the target is allowed another Spirit roll to stop telling the truth.

Weight: 6 oz.



Ark of the Covenant

History/Description: Considered to be one of the holiest of Judeo-Christian relics, the Ark is said to contain the stone tablets upon which the Ten Commandments were written. While other items are claimed to be within the Ark, the only item always mentioned are the stone tablets. It has also been said to be a conduit of the Voice of God. The Ark is devised to be a portable tabernacle, wherever it rests being a holy site while it is there. It is described as being a box of shittam-wood, or red acacia, measuring $2\frac{1}{2}$ cubits by $1\frac{1}{2}$ cubits by $1\frac{1}{2}$ cubits ($45'' \times 27'' \times 27''$). It is covered, inside and out, with a layer of gold. Four rings of gold, one in each corner, hold long poles of shittam-wood, used to carry the Ark. The poles are never to be removed.

Special Properties: Those who possess the Ark must be of pure and noble heart. Those who spend a week attuning to the Ark will find that its divine power grants them two special abilities. Three times per day the possessor of the Ark may touch someone with the Grace of God. The target should be treated as if they are under a bless power (see *The Fantasy Companion*). This effect lasts for four (4) hours. Those given the Grace of God must wait a day before being blessed again. The possessor of the Ark may not use the Grace of God on themselves.

The Ark of the Covenant grants the possessor with the gift of divination. Once a week they may ask the Ark a specific question, similar to that done under the divination power. The

Ark, as a conduit to the Divine, will give forth a cryptic, vague, but useful piece of advice in regard to the question asked.

The Ark itself has two unique abilities. First, any snake or scorpion which comes within 100 yards of the Ark is instantly slain. Secondly, the Ark exudes an aura of good that is so strong that anyone of evil intent or action that approaches the Ark is repelled by it. They must make a Spirit roll at -3 to come within 50 feet of it. An additional Spirit roll at -4 is required for them to touch it. Those who fail either Save are thrown away from it $2d6+8$ feet and suffer $2d6$ damage from the divine wrath of expulsion.

Weight: 185 pounds



Benjamin Franklin's Bifocals

History/Description: During Franklin's term as United States Minister to France, he designed and had created a unique pair of spectacles. Each lens was specially prepared so as to give different focal lengths in the top and bottom halves. They allowed Franklin to see both at distance and to read close up. The brass frames contain the 2-inch lenses, the arms allowing the glasses to sit comfortably on the wearers face.

Special Properties: The bifocals are imbued with the intellect and creativity of their creator, Benjamin Franklin. After wearing the glasses for 24 hours, the wearer gains an one die type increase to Smarts (or a +1 if already $d12$ or higher). The wearer will gain the insight of Franklin, allowing them to tap into the 3 Insight Points of the Bifocals, which refresh each day at dawn. The Insight Points may be used as follows:

The wearer may watch someone from afar using the Remote Viewing Power (detailed

below). This will use one Insight Point.

Upon command, the bifocals will act as the Dispel Power on powers in use with the Illusion trappings. This will use two Insight Points.

When creating a new invention or tinkering with an existing one, the wearer can channel Franklin's unique creativity, allowing the wearer a +2 bonus to any Repair rolls regarding creating the invention for the next 12 hours. This will use three Insight Points.

Weight: —

Remote Viewing

Rank: Seasoned

Power Points: 4

Range: Unlimited

Duration: 1 minute (1/minute)

Trappings: Silver mirror, pool of water

You can see a creature at any distance, unless the target makes a raise on a Spirit roll. A successful Knowledge check about the target reduces their Spirit roll by -2 as you know enough about them to be able to target them effectively.

Caesar's Shield

History/Description: This is the shield that Julius Caesar carried with him from Britain to Egypt and back to Rome. The shield is said to have disappeared at roughly the same time Caesar was slain by ambitious senators. It has reportedly surfaced from time to time, appearing on auction blocks and being alternately decried as a forgery and contested in bidding wars more savage than any of Caesar's campaigns.

Special Properties: This +3 *large shield*, emblazoned with the image of a roaring lion's head, allows the bearer to wield any weapon as though he was proficient in its use. It also grants whatever weapon its bearer uses a +3 enhancement bonus. The bearer has damage reduction 10/+1 while grasping *Caesar's shield* as well.

Weight: 22 pounds.

Crystal Skulls

History/Description: Shrouded in mystery and often derided in scientific circles, crystal skulls are the hot topic of scientific journals and family sitting rooms alike. First appearing for sale in 1848, the skulls are said to be of Aztec creation during the Pre-Columbian Era. The skulls are roughly human sized and are created from a single quartz crystal. The level of detail varies from skull to skull, with some including detachable lower jaws, extensive tooth modelling, and deep eye sockets. Most of the skulls for sale are modern fakes, but approximately two dozen seem to be truly special.

Special Properties: When a true crystal skull is held, it immediately strikes the hold as being different. First, it appears to be slightly warm to the touch, unlike the cold stone fakes. The true skulls also seem to cause a very slight tingling sensation to the hands, as if the skull is slightly charged electrically. Anyone spending 24 hours focusing on and studying one of these skulls will become attuned to the skull, which will reveal its secrets. The person attuned to the skull will receive a one dice step increase to their Smarts. Once per day, if they focus upon the skull, the user will be able to see another location as if they are using the remote viewing Power (see above)

If two true crystal skulls are brought within 20 feet of each other, they will interact with each other, setting up a strong electromagnetic field and appearing to glow a pale blue. If a third skull is added to this the field becomes so powerful it starts to throw off electrical sparks. The longer the skulls are together, the stronger the sparks become. For the first hour they are together, the sparks cause no damage and are just an annoyance. For each hour after that, the random sparks will cause 1d6 of cumulative damage per spark.

