

House of Vega

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We at HinterWelt would like to thank the team that helped bring *House of Vega* to the light of day. As with any of our products we try our best to give the customer the best possible product for a fair price. We believe we have accomplished that. *House of Vega* has been a lot of fun to work on and we can only hope that you will enjoy it as much as we do.

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How To Use This Book

House of Vega has something for everyone. The first half of this book is meant for everyone and contains new character skills, classes, spells, equipment and magic items for the *Shades of Earth* Alternative History RPG. Every bit as important and valuable is the history and alternate history surrounding the Spanish Civil War. This information allows gamemasters (GMs) and players to make informed and exciting characters within this setting. In addition, this setting information can become an important part of the character's history in future adventures. For example, in the movie *Casablanca*, Rick talks about his time fighting for the underdog in the Spanish Civil War. Characters created in this setting will be able to carry over into other campaigns and adventures either in the setting of the Spanish Civil War or beyond.

The second half of the book is strictly for GMs, and details the adventures and foes for this scenario. Players shouldn't read past the Magical Items section, or they may ruin the suspense of the campaign. Gamemasters will find new setting characters, beasts and adventure seeds. The adventures contained within this book are meant to be the starting point for several weeks of campaigning. The background material is meant to allow GMs to extend their campaign or start a new one within the Spanish Civil War setting. The adventure seeds are not meant as complete and closed adventures, but enough detail has been provided to get started. It is strongly suggested that you expand the adventure as needed for your entertainment and the enjoyment of your players.

And So It Begins . . .

The full moon shone on the Plaza de la Vega, infusing the marble with a pale serene glow. The master of the house, Don Vega, strode briskly through the halls, immune to the beauty that lay around him. The moonlight revealed his dark handsome features and crisp black hair. The sounds of gunfire rang out in the night, but no bullet could penetrate the seemingly fragile walls. The look of concern on Vega's face was for something other than the Spanish Civil War which raged outside his gates.

The scene that met his eyes when he reached the courtyard was horrific, even by his standards. He did not recognize the bleeding, mangled body propped against the fountain until it spoke. "My lord, I have failed you," the dying man said.

Vega knelt beside the man and took his remaining hand. "Do not speak, Ramone. We will heal you, then you can talk."

Ramone painfully shook his head. "I haven't got long and you must know what happened. We saw it, my lord, we almost touched it! A shield, just as you described, gleaming with jewels. But then the monster came. Angelo never knew what happened, he was crushed by it before we could even react. It was metal, but alive, possessed of a cunning intelligence that waited to trap us before attacking. It rolled over me and left me for dead, before dismembering the others. I inched my way to freedom, slowly, so it wouldn't react. I didn't know if I'd make it here. But you had to know, Don Vega, you had to know we found it, even if we failed to get it."

"Rest easy, loyal Ramone. You have done well to get me this information. My servants know many remedies; you may yet live to dance again."

"If not ... if I die ... my family?"

"They are safe within this house even now. I swear I will look after them and keep them safe from the war. You have served me well, Ramone." Vega motioned to his servants to take the man away. When they were gone, he spoke into the shadows. "What do you think, Medea?"

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A beautiful seniorita stepped out into the courtyard. "I suspect it was some new creation of magic and machine. Your enemies are clever," she replied.

"Yes, clever and cruel. At least we know where my family treasures lie. It is frustrating, to have them so close but unattainable!" Vega scowled into the night, pondering his troubles.

"Perhaps I should join the next attempt, my love. I do have access to more resources than your men."

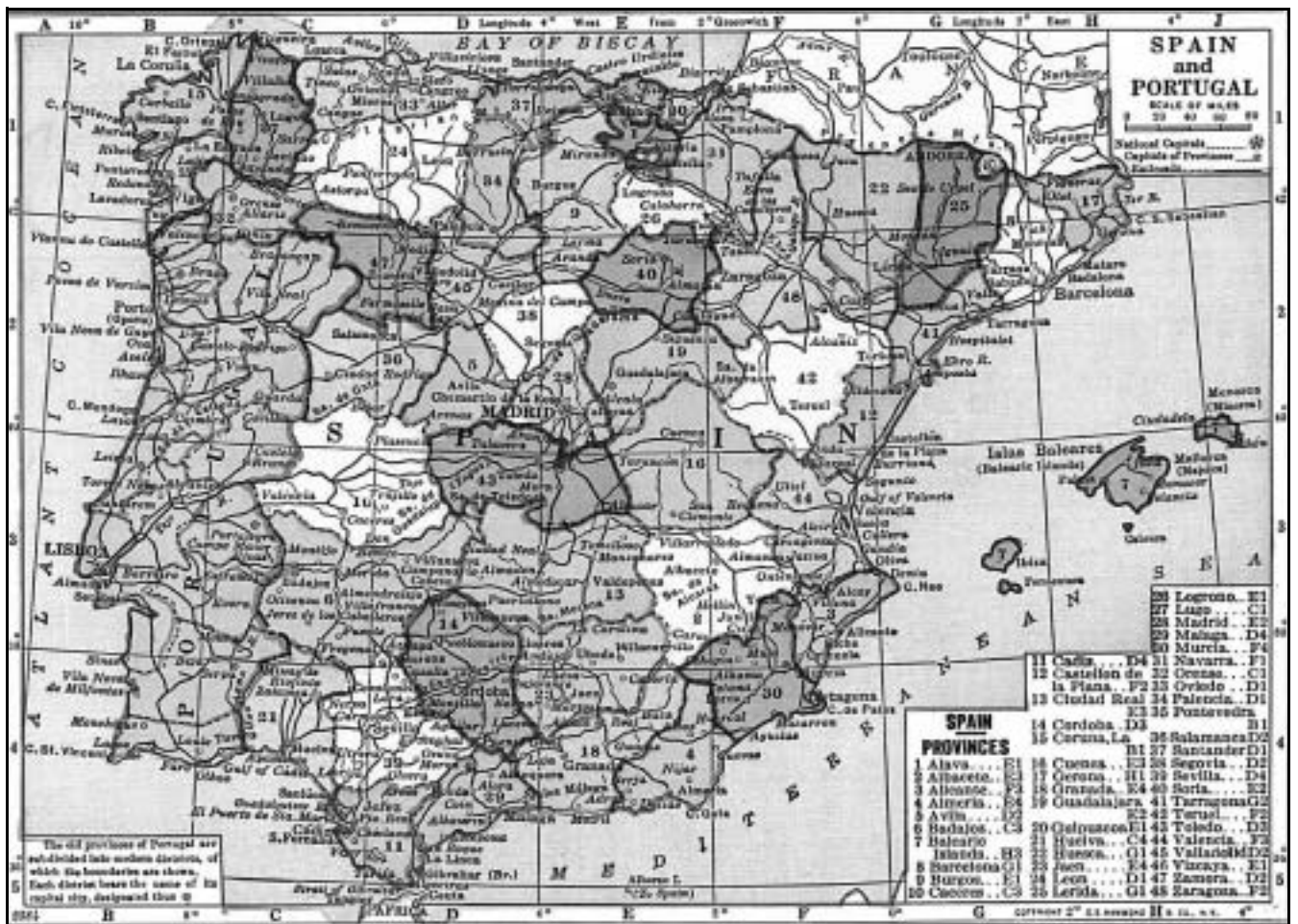
Vega turned to her and smiled. "It is good of you to offer, but far too dangerous a risk. Both of us are needed here, to keep the armies from our gates. No, we shall have to recruit outsiders to help us."

Medea looked alarmed. "Are you sure that's wise? You have many enemies that would take advantage of outsiders, perhaps even infiltrate them."

"I am well aware of the risks but I see no other options. I have influence throughout the world, my dear, and I feel it is time to use it. Tomorrow I shall contact my allies and assemble a team of treasure seekers. If fortune smiles upon us, we shall have my missing heirlooms before the war is over."

"And if fortune fails us?"

Don Vega looked grim. "Then my enemies shall see that I am still a formidable opponent. The House of Vega shall not fall." The couple moved together into the darkness, discussing their plans.



Actual History

The Spanish Civil War

The Spanish Civil War was one of the defining elements in Europe leading up to World War II. The local combatants involved in the struggle paled in comparison to the global forces who backed them. On one side there was the Republicans or "Loyalists," backed by communist Russia and the International Brigade. On the other side there was General Franco and the rebel "Nationalists," backed by the fascist powers in Germany and Italy. Both sides had legitimate grievances and claims in Spain, but they gradually became the tools of their foreign masters.

In the end, the Spanish Civil War was as significant to the beginning of World War Two as the invasion of Poland and the annexation of the Sudetenland. Before the Spanish Civil War, Mussolini was cool to Hitler's advances. This conflict gave the fascist powers a chance to prove themselves to one another. In addition, it showed the world that France, the United States and England would stand by and render only limited and sporadic aid to those they suspected of being communists. The western powers, although strongly opposed to the growing threat of Hitler and the fascist movements in Germany and Italy, were not prepared to side with communists against them. On the surface, everyone claimed to be backing the legitimately elected government of the people in the form of the Republic of Spain. In truth, over the years involved the foreign powers profited from the war, while the Spanish people desperately fought and died in an attempt to keep their freedom.



Events Leading Up to the War

In 1921 King Alfonso XIII ruled Spain in a constitutional monarchy. He was legally the ruler, but advised by a parliament of nobles, whose interference soon irritated Alfonso. There was a rebellion in Morocco and an army was dispatched to deal with it. It was a disaster. The army was massacred, and over 17,000 Spanish troops were slain. Leading up to the fiasco, the government was accused of corruption and incompetence; the Morocco affair merely put the nail in the coffin.

In 1923, General Primo de Rivera led a bloodless coup and instituted a military dictatorship. This was done with the tacit approval of King Alfonso, who remained in the country as a figurehead. Over the next seven years Primo's government built the infrastructure and economy of Spain in what would later be considered a golden age. This was not due to any skill on Primo's part, but was mostly due to improved schools and roads, and an increase in foreign investors. In 1925, Primo was able to end the rebellion in Morocco, thus reclaiming some of Spain's lost pride. During this period Primo's popularity soared. Primo was often considered a fair leader, and under his dictatorship opponents were jailed or exiled but rarely executed.

The Great Depression struck in 1929, ending the fair weather in Spain. The *peseta* (Spanish currency) dropped and the unemployment rate soared. Spain at that time was primarily an agricultural economy and was especially hit hard by the plummeting prices for food. Primo's government, and to a certain extent King Alfonso, was blamed for this turn of events. By 1930 Primo resigned after a vote of no confidence from the military officers. He died in France shortly after leaving the government in the hands of King Alfonso. One year after Primo's departure, the people voted for a Republic. Alfonso preferred to

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vacate the throne rather than fight a civil war he might not win. In the declaration he wrote upon leaving, he stated that he was merely withdrawing until Spain needed her king again. At that time he would return.

What followed was an interim government that set up a constitution and prepared the way for the Republic. The conservative Nationalists and liberal Republic made themselves heard in terms of what they thought was best for Spain.

A schism developed between the Nationalists represented by the military officers and the aristocracy, and the Republic represented by the intellectuals (university professors, lawyers and doctors) and working class of Spain. This rift was widened by the agrarian reforms of the liberals and the subsequent reversals from the conservatives. The final

straws for the Nationalists were the reform of the military combined with the collectivization of the farms and industry. The liberal reforms caused many of the foreign investors in Spain to flee,

thereby dropping the value of the *peseta* and creating vast unemployment. This was all Franco and his conspirators needed to start the revolution.

Events of the War

General Franco was initially reluctant to lead the Nationalists, but eventually accepted the responsibility when the Republic tried to reform the military. He set the party's goals, pursuing them with vigor. However, revolutions take time, and in this case it took several months for any action to occur after the Nationalists declared war. The rebels needed to arrange for the highly trained and effective African Army to be transported from Morocco to Gibraltar. They eventually did this with the help of the Condor Legion, a group on loan from the German military. Once the stage was set, Franco led the African Army

against Madrid. What he believed would be an easy victory turned out to be a three year siege. The citizens of Madrid and outlying Spain rose up to fight the rule of one man in favor of a government of their own choosing.

This heart and spirit of the people was the greatest strength of the Republic. But wars are won by more than courage, and the liberals desperately needed more arms and trained soldiers. The only force still loyal to the Republic was the navy, and their foreign allies lacked military power. The western powers were more interested in profiting from arms deals than in truly helping the Republic stave off revolution. The communist Russians, led by Stalin, wished to see a social revolution resulting in a communist state, and the Republic gladly accepted their aid. Sadly, this proved to be their undoing. The communist

party was initially weak in the Republic, but as the need for Russia's arms and support became more desperate, their influence grew. By 1939, foreign communists ran

the Republic. This dealt a powerful blow to the morale of the people and dampened their will to fight.

The Nationalists had their problems, too. Although they had better equipment and training, the professional soldiers lacked strong motivation for the war. Their loyalty belonged strictly to their local officers, who didn't always agree with Franco. The Nationalists also had powerful and committed allies in the fascist powers of Germany and Italy. Germany entered the conflict early, supplying tanks, planes and small arms to the rebels. Italy came over later, but brought more than 40,000 troops with them. This foreign aid was one of the factors that helped to determine the outcome of the war.

In the end, General Franco came to power, crushing the Republic and all its supporters in



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1939. At the start of his reign he claimed to represent a return to stability and the monarchy, but in truth he paved the way for a dictatorship. In a surprising move, he denied the Germans access to Gibraltar through Spanish sovereign soil and kept Spain neutral throughout World War II. This wise action spared his people from much of the suffering and destruction that came to other European countries.

Fronts & Groups

The Monarchists

King Alfonso XIII took the throne in 1902, at the age of 16. The first of several assassination attempts occurred in 1906 at his wedding. Perhaps this violence early in his life helped set the tone for his reign.



Alfonso was a heavy-handed ruler, ordering executions of radicals who opposed him and condemning liberal reforms he felt threatened by. As the years passed, Alfonso found himself at odds with the Spanish politicians. Finally, after the government's humiliating defeat in Morocco, General Miguel Primo de Rivera led a military coup. Alfonso backed this ploy along with the dictatorial government that followed. When the Great Depression struck in 1929, Primo's government was held to task; they resigned in 1930 after the military officers withdrew their support.

General elections were held one year later, and a democratic government was elected. Rather than precipitate a civil war, Alfonso vacated the throne. In his departure declaration, he wrote that Spain would always need her king and that he would be ready to return. Alfonso lived in exile in Rome, Italy until his death in 1941.

The Church

The Catholic Church was theoretically independent of government but in practice had been an arm of the Spanish crown. When Alfonso left, a great backlash burst out against the clergy. Many of the convents and churches were burned by the Anarchists who saw the Church as an extension of the crown. For a short time the highest ranking officials of the Catholic Church were in denial and could not believe that their faithful vassal of Spain would treat them so. The ruling bishop struck back with a harsh stance and tried to take the old line with the Anarchists, but this only incised them and resulted in even bloodier clashes.

The church then took a different approach, sending moderates to deal with the Nationalist front in hopes of fostering a government friendly to their cause. It worked; the Nationalists and many of the conservative parties backed the return to traditional values. To this end the Catholic Church backed the Confederacion Espanola de Derechas Autonomas (CEDA) which was central to the operation of the Nationalists until Franco disbanded it in 1937.

Confederacion Nacional de Trabajo (CNT)

Although there were several important groups involved in the Spanish Civil War, the CNT was central to the military and ideological struggle. The CNT's strongest leader was Francisco Largo Caballero, who involved of the CNT in the formation of the Republic. The CNT was formed in 1911 by workers and peasants from Barcelona. This was the first union of its kind to accept workers and peasants; previously only professionals were allowed membership.

The anarcho-syndicalist trade union believed in the overthrow of capitalism. To this end the CNT formed subgroups to carry out terrorist activities. One such group were the Soldarios that later formed militia units to fight the Nationalist advances.

In 1921, Primo de Rivera banned the CNT, which merely reformed as the Federacion Anarquista Iberica (FAI). The FAI was the core extremist

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group of the CNT and had a strong membership in Catalonia and Aragon, where independence was of great importance. The FAI attempted several times to assassinate Alfonso but never succeeded.

When the second republic was formed, the CNT was legalized again and reabsorbed the FAI, under much protest. The former FAI members continued their terrorist acts, which annoyed the CNT members. The CNT gradually became a national labor union which argued that more social reform would occur through cooperating with the government rather than terrorizing it.

When general elections came about in 1936, the Anarchists urged people to refrain from voting. They were opposed to many of the ideas put forth by the Popular Front.

The Second Republic

The Second Republic of Spain was formed in 1931 by popular vote. Voting had not been

allowed for more than 60 years and the people decided on a democratic government rather than a monarchy. After the general elections, a democratic provisional government was established with Niceto Alcalá Zamora, a moderate, as the Prime Minister. He chose

several radicals for his cabinet including Manuel Anzón and Largo Caballero, head of the CNT. Zamora attempted to introduce agrarian reforms but they were too moderate for the left and too extreme for the right. The Cortes (Spanish Parliament) blocked all reforms. Shortly afterwards, Anzón replaced Zamora.

Anzón's government practically condoned the burning of convents and churches by the anarchists. Anzón blamed the Catholic Church for Spain's provincial attitude. In 1932 a failed military coup won support for Anzón's government

in the Cortes, allowing the Agrarian Reform Bill and the Catalan Statute to be finally approved.

By 1933 Anzón's government was voted out. Over the next two years the conservative right did its best to reverse the reforms introduced by the left. Then in 1936 the formation of the Popular Front heralded the return of Anzón and the liberal left to power. They immediately passed land reforms and released all left wing political prisoners. They also transferred all right wing military leaders to posts outside Spanish borders, including Franco and his conspirators. By July 17, 1936 the Spanish Civil War had begun.

During the war the parties that made up the Popular Front changed frequently but many of the leaders remained. The Communist Party, which started small, grew to become the dominant party in the Republic. The people who originally supported the Republic lost faith at this point, asking themselves if it was better to live under a dictator like Franco or fight for a government

they no longer believed in. Initially, the common man and woman fought incredible odds with little or no equipment and with such zeal as to win battles against trained army troops. When the communists forced the consolidation of

the militias and the other parties to be under their command, people lost heart. This loss of spirit contributed to Franco's victory in the war.

International Brigades

The International Brigades were made up of volunteers from fifty-five countries including France, Germany, United States, Poland, Britain, Italy and many more. At the beginning there were over 59,000 volunteers, but by the end of the war only a little over 12,000 were left in the country.



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Most of the volunteers were socialists or communists and were answering the call of a French communist party leader, Maurice Thorez. The Brigades were signed on in Paris and trained in Albercete, Spain. During the Spanish Civil War the Brigades formed the backbone of the Republican army by being the best trained and equipped of the military.

The leadership of the International Brigades was always chosen from the Communist Party, even though membership was allowed from any left-wing group. This caused problems with the Workers Party of Marxist Unification (POUM) and the Anarchists. Despite this, neither party could argue against the effectiveness of the Brigades, especially in the defense of Madrid in 1936.

In 1938, the Republic announced that the International Brigades would be sent home. Franco did not return the show of good faith by sending the Germans and Italians away. In the end, 10,000 of the original 59,000 foreign troops were dead and another 8,000 were seriously wounded.

The Nationalists

The National Front formed during the general elections of 1936. It opposed the formation of the left wing Popular Front. Despite the National Front's best efforts, the Popular Front won the election by a margin of just one percent.

The Nationalists represented the conservative and traditional social norms. They wished the wealthy to retain the ownership of land and opposed the agrarian reforms that the Popular front supported. By the time warfare broke out, Franco had become the Nationalist leader.

The Nationalists started as a collection of right wing parties and added to their numbers with the addition of the Carlists and the Falange Espanola. After this merger in 1937, Franco took a lesson from the fascist leaders of Europe and proclaimed himself head of the Nationalist Party. Although Franco was a self proclaimed monarchist, he opposed the return of Alfonso as king. In 1969, Franco proclaimed that on his death, Juan Carlos (the grandson of Alfonso) would replace him as ruler of Spain.

The Anarchists

The Anarchist movement in Spain emerged in 1860. It had its roots in French and English philosophy that proposed freedom from government could be achieved through individual moral reform. They believed that humanity could co-exist as a free association of social citizens without any police, laws or government. By the beginning of the 20th century, the Spanish Anarchist movement was the largest in Europe.

Ironically, an organized trade union known as the Confederacion Nacional de Trabajo (CNT) was the main representation of the Anarchists in Spain. After Primo de Rivera banned it in 1921, the CNT went underground and reformed as the Federacion Anarquista Iberica (FAI). The FAI maintained a strong presence in Catalonia and Aragon, and members made several unsuccessful attempts to assassinate King Alfonso XIII.

After the outbreak of the Spanish Civil War, an estimated 100,000 men joined Anarchist militias. These militias were largely under the control of the Soldarios, the CNT's militant arm which was lead by Buenaventura Duruti. He died in Madrid amongst claims of assassination by the Communist Party. Amidst the war the Anarchist gained powerful positions in the Republican Government and introduced several strong social reforms.

Overall, the various Anarchist movements in Spain did much good in advancing personal freedoms but at the expense of lives. Their favored tools were terrorism and assassination. Yet they were not above using the government, the very entity they stood against, to gain their ends.

Falange Espanola

Founded in 1933 by Jose, the son of Miguel Primo de Rivera, the Falange Espanola was a fascist party. They decried all other forms of government from Marxism to democracy. In the general election of 1936, the Falange party only secured 0.7 percent of the vote. Still, by the beginning of the Spanish Civil War the Falange was the party of choice among Nationalists.

