

Organizations

A World of Secrecy

In 1938, there are a number of clandestine organizations operating throughout the world. Some are ancient and have a far reaching agenda while others are more temporal and localized. The world is a large place, and in this world magic is as unknown and limited as science in the dark ages. It takes a great deal of discipline, resources, dedication and genetic history to be able to cast spells. Add to that a healthy dose of superstition, and magic becomes almost impossible to learn. Enter the organizations, cults and groups who actively seek to keep the public in the dark.

Department 12

Department 12 had its beginnings in the League of Nations where a former British Colonel Thomas Eddington wished to form an international archeological department. He succeeded in 1926, when Department 12 became one of the departments formed to deal with the world after the Great War. Soon, Colonel Eddington would make a discovery which would change his view of the world.

In the summer of 1931 amidst the rumblings of a failing League, Eddington's team made a discovery at a dig in southern Ireland. A series of carved stone tablets listed a number of incantations . . . in Chinese. At first, the team thought it a fraud, but all manner of verification proved otherwise. The stones were of Celtic manufacture but used Chinese characters. As Eddington studied the first of the incantations, he saw himself disappear from sight. He became invisible. His assistant let out a startled exclamation until Eddington spoke, at which time the assistant fainted.

Suddenly the entire nature of the department changed. As Eddington



reported his findings and prepared to publish, he realized that the public could never know. His superiors agreed, but for far different reasons. They wished secrecy because they refused to share what was sure to be powerful weapons technology with the other members of the League of Nations. Eddington saw the devastation and lawlessness which would result if people were suddenly able to cast fire from their hands or turn invisible. In his personal journals, he even expressed concern that he would not be believed due to the incredible magicians of the day. In the end, Eddington confided, he did not know which would be worse, to be believed or dismissed as a fraud.

As 1934 rolled around, it was discovered that the Seud Labhaer, the stone book, did not work for every one. Soon the search was on to find likely candidates for training and recruitment. The British found a number of likely candidates in an undesirable quarter, the Americans. Their involvement could not be avoided and soon the U.S. government joined Department 12 even though they were not members of the League.

In 1934 the base of operations was moved to New York in the U.S., and Jonathan Reiner was placed in charge of operations. At this point Department 12 was masquerading as an archaeological branch under the League but secretly took on new life under the British-U.S. co-rule. Reiner was an ex-FBI field agent with a good understanding of operations and the value of having a tactical advantage in the field.

Reiner quickly organized Department 12 into British foreign agents and domestic U.S. agents to capitalize on the superior British experience in country spanning operations. Reiner was assigned a British counterpart, an ex-RAF captain, Lewis Tunney. Tunney quickly became a thorn in Reiner's side as he insisted on more and more say in Reiner's domestic operations.

All troubles aside, the Department grew in power until 1936 when an operative in the Orient encountered the first signs of the Clan of the Dragon. It was a shock when he faced and survived an encounter with the Monks of Baoshi, a.k.a. the Dragon Clan. They used their own magic to resist the operative's bullets, and he only escaped by turning invisible. The encounter seemed to surprise the Clan as much as it did the agent. Department 12 realized it was not alone in the world.

The two years leading up to current day 1938 have been bad. In August of 1937 on a dig in the upper Nile region, Eddington and his assistant went missing. The

Germans are suspected, but there is no concrete proof. In the midst of the Great Depression, both British and U.S. governments are questioning any expenditures, and Department 12 suffered its share of the cuts. To complicate things, the rift between U.S. and British agents continues to grow and become more strained.

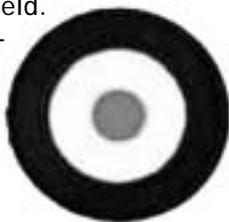


The British see the U.S. agents going abroad more and more which causes concern for their "Cowboy" methods. The U.S. agents see the British as getting in the way and wasting time and money with unnecessary caution. This is exemplified nowhere so much as in the

leaders of the two factions, Reiner and Tunney. Their dislike for each other has only intensified over the years. Finally, the little Department 12 knows of the other organizations of the world tells them that they are the new kids on the block. They often find themselves out classed in terms of magic, but alternatively, they find they have the advantage of higher technology and more modern methods.