Weight: 4 pounds

Donner's Skull

History/Description: In May of 1846, George Donner, his brother Jacob, and the associate James Reed took their families and employees westward, seeking a new life and better climate in California. The 32 people in 9 wagons set out with high hopes and followed along with a train of almost 500 wagons that left Independence, Missouri. Receiving word of a new and faster route through the Wasatch Mountains and Great Salt Lake Desert, the Donners and their associates split from the main wagon train and take this new and unproven southern path. This small wagon train, consisting of 87 people, left Fort Bridger with expectations of a quick journey. Trouble with wagons, cutting of new paths, and the death of some cattle slowed the party. They first thought they would be in California by September, but instead were stuck among the Wasatch Mountains as the November snows began. Making shelter in 3 cabins they found on Truckee Lake and in other shelters made a few miles away, the party hoped to hold out until spring. Their food stores quickly depleted, a group of 15 men and women set out on snowshoes in hopes of reaching California and rescue. The snowshoe group became disoriented in the mountains and only 7 of them survived to reach a ranch. This group, and those at Truckee Lake, resorted to cannibalism to survive the ordeal, eating those who died before them. Rescue parties for the group set out in early February and again in March, managing to save 48 members of the party. Sadly, one of those who was not rescued in time was George Donner, who was left by the third rescue party. Donner was buried by Truckee Lake, which was renamed Donner Lake. A year after he was buried, spring travelers through the area discovered his grave dug up and the head missing from the body.

Donner's skull, devoid of flesh, made the rounds of

secret carnivals of death. These carnivals are really a side show, with artifacts, remains, and photographs of murderers, cannibals, and victims of gruesome crimes. Many say the skull was oddly attractive, making one wish to touch it and possess it. Anyone possessing the skull for more than 24 hours will find they are attuned to the skull and will discover its unusual properties

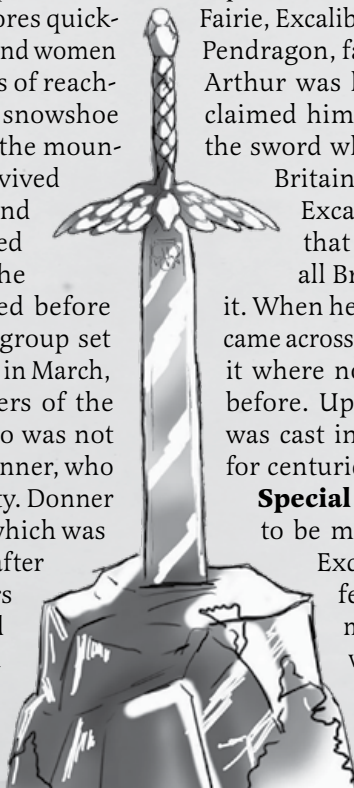
Special Properties: The skull grants the owner a one duce step increase to their Vigor Attribute. Along with this increase in stamina come two adverse side effects. When the owner sleeps, he will have dreams of death, privation, and bitter cold. These dreams cause the owner to have restless sleep, which can cause them to function poorly, giving them a -2 Modifier on Spirit rolls.

Weight: 2 pounds

Excalibur

History/Description: The legendary sword of King Arthur of Britain. The origin of the sword is lost in the legends and tales of its exploits. Said to be forged in the Land of the Fairie, Excalibur was originally given to Uther Pendragon, father of Arthur. After his birth, Arthur was hidden from the Fairies, who claimed him as a reward for giving Uther the sword which allowed him to rule all of Britain. As he was dying, Uther thrust Excalibur into a large stone, stating that only his son, the true King of all Britain, would be able to remove it. When he came of age, the young Arthur came across the sword, effortlessly removing it where none had been able to budge it before. Upon Arthur's death, the sword was cast into a nearby lake, where it lay for centuries before its rediscovery.

Special Properties: While appearing to be more than a simple longsword, Excalibur possess several unique features which border on the miraculous. After centuries under water, the sword appears as good as new, with the blade being so sharp it can cut its target in twain. Any attack roll that



achieves a raise means there is a 2 in 10 chance (1-2 on a d10) that whatever is struck is cut in half. Any living creature cut in this manner will die instantly. The sword is unbreakable, not even striking stone will cause Excalibur to chip or bend.

Weight: 3 pounds

Fountain of Youth

History/Description: This is the legendary source of youth hunted by the Spanish explorer, Ponce De Leon. It is unfortunate that he was looking in the wrong place. It has been rumored for years that this source of youth returning water was located in Florida. That could not be farther from the truth of things.

The actual location of this mystical source of water is deep in the Black Hills of the Dakotas, under the auspice eye of the Sioux Nation. The massacre at Wounded Knee happened because the Sioux refused to hand over the location to the fountain; the Ghost Dance was to reveal its location to Chief Sitting Bull.

The actual location is known only to Sioux shamans and medicine men.