In July of 1936, Jose was captured and held in prison until his execution in November. After his

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death the Falange lacked a strong leader, so Franco combined the Falange with a number of other small right wing groups and the Carlists to form the Falange Española Tradicionalista (FET).

Popular Front

The Popular Front was formed in 1936 out of a coalition of left wing parties in opposition to the extremist right wing elements. The parties included the Socialist Party (PSOE), the Communist Party (PCE), the Esquerra Party and the Republican Union Party. The Popular Front advocated Catalan autonomy, amnesty for political prisoners, agrarian reform and an end to political corruption. The Popular Front also supported separation of church and state. Up until the Republic was formed, the Spanish government paid all the clerics' salaries in Spain, taught religious doctrine in schools, and ceded land ownership of private citizens to members of the Catholic Church.

In opposition to the Popular Front the right wing formed the Nationalist Front. In the end these were the two primary sides of the Spanish Civil War.

Major Personalities of the War

Alfonso XIII

Alfonso XIII was king of Spain until he vacated the throne in 1931 after a general election voted for a republic instead of a monarchy. Alfonso was born on May 17, 1886 and took the throne in 1902. His rule was marked by bad decisions and fiasco. When the dictator Miguel Primo de Rivera resigned, what little faith the people had in the crown faded away. In 1931 he vacated the throne and went into exile. He died in Rome in 1941.



Francisco Franco

General Francisco Franco was born in 1892 and attended the Toledo Military Academy in 1910. He became the youngest general in Europe. He was described as determined and driven but never as compassionate. Franco encouraged brutality and the mutilation of prisoners by his command.

The idea of military rebellion was not Franco's originally, and he had to be convinced of victory before he entered the fight. The three generals who led the rebellion were Emilio Mola, Jose Sanjuro and Francisco Franco. Mola was the leader and issued his proclamation on July 19, 1936. The next day Jose Sanjuro died in an airplane crash. In 1937, Mola was killed in a similar plane crash. Franco was suspected of arranging their deaths, but nothing was ever proven.

Francisco rose to the head of the Nationalist party and eventually led them to victory in the Spanish Civil War. While fighting the Spanish Civil War, Franco claimed he wanted the return of traditional values, so he supported the Catholic Church and the aristocracy. Although Franco received a great deal of aid from fascist powers of Europe, when WWII began he declared neutrality and refused to allow German troops access to Gibraltar. He ruled until his death in 1975; within two years all signs of his dictatorship were gone.

Largo Caballero

Caballero was born in 1869 and worked his way through the ranks of a prominent socialist workers union. He eventually became a key part of the formation and administration of the Second Republic.

In 1936 he was chosen to be prime minister and war minister. He led the fight against Franco and the Nationalists. Once in power he concentrated on winning the war and not on social revolution. He declared that he was fighting for democracy and constitu-

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tional rule, not for socialism. This was an attempt to garner foreign support.

He introduced several reforms that caused the left to dislike him. He reinstated conscription and military ranks, refused to place communists in senior positions in the government and denied their requests to suppress the Workers Party. The Communist Party threatened to remove themselves from the government, and as a result Cabellero was fired in 1937. He fled to Paris at the end of the Spanish Civil War. He lived through World War II in the Dachau Concentration Camp and died in Paris in 1946.

Jose Antonio Primo de Rivera

Son of the previous Spanish dictator, Jose was born in 1903. He was the founder of the Falange Espanola, a Spanish Fascist group, who wished to set up a government like the Italian fascist movement. The Falange became the dominant party of the Nationalists after hostilities broke out. Unfortunately for Jose, he was captured in 1936 and executed by the Republican government.

Miguel Primo de Rivera



Born in 1870, Miguel fought in the colonial wars of Cuba, Morocco and the Philippines. He was also part of the ruling aristocracy through his uncle, the Marques de Estella. With the support of the King, Primo formed a military dictatorship in 1923 which lasted only

three months. He promised to destroy the corruption in the government and revitalize Spain's economy. To do this, he suspended the constitution, employed a strong censorship of all media and imposed martial law.

Although a dictator, Primo has been credited with many improvements in the Spanish infrastructure during his period. He launched an extensive public works effort to help revitalize

the economy and tried to fund it by taxing the rich. When taxes were met with resistance, he changed to public loans. This resulted in a rapid inflation fueled by the Great Depression. He lost the support of the military and resigned in 1930. Miguel died shortly afterwards in Paris from diabetes.

Manuel Azana

Manuel Anzana was born in 1880 to a prosperous family in Spain. He attended University and in 1911 became a lawyer. In the 1920s he was a member of a number of left wing parties and founded his own party, the Accion Republicana. He, along with other liberal activists, were successful in the rebellion that forced King Alfonso XIII into exile in 1931.

Throughout the period of the Republic, Azana constantly pushed the boundaries of social reform. He clashed with the Catholic Church over the burning of churches and the removal of special rights for the church. He did not limit himself to a conservative policy and was often too radical even for his liberal party in terms of military reform and backing revolts in Spain. He was able to dodge accusations of aiding Asturian rebels by giving a three hour speech in defense of himself.

He helped to form the Popular Front and organize the left wing parties to change the government from conservative rule to liberal. In 1936, after the Popular Front won the majority of seats in the Cortes, Anzana was appointed president. Throughout the Spanish Civil War, Anzana was the president of the Republic. On February 5, 1939 Anzana and his cabinet fled to France; Anzana felt no more Spanish blood should be spilled over a lost cause. Miguel Anzana died in Mountauban from a heart attack in 1940.

Alternate History

In general, the Spanish Civil War is proceeding as it did in historical fact. However, the weapons being tested and alliances forged are even more diabolical than our history ever revealed. Top secret special operations companies of undead

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soldiers are being tested for their reliability. Forces within the International Brigades are using spell casters in all capacities. Neither side wishes the other to know of these groups and take extreme precautions to ensure they stay secret.

What follows in this section are the elements of alternate history which shape this Spanish Civil War.

The Spectre Wars

In the fourteenth century B.C. there lived a group of people on the Iberian Peninsula, called the Iberians, who were slowly being invaded from the west by Celtic tribes. The Celts wished to extend their rule in a merciless sweep across all the lands. The Iberians had little in the way of defenses except for their native spell casters, shamans who could call upon the spirit world for allies and items of power.

The Celts had their own magic but it was primitive compared to the Iberians and was controlled by a religious cast. The magic was seldom used for war, so when the Iberian casters summoned up their protectors the Celtic druids were at a loss. They were not prepared and shared little of their knowledge with any outside their immediate tribe. The Iberians had summoned five protectors, called Shade Lords, and assembled the most powerful armor that they could summon to equip them with.

Dono'hui

The most powerful of the Shade Lords, Dono'hui served the Iberians reluctantly because he despised the chaos of war. He preferred to use his powerful mental abilities to crush the will of those around him and create an environment of pure order. He received the Helm of Iberia from the summoning shamans, and used its power to enhance his already formidable mental abilities.

When the shaman who summoned him died, Dono'hui chose to live amongst humans and "guide" them towards a better world. He was last seen at the death of Jio'hede, his brother, during the Roman campaigns into Spain.

Jio'hede

Jio'hede was a highly emotional Shade Lord and quick to anger. He took Celtic prisoners on raids and flayed the skin from their body, finally rolling them in sea salt. During this exercise, he allowed family members to voluntarily replace the person being tortured. All the while, he used his magic to keep them from dying; Jio'hede was a true monster.

When the shamans who summoned the Shade Lords were murdered, he was so angry at being abandoned on this world that he killed the assassins and ground the shamans' bones to dust. He chose to live amongst the humans as his brother, Dono'hui, had convinced him.

Jio'hede had been entrusted with the arm vambraces of the Iberian Armor which gave him great strength and accuracy with weapons. None could stand before him. It was believed by Dono'hui that in the battle with the Romans Jio'hede had been betrayed by a woman he had fancied. The night before the battle, she replaced the vambraces with a duplicate set and made off before being noticed. Jio'hede had entered battle and been over confident, fought wildly as usual, and was stuck down, much to his amazement. Dono'hui fought by his side until Jio'hede died.

Kihn'duo

Kihn'duo was of extraordinary size and found comfort only when he was in the ocean. For this reason he often took to destroying the small water crafts of the Celts or finding reasons to go into rivers. He took great joy in slowly drowning his victims. He led no army since none would follow him. He was noted for his effective use of illusion and misdirection.

When the Iberian shamans died and he was freed, he immediately fled to the sea. For centuries he lived near the Straight of Gibraltar and wrecked any ships that came near. Later, he moved up the coast of Spain into the Mediterranean Sea. During this time he began to change, becoming half fish and half man. At times he grew lonely and took a human wife. She would bear his children, often bursting by the hundreds from her womb. The merfolk were all female

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and, like their father, were half fish and half human. Although they had a high mortality rate, mostly due to their father's temper, they learned to survive. They mate with sailors who they later drown to produce more mermaids. Still, their numbers did not grow; the last of their kind now dwell in the Balearic Sea off the southern coast of Spain.

As for Kihn'duo, the Mediterranean became too small for him and he went to the ocean. It is believed he wanders the ocean bottoms, a horrible monster to behold. His daughters both fear him and hope he will return since he could give them many daughters to fill their loneliness.

Kihn'duo was charged with the Breast Plate of the Iberian Armor. It imbued him with invulnerable skin and the ability to command water.

Iberid

Iberid was brash and controlled the winds and earth, bringing tornados and earthquakes on all he opposed. In the beginning, he cherished those he was charged with protecting. He taught them many of the secrets of the Shadow Realm and spell casting. But he saw their greedy nature and he became more and more soured. He spurned the human race but was bound by powerful spells. He decided then to follow the rules which bound him as closely as he might. As soon as the shaman were dead (some suspected his involvement), he left the field and wandered the world.

He was heard of again in different places and under different names. He became more and more evil and cruel. Unlike his brethren, he kept his dark form and worshiped the night. He would, at times, gather followers, but these inevitably were warped into the form of demons and shades, since he could not tolerate the presence of mortals. Today, no one knows his exact location, but many suspect he has returned to Spain to the place of his summoning, looking for release or escape from this plane.

Iberid was entrusted with the leg greaves of the Iberian Armor. They granted him great speed and agility. They also gave him power over fire and cloaked him in darkness making him very difficult to hit.

Raahil

Raahil was an intellectual and believed he saw a challenge in the Iberians. That challenge was to raise a barbarous race up from the pits of intellectual darkness to the heights of sophic wisdom. Unfortunately, he was disappointed. He soon found that none of his students could understand his teachings. He withdrew and assisted the other lords only when commanded. When the shaman were killed, he did not rejoice or storm off but withdrew to the south of the peninsula, into a desert that he maintained throughout his time there.

Raahil's area of expertise was never known, but it has been documented that since his summoning he has changed and adapted to the sands of the desert he calls home. He values nothing so much as his solitude and prefers to spend his time deep in thought.

Raahil was entrusted with the Shield of Iberia. This device was purported to allow the user to create a wall of winds. It was also said to be invisible to all but the owner and allow the owner to see possible futures.

The Iberian Armor

This armor was summoned from a realm attached to the Spirit Realm but no one knows the specifics of the realm or what, if anything, lives there. The armor is made up of five pieces. Those pieces are arm vambraces, leg greaves, breast plate, helmet, and shield. These were divided up amongst the Shade Lords who were summoned to protect the Iberians from Celtic invaders. The armor was never assembled in one place since it was felt that it was too powerful to be worn by one man. What its powers are, when assembled, are not known. The powers of the individual pieces can only be guessed at from this distant age.

The arm vambraces were believed to grant fantastic strength and accuracy with weapons. It was thought stolen by an Iberian woman and lost to history around the first century B.C. It has been suspected to surface now and again throughout history but this has never been confirmed. The leg greaves were believed to grant

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speed and agility. As far as it is known, the leg greaves have stayed with Iberid in his travels. The breast plate was believed to hold sway over all forms of water and grant the wearer invulnerability. The helm granted a number of mental powers, allowing the wearer to see into minds and create powerful illusions. The shield was purported to grant the power of precognition, control the winds and be able to summon a powerful wall of winds to protect the wearer from missile attacks.

The Iberian Armor was the best design ever seen at that time, and many would even attribute it to a later age of the Romans. It is crude compared to full plate armor but still formidable.

The Trieste

Cardinal Jiorno Palestri heads the Order di Trieste in Spain in 1937. He has commanded this branch of the Order for 17 years and has done so through upheaval and chaos. His efforts have created a network of spies and informants that root out the use of evil magics throughout Spain. He is concerned that his efforts have been too little too late. In his eyes, Satan has gained a foothold, especially amongst the Republicans. They have turned their backs on the institution that has guided them over the centuries to become one of the greatest bastions of Christianity that the world has known. Cardinal Palestri can only shake his head at the burning of churches and the slaying of the Church's servants. The Trieste in Spain has taken a decidedly more active role since they learned of the Geist Legion in 1936.

The Cardinal's chief lieutenant, Bishop Virgil Copanni, has been assigned the task of destroying this unholy brigade. The bishop has formed several specialized units of shock troops for the Order and sent them to deal with this spiritual threat. It met with disaster. Those who have survived have become stronger for the knowledge of the enemy, but the first attacks were done in total ignorance and cost lives of people the Church is ill equipped to replace. Due to this turn of events, the Bishop Copanni has had to look outside the Church to pious laymen. These laymen are devoted to the Church and have helped

to make considerable gains against the Geist Legions. They have earned the name Corpus Vindicta, the Avenging Body. The Corpus Vindicta are, at this time, a group of 13 units made up of four to eight members each. They are all a mix of laymen and Church holy men and women. These people are often working for the Order to penance their souls for casting magic. They still cast magic, but now in the name of the Lord.

As an organization in Spain, the Trieste work through CEDA, a right wing element of the Republican government. Franco disbanded this organization later in 1937 against the protests of the Church. Their voice continued to be heard in Franco's camp through the already well indoctrinated members of the Nationalist party. CEDA is not the core of the Trieste or even the focus, but merely its mouthpiece. The true power of the Trieste in Spain lies in its network of spies. The Trieste even has spies in its greatest enemy's camp, the Anarchists. This is something the Anarchists have been trying to rid themselves of for a long time. The Anarchists have complained to any who would listen of the hold the Catholic Church has over Spain, but few listened until the collapse of the Church backed monarchy. This suddenly put the Order di Trieste and the Anarchists head to head as organizations to be reckoned with.

The Trieste do not approve of the use of magic but have learned to temper themselves somewhat in Spain. The only practitioners allowed in Spain, in the eyes of the Trieste, are ordained practitioners. These practitioners are usually individuals that the agents of the Trieste captured and believed would be easy to manipulate. This is sometimes done with a level of brain washing, sometimes with the use of magic, and sometimes with the use of blackmail (holding one's family hostage). These "recruits" range from desperate to escape to fanatics willing to die for the cause. Knowing which one is being dealt with can often mean the difference between success and death.

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The Geist Legion

The Geist Legion, or Ghost Legion, is a German special unit. They are mostly made up of Waffen SS and Gestapo soldiers scavenged from the battle field and reanimated. Some of these undead, though, are far more ancient creatures. These ancient undead are sometimes forced into service, but much more often they volunteer of their own free will.

The Geist Legion was newly formed in 1934 and their first real field trial is in the Spanish Civil War on special operations against Barcelona and Guernica. They have most recently been assigned to locate and retrieve the Iberian Armor. They have been authorized to use any means necessary.

The commandant of the Geist Legion is SS-Brigadeführer Heinz Goethmann, a powerful spectre. He was killed in June 1934 during the Night of the Long Knives and raised again to serve the Reich.

The Geist Legion has had an increasingly difficult enemy in the Catholic Church and the Order di Trieste. The Trieste and the Corpus Vindicta have made it their task to destroy the Geist Legion. For the most part, the Church's propaganda has been more damaging than their actual assaults. The Legion's standard response to an engagement against the Corpus Vindicta is to kill all, then reanimate them as shock troops.

The Spirit World

The Spirit World, sometimes called the Spirit Realm, rests in the same physical location as the real world, but in a different phase. This means that objects in and of the Spirit World will pass

through objects of the real world and vice-versa.

When in one realm, the other may be perceived dimly or as though heard down a long hallway. The Spirit World, like the real world, has its own wild life.

The denizens of the Spirit World, generically called spirits but actually taking many different forms, are creatures of such a different make-up that our minds cannot comprehend them. To compensate, our minds give them forms that we can understand. These often take the form of animals, real or mythical. Individual spirits have differing skills and experience. Many are mere

babes in the Spirit World but powerhouses in the way they aid a shaman.

Shamans are the link between the Spirit World and the real world. They offer the spirits a chance to interact with the real world in exchange for granting some of their strengths and knowledge. The spirits will sometimes help a shaman for nothing more than the clarity between realms that surround shaman. Shamans act as windows allowing spirits to see and hear the real world better. They are drawn to the real world as a moth to flame.

The Spirit World is broken up into sub-realms like the Shade (or Shadow) Realm, the Coruscus Realm (a realm of light), the Vermis Realm (a realm of worms) and many more, which are ruled by the most powerful spirits. These Spirit Lords are constantly challenged and often make war on other realms as a means to distract their subjects. The Spirit World is a place where the familiar mixes with an ever changing landscape to quickly confuse and disorient the uninitiated.



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Setting



The following information is particular to the Spanish Civil War. Many of the items and knowledge may have existed before the Spanish Civil War but became prominent during this period.

Character Concepts

There are many different type of characters who would fit in this setting. The Spanish Civil War brought people from around the world to fight in its name. Specifically, we will look at the campaign outlined in this book in terms of the organizations in the *Shades of Earth* Core Rules. Of course, these character concepts are only suggestions, and players should feel free to come up with their own concept.

Rogue

Don Vega has a number of contacts around the world. He may easily recruit a rogue spell caster merely by calling on someone who owes him a favor. The character may be personally beholden to Don Vega or be working for an organization that owes de la Vega. In addition, a rogue spell caster may already be in Spain fighting in the International Brigades or conducting business (like selling guns).

Department 12

Don Vega knows many people in foreign governments as well. Although he does not have many friends in the U.S. government, his contacts amongst the British are extensive. If he calls,

they will send someone to aid him. Department 12 agents are usually taken from the intelligence community, but since spell casting ability is not that picky, they may come from a number of walks of life. Even a veterinarian who discovered she had spell casting ability may be recruited.

Neter

The Neter are concerned with any number of activities concerning powerful magic. They see all magic items as potential threats to the security of the Gate which they guard. In addition, Don Vega has had a number of contacts in nearby Morocco. The Neter would send someone who is fluent in Spanish and knowledgeable in artifacts. They would never reveal themselves as part of the Neter, but Vega would instinctively know. They would be reluctant to even reveal that they know anything of spell casting. They would strive to help the group as long as it did not threaten the secrecy of the Gate.

Catholic Church

The Catholic Church is highly interested in anything going on in Spain at this time. They already have agents of the Order of Trieste, the Order of Dilucesco and more mundane agents of the Church throughout Spain. They will not be sympathetic to Vega's cause but may have heard of it through their informants. A character from the Church will most likely hide their origin, so it is up to the player and GM to work out a feasible background. If infiltrating, the character would hide their identity and attempt to steer the others towards goals favorable to the Church. If open, they may present themselves as an expert on the origins of the armor or the history of the Church related missions.

As a related character, an Italian Officer could be serving both his country and the Church by infiltrating this mission and discovering its worth. The Italians were involved in a number of covert and not so covert operations in southern Spain. Some of these could be in cooperation with the Geist Legion.

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Mafia

The Mafia is aware of many things that transpire on the European continent. They would want to have a member of their organization involved in the recovery of the armor, and it is unlikely they would take no for an answer. If they know of the effort, they will convince Don Vega to include one of their members in the missions. This would make for an uneasy relationship but, depending on the character, could develop into a valuable member of the party. Such a person would be useful in locating the exact whereabouts of the pieces of armor.

Dragon Clan

The agents of the Dragon Clan may be there at the behest of Vega but will most likely be searching for magical items for Baoshi. The Dragon collects items it deems dangerous to mankind and the Iberian Armor would certainly qualify. An agent of the Dragon Clan would bide their time, not revealing their true nature, until an opportune moment came to steal one of the pieces. Alternatively, if they are there at the behest of Vega, they would serve him faithfully to the point of defying the rest of the party. The Clan agents take their orders very seriously. As an additional complexity, the character could be fighting in the communist forces amongst the International Brigades.

Gestapo

The Gestapo may send an agent into the midst of Vega's group. This must be covert; discovering the Gestapo's involvement would not go well between them and Vega. Vega has no love for the Nazis and sees them as part of the problem not the solution. He would never knowingly include them in his mission.

Anarchists

The Anarchists are sworn enemies of Vega and thus make every effort to counter anything that he is planning. It is unlikely that they know of what is going on, but there are always leaks. If an Anarchist is a part of the group, he may be reporting back to his superiors as to the nature of

the operation. Most likely, he would not be believed.

Guard of Babur and Thuggees

It is unlikely that either of these two groups would be involved; but if they were, one explanation would be the pursuit of Iberid. The Shade Lord has traveled the world and made many enemies. A Guard could be seeking to end the monster's existence on this world and unwittingly took a position with Vega. He might have heard of Vega's mission and the knowledge he has on the subject of spirits. A Thuggee may be taking it from another angle, hoping to recruit Iberid to their cause. He would make a powerful ally for the death cult.