Characters who are part of Department 12 will have access to the Wolvesbane Realm spells and receive 2 skills in Radio Operation, 1 skill in Coded Messages and a Drive skill.

Die Gerheime Staatzpolizei (GE ST APO) and the T hird Reich



FÜHRER'S STANDARD

"The Gerheime Staatzpolizei has the duty to investigate and to combat in the entire territory of the State, all tendencies dangerous to the State."

In 1933 Hermann Goering formed the Gestapo to police the German Reich. On paper it was scary, in practice, terrifying. Their primary tool was the right to take a person into "protective custody" bypassing all courts, legal representation, and any other legal recourse. This meant that a person in the Reich could simply be pulled off the street, imprisoned, questioned and released (although rarely) without so much as an explanation. But their true purpose was far more sinister.

As a youth Adolf Hitler was plagued with nightmares. It was only a precursor to the nightmares he would inflict on the world. At the age of twelve he had his first visitation from a demon. It terrified the boy, but it also changed him. He realized he had power over this supernatural creature, and he asked it how this was so.

The answer was that his true father was Lucifer, the Lord of Hell, the demon's master. A shock to say the least but one that young Adolf could embrace. He immediately saw himself Lord of the World, King of Hell and Master of all Existence. When he commanded the Demon to call up his host, it refused. Nonplussed, young Adolf commanded the demon to bring him riches. But the demon laughed and told him that he served his father, not Adolf. At this moment, and for the rest of his life, the young man burned with a hatred for Satan and a love of power. At times he would lose his way only to return to the path of power.

In the first World War, Hitler did well and served bravely, but a warrior's life was not where his fate lay. Instead, he became increasingly involved in the German Worker's Party as their head of Publicity and Propaganda. Using his amazing oratory skills, he spoke to larger and larger crowds. Eventually, the socialist party changed its name to the National Socialist German Workers Party, or the Nazi party for short. As his power grew within the organization he built his own group of thugs called the S.A. or the Brown Shirts. This group enforced Hitler's will while maintaining a healthy fear of him amongst party members. During this time Hermann Goering joined the Party, and Hitler appointed him commander of the S.A.

Over the next eleven years Hitler had Goering collect artifacts and knowledge of the occult. Goering pursued this with a fanatic's fervor, and by 1933 the foundation for a state political police force was laid. When the Gestapo was formed, they had a formidable force of magic capable agents as well as several powerful magical items. More than ancient artifacts, German scientists had developed methods to integrate magic with modern manufacturing techniques. So as not to fall into enemy hands, these items were laced with magical self-destruct features which causes them to disintegrate before an enemy has the chance to examine them. It is



through this arcane lore of the German scientists that Hitler's greatest power were to be realized as well as his greatest atrocities.

The first concentration camps were built in 1933 to serve as the collection points for the Spiritual Power that the Reich and Hitler would need to take Hell by force. The "Gas Chambers" actually drained the life from their victims and stored the energy in Geistkristall, or Soul Crystals. These crystals were stored in Dachau and in a deep underground vault in Berlin. Hitler felt that when the time was right he would have enough power to defeat Satan and take his throne.

To that end, the Gestapo have three objectives. They must administer the extraction of power from the souls of their victims to the security of the Geistkristall. They must also gather for the Reich the arcane knowledge that is scattered around the world. Finally, they must keep others from discovering their plot, including their allies. This last objective

means that the general public must be kept ignorant about the existence of magic. Secrecy must be maintained at all times.

In modern day 1938, the Gestapo's largest enemy is often itself. Internal purges and political infighting allows the Gestapo's enemies a chance to strike back. Denunciations and charges of treason can fly at a moment's notice. Agents need to keep one eye on the enemy and one eye on their allies. The Gestapo has a dangerous atmosphere but also boasts the best wealth and power that such a position can offer.