Special Properties: The water from this mystic spring can reverse and even hold off the aging process. The first dose returns you to an age where you were at your best; this could be 18, 25 or 50 depending on your own thoughts. This will remove the Elderly Hindrance and its associated attribute reductions. After 30 days the recipient will begin to age normally again, to maintain immortality one must drink from the spring every 30 days. However, stopping the water's treatment has the possibility of disaster. If the benefactor of the Fountain's effects does not partake of the water for more than 30 days, all the benefits of the water can be negated, and the effects of old age come crashing back on them. They must make a Vigor save at -2 each day to retain all the benefits of the fountain. Failing this save will cause the Elderly Hindrance to come crashing back immediately. A roll of one on the Wild Dice will cause the age penalties to occur,

along with an additional one step Vigor penalty (min d4).

Weight: N/A, fountain cannot be moved or lifted

Golden Railroad Spike

History/Description: The date of May 10, 1869 marks a momentous event in the history of transportation. The Transcontinental Railway, the line that connected the East Coast of the United States to the West Coast, was completed at Promontory Summit in the Utah Territory on that day. Many hundreds of people, from the poor workers to the rail barons financing the work, were there to see the final spike put in place. The Last Spike, made of 18 carat gold, was especially engraved for the event. All four sides were engraved with the names of the railroads involved, the date, and the motto "May all the men gathered come together for the good of all." With all the people gathered and with great reverence the spike was driven home with a silver headed mallet. The energy of the people, in conjunction with the lay lines being connected, caused the Golden Spike to be infused with a great power. Some say the spike glowed briefly when struck, but all there found that those there that day were changed. They were better men for completing the great challenge to connect to country together. It is said that wherever the spike is located, those around it strive to do good.

Special Properties: The Spike, when driven into the ground creates a field of civility within a 100' radius. Those within the field of the spike need to make a Spirit roll at -2. Failing causes the victim to be friendly and hospitable to all within site, making them cooperate and work together. They treat everyone as if they were a trusted friend. This trust continues until either of the parties does something to break that trust. Those who succeed the Spirit roll will see things are they really are, and will distrust the individual who planted the spike.

Weight: 1 lbs.

Holy Grail

History/Description: The most worshipped and legendary artifact of the Middle Ages, the Holy Grail is a relic of great mystery and power. The Grail, or chalice, is the cup that was used by Jesus during the Last Supper. The Grail has been the object of the Grand Quest of King Arthur and the Knights of the Round Table and is highly sought out by those who seek power over humanity. While some say that the grail is finely crafted of gold and precious stones, it is a simple glazed chalice with a simple basket weave design.

Special Properties: The Holy Grail is a most powerful relic. If one drinks wine directly from the Holy Grail that person is completely healed of any damage, poison, or mental infirmity. Pouring the wine from the Grail will cause it to revert back to regular wine. Possession of the Grail will also allow the wielder to inspire those who see him. Allies of the wielder that are within visual range receive a +2 Divine Bonus to all attack, damage, and attribute tests for up to 10 rounds or until the encounter ends, whichever comes first.

Weight: 1 pound

Houdini's Watch Fob

This short length of gold chain with a belt clip on one end and a wooden fetish at the other once belonged to the famed stage magician Harry Houdini. The fetish is a crude, tiny carving of a human figure with strange glyphs gouged into its chest and back. Houdini, it is said, was never seen without this fob hooked to his belt—never, that is, except for the night that he died.

In the intervening years, the fob has passed through the hands of several collectors, all of whom swear that they will give the artifact a permanent home. Each owner, though, has fallen on hard times, passed away, or come to a particularly valid reason to sell the item less than a year after taking possession. The fob, it seems, does not want to stay in one place.

Anyone wearing the fob gains a +3 luck

bonus on Climb, Streetwise, Survival, Stealth, as well as a +3 luck bonus on Climb, Streetwise, Survival, Stealth, and Taunt checks. Furthermore, the fob grants the wearer initiative as if he drew a Joker.

Hyde Formula

History/Description: The creation of the highly gifted but little-known chemist Dr. Henry Jekyll, this formula can be used to create a potion of horrific power and outcome. Dr. Jekyll managed to separate the mild mannered, civilized part of the mind from the baser, more barbaric part. His initial findings were laughed at by his colleagues, but the good doctor persisted in his work, much to his horror. While the doctor has disappeared, his formula survived and was confiscated by MI7. Spies within the organization stole the formula and it has appeared from time to time on the black market.

Special Properties: If the reader succeeds at a Knowledge (Physical Sciences) Check, requiring at least two raises they are able to decipher the formula and can prepare the Hyde potion. The ingredients to make the potion are extremely rare and difficult to find. Using the Brew Potion edge, the potion will take one week to create and will make one dose. Drinking the potion created by the formula will have a dramatic, life-changing effect on the imbiber. Whoever drinks it will be more like their base self. Their inhibitions will be removed, and they will develop an appearance that is remarkably different than their original and coarser. The drinker's Strength will increase by two dice steps (or by +2 if already at d12) and their Spirit will decrease by two dice steps (min d4). They will be subject to fits of rage or acts of depravity (Spirit roll at -1 to avoid). The effects will last for 24+1d12 hours the first time it is ingested. Once the effects are over, the drinker will need to make a Spirit roll at -2 to resist the urge to drink the potion again. Each time the potion is consumed it will last 1-3 fewer hours than the last time, and the urge to use it again will be stronger (a further -1 to the Spirit roll each time). If, after the first use of

the drug, the user rolls a raise on their Spirit roll, they have managed to metabolize the potion such that they can assume their alter ego once a day for up to one hour.