Spells

Propaganda

Third Level	UnderWorlder
8 pts	Touch
Elements: T,G,S	Prereq: Oath I

Propaganda is cast on the paper going into the production of some written media form. An example is a handbill distributed to the masses professing the view of a political party. Any reader of such a handbill must make a save vs. their INT - the level of the caster. Bonuses to this check can be awarded by the GM if the message is poorly written. A successful check vs. a Propaganda skill must be made in order for this spell to function properly. The caster need not be the one with the Propaganda skill. If the reader fails their INT check, they believe in the party; anyone giving a speech commanding action to an affected group will have a +20 to their Oratory skill. If the speaker succeeds in their Oratory, they can make simple commands on the people affected. These simple commands may take the form of "Loot!", "Riot!" or "Flee!"

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Spiritual Armor

Fifth Level

Wolvesbane

5 pts

Touch

Elements: T

Prereq: None

Spiritual Armor produces a dull shimmering field over the skin of the affected. The spell lasts for a number of hours equal to the level of the caster. The spell has two functions, protection and preservation. The protection it offers is that it will halve any damage from spirits spells or magical effects, including Shade Lords. It will not protect against the secondary actions of a spirit. For example, if a spirit drops a boulder on a person with Spiritual Armor, they would still take the full damage of the boulder. However, if a Shade Lord struck the person with his Shadow Sword or an Ice Bolt, the person would only take 1/2 damage.

The second part, preservation, keeps the body alive while in the Spirit World. The human body will normally expire after four days among spirits, but it will last eight days with this spell. In addition, the body will be protected from harm of any kind. Any physical damage will immediately heal, but items owned by the person are still vulnerable to damage. The spell may be cast either before or after entering the Spirit World, but the caster must have access to the body.

Rarefy Liquid

Second Level

Wolvesbane

2 pts/turn

5' + 3' /lvl of caster

Elements: T

Prereq: Airy Water

Rarefy Liquid decreases the viscosity of liquid around the caster to allow the free movement. The liquid will be breathable just as with Airy Water. However, it will be impossible to swim through and all within the affected area will sink to the bottom.

Skills

Intimidation

Thief

This skill is the ability to convincingly intimidate a person. That target may save vs. WIL - the level of the skill user and the Intimidation skill level of the user. For instance, if a person is second level with three levels of Intimidation, then the target must save vs. their WIL-5. If the target fails, they will perform the stated action. Note: this is not a magical compulsion but merely a verbal command. If the target has a chance to escape or loosely interpret the command, they will do so. Using Intimidation on someone will raise strong feelings of hatred and spite in most people, prompting them to do harm to the intimidator if possible.

Press Operation

Craft

This is simply the operation of a large printing press. It will also allow the user to repair a printing press, given the proper tools. The operator will not be able to print without supplies like paper and ink.

Propaganda

Intellectual

Propaganda is the art of writing believable political rhetoric. Its stated purpose is to convince people to support a cause. This will at times appeal to the masses' fears, hopes and dreams, while at other times it present a persuasive argument. Much depends on the audience being addressed. This skill may be used in conjunction with the Oratory Skill if the user has time to prepare a speech. Doing so will give the Orator a +20 to their Oratory Skill check.

Purification Ritual

Performer

The purification ritual varies depending on the culture but it is the means for shamans to cleanse their spirit of negative energies. The rituals range from bathing in blessed, purified water to flogging oneself.

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Rope Use

This skill is the use of a lariat or lasso to capture a target. If the target is moving, the character must make a to hit against the target's defense. If it is stationary, the character does not need to roll to hit. In either case the character must make a successful skill check vs. Rope Use to properly set the lasso for the desired effect. For instance, the vaquero may wish to trip the bandido as he tries to escape. This would require the vaquero to hit the Defense stat (with all DEX bonuses) of the bandido and then make a successful Rope Use check.

Spirit Ritual

This is the skill which must be used to speak with a spirit animal or to enter the Spirit Realm. This skill, when being used to convince a spirit to aid a shaman, will be modified by the shaman's Social Skill adjustment based on CHA. Success with this skill does not mean that the spirit will aid the shaman but only that it will listen to the shaman's argument.

Classes

Anarchist

Anarchists were founded amongst the philosophers of France and England. It was their belief that much of the sorrow and suffering in the world came from governments and their attempts to enforce their will on the common man. The Anarchist movement grew to its ultimate expression in Spain during the Spanish Civil War and the years leading up to it.

An Anarchist's motivations lie in disrupting a government's functions until it is paralyzed and topples. This was accomplished with two primary weapons, propaganda and terror. Anarchists often had their own operatives in the press or even owned several newspapers, so they could control much of what was said about them and their movement. This came in handy when the other tool, terrorism, was used. They would use explosives, start panics or incite riots, anything

Craft

to make the government look bad and sway public opinion away from supporting the government. Lives were of little concern.

Anarchists receive the following skills:

2 Propaganda, 1 Explosives, 1 Press Operation, 2 Deception, 1 Coded Messages

Shaman

Performer



Shamans are all over the world but survive mostly amongst primitive people. Shamans use the Spirit Realm as a place to recruit spirits of different abilities. These spirits take the form of animals, sometimes mythical and sometimes not. When shamans perform a spirit walk, they project their spirits into the Spirit Realm and attempt to capture or convince a spirit animal to help them in the real world. This is not always successful and depends on the shaman's will or charisma depending on the methods employed. If the shaman forces the spirit to help, that spirit will take every opportunity to escape or twist the commands of the shaman. Many times commands are based on culture of the shaman. Some cultures believe that the spirits must be tamed to do the will of the shaman. Others believe that the spirits are evil and should only be called

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upon in dire situations. In many South American tribes, there are good and evil spirits. The evil spirits bring disease and madness while the good spirits bring healing and wisdom.

A shaman typically has one spirit animal as a guide. On occasion they may take on more, but it becomes difficult to manage them all, and the shaman may lose control of these spirits. This means that the spirits may take control of the shaman's body, causing him to growl and snarl like the animal the spirit represents. The more spirits linked to the shaman the more likely this is to happen. For every spirit linked to the shaman there is a 10% chance that in a high pressure situation one of them will take control. This possession will last for 1-4 hours and leave the shaman exhausted.

Spirit animals come in many varieties, and players are encouraged to create their own. Here are a few examples.

Animal	Representative Powers
Owl	Wisdom, Precognition, Stealth
Wolf	Endurance, Speed, Strength
Lion	Strength, Fear, Control of People
Snake	Agility, Speed, Poison
Dragon	Intelligence, Protection, Fire
Phoenix	Healing, Fire, Rebirth/Regeneration

Spirit Walk

Attaining a spirit animal means performing a spirit walk. Different cultures have different ways of reaching a spirit walk state; however it is attained, the shaman must separate his soul from his body. During this time he is susceptible to spiritual and physical attack. During a spirit walk a shaman will be able to perceive the real world around him as though through a mist. Spirit animals will appear crisp and vibrant. In this state the shaman will be able to communicate with the spirit. If the shaman makes a successful check vs. their Spirit Ritual Skill with Social Skill adjustment, then the spirit will listen to the shaman's argument.

During a spirit walk the shaman's body may be attacked and even stolen by another spirit. If this is done, the spirit will be able to escape with the

newly claimed body and the shaman will have to search for it or find another. This is one way that ghosts are made. If the shaman finds their body, they must enter into spiritual combat for the body. Humans may only engage in spiritual attacks of this nature when fighting for their original body. Since a spirit takes on many of the attributes of the body they are in, it will seem like the shaman is fighting himself. No weapons may be used and all combat is done with Unarmed Combat rules. Combat will end when one of the combatants is knocked unconscious, subdued, or killed. The victor claims the body while the loser will either be slain or dismissed to try again. Most victors in these battles finish their opponents.

The table below shows a list of examples for modifiers for when a shaman is attempting a feat. Modifiers should be applied to their Piety and Will rolls.

Mod	Example
0	Majority of simple things: healing, starting normal fires, tripping opponents, minor telekinesis
-1	Simple but a little more tricky: healing burns, minor creations (blankets, tents, common goods), raising stats up to but not above 20.
-2	Complex: healing criticals, Raising stats above 20
-3	Difficult: regeneration, summoning their Spirit Guide to the Real World
-4	Spiritual Summoning of other than the Shaman's Spirit Guide.
-7	Nigh Impossible: Summoning Powerful Spirits, Raising the dead, spectacular physical effects

In general, the more powerful the effect, the larger the minus since the shaman will have to channel more of the spiritual energy from the spirit then form it to their will. Note: If the effect can be likened to a spell effect, you can then get a feel for the relative power level.

Spirits

Spirits are creatures which inhabit the Spirit Realm or realms which are adjacent to the Spirit Realm. These realms exist in parallel with the real world, only slightly out of sync with it. Spirits are native to this world and beyond human

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comprehension, even on a spirit walk. The human mind interprets these creatures as animals with attributes. Some of these spirits are interpreted as mundane animals while others are interpreted as mythical beasts or elements. Shadows or Shades are also types of spirits from the neighboring realm of Shadows.

When a shaman goes on a spirit walk their soul leaves their body and their consciousness shifts to the Spirit Realm. They are still able to perceive the real world but as through a mist. When they meet a spirit they may attempt to convince them to become their guide. Attachment to a shaman is beneficial to both parties since the shaman receives spell powers while the spirit gains a medium to perceive the real world of which they are most curious. This curiosity does not always last since the real world is filtered through the shaman's perspective. Not all spirits will leave, but many grow bored and eventually stop answering the shaman's call. When this happens the shaman must spirit walk again to find another willing spirit.

Summoning Spirits

Spirits are sometimes not found on a spirit walk but are summoned to do the will of the shaman on the fly. This is dangerous and can result in a possession by the spirit. There are dark paths which occasionally lead to horrible places. Creatures other than spirits, which are bad enough on their own, can answer the summons. If a shaman attempts a summoning they must make their PIE and WIL checks as though they were attempting to use their spirit guide. In addition, they must make a LUC check at the same modifiers as outlined for the PIE and WIL checks. If they fail, they will be attacked by an unfriendly spirit or other Spirit Realm creature. In this case spiritual combat results, as outlined above.

A shaman may also manifest a spirit he already has as a guide into the real world for a short period. This is an exhausting process and not lightly done. The shaman must first make her feat checks at -3. The spirit guide will manifest immediately and remain for 10 minutes for every point of CON the shaman has. Each 10 minutes the shaman will lose 1 point of CON until she

reaches zero, when the spirit guide will return to the Spirit World. The shaman will recover one point of CON for every hour of rest until returned to their normal maximum. The shaman can will the spirit guide to return to the Spirit World at any point after summoning. For instance, 30 minutes after summoning, the shaman releases the spirit guide; the shaman would then need to rest 3 hours to recover the lost CON. If the Shaman is reduced to 1/2 CON or lower, they will lose consciousness until they have rested long enough to raise their CON above 1/2.

System

Base Chance: PIE Channel Base: WIL

Base Modifier: -0 (-3/additional Summoning)

Shaman have a base chance of their PIE to call upon their spirit guide and be heard. This is modified by -3 every time the shaman has attempted an additional summoning (i.e. first attempt -0, second attempt -3, third attempt -6, etc.). In addition, the GM may modify the roll if appropriate (i.e. Summoning Spirits, difficulty of feat, distractions). Finally, the player must roll under their modified PIE on a d20.

If successful, the shaman has convinced the spirit to do their will. If the shaman rolls above the modified PIE, the spirit does not hear their call and the feat merely fails. If the shaman rolls a 20, then the spirit guide rebels against their control or they have summoned a spirit other than their guide (see Spirit Backlash table). The same modifier is then applied to the character's WIL and another d20 is rolled. If the player rolls under the modified WIL, no ill effects are felt. If the player rolls over the modified number, he fails and takes the modifier in fortitude points to all areas (for example, if the mod was -9, then the shaman takes 9 points to all areas. Positive modifiers do not give the character points). If he rolled a 20 then he rolls on the Personal Backlash Table.

NOTE: You can fail your PIE roll (no effect generated) and succeed at your WIL roll (no damage taken) OR you can succeed at your PIE roll (effect generated) and fail at your WIL roll (dam-

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age taken) OR you can fail at your PIE roll (no effect generated) and fail at your WIL roll (damage taken) OR you can succeed at your PIE roll (effect generated) and succeed at your WIL roll (no damage taken).

The base modifier will set back to zero and all feat effects (unless a duration is stated) will be removed if the shaman is allowed to perform a purification ritual. The ritual usually takes at least one hour to perform. A natural 20 is always a critical failure.

Levels

The shaman will be able to keep the base modifier constant for a number of levels equal to her level. For example, if a 5th level shaman were attempting 7 consecutive SIMPLE feats then the total modifier for the shaman would be for each feat respectively; -0,-0,-0,-0,-0,-3,-6. Since the base modifier does not change, it allows the shaman to perform more feats.

d20	Spirit Backlash
1-5	-1 to all PIE rolls until shaman performs purification ritual; confidence shaky.
6-10	-2 to all PIE rolls until shaman performs purification ritual; spiritual faith badly upset.
11-13	-1 to all PIE rolls until purification ritual performed and Spiritual Ritual skill check at -20 is made; spiritually confused and in doubt.
14-16	-2 to all will rolls until purification ritual performed and Spiritual Ritual skill check at -40 is made; connection to Spirit Guide weak.
17	Horrible Self Doubt! You question the fundament of the Spirit Realm and your place in it! The real and spirit worlds mix for you. -4 to PIE, -20 to Spiritual Ritual checks until purification ritual is performed.
18	Spirit Backlash! The spirit guide takes your body and you froth at the mouth and act possessed. You must be caged until exhaustion takes you and you sleep.

d20	Spirit Backlash
19	Aspect of the Spirit! The spirit you had just attempted to channel has tainted your physical form. You will now gain the appearance of some aspect of the Spirit Animal. For example, a wolf could make you grow fur all over your body or a dragon could give you scales. The effect will fade slowly over 1-4 weeks.
20	Soul Displaced! Your soul has been knocked from your body and will not be able to re-enter for 1-4 hours. Your body must remain motionless for this time and must not come to harm in order to return (i.e. freeze, bake, chewed on by rats).

d20	Personal Backlash
1-5	-1 to all WIL rolls until shaman sleeps; exhausted by the battle of wills.
6-10	-2 to all WIL rolls until shaman sleeps; drained by the strength of the Spirit.
11-13	-1 to all WIL rolls until sleep for 12 hours; will exhausted.
14-16	-2 to all WIL rolls until sleep for 12 hours; the shaman suffers physical pain.
17	The Spirit Strikes Back! The spirit rips through your body, shaking your resolve to continue. -4 to WIL double modifier damage to all areas until you sleep and are healed.
18	Spirit Fire! The power of the spirit you are trying to channel rips loose arcing raw ethereal energies through your body! Determine area randomly, reduce fortitude points to 0, apply modifier damage, roll 1/2 Will to see if the shaman remains conscious. All flammable items within a number of feet equal to the level of the shaman burst into flame.
19	Spirit Realm! You blink from this world to the Spirit Realm. Those within your level in yards travel with you, including enemies or friends. You must successfully use your Spirit Walk skill to find your way back to the real world. This may take a few minutes or days depending on the GM's discretion.
20	Wrath of the Spirit World! Your spirit guide leaves you. If you have more than one, the one that leaves is determined randomly.

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Vaquero

Fighter

This Spanish Version of the cowboy is a rough and tough customer in the 1930s. They are able not only to handle the herd but protect it from wolves and far more dangerous two legged predators, Man. Although vaqueros do not normally need to kill, they are prepared to do so. They would much rather ride the wide open pampas of Spain than deal with any trouble.

Vaqueros receive the following skills:

2 Rope Use, 1 First Aid, 1 Unarmed Combat, 1 Targeting, 3 Horsemanship

Bandido

Thief

Common in the troubled times of the Spanish Civil Wars, the bandido specializes in the quick hit, grab what you can carry, and run. They are masters of avoiding pursuit and are often forced to live on the run. At times, the bandidos gather into gangs who are able to force locals into doing their will. At other times, they form a makeshift militia to fight the Nationalists. Although not as common as mercenaries, these rugged individuals have been known to do their part for patriotism.

Bandidos receive the following skills:

1 Unarmed Combat, 1 Tracking, 1 Intimidation, 1 Camouflage, 2 Horsemanship

Equipment

Shotguns

The shotgun may use either shot or slugs. Shot provides a +2 to hit. If slugs are used, an additional die of damage is done. If both barrels are fired on one attack, an additional die of damage is gained regardless of ammo used. In the case of firing both barrels, shot receives an extra die of damage and slugs receive two additional damage

dice above the stated amount. The following table displays types of shotguns.

Shotguns (Firearms)					
Weapon	Dam	Att	Cap	Rng	Cost
12 Gauge	4d10	1 or 2	2	40 y	\$15
This is a standard double barrel shotgun.					
12 Gauge Pump-action	4d10	2	7	40 y	\$30
The pump action will carry more ammo but has only one barrel. It may fire both shot and slug ammo.					
8 gauge	6d10	1 or 2	2	50 y	\$40
This is a standard double barrel shotgun.					

Molotov Cocktail

A common tool of the Anarchists in Spain is the Molotov cocktail. Although this weapon would not earn its name until WWII the idea was alive and well in guerrilla warfare. The weapon is constructed by taking an empty glass container and filling it with a flammable liquid (usually gasoline) and a thickening agent (usually tar). A rag is stuffed into the mouth as a fuse. It is lit and then thrown at a target. If it breaks on impact, the target is covered in burning fuel. Occasionally, phosphorous or acid would be mixed in to make the substance more explosive. The Molotov cocktail is a grenade type in game terms.

Molotov Cocktail (Grenade)			
Weapon	Dam	Att	Radius
Molotov Cocktail	2d10 + d10/rd	1	3 yds
Range for the Molotov is STR/2 in yards. This is due to its fragile construction. It could be dropped from a much higher distance. The Molotov receives a +2 to hit due to radius.			

Magical Items

Ghost Bullets

Rarity: Uncommon

Description: Ghost bullets are manufactured by a number of industrialized countries around the world. They come in a number of different calibers, including shotgun shells. They have the ability to hit otherwise intangible creatures and objects. Most commonly, they are used against ghosts and spectres. They are usually + 2 to hit and + 4 to damage. In addition, they are able to pass through solid non-living matter to hit a living creature on the other side. This incurs a -6 to hit unless there is a way of viewing the target.



Ghost bullets can be identified by their blue color. They are also considerably lighter than a standard bullet. Department 12 is particularly fond of these bullets as they are effective against many of their foes.

Golden Spear of St. Matthew

Rarity: Unique

Description: This spear, given to Matthew by God, is considered a Catholic artifact and has been guarded by the Church for nearly 2000 years. This weapon can slay spirits of all types. This includes ghosts, shades, and spectres. They must be hit with a roll of 15 or more and targeted in the stomach (area 7). The spear is a +5 to hit and +15 to damage weapon. Since it slays spirits, it will deal x4 damage in combat if it does not immediately slay them. In the case of attacking a possessed individual, the spear will deal normal damage to the possessed body but x4 damage to the possessing spirit.



It is 7 feet long and has a broad head. The shaft is made of some sort of golden colored wood. The spear cannot be melted down; if a non-Christian attempts to keep the spear, it will find its way back to the Catholic Church within seven days by seemingly random coincidence or amazingly bad luck. The spear will function in the hands of an unbeliever.

Lucky Charm

Rarity: Common



Description: These charms take different forms depending on the culture that creates them. Most commonly, they come in the form of a bracelet with 3 -12 charms on it. Each charm allows the

player to succeed on a failed roll. The catch is that someone else (within 20') must re-roll a successful roll. If no one is that close, the next person they encounter will have to re-roll a successful check. If there is more than one person with a successful roll in 20', the target is determined randomly. If the second roll is successful then the check succeeds.

Water Breathing Lozenge



Rarity: Uncommon

Description: These lozenges allow a person to breathe under-water for one day. They must be sucked on for the period of time that they will be in use. The lozenges will not allow the user to move freely under water but will keep them from drowning, even if unconscious. The lozenges are often flavored in grape or cherry to disguise the foul fish taste.

And So It Continues

"Medea, my love, what troubles you?" Altoyo ran his hand lovingly through his wife's hair. He had lived with her for centuries now, but he still could not read what trouble lurked behind those dark eyes.

"Altoyo, I have told you of my distaste for using outsiders. This plan of yours will only bring sorrow to this house. Can we not find another way?" She cast her eyes downward to avoid looking Altoyo directly in the face, but he would have none of it. Gently, he took her chin in his hand.

"They will have many challenges, and I need all of the servants most loyal to me here to protect you. . . and all that we have built here." He leaned down and kissed her gently on the lips.

"Surely you do not believe that they can survive even the simplest of the missions before them. The Trieste and the Legion roam the land looking for the armor. The Mermaids will surely seduce them. These are not threats that ordinary people can deal with!" She stood and strode to the window overlooking the vineyards with a grace that no living creature possessed.

Altoyo sighed and followed her. He looked at her in the moonlight. "I only wish to help the mortals, aid them in seeing the way to peace and prosperity. These are not ordinary people we have recruited. They have all come highly recommended, and they possess skills beyond what most mortals could ever hope to attain." Altoyo rested his hands on her shoulders, trying to comfort his wife. He knew better than to think she had compassion for these poor souls, but she did love him and their life. She would not give up either without a fight.

Medea craned her head back to Altoyo. "The worst of it is if they learn of your true goals they may turn on you, Altoyo. As you have said, this goes beyond the average mortal. They could be a threat. If they meet Iberid..."