As far as external enemies go, Department 12 is little more than a concern. They are considered a nuisance and amateurish at best by the Gestapo. The Dragon Clan is taken much more seriously. The little that the Gestapo knows of them scares them. Xin, the leader of the Dragon Clan, is feared for his magic but more for his shrewd operations. The Chinese agents are constantly thwarting the plans of the Gestapo throughout the world. Finally, the Neter are constantly at odds with the Gestapo in Africa. They oppose the Nazi efforts to steal



their heritage and plunder their artifacts, but the Nazis have the advantage in technology and manpower.

A Gestapo Agent will have a leather duster jacket impregnated with Invulnerability I. Higher ranks will have jackets of higher level Invulnerability. This protection will extend to their head and cover all ten areas of the body. If the jacket is destroyed (all areas reduced to 0) then the jacket is destroyed. If it is damaged then it will need to be returned to Germany for repairs. In this case the agent will be given another for the interim. Gestapo agents receive 2 skills in interrogation and 1 skill in arcane lore.

The Clan

of the Dragon 龍

Twelve thousand years ago another universe was destroying itself. In its death throes several of its inhabitants had the means to open doorways to parallel universes and escape. One of these creatures was what we would call a dragon named Baoshi. On its world, it had been a sage, a learned creature. More than this even Baoshi may not know since when it arrived it on this world it was wounded nigh unto death. A clan of primitive nomads found the piteous creature, and its elders decided to avoid it. The next clan to encounter the dragon was terrified and thought it was a demon sent to destroy them. They struck at it with their clubs and knives, but in the end could do no damage and fled. The third clan was led by a very wise and ancient man. He approached the dragon and spent many weeks caring for it and learning its language. All the clan helped their elder, and soon they moved it to a nearby cave. In exchange for this kindness, the dragon showed them a charm to draw prey to them. Not all could make the charm work but enough could that the clan ate well that winter.

Through the ages the cave was reworked to become a fortress and a temple. Baoshi did not

want the prayers of the people who served it, but as more of its magic was shared, it became inevitable that they revered it. The dragon helped the Dragon Clan, as they became known, to become stronger and stronger but forbade them to conquer their fellow man as Baoshi only saw ruin in that direction. Baoshi instead preferred to work through agents and in secret. At times the secrets of its magic have wandered beyond the sphere of its power, in spite of the agents relentless attempts to confine it. Baoshi's ultimate goal is unclear even to the most highly placed members of the Clan.

The Clan has the best knowledge of the supernatural

on earth and one of the finest intelligence networks of all time. They are bound by tradition, and the most sacred tradition is a vow never to reveal their magic. Unfortunately, recent generations have grown too proud, and are turning away from tradition in favor of expansion. The core of the Clan is still very traditional but the younger generation is taken with their own power and abilities. This leads to the expected clashes and troubles.

The Clan has been heavily involved in fighting the Japanese invasion since 1932. They have encountered a strange foe which has never been documented before, known only as the Himoto. They appear as Japanese soldiers but have powers to become any creature, to look like any person, and they are rumored to steal memories. At news of the Himoto, Baoshi was said to sigh and lower its head. The Clan has had little success in battling these foes but they are not about to give up.

One of the Clan's most treasured and secret possessions is the Library. The Clan Library has existed for over 8,000 years and would be considered one of the great archaeological and historical finds if anyone else knew about it. It has detailed histories, scientific treatise and magical texts from cultures present and long since extinct. Its location is a secret, but it is believed to be in the formidable Kunlun Mountains in the western reaches of China. It is suspected that it is defended by the elite guards of Baoshi, known as the Zhanshi. These are warriors of the highest caliber who embrace many of the concepts of the Zen warriors and philosophers of the past. They are believed to possess supernatural speed and agility. No one has passed without their leave and lived to tell of it.

China's troubles in the 1930s were in part caused by the Clan's internal politics. The younger generation wished to back Mao Zedong and his communist doctrine while

the elders saw Chiang Kai-shek and the Kuomintang as the strongest chance for stability. The battle raged, but in 1935 the rising threat of Japan convinced the The Dragon Clan to put aside its internal differences for the good of China and the stability of the Clan's primary power base. However, deterring the efforts of twelve years was not easy, and it was not until 1937 that both the communists and the Kuomintang could be brought together for the purpose of fighting the Japanese.