Weight: —

Index of Alexandria

History/Description: There are four copies of this large, leather-bound, illuminated tome believed to exist (although rumors perpetually circulate about more). They represent the life's work of a monk identified only as Ranald de St. Augustine (exactly which site named for St. Augustine remains unclear). They are Latin translations of a series of Greek scrolls attributed to Aristarchus of Samothrace —the last known librarian of the Great Library of Alexandria —that purport to be a complete index to the 40,000 volumes housed in that legendary temple to knowledge.

Special Properties: Reading the *Index* takes 40 days (which do not have to occur in a row). At the end of each day, the reader must make a Knowledge check or that day's effort is lost.

Upon completing the book, the reader gains one step in Spirit and Smarts die, and a +2 insight bonus on all Knowledge checks.

After completely reading the book, a person may return to the volume to try to glean specific information or insight on matters of ancient history, languages and translation, various sciences, theology, and philosophy. (It is up to the GM to decide whether or not a specific subject falls into one or more of these categories.) This requires 2d6 hours and a successful Research check (DC 25).

Weight: 15 pounds per volume

Mace of the United States of America

History/Description: In one of its first resolutions, the U.S. House of Representatives on April 14, 1789, established the Office of the Sergeant at Arms. The first Speaker of the House, Frederick Muhlenberg of Pennsylvania, approved the ceremonial mace as the proper symbol of the Sergeant at Arms in carrying out the duties of this office. The

mace went missing and was presumed destroyed when the Capitol Building was burned on August 24, 1814 during the War of 1812. Right now, it rests in a storage vault in England, under the control of MI-7, a relic of the war.

The design of the mace is derived from an ancient battle weapon and the Roman fasces. The ceremonial mace is 46 inches high and consists of 13 ebony rods — representing the original 13 states of the Union — bound together by silver strands crisscrossed over the length of the pole. Atop this shaft is a silver globe on which sits an intricately cast solid silver eagle.

Special Properties: The Mace is a carrier of diplomacy; it automatically stops any argument, disagreement or violence within 20 feet of it. Furthermore, anyone within 50 feet is two dice steps higher in a Persuasion skill check.

Weight: 6 lbs.

Mesmeric Disk

History/Description: Originally created by the German physician Franz Anton Mesmer, this disk resembles a 3-inch diameter pocket watch with a spinning disk in place of a normal clock face. Doctor Mesmer used this disk to entrance subjects, bending their will to his. The disk disappeared after Mesmer's death in 1815 and has appeared throughout Europe from time to time since then.

Special Properties: When brandished as a standard action, it can paralyze a single HD or fewer creatures within 15 feet. Subjects may make a Spirit roll at -1 to resist the effects. If unsuccessful, it cannot move or speak as long as the user of the disk targets it each round as a standard action and for 1d3 rounds thereafter. All memory of events during paralysis is forgotten by the subject when the effects wear off.

Weight: 1 lb.

Moreau's Machine

History/Description: Created by Dr. Moreau while he was creating his Beast Men, this magical machine has but one purpose, it is

designed to bring the dead back to life (so to speak). It can create a copy of an individual from a source stored in a special container. The machine was confiscated by agents of MI-7 as they stormed the island. It is rumored that Mycroft will occasionally allow the machines use for those who have perished in the line of duty.

Special Properties: This machine creates a copy of the original character, but at a weaker state than when he went into the machine (this means the copy of the character is at half the number of experience points that he was when the sample as given, possessing only the skills and memories of the character at that Rank). Physically, Copies seem to be near-perfect replicas of the people from whom the sample tissue or hair was taken. There are often small differences, such as a subtle change in eye color or a slightly different scar, or minor deformities. These small quirks are rarely debilitating in any way, sometimes escaping notice altogether.

Weight: 5 tons

Poor Richard's Almanack

History/Description: This book was published by Benjamin Franklin on December 28, 1732. The author's original manuscript is Benjamin Franklin's personal grimoire and contains information to aid Benjamin Franklin in his spells and incantations.

Special Properties: Benjamin Franklin was not only an inventor, but the world's only known mechamancer. To normal everyday folk, this book has a series of normal everyday occurrences and aphorisms, but to those gifted with the Arcane background (Weird Science) Edge, it has several different abilities.

Anyone possessing Franklin's personal copy for at least a week, reading it for at least four hours a day, will become attuned to the book. This attuning will grant the reader the Repair skill at d8 and the Mr. Fix It Edge. The Repair skill does not add to a character's skill if she already possesses it.

Hidden within the text is a spell that allowed Franklin to cause inanimate objects to come to life. Anyone reading the book can

make a Notice test at -2 to discover that there is hidden text within the book. Careful examination will allow the reader to make a Smarts test at -3. A successful deciphering will mean the discovery of a new Power: Franklin's Animated Objects.

Weight: 1 pound (0.45kg)

Franklin's Animated Objects

This functions as the 'Summon Ally Power,' but said allies will be made of the spare parts of machinery and gadgets lying around

Round Table

History/Description: Merlin creates the Round Table at Uther's request to aid him in unifying Britain. It is an enduring symbol of equality and justice. The table seats 150 knights, and its seats are called sieges. Twelve of the sieges may only be occupied by the most virtuous of knights. These sieges represent the apostles, and each chair of the twelve requires more nobility than the next. Only Segurant, Pellinore, and later Lancelot, could sit in the twelfth siege, on the right hand of the Siege Perilous. The twelve knights who occupy these sieges are referred to as the Grail Knights, as they are destined to search for this mysterious object. A thirteenth siege, named the Siege Perilous by Merlin represented Christ, and would kill any knight who sat in it. Only Galahad ever occupies the Siege Perilous.