"Then they will have met my shadow." Altoyo laughed at his ironic statement. In setting these mortals against his own kind, he made them into the most formidable threat to himself. The irony was not lost on him.

Friends & Foes

The creatures and personalities outlined here should be considered extensions to the *Shades of Earth* Core Rules.

LEATHER GOLEM



The leather golem is the creation of the Order di Dilucesco and is constructed by wrapping cured human skin around a Catholic relic. These human skins are often acquired after a member of the order has died of natural causes. These are mindless brutes that take a simple series of commands. If they are commanded to protect an object, they will not be

able to be lured from that object but will stay within sight of it while fighting off intruders. If the intruders do not approach the object it has been commanded to guard, it will not move.

Leather golems were first created in 1408 by a priest, Father Pious DiCielli, researching the animation of objects in the Mencius Codex. The first leather golem he created was imperfect and retained some of the memories of those whose skin had been used. This made an entirely mad creature that went on a rampage. Although his superiors were reluctant to trust a second effort, they allowed DiCielli to try once more. They saw value in controlling a creature that was so resilient to damage. The second attempt proved successful, and the construct was used to discretely guard the nobility of the church.

Leather golems may subdue opponents using animated leather straps from their body. This has a

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range of 25'. If the target is successfully hit then the target must make an AGL - 4 + the number of rounds subdued check to escape. For instance, the first round the target is struck they receive a AGL - 4 check. If successful they are freed; if not they receive a check vs. AGL -5 the next round. If the straps are hit (defense=10) with 25 points of damage from an edged weapon, they are cut and the target is freed. Once the Leather golem successfully hits its first target, it may attempt to attack others.

Leather golems have no mind and thus are not affected by spells targeting the mind. They receive no damage from electrical attacks. They receive only 1/2 damage from fire and projectile attacks. All other damage types are normal.

Statistics - Leather Golem

Strength	23
Max Wt Lift	3500 lbs
Damage Mod	+ 14
Armor Mod	+ 5
Agility	18
Unarmed Com. Mod	+ 2
Initiative Mod	+ 2
Movement Rate	8
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	12
Bonus To Hit	0
Intelligence	0
Wisdom	0
Charisma	0
Social Skill Bonus	- 55
Appearance	0
Luck	10
Piety	20
Will	20
Defense	22
Level	1-6
Spirit Points	100
Class	Soldier

Armor - Leather Golem

Location	Armor	FP
1 - Head	25	100
2 - Right Arm	25	100
3 - Right Shoulder	25	100
4 - Chest	25	100
5 - Left Shoulder	25	100
6 - Left Arm	25	100
7 - Stomach	25	100
8 - Groin	25	100
9 - Right Leg	25	100
10 - Left Leg	25	100

Leather Golems have natural armor.

Weapons - Leather Golem

Weapon	DAM	ATT	+ TH	+ TD	Notes
Fist	3d12	3	+3	+ 15	d12 due to size and material of fist
Straps	--	1	+3	--	See description. Subduing attack.

Skills - Leather Golem

Skill	Final
Unarmed Combat	40%

Abilities - Leather Golem

Ability	% Chance
Immune to mental attacks	--
1/2 damage from fire, piercing and firearms attacks	--
Immune to Electrical attacks	--

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MACHINE GOLEM



Machine golems have only been recently developed and the process is still a closely guarded secret. By combining some of the recent advances in mechanical engineering with ancient golem spells, spell casters can create some of the most bizarre machines. Their usefulness is questioned amongst those who know of them, but many think machine golems are the way of the future. The opponents of such monstrosities point out that they are slow, prone to breakdown and incredibly expensive.

In truth it may cost up to \$75,000 dollars to create a machine golem. Armored, which costs an additional \$25,000, these golems become much more formidable. They are often camouflaged as tanks.

The machine golem receives double damage from electrical attacks. However, piercing and firearms damage only do 1/2 damage. Since the machine golem functions much like a standard machine, destroying one part causes the entire device to cease functioning. Machine golems have no mind, so they are not vulnerable to mental attacks.

Statistics - Machine Golem

Strength	23
Max Wt Lift	3500 lbs
Damage Mod	+ 14
Armor Mod	+ 5
Agility	10
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	8
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	12
Bonus To Hit	0
Intelligence	0
Wisdom	0
Charisma	0
Social Skill Bonus	- 55
Appearance	0
Luck	10
Piety	10
Will	20
Defense	19
Level	1-6
Spirit Points	60
Class	Soldier

Armor - Machine Golem

Location	Armor	FP
1 - Head	200	100
2 - Right Arm	200	100
3 - Right Shoulder	200	100
4 - Chest	200	100
5 - Left Shoulder	200	100
6 - Left Arm	200	100
7 - Stomach	200	100
8 - Groin	200	100
9 - Right Leg	200	100
10 - Left Leg	200	100

Machine Golems have thick armor plating.

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Weapons - Machine Golem

Weapon	DAM	ATT	+ TH	+ TD	Notes
Fist	3d12	3	+1	+ 15	d12 due to size and material of fist

Skills - Machine Golem

Skill	Final
Unarmed Combat	40%

Abilities - Machine Golem

Ability	% Chance
Immune to mental attacks	--
1/2 damage from piercing and fire-arms attacks	--
Double damage from Electrical attacks	--

LESSER MACHINE GOLEM



This is a smaller version of the machine golem but far less effective. It is used for spying and part of its creation allows for a telepathic link to its creator, allowing the creator to see through the "eyes" of the golem. The components are still quite rare for the lesser golem and cost upwards of \$1000 to build.

As with the machine golem, electricity does double damage and piercing and firearm damage do only 1/2 damage. The lesser golem does not have any areas but only a base FP. When 30 points of

damage is dealt to the construct, it will be destroyed. Just as with its larger cousin, the lesser machine golem is immune to mental attack.

Statistics - Lesser Machine Golem

Strength	12
Max Wt Lift	115 lbs
Damage Mod	0
Armor Mod	0
Agility	19
Unarmed Com. Mod	+ 2
Initiative Mod	+ 2
Movement Rate	13
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	18
Bonus To Hit	+ 2
Intelligence	0
Wisdom	0
Charisma	0
Social Skill Bonus	- 55
Appearance	0
Luck	10
Piety	10
Will	20
Defense	19
Level	1-6
Spirit Points	60
Class	Soldier

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Armor - Lesser Machine Golem

Location	Armor	FP
1 - Head		30
2 - Right Arm		30
3 - Right Shoulder		30
4 - Chest		30
5 - Left Shoulder		30
6 - Left Arm		30
7 - Stomach		30
8 - Groin		30
9 - Right Leg		30
10 - Left Leg		30

Lesser machine golems have no armor plating.

Weapons - Lesser Machine Golem

Weapon	DAM	ATT	+ TH	+ TD	Notes
Blade	2d10	3	+2	+ 0	

Skills - Lesser Machine Golem

Skill	Final
Move Silently	80%
Move in Shadows	80%
Targeting (Blade)	40%

Abilities - Lesser Machine Golem

Ability	% Chance
Immune to mental attacks	--
1/2 damage from piercing and fire-arms attacks	--
Double damage from Electrical attacks	--

MERMAID



Mermaids are the descendants of the Shade Lord Kihn'duo. When he was released from the summoning spell of the Iberian shaman, he went directly to the sea. There he dwelt for centuries before he became so lonely that he sought out human companionship. He took a wife, but when she gave birth to his children they burst

from her womb by the hundreds, killing her. He was angered at first, but eventually found solace in his children, who could roam the sea with him. Still, his nature had not changed, and at times he lost his temper and slayed several of his children in his wrath. His progeny were all females, and half human, half fish. They sought to have children of their own and constantly pestered their father. It was more than Kihn'duo could handle, so he left for the deepest parts of the sea, where the mermaids could not follow.

To this day the mermaids reproduce slowly and with great risk to their life. Their numbers have dwindled over the centuries and now there are only twelve remaining. They live off the coast of Spain near the Balearic Islands and hope for the return of their father so their numbers can be replenished.

The mermaids are a shy group and would rather run than fight. If they cannot run, they prefer to negotiate or use their song to escape. They guard their father's piece of the Iberian armor in the hopes he will return to claim it. They then hope to convince him to beget more of them with a human woman.

They have the ability to control sea life to do their bidding. They use sharks as guardians and

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undead sailors as soldiers. They also have the ability to control men with their song. If they sing this haunting tune, all men who hear it must save vs. WIL - the number of minutes spent listening. For example, if a man hears the song for 1 minute he must save vs. WIL - 1 but if he listens for 10 minutes he must save at WIL - 10. If he blocks his ears or cannot hear the song for one minute, the cycle ends. If a man fails his WIL check, he will go to the mermaid regardless of any risk of harm to himself. If he reaches her, he obeys her commands for one week. The spell will be broken only if his face is rubbed in sand.

Statistics - Mermaid

Strength	12
Max Wt Lift	115 lbs
Damage Mod	0
Armor Mod	0
Agility	23
Unarmed Com. Mod	+ 5
Initiative Mod	+ 6
Movement Rate	22 swimming
Constitution	11
Wt Encumbrance	26 lbs
Dexterity	18
Bonus To Hit	+ 2
Intelligence	10
Wisdom	8
Charisma	19
Social Skill Bonus	+ 15
Appearance	22
Luck	10
Piety	10
Will	13
Defense	15
Level	1-8
Spirit Points	30
Class	Musician

Armor - Mermaid

Location	Armor	FP
1 - Head		9
2 - Right Arm		34
3 - Right Shoulder		34
4 - Chest		9
5 - Left Shoulder		34
6 - Left Arm		34
7 - Stomach		17
8 - Groin		17
9 - Upper Tail		34
10 - Lower Tail		34

Mermaids wear no armor.

Weapons - Mermaid

Weapon	DAM	ATT	+ TH	+ TD	Notes
Trident	1d10	1 or 2	+2	+ 0	

Skills - Mermaid

Skill	Final
Oratory	95%
Move in Shadows	60%
Singing	80%
Swimming	80%
Dodge	80%

Abilities - Mermaid

Ability	% Chance
Magical Song	--

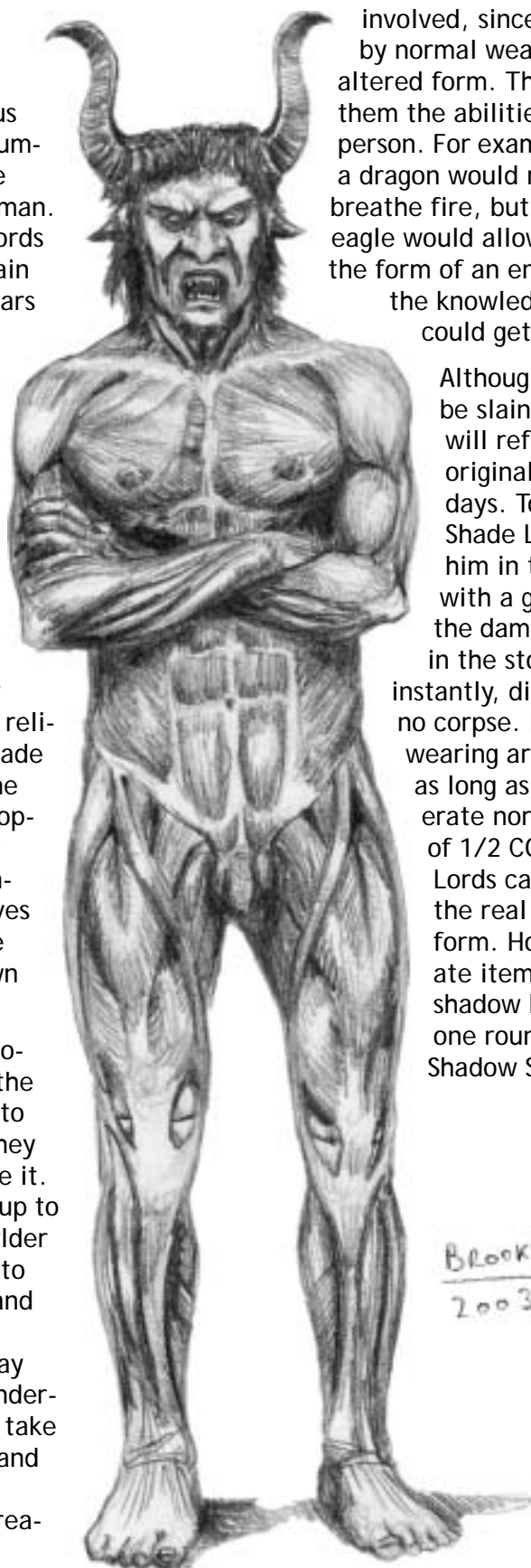
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SHADE LORD

The Shade Lords are creatures of the Shadow Realm that have status and power. They are sometimes summoned to the real world to do the bidding of spell casters called shaman. In the Shadow Realm the Shade Lords rule over lesser beings and maintain what order there is. They wage wars against the undead that attempt to invade their domains from the UnderWorlder plane. These conflicts hardly ever resolve anything and result in protracted border disputes.

The Shadow Realm is a place of darkness, an infinite plane unto itself. Unlike the Spirit Realm, it does not occupy the same physical location of the real world, so return from the Shadow Realm is often difficult. The most reliable method requires finding a Shade Lord willing to open a portal to the real world. This is a dangerous proposition for the Shade Lord since it occupies his entire mind for a considerable period of time. This leaves him vulnerable to attack. A Shade Lord is seldom safe even in his own domain.

These Lords have the ability to protect themselves and others from the damage that light normally deals to denizens of the Shadow Realm. They do not enjoy light but can tolerate it. They also have the ability to cast up to Illusion IV as defined in UnderWorlder Realm. In addition, they are able to cast up to Invisibility IV, Ice Bolt and Darkness. Furthermore, they are accomplished spell casters and may have additional spells from the Underworlder realm. A Shade Lord may take shadow form at will with no cost and move at incredible speeds. Shade Lords may take the form of any creature they see. There is some risk



involved, since they can be damaged by normal weapons when in an altered form. This form will not give them the abilities of the creature or person. For example, taking the form of a dragon would not allow them to breathe fire, but taking the form of an eagle would allow them to fly. Taking the form of an engineer would not give the knowledge of engineering but could get them access to files.

Although the Shade Lord may be slain in the real world, he will reform at the point of his original summoning in three days. To permanently slay a Shade Lord, one must strike him in the stomach (area 7) with a golden spear. As long as the damage is done to the flesh in the stomach he will die instantly, dissipating and leaving no corpse. If the Shade Lord is wearing armor, it will protect him as long as it has FP. They regenerate normal damage at a rate of 1/2 CON per round. Shade Lords cannot carry anything of the real world when in shadow form. However, they may create items from the stuff of shadow by concentrating for one round; this is where the Shadow Sword comes from.

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Statistics - Shade Lord

Strength	14
Max Wt Lift	135 lbs
Damage Mod	0
Armor Mod	0
Agility	22
Unarmed Com. Mod	+ 5
Initiative Mod	+ 5
Movement Rate	12
Constitution	24
Wt Encumbrance	47 lbs
Dexterity	19
Bonus To Hit	+2
Intelligence	17
Wisdom	14
Charisma	11
Social Skill Bonus	+0
Appearance	22
Luck	12
Piety	11
Will	18
Defense	20
Level	10
Spirit Points	300
Class	Burglar

Armor - Shade Lord

Location	Armor	FP
1 - Head	0	50
2 - Right Arm	0	200
3 - Right Shoulder	0	200
4 - Chest	0	50
5 - Left Shoulder	0	200
6 - Left Arm	0	200
7 - Stomach	0	100
8 - Groin	0	100
9 - Right Leg	0	200
10 - Left Leg	0	200

Shade Lords wear no armor in their natural form.

Weapons - Shade Lord

Weapon	DAM	ATT	+ TH	+ TD	Notes
Shadow Sword	3d10	2	+ 4	+ 2	Destroyed in light.

Skills - Shade Lord

Skill	Final
Investigation	90%
Move Silently	110%
Oratory	80%
Arcane Lore	90%
Parrying (Sword) 1 parry	60%
Targeting (Sword)	90%
Intimidation	90%

Abilities - Shade Lord

Ability	% Chance
Blend with Shadows	--
Flight MR 60	--
Move in Shadows undetected	110%
Protection from Light	80%
Immune to Sleep, Stun, and Death magic	--
Change Form (allows the Shade Lord to assume any form he has seen or can imagine) Costs 5 SP	75%

Spells - Shade Lord

Spell	Cost	Lvl
UnderWorlder Spells		
Sense Life	1 point	1
Cast Darkness	1pts/turn	1
Gust	2pts	1
Stun	3pts	1
Sleep	4pts	2
Dream Drowse	3pts/rnd	3
Wind	2pts/turn	3
Ice Bolt 1d10 + 10d6	5pts	4
Flame Bolt 2d10 +10d8 +d6 burning	7pts	5

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SPECTRE



Spectres are similar to ghosts but have taken a different path in their afterlife. A spectre comes from a person who has died in an exceptionally violent manner and then has been given the choice to return to Earth to seek vengeance. This deal is usually offered by an evil supernatural entity like Satan or Kali. The deceased who accept are sent back to Earth as free agents to do as much evil as possible. They usually end up roaming the Earth in search of those who have wronged them in their past life only to return to the sight of their death once the job is done. Spectres become tortured souls as they have little purpose in this world and no means of finding final rest.

Unlike ghosts, spectres may materialize and attack the living. To do so costs them 8 spirit points and they remain solid only for a number of rounds equal to their level. In this state they interact with the living and other objects as though they were still alive. They may disincorporate whenever they choose.

The spectre has the same powers of possession as a ghost and may possess a living sentient person for a number of hours equal to its level. The spectre rolls vs. its WIL and the target rolls vs. his WIL and whoever rolls under their will by the greater amount wins control of the body. When the possession wears off, the spectre may attempt to possess the victim again by the same process.

A spectre may only be hit by ghost bullets, or silver coated or blessed weapons. If they are slain

in this manner, they will reform in three years where they originally died. If area 1 or 4 is reduced in this manner the Spectre is slain. Damage done to the possessed is also done to the spirit if susceptible (i.e. silver weapons, spectre slaying weapon). The only means to permanently slay a spectre is to find and bless their remains before they are able to reform.

Since spectres are undead, they will not be affected by most spells which affect the body (Sleep, Stun, etc.). They can be forced to become incorporeal if they are reduced to 0 FP in all areas.

Statistics - Spectre

Strength	21
Max Wt Lift	1000 lbs
Damage Mod	+ 8
Armor Mod	+ 3
Agility	21
Unarmed Com. Mod	+ 4
Initiative Mod	+ 4
Movement Rate	30
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	12
Bonus To Hit	0
Intelligence	8
Wisdom	10
Charisma	12
Social Skill Bonus	0
Appearance	-5
Luck	11
Piety	15
Will	20
Defense	22
Level	1-10
Spirit Points	150
Class	Hunter

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Armor - Spectre

Location	Armor	FP
1 - Head		60
2 - Right Arm		60
3 - Right Shoulder		60
4 - Chest		60
5 - Left Shoulder		60
6 - Left Arm		60
7 - Stomach		60
8 - Groin		60
9 - Right Leg		60
10 - Left Leg		60

Spectres wear no armor.

Abilities - Spectre

Ability	% Chance
Become Corporeal Costs 8 sp lasts 1 rnd/level	--
Possession	See Description
Fear - due to their hideous appearance they will cause fear in the less experienced person. If the viewer fails a check vs. WIL - level of the spectre and they are of lower level than the spectre, the viewer will panic.	--

Weapons - Spectre

Weapon	DAM	ATT	+TH	+TD	Notes
Touch	Spec	2	+4	+8	A successful hit means target loses 2 points of CON. CON returns 1 point per week of rest. If CON is reduced to 0, the person inhabiting that body dies and the spectre will take permanent possession of the body. Physical damage done by this attack is 1d6.
Sword	2d10	3	+1	+8	Only if available

Skills - Spectre

Skill	Final
Investigation	70%
Tracking	60%
Hunting	80%
Arcane Lore	40%
Dodge	75%

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Setting Characters

ABBOT JUAN FIDEZ



The abbot administers the Tabernas monastery where a number of holy relics are rumored to be stored. If asked about this, the abbot will smile and nod, saying that the only relics at the monastery are himself and the monastery's dog, Lindo. The abbot is an easy going fellow mostly concerned with the welfare of his brothers and disruptions to their ordered life.

Juan Fidez was born in 1872 to a sheep herder and felt the call to God all his life. He grew up in Granada and after seminary returned to his home province to minister to the souls of his fellow countrymen. He is deeply troubled by the turn of events with the Civil War and has deflected much of the animosity felt towards the church by being helpful and aiding his countrymen.

When the party arrives he will try to help them as much as possible out of respect for Don Vega. He will not allow a blatant search of the monastery. If he must chose, he will side with Brother Thomas and the church over the party; however he will try to avoid any violence.

Statistics - Abbot Juan Fediz

Strength	8
Max Wt Lift	75 lbs
Damage Mod	0
Armor Mod	0
Agility	14
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	13
Constitution	16
Wt Encumbrance	61 lbs
Dexterity	16
Bonus To Hit	+1
Intelligence	19
Wisdom	11
Charisma	19
Social Skill Bonus	+ 15
Appearance	11
Luck	14
Piety	18
Will	15
Defense	13
Level	9
Spirit Points	10
Class	Priest

Armor - Abbot Juan Fediz

Location	Armor	FP
1 - Head		11
2 - Right Arm		42
3 - Right Shoulder		42
4 - Chest		11
5 - Left Shoulder		42
6 - Left Arm		42
7 - Stomach		21
8 - Groin		21
9 - Right Leg		42
10 - Left Leg		42

The abbot wears no armor.