During Uther's reign, only fifty knights occupied the table. These knights were known as the Knights of the Old Table, which implies that the table was ancient even then. Segurant, Ulfius, and Brastias are the only three knights of the Old Table mentioned in the tales. Upon Uther's death, King Leodegrance inherited the table. King Leodegrance hosted a grand fellowship of knights, the Century Legion (see knightly orders for more information) heroes of the dark age between Uther and Arthur at this table. When Arthur marries Leodegrance's daughter, Guinevere, Leodegrance gives him as a dowry not only the table, but the 100 knights of the Century Legion as

well. Arthur fills the remaining fifty seats. Legend says this table still resides within the borders of England. It could reside anywhere that England expanded and settled, its location is entirely dependent on the Gamemaster. It is unknown where the table now resides, but it is one of the items that are being hunted by the Knights of the Round Table.

Special Properties: Sitting at the Round Table grants a bless spell with a duration of 1 day per character rank. All diseases are also cured when a worthy character sits at the table. If a character shares stories of his adventures, he may learn from his mistakes, under the tutelage of his fellow knights, and the King and Queen. This has the effect of absolving the character of any one transgression he made during that adventure. If there is doubt as to whether the character has learned his lesson, Arthur or Guinevere will usually impose a quest or pilgrimage on the character, or require him to take a vow related to that transgression. For example, when Gawain related his tale of accidentally killing a maiden, Guinevere required him to take a vow championing women and their causes. Gawain upheld this vow for the remainder of his life.

Weight: 15 pounds

Sherman's Torch

History/Description: The Atlanta Campaign of American General William Tecumseh Sherman during the US Civil War is the stuff of legends. Starting in August of 1864 and concluding in September of that year, General Sherman successfully managed to not only drive back the Confederate Army, but also managed to capture and ransack the great city of the South at a time that ensured that President Lincoln would win reelection that fall. After the capture of Atlanta, Sherman ordered civilians to be evacuated from the entire city and then ordered the government and military buildings burned. It is said that Sherman himself lit the torch which set the capital building ablaze. His aide took the torch from the General once he was done, and doused the flames. After examining it he noticed that the torch looked new, as is

only the tip was barely scorched.

Special Properties: The torch, while looking ordinary, has some extraordinary capabilities. When lit, Sherman's Torch needs no fuel to keep burning and thus will burn forever, and it is easy to extinguish and light. Three times per day, renewing each dawn, the torch can be commanded to set fire to anything, including stone. The magical fire will burn for 1d3 rounds, causing 1d6 points of fire damage per round. If the item set afire will normally burn, it will continue to do so after the effects of Sherman's Torch expire.

Weight: 2 pounds

Sitting Bull's Cabin

History/Description: Situated originally on the Standing Rock Indian Reservation, Sitting Bull's cabin is a simple three-room cabin where the great Chieftain lived out his final days. The door opens into his meeting room, which takes up the entire front half of the cabin. This is where Sitting Bull would meet with his followers, dispensing wisdom, tribal medical cures, and judgments of disputes. The back half of the cabin contains a kitchen and a bedroom. Sitting Bull spent many hours in the meeting room, smoking and experiencing visions that helped him guide himself and his people. After his death in 1890, the cabin was carefully transported to Chicago, where it was displayed during the 1893 World's Colombian Exposition. It later toured the country for a year, before disappearing off a train bound for a show in Joplin, Missouri.

Special Properties: Anyone sitting in the meeting room that mediated and smokes for 3 hours will experience prophetic visions. Their spiritual guide through the vision will appear appropriate to them, regardless of their background. If a Spirit check is made, the visions will not only be cryptic, but they will also contain useful information. Failure usually brings visions of the person's death or their downfall.

Weight: 2 tons

Sitting Bull's Rifle

History/Description: Tribal Chief, holy man, and member of the Hunkpapa Lakota Sioux tribe, Sitting Bull was the most powerful of all the Indian chiefs of the era. He was one of the leaders fighting against General Custer at the Battle of Little Bighorn, and respected by many tribes for his wisdom and his visions. His Henry Rifle was of great pride to him, and he was extremely accurate with this gun. With his gun raised above his head, Sitting Bull could rally huge number of men to his cause, leading them into battle.

Special Properties: The wielder of Sitting Bull's Rifle must attune himself to the weapon, spending 2 hours in prayer and meditation to do so. Once attuned to the weapon, the wielder may use the rifle with a +2 to Shooting skill. Once per week, the gun may be used to rally troops into battle. Raising the gun above his head, and invoking Sitting Bull's name, the user will grant all his allies who see him a +2 Attack and Damage Bonus until the end of the encounter.

Weight: 5 pounds

Spear of Destiny

History/Description: Considered by many to be one of the three holiest relics of Christendom, the Spear of Longinus is also one of the deadliest. This simple Roman long spear is the spear the first wielder of the spear was the Roman soldier Longinus, who attended the execution of Jesus of Nazareth. He was the guard who pierced the side of Jesus, causing blood and water to flow from the wound. It is said that Longinus is cursed to wander the Earth until the Second Coming, though nobody has seen him since the late 1st Century. The spear is seven feet long with a long head and a steel butt cap. Except for the engraving upon the spearhead ("Lancea Longin"), the spear is otherwise quite ordinary in appearance.

Special Properties: The Spear is a holy relic of great power. Striking with the spear gives the user a +3 bonus to the Fighting roll. A successful attack inflicts Str+d6+3 damage

and causes a long-lasting wound. Any wound caused by the spear will weep blood for a fortnight, causing an additional d6+3 damage each day. If the wound is washed with holy water and bound in clean linen the wound will stop bleeding after a day. It can also be brandished as a holy symbol, making it a bane to creatures such as vampires and other undead creatures.

Weight: 6 lb.

Staff of Moses

History/Description: One of the oldest, and most treasured relics of the biblical era, the Crozier of Moses is also one of the most curious. Leading the Israelites on the Exodus across the Egyptian desert, Moses used his crozier as a walking stick, as a symbol of office, and to perform the great miracle of the age. When the Israelites were near the Red Sea, the pharaoh's army was in pursuit, trapping them between the sea and the army. Beseeching God, Moses was commanded to hold his crozier above the water. The waters parted, leaving dry land upon which the Israelites walked across in safety. When the Egyptian army tries to follow, the water comes crashing in, killing the soldiers. It is also said that the Crozier of Moses can transform into a large snake and can cause water to appear out of stone. The Crozier is a 6-foot-tall hooked staff of olive wood, with a bronze heel and grip of lambskin.

Special Properties: The Crozier is a highly magical item which must be attuned to a user before it can activate. The user must spend 24 hours praying over the Crozier, spending £200 (\$400) on incense and oils to attune themselves. Once attuned, the wielder is imbued with the wisdom of Moses, giving them a one dice step increase to the Spirit attribute. The Crozier is imbued with 3 Invocation Points which renew at dawn each day. The Invocation Points can be used as follows:

1. Striking the staff upon the ground and Invoking the crozier will cause 25 gallons of water to bubble up from the ground. The water created will be

- crystal clean and refreshing. [1 Invocation Point]
2. If the Crozier is thrown to the ground as a command is spoken, it will transform into a Venomous Snake (Egyptian Adder). This snake is highly poisonous and will follow the commands of the owner of the Crozier. After 10 rounds, the Crozier will return to its original state. [2 Invocation Points]
 3. If the Crozier is held above his head and invoked, the body of water before the wielder will part in two, leaving a perfectly clear path for him and his allies to use. If any opponents enter the path it will collapse in on them, causing them to drown. [3 Invocation Points]

Weight: 4 pounds

Staff of Osiris

History/Description: Since the dawn of time, man has sought the power over life and death itself. During the Third Dynasty of Egypt, in the reign of Pharaoh Djoser, the great ruler was presented with the Staff of Osiris. His Vizir and First Royal Physician Imhotep presented the pharaoh with the staff, which fell from the sky in a shower of smoke and sparks. Djoser treasured the gift of the gods, taking it with him everywhere. When his favorite concubine died Djoser showed his devotion to her by placing the Staff of Osiris upon her lifeless form, mourning over her all night as the priests prepared her for burial. As dawn lit the room the concubine stirred and sat up, alive again. The pharaoh rejoiced at the sight, praising the power of Osiris. Several years later, when Pharaoh Djoser died, the staff was placed upon him, in hope that he would rise again as the ever-living god-king. Just before sunrise, the holy chamber of the pharaoh was attacked, and the Staff of Osiris was taken, vanishing into the mists of myth and legend. The staff has been rumored to have been found from time to time throughout the millennia, but today its true location is unknown.

Special Properties: The Staff of Osiris is

a powerful relic. If the staff is laid upon the corpse of a recently deceased person from sundown to sunrise, that person will be raised from the dead with no wounds and in perfect health. If the staff is used to raise someone who has been dead more than two weeks, there is a 5 in 10 chance that nothing will happen, but there is also a 5 in 10 chance that the person will come back as a ghoul, attacking those who brought them back.

Weight: 3 pounds

Thomas Jefferson's Quill

History/Description: Considered one of the greatest of the Founding Fathers of the United States, Thomas Jefferson was the principal author of the Declaration of Independence, the document which launched the rise of the independent United States of America. Jefferson worked many long hours writing the Declaration, making many changes and corrections until presenting the Continental Congress with the famed document that they signed. Jefferson kept the goose quill used to write the Declaration, and found he returned to using the quill again and again when he needed to write important documents. Surprisingly, the quill never grew dull, never needed sharpening, and seemed to make Jefferson's words flow effortlessly onto the page. Upon his death in 1825, the quill and the fine silver case that protected it, was found among Jefferson's effects by his grandson Thomas Jefferson Randolph. Not knowing the significance of the quill, he presented it to his friend Jefferson Davis, who used it during his Presidency of the Confederate States of America. After the end of the Civil War, the location of the quill is unknown.

Special Properties: When used to write a diplomatic document, Jefferson's Quill will inspire the reader with the thoughts and writings of Jefferson. Anyone reading the document will have to make a Spirit roll at -1 versus the writers Persuasion skill.

Weight: -

The Traveler's Machine

History/Description: The very existence of the Traveler's Machine has been disputed for decades. No evidence has been shown of it, and to date nobody has been able to produce plans or a working model. Yet, rumors still exist, and sightings have occurred periodically, though none have been confirmed. The machine is about the size of a carriage, with a padded bench seat which sits two comfortably. Brass, glass, and chrome fittings, along with the wood and brass control panel make the device eye catching indeed. The control panel has rotating cylinders which are numbered and allow the user to set a travel date as well as see the current relative date during the journey.