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Skills - Abbot Juan Fediz

Skill	Final
Initiate (Catholicism)	107%
Cooking	78%
Oratory	107%
History (Catholic Church)	107%
History (Spain)	78%
Mythology (Spanish)	98%
Leather Working	93%
Wine Distilling	88%

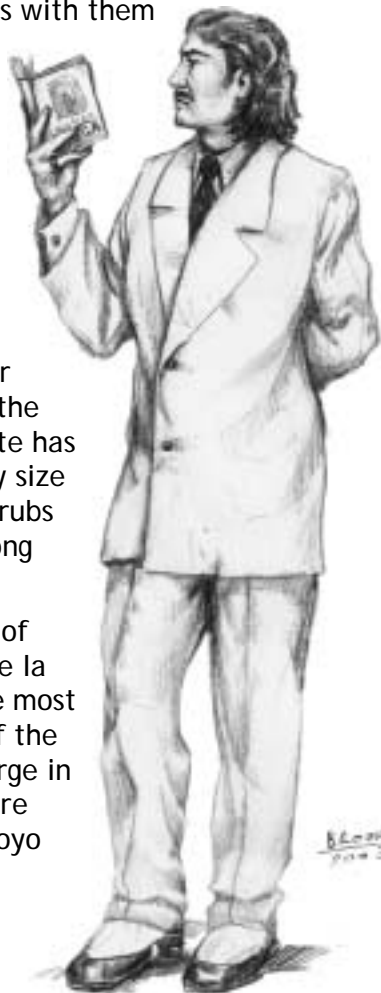
ALTOYO DE LA VEGA

Altoyo is a distinguished and well respected vineyard owner and even the most liberal of the Republicans respect him for his integrity. He treats his employees and servants with the utmost loyalty and respect. However, he reserves a special place for those who are his enemies. He deals with them in such a ruthless manner that it has become legendary.

The de la Vega family have owned their estate for centuries. It was rumored to have been granted to Altoyo's ancient ancestor as a reward from the Emperor Augustus for services to the Roman Empire. The estate has grown to the present day size of over 1000 acres. This rubs some individuals the wrong way.

The Anarchists, the CNT of Barcelona, look on the de la Vega estate as one of the most prominent expressions of the old aristocracy still at large in Spain. The Nationalists are nothing compared to Altoyo and his wine.

In truth, Altoyo is the Shade Lord Dono'hui,



and has lived his years amongst humans. He has been trapped on this plane for more than 3000 years and in that time has seen much. He has now grown weary of war and death. He does not wish to lose more friends to war and has devised a plan to end it all. He will rule. He will gather the Iberid armor and use its power to dominate the world, bringing order to it.

He has many powerful enemies not the least of which is the German Reich and the Geist Legion. By far, the most powerful foes are CEDA and the Catholic Church. The Trieste is hot on his trail and would like nothing so much as to destroy him.

Altoyo has all the statistics and abilities of a Shade Lord.

Statistics - Altoyo De La Vega

Strength	14
Max Wt Lift	135 lbs
Damage Mod	0
Armor Mod	0
Agility	22
Unarmed Com. Mod	+ 5
Initiative Mod	+ 5
Movement Rate	12
Constitution	24
Wt Encumbrance	47 lbs
Dexterity	19
Bonus To Hit	+2
Intelligence	17
Wisdom	14
Charisma	11
Social Skill Bonus	+0
Appearance	22
Luck	12
Piety	11
Will	18
Defense	20
Level	10
Spirit Points	300
Class	Burglar

House of Vega

Armor - Altoyo De La Vega

Location	Armor	FP
1 - Head	0	50
2 - Right Arm	0	200
3 - Right Shoulder	0	200
4 - Chest	60	50
5 - Left Shoulder	0	200
6 - Left Arm	0	200
7 - Stomach	60	100
8 - Groin	60	100
9 - Right Leg	0	200
10 - Left Leg	0	200

Altoyo has had a special piece of Turkish chain mail made to cover his stomach.

Weapons - Altoyo De La Vega

Weapon	DAM	ATT	+ TH	+ TD	Notes
Shadow Sword	3d10	2	+ 4	+ 2	Destroyed in light.
.45 Pistol	5d12	1	+3	+2	Semi Auto Pistol

Skills - Altoyo De La Vega

Skill	Final
Investigation	90%
Move Silently	110%
Oratory	80%
Arcane Lore	90%
Parrying (Sword) 1 parry	60%
Targeting (Sword)	90%
Intimidation	90%
History (Spain)	90%
Dodge	80%
Targeting (Pistol)	80%

Abilities - Altoyo De La Vega

Ability	% Chance
Blend with Shadows	--
Flight MR 60	--
Move in Shadows undetected	110%
Protection from Light	80%
Immune to Sleep, Stun, and Death magic	--
Change Form (allows the Shade Lord to assume any form he has seen or can imagine) Costs 5 SP	75%

Spells - Altoyo De La Vega

Spell	Cost	Lvl
UnderWorlDer Spells		
Sense Life	1 point	1
Cast Darkness	1pts/turn	1
Gust	2pts	1
Stun	3pts	1
Sleep	4pts	2
Dream Drowse	3pts/rnd	3
Wind	2pts/turn	3
Ice Bolt 1d10 + 10d6	5pts	4
Flame Bolt 2d10 +10d8 +d6 burning	7pts	5

House of Vega

BROTHER THOMAS OF RHODES



Brother Thomas is an avid member of the Order di Trieste. To him, magic is not the enemy so much as a tool for evil. Satan, in all his forms, constantly roams the world looking for the unwary and corrupting them. His holy

calling is to smite that evil in whatever manner is called for. This, at times, requires the use of methods not approved by the Church nor even the Order. Brother Thomas will not balk at such challenges since they are merely tests put before him by the Lord.

Brother Thomas has been given the task of guarding the Pool of Dilucesco and the treasures it contains. He is confident that forces are moving against him and his people. He is suspicious of all strangers and no reassurances bely that concern. Brothers Luc and Pedro are more restrained but are very good at following orders. They will obey Thomas unto death.

Not much is known of Thomas' early life and he has renounced his real name. He joined the Order nine years ago and it is suspected that he was a member of a foreign legion. He is proficient with a pistol and does not show the standard pious aversion to killing. Thomas should be considered dangerous in the most favorable of conditions. He is cool headed but dedicated to the Order and his calling completely.

If forced to use it, he has a wand of Silver Bolts with 22 charges. He will only use this as a last resort.

Statistics - Brother Thomas

Strength	14
Max Wt Lift	135 lbs
Damage Mod	0
Armor Mod	0
Agility	18
Unarmed Com. Mod	+ 2
Initiative Mod	+ 1
Movement Rate	13
Constitution	19
Wt Encumbrance	82 lbs
Dexterity	17
Bonus To Hit	+1
Intelligence	17
Wisdom	20
Charisma	14
Social Skill Bonus	+0
Appearance	15
Luck	16
Piety	20
Will	17
Defense	17
Level	6
Spirit Points	10
Class	Priest

Armor - Brother Thomas

Location	Armor	FP
1 - Head	15	14
2 - Right Arm	15	54
3 - Right Shoulder	15	54
4 - Chest	15	14
5 - Left Shoulder	15	54
6 - Left Arm	15	54
7 - Stomach	15	27
8 - Groin	15	27
9 - Right Leg	15	54
10 - Left Leg	15	54

Thomas's robes are made from hardened cotton and provide 15 points of protection.

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Weapons - Brother Thomas

Weapon	DAM	ATT	+ TH	+ TD	Notes
Wand	4d6	1	+ 3	0	Damages spirits
.45 Pistol	5d12	1	+2	+2	Semi Auto Pistol

Skills - Brother Thomas

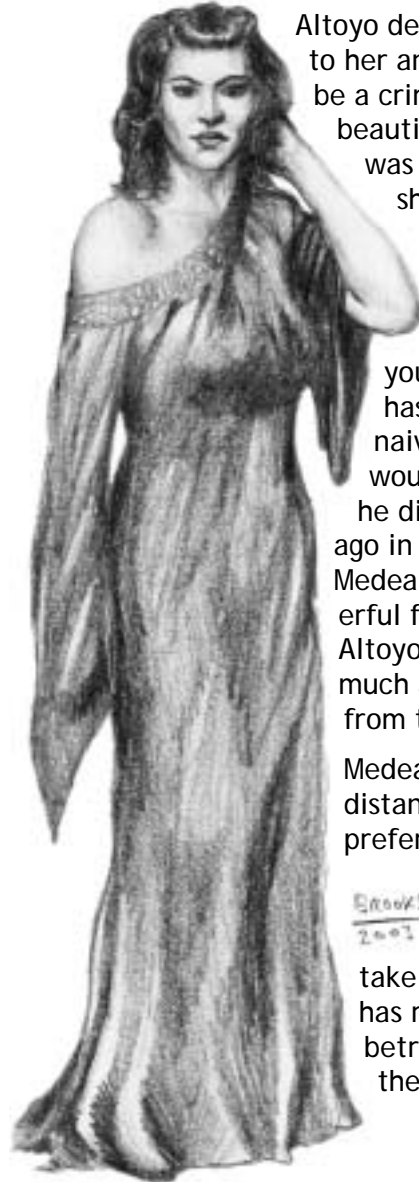
Skill	Final
Investigation	60%
Language (English)	60%
Oratory	80%
Arcane Lore	90%
Language (Spanish)	60%
Language (Latin)	60%
History (Catholic Church)	90%
History (Spain)	90%
Dodge	80%
Targeting (Pistol)	80%

MEDEA DE LA VEGA

Medea is the demure and sophisticated wife of Altoyo. In social circles she is both respected and well received. She moves with a physical grace that is matched only by her social deftness. She is involved in managing the business of the vineyard and in fact handles most all activities of the house.

She started life in a very different manner. She was born in 1304 in Asturia. She was the daughter of a noble of little importance but he had a position at court. She often attended in place of her father who was typically travelling. When she was 22, she met a dashing young man from the East. He courted her and eventually seduced her. When he told her of his true nature of being a vampire, she did not hesitate and joined with him. Tragedy was to follow as her father burst in with several holy men. They drove off the stranger and subjected Medea to such tortures that she soon died. She did not stay dead, though, and in three days rose again. For nearly a century she roamed the lands looking for oth-

ers like her. She found only blood sucking fiends and masochists who took joy in their victims. She was worn down and began staying out longer and longer, braving the twilight before the sun. When she finally had the courage and allowed the first rays of light to touch her in over a century, she did not burn.



Altoyo de la Vega stood next to her and told her it would be a crime to destroy one as beautiful as her. A new life was born to Medea and she embraced it. Since then, she has stood by Altoyo and protected him.

Although she is the younger, Altoyo still has a great deal of naivete in him. He would solve problems as he did nearly 3 millennia ago in the Shade Realm. Medea has grown to a powerful force that protects Altoyo from the world much as he protects her from the sun.

Medea will be cool and distant with the party, preferring to work through intermediaries to communicate orders. She will take an active hand if she has reason to suspect betrayal on the part of the group.

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Statistics - Medea De La Vega

Strength	20
Max Wt Lift	500 lbs
Damage Mod	+ 5
Armor Mod	+ 2
Agility	23
Unarmed Com. Mod	+ 6
Initiative Mod	+ 5
Movement Rate	21
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	22
Bonus To Hit	+ 5
Intelligence	15
Wisdom	12
Charisma	20
Social Skill Bonus	+20
Appearance	18
Luck	12
Piety	12
Will	20
Defense	22
Level	12
Spirit Points	50
Class	Burglar
Magic Resistance	8

Armor - Medea De La Vega

Location	Armor	FP
1 - Head		55
2 - Right Arm		55
3 - Right Shoulder		55
4 - Chest		55
5 - Left Shoulder		55
6 - Left Arm		55
7 - Stomach		55
8 - Groin		55
9 - Right Leg		55
10 - Left Leg		55

Medea wears no armor.

Weapons - Medea De La Vega

Weapon	DAM	ATT	+ TH	+ TD	Notes
Dagger	1d8	5	+ 7	+ 9	
9 mm Pistol	4d10	3	+ 7	0	Semi Auto Pistol
Unarmed Combat	d10/ d12	4/2	+ 8	+ 9	Punch/ Kick/ 1 maneuver

Skills - Medea De La Vega

Skill	Final
Investigation	84%
Move Silently	116%
Forgery	116%
Arcane Lore	66%
Parrying (Dagger) 1 parry	94%
Tapping	106%
Acting	96%
Locate Traps	104%
Dodge	84%
Targeting (Pistol)	64%
Targeting (Unarmed)	64%
Targeting (Dagger)	94%
Poison	94%
Language (Spanish)	99%
Language (English)	99%
Move In Shadows	116%
Climbing	116%
Deception	104%
Draw Weapon (Dagger)	--
Surveillance	116%

Abilities - Medea De La Vega

Ability
Flight at 21 Movement
Cast all Vampiric Forces spells equal to her level.
Regeneration - 15 fp per round
Dark Sight
Sunlight does x2 damage (see Desc.), Holy weapons/items do x4 damage (minimum dmg 1d4), this damage will not regenerate

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GRIFT



Grift and his family are the last of the Dwarves. His family has lived in the Pyrenees since the 1400s when the Church hunted his kind with the help of nobles. They claimed they were demons and pagans and there were few who were sad to

see them go. Grift and his family were saved by de la Vega and given shelter on some of the lands owned by the de la Vegas.

In this modern age Grift knows much that was forgotten. He will be the party's guide to the Tomb of Escabar, The Monastery of Tabernas and the beginning of the Grotto. He will not go into the water since he is hydrophobic. He was not personally involved in the construction, but his people were. Many of the great works of Europe secretly employed dwarves either on a paid basis or a slave one.

Grift is interested in the world of humans, but he is old enough to remember the bad time of the Inquisition. He does not believe that those days will easily return, but the Nationalists and their fascist ways and the Communists with their purges sound too familiar to him.

Grift stands about 4'8" and passes for a short human. He has broad shoulders but not so much so that they attract attention.

Statistics - Grift

Strength	22
Max Wt Lift	2500 lbs
Damage Mod	+ 11
Armor Mod	+ 4
Agility	14
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	9
Constitution	24
Wt Encumbrance	159 lbs
Dexterity	21
Bonus To Hit	+2
Intelligence	14
Wisdom	10
Charisma	12
Social Skill Bonus	+0
Appearance	8
Luck	14
Piety	8
Will	20
Defense	20
Level	8
Spirit Points	60
Class	Stone Mason (Craftsman)
Magic Resistance	8

Armor - Grift

Location	Armor	FP
1 - Head	60	21
2 - Right Arm	60	84
3 - Right Shoulder	60	84
4 - Chest	60	21
5 - Left Shoulder	60	84
6 - Left Arm	60	84
7 - Stomach	60	42
8 - Groin	60	42
9 - Right Leg	60	84
10 - Left Leg	60	84

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Grift wears specially crafted x2 Dwarven Chain mail under his clothes. This armor is so light and flexible that it is scarcely noticed.

Weapons - Grift

Weapon	DAM	ATT	+ TH	+ TD	Notes
Hammer	5d6	2	+ 3	+ 11	Stone Mason's Hammer
.38 Pistol	4d6	4	+ 2	0	Semi Auto Pistol

Skills - Grift

Skill	Final
Investigation	86%
Move Silently	86%
Stone Masonry	104%
Arcane Lore	66%
Parrying (Hammer) 1 parry	76%
Targeting (Hammer)	86%
Acting	96%
Engineering (Civil)	104%
Dodge	86%
Targeting (Pistol)	66%
Engineering (Mechanical)	94%
Language (Spanish)	96%
Language (English)	96%
Move In Shadows	86%

JUAN DE MOYA



Juan is a simple man who could easily be overlooked in a crowd, but he is stronger than he appears and he ensures that Don Vega gets what he wants. Juan is totally loyal to Altoyo and has worked for him since he was a young boy living in the poorest parts of Barcelona. He was the son of a poor fisherman who worked other people's boats as a day laborer. He had little love of others and was well on his way to becoming a member of the Barcelona crime element when he

met Don Vega in the market. Altoyo took to the boy immediately and saw great potential. Altoyo employed the boy in the vineyards, sending an extra amount to Juan's parents each month.

When Juan was 17, Altoyo sent him to the military academy in Madrid, and there he learned about strategy, planning, weapons, and war. He returned prepared to protect de la Vega and all his possessions, imbued with a new found confidence.

Today, Juan will accompany the party that Altoyo has assembled to ensure that his employer is well served. Juan will be neatly dressed and compose himself with the air of a professional soldier. He has olive skin, brown eyes and hair.

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Statistics - Juan De Moya

Strength	18
Max Wt Lift	200 lbs
Damage Mod	+ 3
Armor Mod	+ 1
Agility	17
Unarmed Com. Mod	+ 1
Initiative Mod	0
Movement Rate	13
Constitution	15
Wt Encumbrance	54 lbs
Dexterity	12
Bonus To Hit	0
Intelligence	10
Wisdom	13
Charisma	14
Social Skill Bonus	0
Appearance	11
Luck	10
Piety	15
Will	17
Defense	17
Level	4
Spirit Points	23
Class	Soldier

Armor - Juan De Moya

Location	Armor	FP
1 - Head		13
2 - Right Arm		50
3 - Right Shoulder		50
4 - Chest		13
5 - Left Shoulder		50
6 - Left Arm		50
7 - Stomach		25
8 - Groin		25
9 - Right Leg		50
10 - Left Leg		50

Weapons - Juan De Moya

Weapon	DA M	ATT	+ TH	+ TD	Notes
9 mm Pistol	4d10	2	+ 2	0	Semi Auto Pistol
Combat Knife	1d10	4	+ 1	+ 3	
Unarmed Combat	d10/ d12	4/2	+ 3	+7	Punch/ Kick/ 1 maneuver
8 Gauge	6d10	1 or 2	+ 2	0	See Descrip- tion page 23

Skills - Juan De Moya

Skill	Final
Deception	88%
Dodge	87%
Draw Weapon (Pistol)	--
Draw Weapon (Shotgun)	--
Driving	88%
Investigation	88%
Language (English)	73%
Language (Spanish)	73%
Move In Shadows	86%
Move Silently	78%
Parrying (Combat Knife) 1 parry	82%
Radio Operation	83%
Targeting (Combat Knife)	82%
Targeting (Pistol)	72%
Targeting (Shotgun)	72%
Targeting (Unarmed)	92%

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HTMN. JAHN GREICHMANN



Hauptmann Jahn Greichmann commands the special unit of the Geist Legion in charge of recovering the Iberian Armor. He and his company of 20 zombies and 10 skeletons are on the trail but they do not have the contacts of Don Vega. The Hauptmann has been close several times and it is suspected he might have something to do with the theft of the Iberian helmet. Hauptmann will be reluctant to commit his supernatural forces for fear of exposure. Hitler is not

ready to show his hand yet and severely punishes those commanders who do not maintain the secret nature of the Geist Legion.

Hauptmann Greichmann was slain on the Night of the Long Knives by German army soldiers. He was struck in the groin with a wood axe and took 19 hours to die. His involvement with the SA had been well documented and his destiny plotted. In an experiment utilizing Hitler's lineage, German scientists were able to return Greichmann to Earth as a spectre. They have also outfitted him with a steel bracelet, which allows him to stay corporeal for double the normal duration. This

bracelet will incorporate with him so that he always has it with him. He also has a P-108 pistol, which will incorporate with him.

Greichmann has become a stellar example of the Gestapo program of raising enemies of the state as undead and then controlling them. The program is used as a means of re-education and as a means to retain well trained, if somewhat misguided, individuals for the betterment of the Reich.

In his battle to serve the Reich, Greichmann will operate out of a secret facility outside of Barcelona. The living who man the base will not take working for the undead well, and Greichmann can expect no reinforcements in the field.

Statistics - Jahn Greichmann

Strength	21
Max Wt Lift	1000 lbs
Damage Mod	+ 8
Armor Mod	+ 3
Agility	21
Unarmed Com. Mod	+ 4
Initiative Mod	+ 4
Movement Rate	30
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	12
Bonus To Hit	0
Intelligence	8
Wisdom	10
Charisma	12
Social Skill Bonus	0
Appearance	-5
Luck	11
Piety	15
Will	20
Defense	22
Level	5
Spirit Points	150
Class	Hunter

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Armor - Jahn Greichmann

Location	Armor	FP
1 - Head		60
2 - Right Arm		60
3 - Right Shoulder		60
4 - Chest		60
5 - Left Shoulder		60
6 - Left Arm		60
7 - Stomach		60
8 - Groin		60
9 - Right Leg		60
10 - Left Leg		60

Greichmann wears no armor.

Weapons - Jahn Greichmann

Weapon	DAM	ATT	+TH	+TD	Notes
Touch	Spec.	2	+4	+8	A successful hit means target loses 2 points of CON. CON returns 1 point per week of rest. If CON is reduced to 0, the person inhabiting that body dies and the spectre will take permanent possession of the body.
Sword	2d10	3	+1	+8	Only if available
9 mm Pistol	4d10	2	+ 4	+4	Semi Auto Pistol; P-108; x4 to fleshy target; blasts through armor on natural 20

Skills - Jahn Greichmann

Skill	Final
Investigation	80%
Tracking	85%
Hunting	95%
Arcane Lore	50%
Dodge	90%
Targeting (Pistol)	75%

Skill	Final
Draw Weapon	--
Coded Messages	90%
Surveillance	85%
Radio Operation	90%
Explosives	90%
Piloting (Tank)	70%

Abilities - Jahn Greichmann

Ability	% Chance
Become Corporeal Costs 8 sp lasts for level in rds	--
Possession	See Description
Fear - due to his hideous appearance he will cause fear in the less experienced person. If the viewer fails a check vs. WIL - level of the spectre and they are of lower level than the spectre the viewer will panic.	--
Steel Bracelet allows double normal corporeal time for the same cost.	