Special Properties: The Traveler's Machine, is a singular device with a singularly unique property. Anyone seated at the controls is transported through time to the date they program on the machine. The machine can, in theory, travel to any time during which the planet Earth exists. The Machine does not change its location when it travels, so if it is in London in 1887 and travels to 1865, it will still be in London at the same place, just in a different time. Anyone attempting to leave the machine while it is still travelling will be caught in between time and will be trapped there for eternity.

Weight: 800 pounds

Wild Bills Hickok's Playing Cards

History/Description: James Butler "Wild Bill" Hickok is a bit of a legend in the American West. A gunfighter, a scout, a lawman, and a gambler, Hickok developed a reputation that bordered on legend. On August 2, 1876, Wild Bill was playing cards at Nuttall & Mann's Saloon in Deadwood, Dakota Territory. Hickok, who normally sat with his back to the wall, this time had to take the only open chair at the afternoon poker game. That chair left his back to the door. Sneaking up behind him, "Broken Nose Jack" McCall drew his pistol, shouted, "Damn you! Take That!" and proceeded to shoot Wild Bill in the back of the

head. Dropping dead to the floor, Hickok still clutched his cards. His hand, both black aces, both black eights, and the queen of hearts, became known as the Dead Man's Hand. His hand of cards, along with the rest of the deck, were picked up by Nick Christy, who put them into a museum. In 1889 the museum was broken into, and the cards vanished from history and became legend.

Special Properties: Wild Bill Hickok's cards are said to have the ability to detect any cheating in a game in which they are used. If someone attempts to mark the cards, or add new cards to the game, Hickok's deck will begin to glow a bright blue, the offending card will not. Also, no marks, nicks, or writing appear to be able to be made to the deck. Finally, anyone who is dealt the Dead Man's Hand from this deck is marked for death, and will meet a violent encounter within 24 hours of being dealt the hand.

Weight: -

Chapter 6:

Agents of Gaia Campaigns

*"Now is the time the moon is in alignment /
With the unknown zodiac, the untold sign / Of
the fiery maniac within each breast / Awaits a
stirring iridescent whirring / Of a six-eyed god
whose wings beat / In a time so odd, so very
odd / And we're all lost, all of us blessedly lost"*
— Blue Oyster Cult "The Old Gods Return"

Agents of G.A.I.A. campaigns are all about the supernatural, the things *man was not meant to know*. The campaigns are made up of discovering the hidden things living in the shadows and protecting the regular people from their influence. It is safe to say that your average citizen does not know magic exists, or that that elves and dwarves are anything more than mythological. If a dragon destroys an oil refinery, society will believe that it was a high-pressure gas line that blew up rather than the breath of a fire breathing dragon.

Alternate World Campaign

In addition to the regular world campaigns, Agents of GAIA can be used for alternate world campaigns as well. Earth is connected to many other places, mostly these doors will connect at a power nexus. You can go down rabbit holes, through faerie doorways, or simply fall asleep at a nexus and end up on

totally another world. Do not forget the simplest way to get to another world, simply put down your map and walk until the sun meets the plains.

Examples:

Agharta: Agharta is an underground realm that exists somewhere beneath the mountains of Tibet, and can be reached through tunnels in Shambhala. Reputedly the home of the mystical Meh-Teh, the realm is also said to be the site of the dread Forbidden Lamasery of the Mara Brotherhood. Rumors persist that Agharta was once an Atlantean outpost, and that still functioning examples of their transcendent technology can be found there, if one only knows where to look.

Avalon: Avalon is real, and truly being the final resting place of the great king. However, the island is ruled by the King of the Fae, the great and powerful Oberon. Here, at his side, rests the sword Excalibur. Adventures on Avalon can be many, you can go to help defend it from invasion, to negotiate a treaty with Oberon or even go to reclaim a holy artifact. The choice is yours, but whatever you choose, you must remember the King of the Faeries, Oberon, is not an idiot, and while he can be persuaded, he is not easily tricked.

The Lost World (Maplewhiteland): An expedition to South America lead by Professor George Edward Challenger and Professor Arthur Summerlee, bring back stories and evidence that defy belief and stagger the imagination. Professor Challenger started the expedition to prove his previous claims that he discovered strange, possibly prehistoric, creatures living in South America. Along with

reporter Edward Malone and Amazon explorer Sir John Roxton, they set out to find the evidence of this claim. Upon reaching the plateau where the creatures were thought to exist, the group was trapped when their bridge was destroyed.

Determined to explore the region, the party sets out on an expedition most unusual. First attacks by pterodactyls, then near deadly encounters with a variety of dinosaurs. Then a series of battles with primitive human tribesmen and ape-men. Barely escaping with their lives, the expedition returns to London with little more than stories.

Their recounting of the expedition is ridiculed much like Professor Challenger's first trip to South America. Their ultimate proof, a live pterodactyl, escapes during the presentation, flying out into the Atlantic, never to be seen again.

Within the location exists creatures from another time. Dinosaurs, ape-men, prehistoric human tribes, and even giant apes and other gargantuan mammals all existing together. Those finding themselves in these regions, either on purpose or accidentally, will face great danger and will most likely leave the place with nothing but fanciful stories and bits of evidence that defy belief. This makes these locations excellent prospects for adventures in an Agents of G.A.I.A. campaign. There may be a lost map found, an ancient treasure that needs to be rescued...or who knows, maybe you need to rescue a lost expedition led by other members of GAIA.

The lost world discovered by Professor Challenger; the lost island of Caprona; the land of dinosaurs said to exist in Antarctica; and a host of other legendary locations all rely on a similar notion. Each of these locations is completely isolated, surrounded by mountains in an unexplored region of the world. They are still reported and rumored to exist, even in today's society where the entire surface of the world is mapped out by satellites. So far, the legends persist, so maybe it's not as

fanciful a tale as you might originally believe.

Shambhala: Shambhala is a holy land in the Buddhist faith, and was long thought to be purely mythological. However, in recent years a number of Western explorers and mountaineers have returned home with tales of the beautiful warm valley hidden amidst the snowy peaks, and of the curiously ageless and gentle people that live there. Many seem to have returned home oddly rejuvenated, as if they have somehow become younger, while others appear to have undergone some form of spiritual transformation. Like other anomalous regions, Shambhala is extremely difficult to locate, though in this case whether or not the land can be found at all seems to

depend on the favor of the people within it. Legends says that those who are destined to find Shambhala will do so, while those with evil in their hearts never will.

Wonderland:

What is better than falling down the rabbit hole, and in this case literally. Maybe you need to go to a place where mushrooms determine size, or hatters have gone mad, or even where a cat grins at you from time to time. There may even be a queen, a girl named Alice and a hookah smoking gangster caterpillar. Maybe the question is not how to get to Wonderland, but how to keep things from getting out.



Agents of GAIA Adventure Seeds

There are times you sit down to play and think, oh I do not have anything prepared. Fear not, we have given you some prewritten adventure seeds. These will provide you some ideas for your adventuring needs, and even can be fleshed out by you into full fledge

adventures. These can be used as pre-cursors to any published Agents of GAIA adventure you plan to run. There are many adventures that were written for the modern version of the third edition of the world's most popular role-playing game that can be used with little modification.

Agents of G.A.I.A. and the Island of the Dinosaurs

While on vacation in London, Richard Quinn (a wealthy Manhattan socialite and son to the American ambassador to Great Britain), purchased the journal of the noted Victorian archeologist, Lord Richard Cranston. Cranston was known for spending a lot of time searching for a dragon in the Indian Ocean. Lord Cranston claimed to have translated an Arabic text that spoke of an isolated island to the east of Madagascar. This island reputedly contained "the last of the dragons."

Cranston took a ship to find his mysterious island, but unfortunately, the treacherous waves that claimed his ship also took his oars. Lord Cranston drifted aimlessly for days, lacking food and drinking water. He feverishly kept his notes up to date, in case he would die before he could tell his tale. Luckily, a steamship headed for Bombay crossed his path and rescued him. The captain, aware of Lord Cranston's reputation, dismissed his claims as heatstroke fancy. Lord Cranston died before the ship reached port, a victim of poor health and broken dreams. The captain sent Lord Cranston's belongings, including his journal, back to the Cranston estate. The Cranston family simply packed it away, believing that Lord Cranston never really found his island.

Quinn has gone missing, following in the footsteps of Lord Cranston. The Ambassador has asked his contacts in the United States Government to go hunting for Richard. Richard Quinn's last known location was in India, but there were rumors that he was heading to Africa to spend time with a lost tribe, known as the "Bacara." They seemed to worship something called "Enjama," which sounded a lot like "the

last of the dragons." Quinn has been captured by the Bascara tribe for trespassing into their sacred temple. The Bacara have a Shaman named M'Cari, that is the head of their tribe and religion. The tribe is worshiping a large pterodon as a god on volcanic island hidden somewhere in the Indian Ocean. It is up to the Gamemaster to figure out how to get the party to the island, rescue Quinn and make it back home in one peace.

Ambitious GMs may want to make the tribe and N'Jama simply the beginning of an entire valley of prehistoric creatures behind a ring of mountains. Richard Quinn would certainly be up to the task of exploring a lost world. Other tribes or even a lost civilization may exist within the valley. Details of this lost world are left to the GM to flesh out.

Agents of G.A.I.A. and the Unidentified Flying Object

The United States Treasury Department is escorting a shipment of gold from Mexico City to the US Mint in Denver, Colorado. It arrives in Montezuma, New Mexico while a flying saucer apparently streaks through the sky and lands near town, much to the delight of local preacher Brother Simon, who is not really well liked by the towns people. Three green-skinned females emerge and claim that they have run out of their ship's fuel - gold. They promise the townspeople valuable gems in exchange for a large supply, and it just so happens that one has recently arrived in town. The aliens inside the UFO claim to be from Dimension G and say they have visited the Earth before, even though one time their ship was shot down by the locals in a place called Roswell. It is up to the gamemaster to determine if the aliens are real, or if they are just trying to scam the good townsfolks. What is Brother Simon's role in all of this, could he be working for the aliens as a liaison, could he be the mastermind of a huge gold robbery.

Agents of G.A.I.A.

You have always seen a glimpse of the strange and unknown out of the corner of your eye. You dismissed it from the time you were little until now.

You knew that your friend was attacked by werewolves when you were fifteen, even though the entire block was looking for a stray dog.

You continued to experience these events as an adult until one day you could not let the attacks go. You had to report something to the authorities, you had to tell someone that Mr. Mason next door was attacked by a mummy in his front yard, no matter how crazy that sounds.

Your report did not go unnoticed, as you were visited by a government agency you had never heard of before. The agents that arrived on your doorstep informed you that you were one of the Veil-born, and have the gift of seeing things not seen or believed by most of the populous.

You have been recruited by the agency and you are now part of the group called G.A.I.A. an organization designed to protect people from the strange and unusual that exists out there.