The Beginning of the End

"Welcome back, Juan. Was the mission successful?" Don de la Vega welcomed Juan de Moya, his faithful servant, at the front gate. Don Vega was concerned, and it shown on his face. This had been a difficult mission and he knew it. Juan walked slowly, limping from a wound he had received recently from a shark attack. That was the way of these things. Nothing could be anticipated, and few things could be avoided.

"I am well Don Vega. We have the last piece but..." Juan let the sentence trail off as his team mates came up the drive. They had all done their part and, considering the pay, had been more loyal than he expected. Still, the rumblings and suspicions had been growing.

"They suspect much, Don Vega and know all too little. Perhaps more than is safe but not enough to set aside their fears."

Altoyo took his friend by the arm and helped him up the drive. "It will not be long now, they will soon know all. I cannot keep them ignorant and it will be safer in the long run to have them join us than the alternative." Altoyo looked back at the party of fortune seekers who had been forged into an effective team and sighed. This would not be easy.

That evening, as the party ate dinner, Altoyo expressed his gratitude. "I cannot imagine the threats you have overcome. The alignment of chance and opportunity has graced us all. Now is the time to reap the benefits." Altoyo raised his glass in salute to the victorious.

As they drank to their victory, they all shared the same thoughts. What had they done? What were they giving to this man, this creature?

"Rewards, let's talk about rewards. What are these pieces of armor? Don't bother telling us that they are merely old and valuable. They look like they come from several cultures and time periods but we all know that there is something more to this than treasure." That was Lessa, the female archeologist from England, who spoke up. One would not call her attractive, but she was far more intelligent than any man present.

"Lessa, and other members of this effort, you are quite observant and also quite correct. You have gathered the Iberian armor that my brethren and I were equipped with over three millennia ago. Separately, they are powerful magical items; assembled they bear the power to conquer the world." There had been those present who would have questioned magic at the outset of



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this adventure, but there was no doubt now that he spoke the truth.

"So, we have given you the means to destroy the world?" That was the cowboy. Vega knew he would have to be watched carefully since he could be the most mercurial.

"No, Rajo, you have given me the power to save it. Humans have always had the power to destroy, but now I can help them to live in peace." Vega saw the doubt now. They could not see the ends. He sighed, "Will mortals forever be

shackled to their passions? When I control the world, there will be no crime, no violence, and no war. Too many have already died in futile struggles to fulfill one man's dream. With the armor, I will be able to wipe the slate clean and rule with a benevolence and love that will unite the world." A glow came to Vega's features of a man possessed with his vision of the way things will unfold. The people in the room looked on with a sudden comprehension of what they had done and what must follow.



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The Premise

Many centuries ago five Shade Lords were summoned to do battle with an invading people. This was a hopeless endeavor since even five supernatural beings could not stop an entire race of people from migrating into a territory as rich as ancient Spain. When their masters were murdered by the invaders, the five thought they would be returned to the Shadow Realm. This did not happen. They had each been equipped with a single piece of magical armor. This armor granted a number of magical abilities, but the shaman who summoned the Shade Lords warned against assembling the armor on one person, or there would be dire consequences.

The centuries have passed and the surviving Shade Lords have changed. They have blended with their environment. Some have died while others have flourished, but now the locations of the individual pieces of the Iberian Armor have been discovered. A party is assembled and the hunt is on.

Twist 1

The armor, once assembled, explodes with a horrible force, devastating a large portion of Earth. Strong hints to this fate should be given as the party progresses through the campaign.

Twist 2

The armor grants the power of absolute command when fully assembled. This power will rapidly drive the wearer mad, and the party will need to deal with the results.

Twist 3

The armor will grant the wearer utter invulnerability. They will be immune to harm as long as they wear it. The price they pay is that they lose their memory.

Twist 4

The armor, when assembled, will transport everyone within 500 feet to the Realm of Shadows where it will dissipate. If the party is present, they will have to attempt to find their

way back to the real world or die within four days when their bodies expire.

Altoyo de la Vega is gathering the pieces of the Iberian Armor but whether he gets them all will depend on the party and the GM. The Germans, Catholic Church and Spanish Government all have a vested interest in recovering these items and will work against the party to ensure the advantage of their own sides.

The following scenarios are meant to be used as a basis for the campaign and should be expanded on to fit the party. If the GM desires to make the mission a simple, one scenario affair, he may choose one of the following scenarios and put all the pieces of armor at the end. Alternatively, for a longer running campaign, one piece of armor for each scenario will make for a several week campaign. Foe encounters can be toned down for lower level parties, and the addition of Shade Lords can be used for higher level characters. In addition, exploring the surrounding setting makes for interesting role-playing.

Introductions

Worth: 4 Experience

Don Altoyo de la Vega invites a group of fortune hunters, friends, and interested parties to his villa on his vineyard to discuss a recent theft. He may choose to reveal his connections to the people he brought together.

One of his servants, Miguel Corbo, distracted his guards last night as a pair of men made their way onto the vineyard and into the villa. He thought the coast was clear but as the criminals broke into the safe Rosa Martinez, the chief house maid, came upon them and raised the alarm. They made a break for it, but not before she was able to see them.

Rosa describes the two men as in their twenties, both with black hair. One was short with a goatee while the other was tall and lean with a thin moustache. They both had guns but were poor shots, missing Rosa when they shot at her.

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Don Vega believes they were members of the Anarchists, who have a special hatred of him since he is one of the last landed aristocracy in the area. The Anarchists have stolen the Casco de la Vega, a jewel encrusted helmet. It is valuable beyond price to Don Vega but he believes the Anarchists have stolen it mostly to damage his reputation and to show he cannot maintain the safety of his most prized possessions.

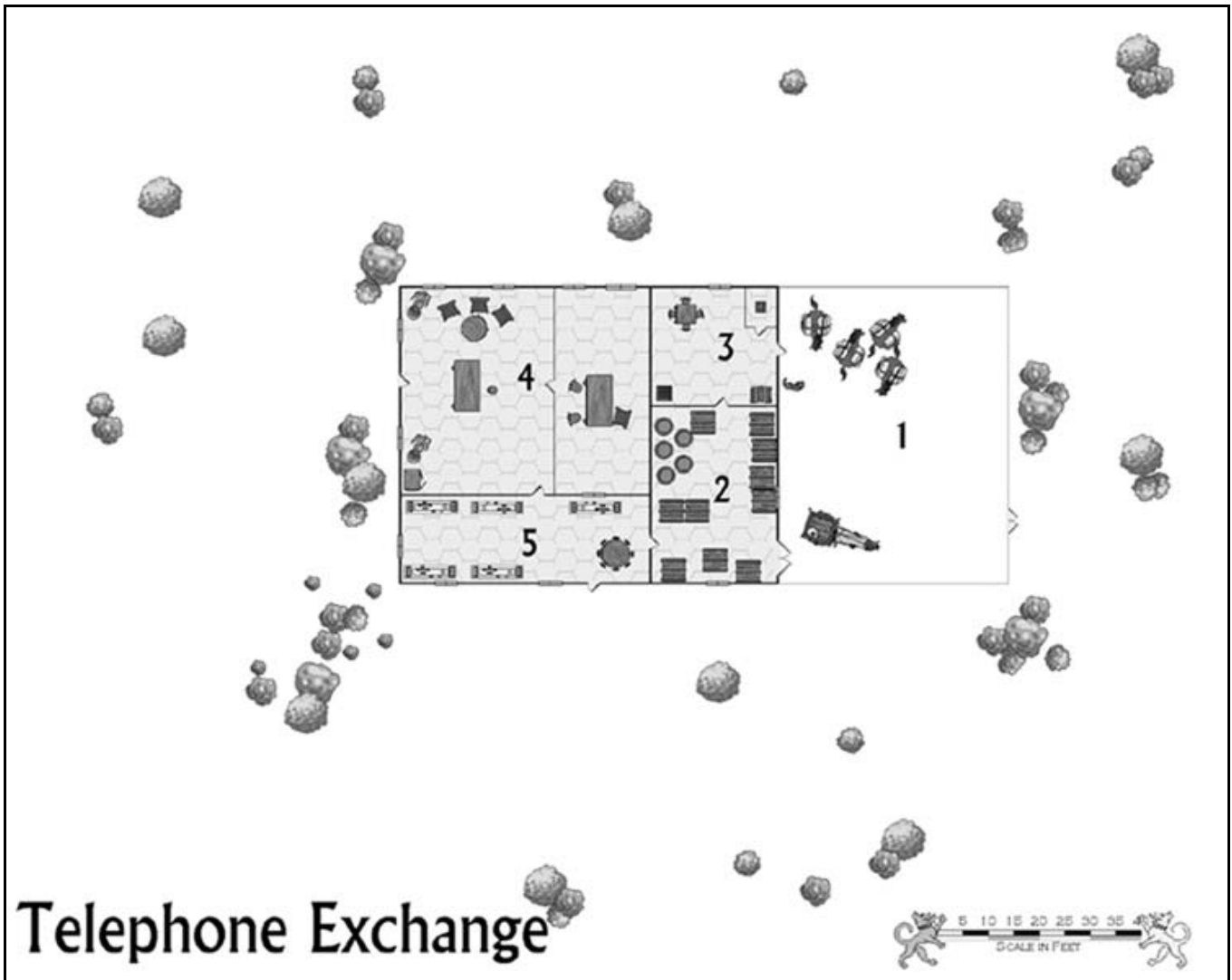
Don Vega is offering \$500 U.S. to anyone who takes up the cause to win back his helm. In addition, Juan de Moya, his personal body guard, will accompany the party to help with transportation, expenses, equipment and as back up in case of a fight.

Telephone Exchange

Don Vega's informants are good. They told him that the thieves are held up in the telephone exchange in Barcelona. The CNT controls the telephone exchange, and it is the perfect place for the thieves to hide.

1 - Courtyard

The courtyard has four horses, a fully loaded cart with a horse, and a dog. The gate leading in is locked. The only two apparent entrances are the double doors and a single door. Any attempt to enter the courtyard causes the dog to bark. If the dog begins barking, the three men in the hold out room will come out into the courtyard with their shotguns.



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2 - Storage

The storage room is filled from floor to ceiling with crates and barrels. Not all of the items stored in this room seem to be related to the repair and maintenance of phones and phone lines. Some cigarettes and wine (stamped with the de la Vega vineyards crest) are present amongst other items. This room has a door that leads to the hold out room and the exchange.

3 - Hold Out

The three men from the robbery are held up in here. This room sometimes serves as a break room and has the only toilet in the building. If they have not been alerted to the presence of the party, they will be playing cards. Their weapons will be against the wall. If they have heard a disturbance (such as the dog or someone being loud in the front of the building), they will have their 12 gauge shotguns ready.

Each guard has a +2 to hit, +0 to damage, no targeting and a 12 gauge double barrel shotgun with shot loads. See "Shotguns" on page 23.

4 - Office

The office is the domain of the receptionist, Anna Fidez and the office of the director of the Telephone Exchange, Roberto Umano. If anyone asks to see Mr. Umano, Anna tells them they need to wait. She regales the visitors with stories of her uncle in Granada who she recently visited. He is an abbot in charge of a monastery there. After 20 to 30 minutes, Umano sees the visitors.

He is most unhelpful without being offensive. Umano denies any knowledge of fugitives or thieves or even, to a certain extent, involvement with the Anarchists. He tells those who listen that he is a good citizen of the Republic and a faithful civil servant.

5 - Exchange

The exchange is filled with women seated at switchboards to connect callers. They continue to perform their job even if gunfire is going off around them. They are particularly terrified of Umano and his tyrannical ways. The equipment in this room is particularly sensitive to destruc-

tive force and ceases to function after a few missed shots go astray. There is a locked door heading out the side of the building.

Off the Coast

Worth: 4 Experience

Off the southern coast of Spain near the Balearic Islands, there is an underwater system of caves. For centuries it has been undiscovered or unexplored by all but the most daring. These few intrepid souls wash up dead from time to time, leaving the police baffled. Those who enter the Mediterranean at this point take their lives in their own hands.

Don Vega supplies the party with water breathing lozenges. There are enough for three days of exploration per member of the party. Although Altoyo de la Vega knows the general location of the grotto, it is up to the party to locate the precise location by exploration and questioning people from villages on the islands.

Don Vega has an extra helper for the group, known as Grift. He is one of the last remaining Dwarves in Spain, although he passes as a short human (see description on page 61). Grift, although unhappy about it, accompanies the party to help in the search for the grotto. In the past, Grift's people helped to construct the buildings which slid into the sea to become the grotto. He does not know the exact location of the buildings but has some detailed drawings of the past landscape. Once located, Grift will not go down into the grotto for fear of the water.

The Grotto

The Grotto is home to the daughters of Kihn' duo, the mermaids. There are 12 mermaids that call this series of caves in the Balearic Islands home. They prefer to reason with intruders or have their minions deal with them. They rescue men from sinking ships in a desperate attempt to breed more of their kind, but they are not very fertile. They hope for the day when their father will return from the deep ocean and produce more mermaids.

House of Vega

1 - Antechamber

After swimming down the long tunnel that leads to the antechamber, the party sees a large cave dimly lit by luminescent algae. The cavern is crowded with hundreds of barrels of wine from the de la Vega vineyards. The stamp of a freighter which went down in a recent storm marks the sides of the barrels.

Lurking within the barrels are two guardian sharks set there by the mermaids to stop intruders. They attack without warning and gain a +4 to hit due to surprise for the first round. More on sharks can be found in the *Shades of Earth* Core Rules on page 180. If the sharks subdue the intruders or are wounded badly, they flee to get the mermaids.

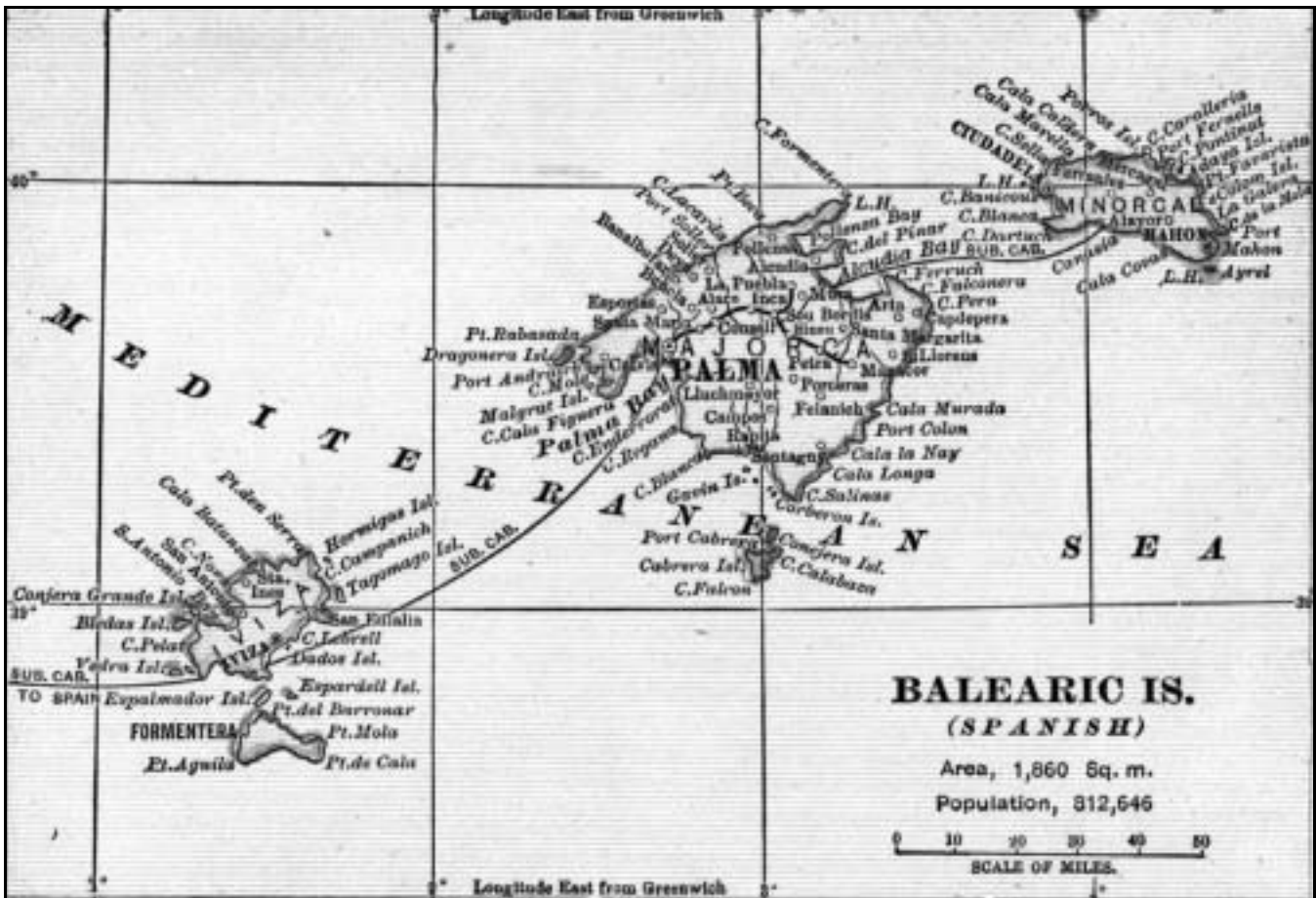
2 - Sailor's Paradise

This cavern has two smaller rooms off to the sides. This is the place where the mermaids bring sailors that they "save" in order to mate with

them. The cave has a permanent Rarefy Liquid spell combined with Airy Water allowing the men to breathe.

The Sailor's Paradise is luxuriously decorated with pillows and silks from sunken ships strewn all about. Food is supplied in large quantities; if any partake of the food, they must make a save vs. WIL -4 or be unwilling to leave. The only way to break them of this spell is to rub sand in their face.

The side rooms contain the corpses of the sailors who were unlucky enough to be trapped. One of the rooms also contains a large pile of rotting and rusting equipment. Amongst the equipment is a scimitar with the word Neptune engraved on the blade. The sword is light and quick even in the water. It is a +2 to hit, +4 to damage sword and has the ability to cast one illusion of the bearer's choice on itself or the bearer for an unlimited time. The illusion will disappear when it creates the next illusion. It may only have one



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illusion working at a time. This illusion functions like Illusion III in the UnderWorlder Realm on page 134 of the *Shades of Earth Core Rules*.

Other equipment includes several bottles. All but one of these contains alcohol of some type, including an ancient bottle bearing the markings of the de la Vega vineyard. The last bottle holds a potion which heals a person of all damage, but does not set broken bones or reconnect severed arteries. There are six doses, and it can be identified by someone with Horticulture or Herbology skills. The bottle is jade with brass fittings in the form of a serpent.

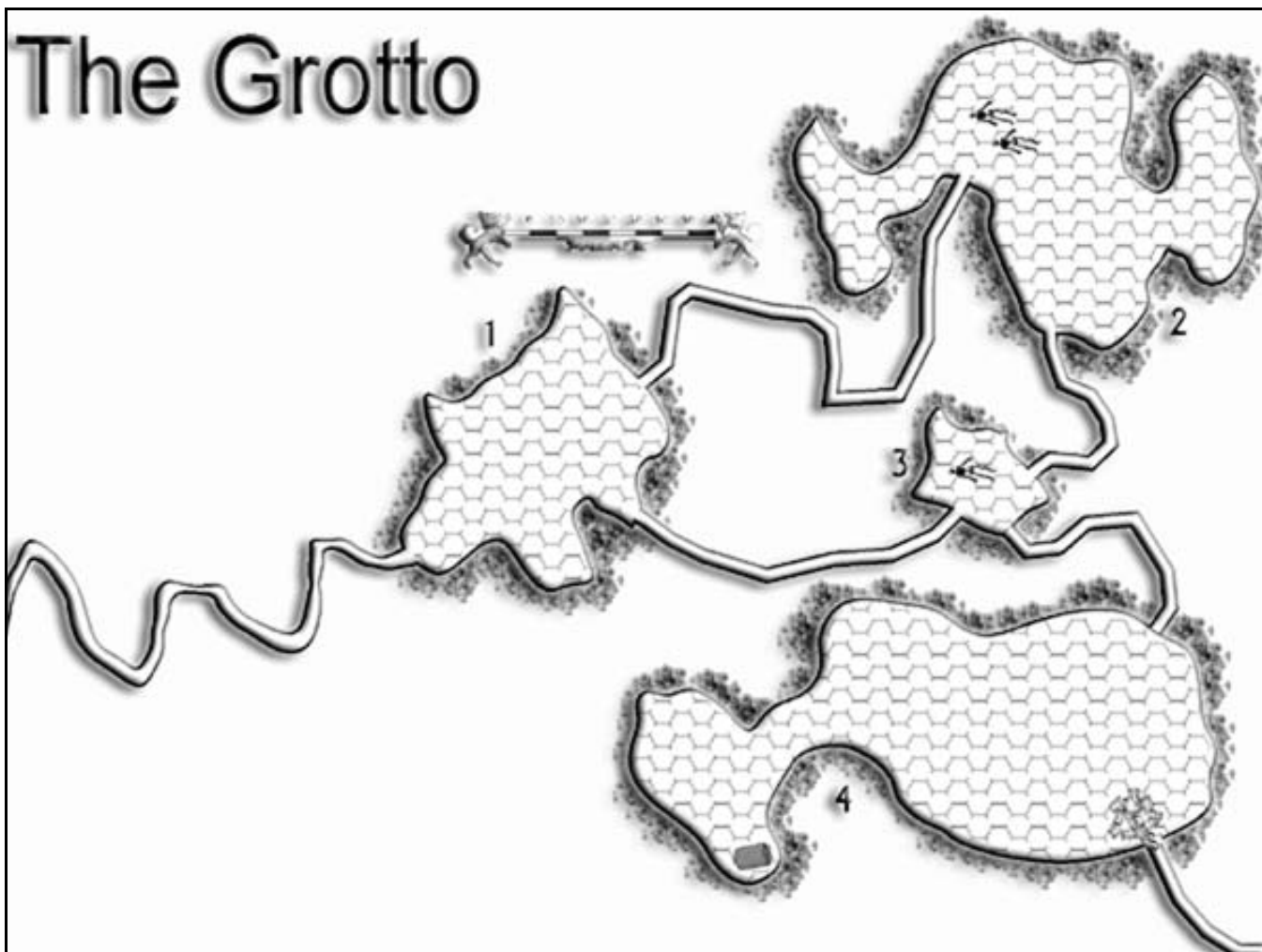
Guarding this room are two type 2 skeletons as outlined in the *Shades of Earth Core Rules* on page 208. They fight any intruder until they are destroyed. They are armed with rusted scimitars.

3 - Cross Roads

This cavern is the meeting of several tunnels and a main crossroads. It is guarded by two type 2 skeletons. They attack any intruders but do not pursue them outside the crossroad.

4 - Treasure

The first site upon entering the treasure room is treasure. A large pile of gold lies on the far side of the room and appears unguarded. If anyone touches the gold they must save vs. CON-8 or die from contact poison. The poison is thick and viscous so as not to be washed away by the ocean. Still, if a Locate Traps Skill is successfully made, then the poison may be brushed away before touching the gold. The majority of the gold is fake, but there is some real metal amounting to \$1200 (about 2 lbs) worth.



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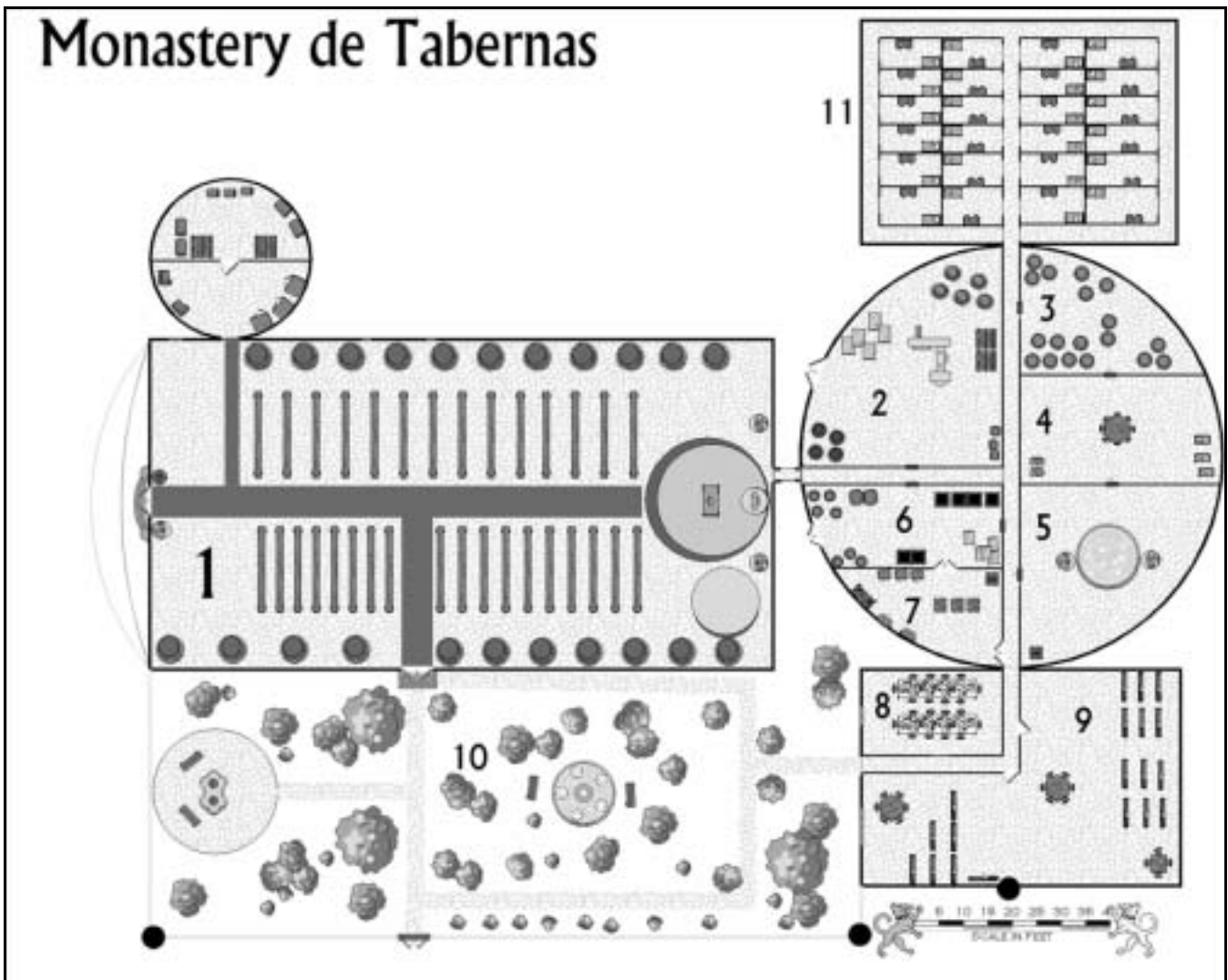
In the neighboring room, four of the mermaids lie in wait. They at first try to parley with the group, offering them the gold if they leave. If the party refuses, they attack. The armor lies in a chest protected by a lightning trap which is triggered if the lock is forced. If a Pick Locks is made by 30% then the trap is not sprung. If the trap goes off then 6d10 of electrical damage is done to everyone in the room (water is a conductor). Lodged inside the armor is a lucky charm bracelet as described on page 24.

There is a secret door behind the gold which leads up to a wishing well on the island where the ancient inhabitants made sacrifices to the mermaids for a safe sea voyage and fishing season. There is about \$30 in change.

Desierto de Tabernas

Worth: 12 Experience

The Tabernas Desert is in the south of Spain in the District of Granada. Within its bounds is a monastery dedicated to the protection of ancient artifacts. The Monastery de Tabernas is a remote building constructed over 1000 years ago. The monks there are innocent and believe that all they guard are modest holy relics of the church. The monastery is administered by the Abbot Juan Fidez. Amongst their order is a secret membership called the Order di Trieste, which is led by a Brother Thomas of Rhodes. Brother Thomas has two assistants, Luc and Pedro. Brother Thomas is a fourth level priest who does not cast



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spells, but he does have a very liberal view on the use of magic items. Before showing his hand though, he attempts to turn the brotherhood against the party and force them to leave. Given the choice between the Nazis, the Italians, or the party, he will side with the party.

Brother Thomas is reluctant to show the party anything even if he has decided to help them. At all turns he attempts to deceive or misdirect the party from his true motives.

Don de la Vega has arranged for the party to "tour" the monastery for four days. During this time they are supposedly inspecting the monastery for an expansion that Vega will fund. The Abbot talks of a recent disturbance that has him worried. The hens have all been sick and the animals all avoid the church grounds. This is most unusual and started two days ago.

The animals' strange behavior is caused by the presence of the Geist Legion scouting the monastery. They are doing this in an attempt to locate the armor. The spirits only come at night and hide in the small cemetery during the day.

Grift (see page 61) may accompany the party as a guide and consultant, at the GM's discretion. His people built the original church and although they had little to do with the construction of the monastery, he may still be helpful in the inspection.

1 - Church

The church for the monastery serves the local population, which is not much, and is ornate in design, though sparsely furnished. There are no gold or silver decorations; a statue of the crucifixion and row upon row of simple pews are the only visible objects. There is a preparation room which services the priests and any using the church for ceremonies. The storage room behind the preparation room holds all manner of props and clothing for weddings, baptisms and other ceremonies.

On the south wall there is a door that leads to the extensive gardens. Tall thin windows let in multi-colored light from outside. The altar is covered with simple muslin and bears a plain silver cross. Next to the altar is a dais for the choir.

2 - Winery

One of the products of the monastery is wine. This room is quite large with a vaulted ceiling. There are barrels of wine from the presses and a number of empty ones donated from the de la Vega vineyards. There are several crates here for other parts of the monastery not involved with the winery since this room also acts as the receiving dock. If the boxes are searched, a supply of vacuum tubes for a radio will be found. This is completely out of place, and if Abbot Fidez is questioned about the parts he will profess no knowledge.

The parts are for a transmitter in the Secret Meeting Room of the Trieste members.

3 - Storage

This is a storage room and has little of consequence at first glance. Empty barrels and old furniture dot the room. If a character makes an Engineering or Tapping skill by more than 20% then they will detect a secret door behind a large crate of blankets. The door will be locked with a very complex lock requiring a Pick Locks skill check at a -30. Once in, the party will encounter brother Luc, who is attempting to repairing the transmitter.

If the party waits long enough, they will observe Thomas, Pedro and Luc coming and going from the storage room. If questioned, they will claim to be restoring the furniture in the room.

4 - Secret Meeting Room

If the party enters the room during night, Luc will be there attempting to repair the transmitter. He insists they leave and that they are not allowed in this room. If they do not leave, he pulls out a .45 pistol and insists that they leave. He will only shoot if they attack him.

The room itself is fairly spartan containing a radio, beds and a table with some chairs. Scraps of an old meal is still on the table. There is also a code book for the Trieste on the table. Luc will destroy this, if possible, before letting anyone take it.

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A search of the room with Tapping or Engineering reveals a second secret door. It leads to the Pool of Dilucesco.

5 - Pool of Dilucesco

The Pool of Dilucesco was discovered long ago and its waters have the properties of repelling spirits. The spirit cannot pass even the smallest amount of the water from the pool. This means that if a circle of the water were poured around a spirit, it would be trapped until the water evaporated. Conversely, if a person were to pour the water around themselves then the spirits would be kept at bay for a like amount of time. A spirit may go around the water but not over or under it.

The Pool is guarded by a leather golem (see "Leather Golem" on page 25). It attacks any who enter if they do not speak the password "Sancto Christi". It does not pursue them if they leave. If given the option of attacking the party or undead, it attacks the undead.

The Geist Legion is watching the party closely and strikes if they discover the pool room. They wait until the party retrieves the armor from the pool.

The Iberian Armor is hidden in the pool along with a golden spear. The spear slays a spirit if the attacker rolls a 15 or higher and targets the stomach. The spear is a +5 to hit and +15 to damage weapon. It will strike a spirit even if it is intangible. This spear could be used to kill de la Vega, so Juan will do his best to acquire it from the group. If the party spends any time researching in the library they will find books on spirits and this manner of slaying them.

There is a secret door leading out to the hallway. A peep hole and built in mirrors allow the viewer to see both left and right down the hall.

6 - Pantry

The pantry holds the food for the monks and is located next to the kitchen. For the most part this contains the monks' perishables, but if a search is made then one might find a small container holding two pocket watches and a small stone. These are telepathy watches and a guard-

ian lodestone (see page 167 if the *Shades of Earth Core Rules*). These items are addressed to Brother Thomas and have arrived the day they are discovered.

7 - Kitchens

The kitchens contain several fireplaces and look as though they were built 1000 years ago and used every day since. This room has several tables and cupboards containing cooking implements, plates and serving utensils. There is a trap door which leads to a small root cellar.

The root cellar contains a number of plants and roots, including a rare herb called Frog Root. It is actually a magical herb that only grows near magical founts of water. It heals 3d10 FP per dose. There are 12 doses.

Also in the root cellar is a small concealed tunnel that leads up to the Pool of Dilucesco room. The entrance is concealed behind a bag of potatoes, and the exit in the pool room is concealed under a flag stone. A search of the root cellar turns up the tunnel entrance.

8 - Meal Hall

This is the monks' dining hall where they take their morning and evening meals. Hanging on the wall is an ancient picture of the church before the monastery was built. It depicts three fountains, two on the south side and one on the east side. If the abbot is questioned about the missing fountain, he will become somewhat flustered and remark that the histories say that the fountain was destroyed to make room for the monastery.

9 - Library

The library contains the histories and works of the monks who have lived and died at the monastery. It is also a renowned source of information on religious artifacts and discusses the Golden Spear of St. Matthew, which was purported to have the power to slay spirits.

Other books of interest here are books on mermaid sightings in the Balearic Sea, reports of a dark creature called Iberid living amongst men, and the entombment of Sir Escabar of Barcelona.

There are also several volumes on spirits, the Spirit Realms and weaknesses of spirits. These books reference the Golden Spear of St. Matthew.

As with the rest of the monastery there is little in the way of comfort. The tables have simple straight back chairs and the only picture in this room is of Mary and the baby Christ.

10 - Gardens

The gardens are the pride of the monastery. The abbot will ramble on about the purported healing properties of the fountains. The largest supposedly heals any wound dealt by an evil creature. It will actually heal any damage done by a spirit or undead. This seldom works, but it was said to have healed a woman of vampirism in the 14th century. The smaller pool is said to heal madness, which it does if the insane person makes a save vs. WIS - 6.

The gardens are green and filled with life in the middle of a desert. The abbot speaks passionately about all the care that is required to bring life to the dead landscape and the care that must be tended to ensure that life continues.

11 - Dormitory

The dormitory contains the monks' cells and little more. Each cell is immaculately clean and ordered. If the party is allowed to search brother Thomas, Luc and Pedro's cells they will have the opportunity to discover secret items. If one of the party makes their Investigation Skill by 40% then they will find a small compartment carved out of the bottom of the writing desk. In it is a silver amulet that has a single word written on it "Obscura." If a person is wearing the amulet and says "Obscura," they become invisible. The spell lasts one hour and functions as the Invisibility III spell of the Underworlder Realm on page 133 of the *Shades of Earth* Core Rules. The amulet may be activated 10 times before its power is depleted. Nothing else of note may be found in the dormitory.

The City of Barcelona

Worth: 8 Experience

Iberid returned to Barcelona as a creature estranged to human company. He has taken an abode in the abandoned bottling company near the sea. He is plotting vengeance against Vega for a wrong done to him so long ago that neither remembers the source. Iberid does not take the intrusion of the party well and uses all his means to end their existence. He keeps several wolf familiars which are enchanted to make them fantastically intelligent and utterly loyal to him.

The bottling company was partly owned by Altoyo de la Vega. It was closed two years ago due to the poor economy and damage from Anarchists.

The Bottling Co.

1 - Executive Office

This room was the office of the owner of the bottling company. It still has many of the furnishings which were too large to carry off. Rubbish is scattered throughout this room, and several of the windows have been knocked out, providing easy access to the building. There is a small apartment connected to the office with its own bathroom and a bed. At one time it was expensively furnished, but those days are long past. There is no sign that any but vagrants have been here.

2 - Entry Foyer

The entry foyer at one time received V.I.P.s that came to visit the plant. Anyone entering the foyer alerts two to four wolves (see *Shades of Earth* Core Rules page 179 for more on wolves) in the conference room. They attack the intruders but do not fight to the death. If they are sorely wounded, they retreat to the crates to hide.

The foyer has a secretary's desk and a broken typewriter. On the desk is a yellowed note from two years ago, a reminder to repair the bottling machine.

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3 - Conference Room

The conference room has been serving as the wolves' den, and it smells like it. Most of the furniture and fixtures are still in place, but they are all chewed or otherwise ruined by the wolves.

In this room, the party finds a book on electronics and a manual for an automated bottling machine.

4 - Testing Lab

The testing lab was once used to ensure the quality of the wine that was bottled here. The room is now still filled with test tubes and beakers; in general it seems undisturbed except for the table. On this table there is a machine which seems to be activated. If someone approaches

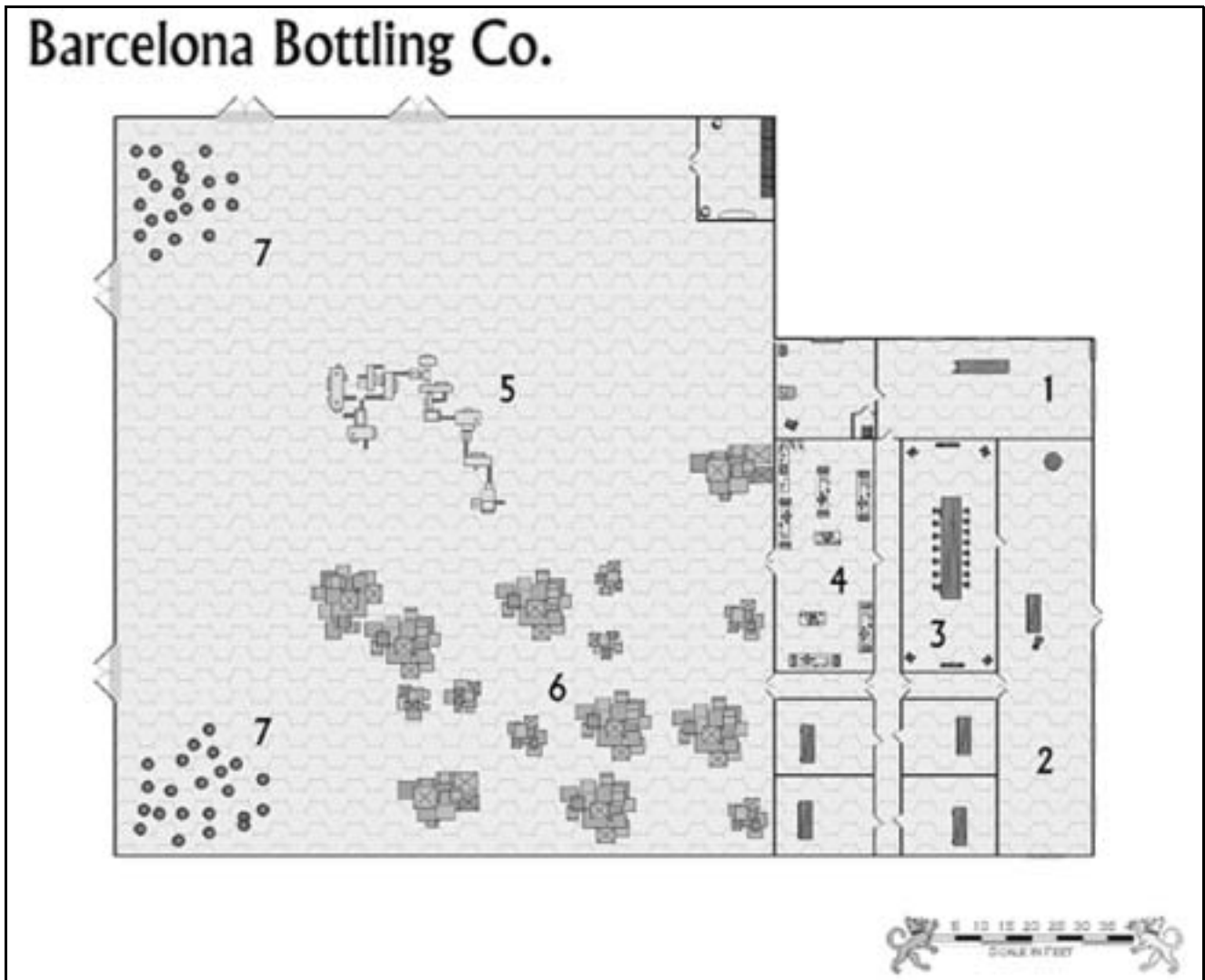
within five feet it attacks. It is a lesser machine golem (see "Lesser Machine Golem" on page 28) left by Iberid to guard the lab.

The machine is about the size of a toaster and looks like a collection of gears and levers. It is partially motivated by the same spell that moves a golem and partially by levers, gears and electricity.

In the rest of the lab there are books on automation, mechanical engineering and electrical engineering. There is also a map of the de la Vega vineyards.

5 - Bottling Machine

The main factory floor is an immense affair that once was covered with stock, machinery and workers but now lies mostly empty. The remains



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of the bottling machine are still in place but look modified.

Upon closer inspection, the party sees that the bottling machine now resembles the machine golem in the lab. It attacks if they come within 50 feet. It has a large metal club used to attack intruders. Luckily for the group, it is still a work in progress, so does not have the armor it was intended to have.

Underneath it is a small cache of tools. There is a brass amulet worn with age and engraved with a bull. Whoever wears it receives a +4 to STR and 25 points of Invulnerability to each area. This invulnerability protects the skin by absorbing damage after armor is breached.

6 - Crates

The crates contain empty bottles and caps for use in the line. When the factory shut down, it was not worth the owner's time or money to salvage these, so they were left. If a character makes an Investigation, Tapping or Engineering skill check, they discover a manhole leading to the underground maintenance area.

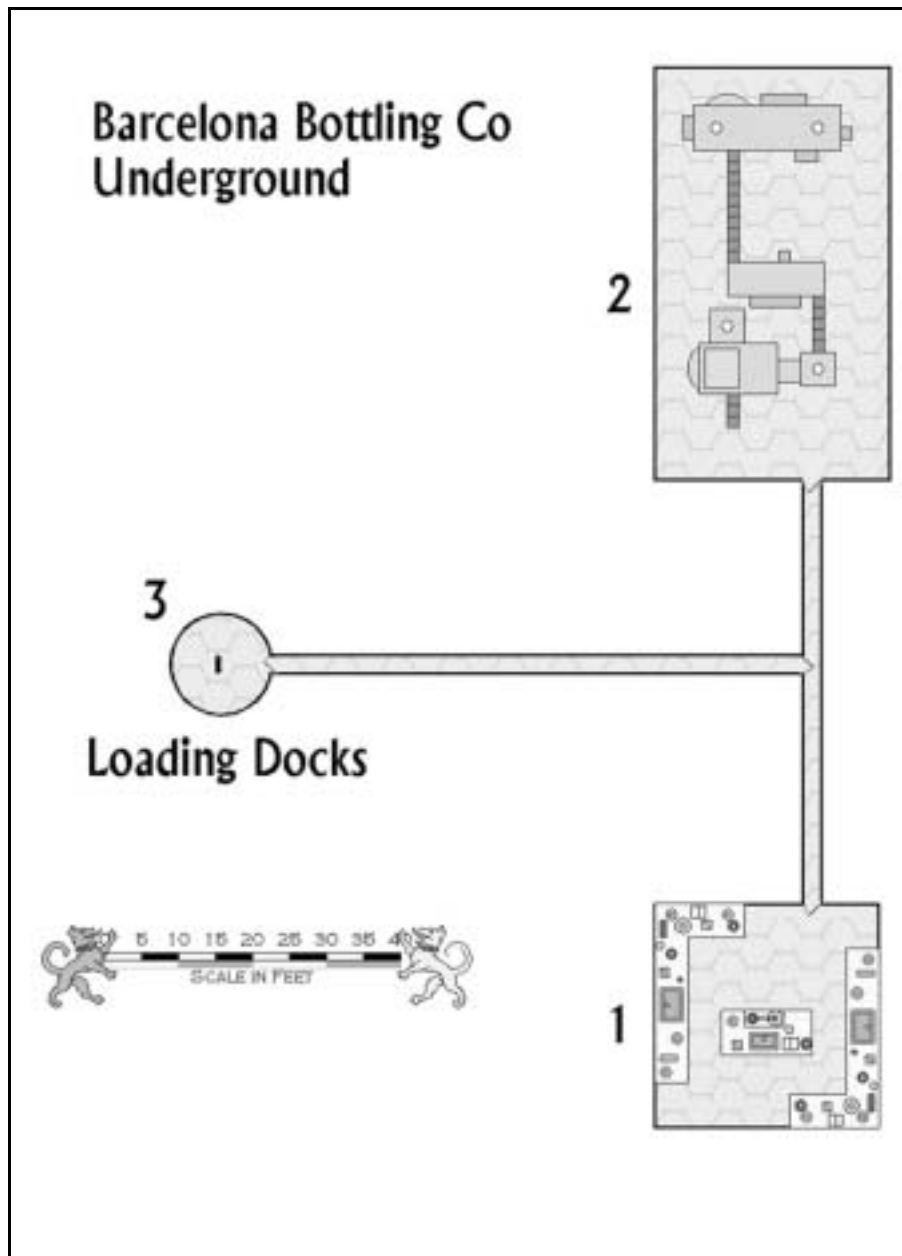
7 - Wine Barrels

The wine barrels are all stamped "de la Vega vineyard." Some still have wine in them, but most are empty. From here the characters can see the loading docks. If a check vs. WIS - 4 is made, the underground access to the maintenance area can be sighted. Otherwise a thorough investigation of the loading docks may also uncover the entrance.

Underground

1 - Underground Lab

This is where the parts of the bottling machine were once repaired, but it has been converted into a lab for the creation of the machine golem located on the main factory floor. There are large machined parts and equipment for the fabrication of all manner of machines. There is a journal outlining the construction of the machine golem, including the spells and blueprints. There is a small lesser machine golem like the one in



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the testing lab above ground. It attacks all intruders as soon as they enter the room but will allow them to escape.

2 - Maintenance Room

This was the maintenance access room for the bottling machinery and other mechanical functions (furnace, water heater, etc.) for the building. The metal door to the maintenance room is locked. The room now services the machine golems, and there is a deactivation switch against the far wall. The room is filled with pipes, a huge boiler, equipment lockers and tools of all sorts.

There are two lesser machine golems guarding this room. They look exactly like the previous ones.

The journal from the underground lab outlines the procedure for shutting down the golems. Characters with an Engineering skill get a +20% to their roll to figure out the procedure. An unskilled attempt may be made to follow the instructions, which requires the character to roll under their INT + 20 on d100. All golems, big and small, cease to function if the instructions are followed properly; it is impossible to shut them off without the journal. If successful then the golems are deactivated. If not successful then the boiler will begin to build pressure until it explodes. This takes 10-15 minutes and is described in the journal.

If the party makes a successful Investigation, Engineering or Tapping skill at +10% they find the armor bundled into one of the equipment lockers. The armor is wrapped in a bolt of hardened cotton cloth (see page 170 of the *Shades of Earth* Core Rules). This bolt has enough cloth for four suits of clothing. A Sewing skill must be made by 40% or more in order to create clothing from the bolt.

3 - Loading Dock Access

The doors leading up to the access are locked and made of metal. The access itself is unused and the entrance covered with broken pallets. It was used by mechanics to effect repairs on

trucks. The loading dock has one burnt out truck left over from the riots two years ago.

The Tomb of Escabar

Worth: 8 Experience

There is a tomb of a crusader where one of the pieces of the Iberian armor was rumored to be interned. The tomb is located on the out-skirts of Barcelona, but the local superstitions claim it is haunted. No one from Barcelona or the surrounding communities will go there.

The Tomb

1 - Foyer

The doors to the foyer have been welded shut and look as though they have never been opened. It requires a combined STR of 30 to attempt to break the gates. One of the players attempting this feat needs to role under the combined STR score on a d100. Alternatively, they may attempt to use a cutting torch if they have one.

Once inside the foyer, they see a magnificent mural of the Crusades. It depicts brave knights overrunning Islamic horsemen with Jerusalem as a backdrop. This is all done in varying hues of marble. In the center of the foyer is a decrepit fountain. A pitiful trickle of water flows into a stagnant pool. At one time it was a magnificent gilded angel, but time has been cruel and now it barely functions. If anyone drinks from the fountain, they need to save vs. CON-4 or become violently ill. So ill, in fact, that they require hospitalization. If they do not receive treatment within 12 hours, they die.

2- Chapel

The chapel has a 12 foot tall statue of St. Michael and the outer wall has bas relief of ten companions of Escabar during the Crusades. All of this is amazingly well preserved.

If anyone attempts to pass the statue of St. Michael, three ghosts appear and bid them go no

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further. They claim to be nuns slain by invading Moors and cursed to guard this good knight's tomb. In reality they are three Anarchists who were slain while trying to bomb the local governor's house. They only allow people to pass if they know the password (Revolucion!). Any attempt to pass results in the Ghosts attempting to possess the intruders. If successful, they use their new body to attack the other intruders. They will not leave the room even to pursue the party. For more information on ghosts see page 190 in the *Shades of Earth* Core Rules.

3 - Tomb

The Tomb of Escabar is suspiciously bare. It contains his tomb, which is inlaid with about \$1000 in gold and has a \$3000 diamond. If anyone disturbs the tomb (i.e. takes something like the diamond), they become cursed. The curse takes the form of reducing all saves by 1/2. For example, if a person has Find Traps at 60% they would make the check at 30%. On the tomb there is an inscription,

Beware those who pass this way,
Touch naught and beware the Curse,
Or all fumble fingered you will be!

To break the curse, the tomb must be returned to the original state (that is, whatever was stolen must be replaced).

A Tracking skill check reveals faint tracks to the secret stair.

If someone is able to make their Engineering or Tapping skill by 20%, they detect the secret exit leading to the hills outside the tomb. Upon opening the secret door, players will find it is obviously well used.

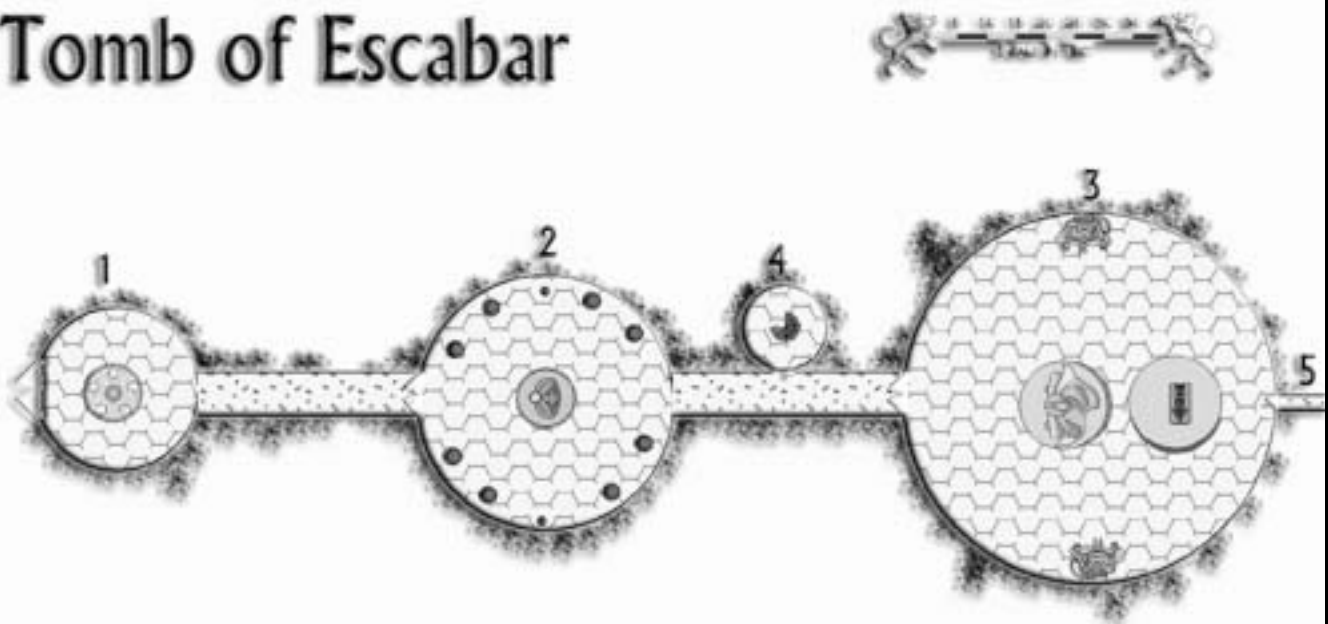
4 - Secret Stair

The secret stair is of ancient construction, but the door has a modern lock on it. An Open Locks skill check needs to be made by 20%. Once inside, the stairway is illuminated by an electric light. Electric cabling winds through the ceiling and down the stairs. There is a spiral set of stairs leading to area 1 of the under tomb.

5 - Secret Exit

The secret exit may only be discovered if someone in the inner tomb is able to make their Engineering or Tapping skill by 20%. Upon opening the secret door, players will find it is obviously well used.

Tomb of Escabar



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The Under Tomb

1 - Anarchist Stronghold

The secret stair leads down to a crude living area. In this area are supplies, a radio and four Anarchists. They do not listen to reason but demand the surrender of the party. The Anarchists do not want to die, though, and may be persuaded by the party's Oratory skills to let them pass. If they mention Vega's name in a positive way, the Anarchists start shooting. They will never help the allies of Vega since they see him as the ultimate landed aristocrat and anathema to their beliefs.

The room contains food, beds, a chamber pot, tables and chairs, medical supplies, electric lighting and a radio.

2 - Old Armory

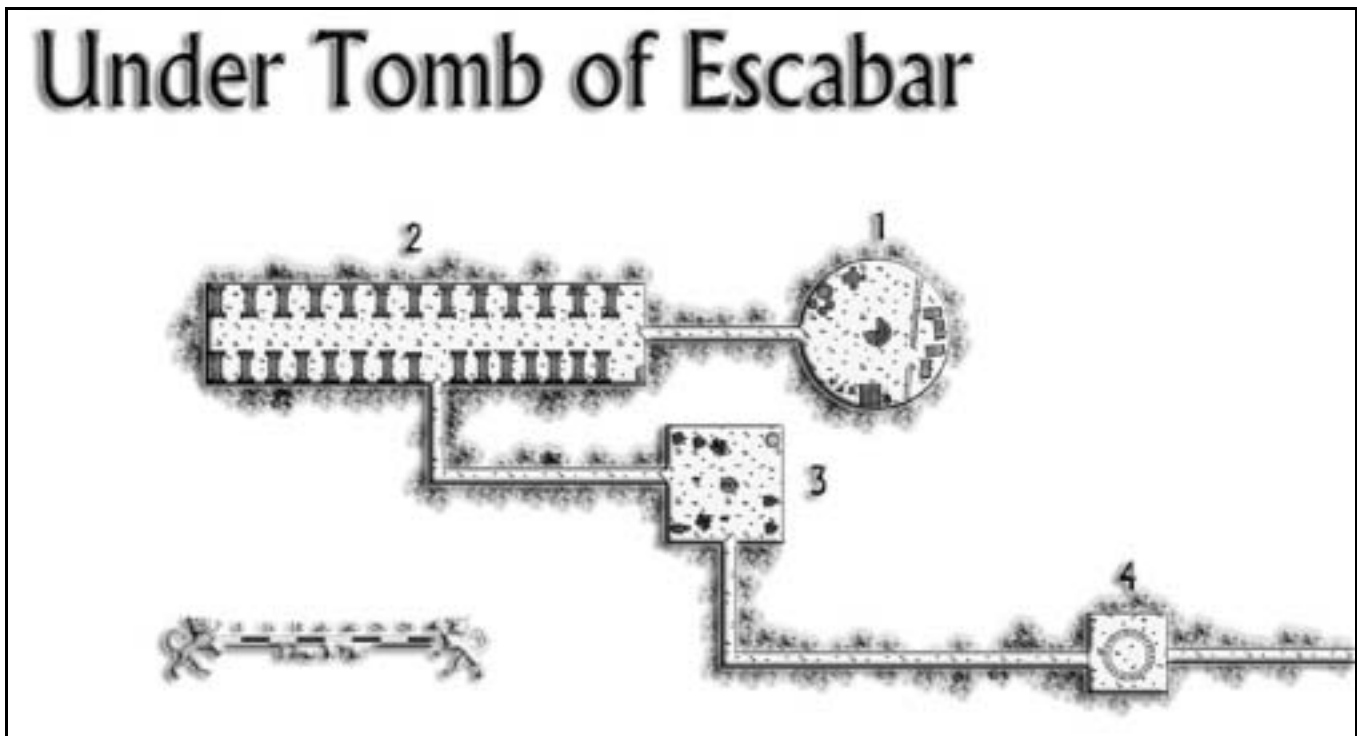
The old armory still holds weapons from the days of the Moors. It also holds several racks of the Anarchists' Enfield rifles and 300 rounds of ammo. The archaic weapons are all rusted and decayed except for one exceptional short sword. Its extremely thin blade looks delicate but is strong and still quite sharp. It can only be found

by a thorough search of the room. The sword is a +3, +6 Ghost/Spectre/Shade Slayer. It destroys these undead if the user rolls a natural 20. Otherwise it deals x4 damage to these creatures. The sword vibrates if these creatures come within 20 feet of the bearer. There are also 36 .38 caliber ghost bullet (See "Ghost Bullets" on page 24.) pistol rounds and 24 .45 caliber ghost bullet pistol rounds.

3 - Torture Chamber

The ancient torture chamber smells of death and rotting flesh. Any searching does not turn up a source of the smell. A spectre of a man who died from the torture dealt him in this room has remained here through the ages. He guards the entrance to a secret passage on the south wall. He does not attack as long as the party does not detect the door. If someone makes an Engineering or Tapping Skill check at a plus 20%, he descends on them. He continues to fight the party even if they open the door and leave the torture room.

If the party searches the room, they find a bottle of salve sealed with wax. The salve was used by the torturers to keep their victims alive. It stings but when applied to a wound immediately heals



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2d10 points of damage. If applied in the same round that fatal damage was taken it keeps the wounded person alive. It does not regenerate lost limbs or organs. The bottle contains 22 doses.

Nothing else of value is in this room.

4 - Secret Vault

The secret vault was meant to keep spirits from finding the Iberian armor stored there. The GM may decide which pieces of armor are there, placed in a magic circle. A successful Arcane Lore will show that the circle is one of electricity. It will increasingly shock a person as they approach the armor in the center. Any object thrown in will conduct or suffer from the electrical damage. The damage as they approach the center is 1d10 then 2d10 then 4d10. If someone is able to make their Disarm Traps skill check by 30%, they can deactivate the circle and retrieve the armor.

At the back of the room is a tunnel leading to a concealed exit in the hills. This is different from the secret exit in the first level of the tomb.

Endgame

As the party collects the pieces of armor and returns them to Don Vega, they may ask to borrow pieces for the next adventure. Vega may agree to this at the GM's discretion. At no time will he part with the helmet, and Juan de Moya will do whatever it takes to enforce his will. The powers of the pieces of the armor are provided here. Feel free to add or subtract to the list to meet the needs of your own group.

The pieces of the armor have certain shared attributes. The armor can only be repaired with a Mend II due to its magical nature. Mundane attempts will have no effect nor will any attempt to melt them down. If the FP of the armor piece is reduced to 0, none of the powers of that piece will function until repaired.

In addition, each piece of the armor is able to cast an illusion around itself to make it look like something else. The helmet could appear as a

hat or the breast plate as a coat. They cannot, however, make themselves invisible, except for the shield. If a piece is removed from the wearer, it will resume its natural form. The effect is entirely illusionary and will not alter the properties, weight or size of the piece.

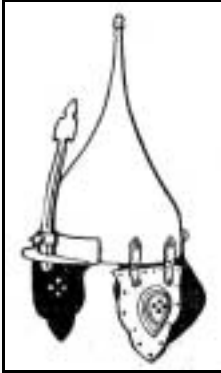


The Iberian armor functions as plate mail outlined in the *Shades of Earth* Core Rules but with an armor modifier of -3.

Return of the Armor


When the party returns the last piece, Altoyo will offer to have them join him in his master plan. He will tell of the centuries of suffering that he has witnessed and the pointless deaths due to war. Any arguments by the players to the contrary will be met with Altoyo's mention of the countless people dying in the Spanish Civil War right now. His plan is to conquer the real world in hopes of maintaining peace. He had ruled one of the most prosperous kingdoms in the Shade Realm. In the end he will ask them to join him, and if they refuse, then to get out of his way.

It is important to note that he will not talk of this until he has all the armor in his possession. If the party chooses to fight him, he will do his best to subdue them, preferring their imprisonment to killing them. If he is given no other choice, he will do what is necessary.

House of Vega

Armor	Protection	Abilities	
Helmet	x2 Plate (120 FP)	<ul style="list-style-type: none"> • Renders a +4 to any saves vs. Mental spells; if the spell does not allow a save, the helmet allows a 4 in 20 save. • It extends the range of all mental spells by times 10. • Allows the wearer to create spot telepathy by spending 5 SP on an object. Regardless of range the wearer will be able to hear any words spoken near the object. For every 5 SP spent, the spell will last one hour. • Cast Illusion IV as per the UnderWorlder Realm. • Unlock The Mind - if the wearer spends 8 SP and concentrates on a person, they are able to pull information from the target's mind. The target receives a save vs. INT - the level of the wearer, and if he fails by more than four, he will be unaware of the extraction. Even if he is aware, unless he is a caster he will not know what happened. 	
Breast Plate	x4 Plate (240 FP)	<ul style="list-style-type: none"> • The wearer may cast any water based spell in the Greater Realms. They still need to pay the SP cost. • The wearer may bestow Invulnerability IV (as the Underworlder spell) on another person or themselves for 15 SP but it will last one day or until destroyed/ deactivated. • The wearer can breathe water. 	
Leg Greaves	x3 Plate (180 FP)	<ul style="list-style-type: none"> • + 6 to AGL when worn • Caste Haste IV as the Vampiric spell • Skip Teleport as per the Wolvesbane spell 	

House of Vega

Armor	Protection	Abilities	
Arm Vam- brace	x3 Plate (180 FP)	<ul style="list-style-type: none"> • +6 to STR when worn • +4 to hit with any weapon when worn • 2 extra attacks with any weapon (where possible) when worn • +40 to Parry with weapon when worn 	
Shield	x5 Plate (300 FP)	<ul style="list-style-type: none"> • Can create a Wall of Force. This wall will absorb 400 FP and cost 5 SP to activate. It will move with the caster but only be able to exert the force that the caster can. For example, one would not be able to smash down a brick wall. • It will float freely and protect the wearer. This leaves the wearer free to do other things such as cast spells, fight with a two handed weapon, etc. It takes one round to activate this ability. It will parry with any skills the wearer has in Parry (Shield). For example, the wearer has 3 skills in Parry with a shield the shield will be able to parry twice at 70% • .The shield will occasionally warn the wearer of impending events. This is far from a reliable or predictable ability and has caused as much harm as it has prevented. • Can cast Wind (as the Underworlder spell) at will for no cost • The shield can make itself invisible at the will of the wearer. If separated from the wearer, it will reappear. 	