In 1938 the majority of the Clan's agents and resources are devoted to the defeat of the Japanese. This does not mean that all other projects and activities are precluded but that the focus are missions that result in collateral damage to the Japanese or its allies.



All members of the Clan have a jade amulet imbued with a powerful Forget spell (see "Forget" on page 142). It will allow the wearer to erase memories from a person as long as the wearer can press the jade to the target's skin. The target then receives a save vs INT - level of the wearer. The wearer must spend three spirit points per effort but does not need to be a spell caster to use the amulet. Clan members also receive 1 skill in unarmed combat and 1 skill in investigation.

The dragon's name is Baoshi. 宝石

The Neter

The Neter formed in Egypt in the year 3600 B.C. to protect the Gate of Ptah. The legend is that the Gate appeared after a storm of godlike magnitude. The

priests of the gods had been traveling to a ceremony in their honor but had become lost in the storm. After the storm had abated, the priests and their followers came forward and found two great pillars uncovered by the blowing sand. When the priests read the engravings on the base aloud, there was a thunderclap that knocked them to the ground. Before any could react, a pack of giant black hyena appeared from between the pillars. The followers of Horus were taken immediately. The rest, left lying in the sand, could do little but watch in horror. Only Henu, the leader

of the guards, was able to shake his fear and stand. He leapt to stop one of the beasts with his sword held high. He struck the foul head from the monster's body but to his disgust the head sprang at him. Before he could defend himself, the head attached itself to his shoulders and covered his own head. Screaming in pain, Henu fought the unnatural melding. It was to no avail and the deed soon was completed. When he came to his senses, Henu found himself surrounded by corpses of friends and foes alike and saw the dust trail of the monsters fading off into the desert. Although he retained his memories and passions, Henu found he was now stronger, faster, and had heightened senses. He took it as a blessing from Ra, he vowed to stay at the Gate and guard it as long as Ra willed it.

The guardianship of the Gate of Ptah began and has lasted throughout the ages. The guard was made of the

priests of the temples present and their warriors. The location of the Gate was kept secret, and the methods of keeping it secret varied in form and execution. The followers of Horus were brutal to all who discovered the Gate. The followers of Osiris only killed as was

absolutely necessary. The followers of Ra used rituals preserved in their library to cause one to forget, making killing unnecessary. These factions were at odds in the best of times, but when the pressure of the Greek and Roman Empires intruded, outright hostility was the result. In 200 B.C. a war began between the Horus and Osiris guards of the Gate. This was not a war of battlefields and soldiers but one of assassination and vicious ambush. It went on until 27 B.C., when a massive purge killed the last of the Osiris and Horus who knew the location of the Gate. As a result the followers of Ra were left as the only

guards. They formed a new order dedicated only to the protection of the Gate, and called themselves the Neter.

The Neter have been hunted by the Horus since the loss of the Gate. Henu, once of their order, still protects the Gate, even from the Neter. The Neter work mostly as lone agents, searching out signs of supernatural occurrences before they can become a threat.

The Gate is actually a doorway to other times, and can be used as a means of time travel. It can also be used to open doorways between dimensions.

Members of the Neter will receive a Forget Spell (see "Forget" on page 142). Whatever realm the members cast, they will be able to cast the Forget spell with all the costs outlined.





The Thuggees

No one is sure how long the Thuggees have been in existence, not even the Thuggees themselves. They worship Kali and initiate their new "brethren" via a pungent and powerful potion. The group was believed to be wiped out in the 1850's but has secretly maintained a presence throughout India and Asia Minor. Their unwritten agenda is one of terror and power. They wish to prey upon the lower castes and foreigners to make India strong and to bring greater power to their dark goddess Kali.

The Thuggees befriend travelers and accompany them on their journey, sometimes for great distances. When they feel the time is appropriate, they strangle their

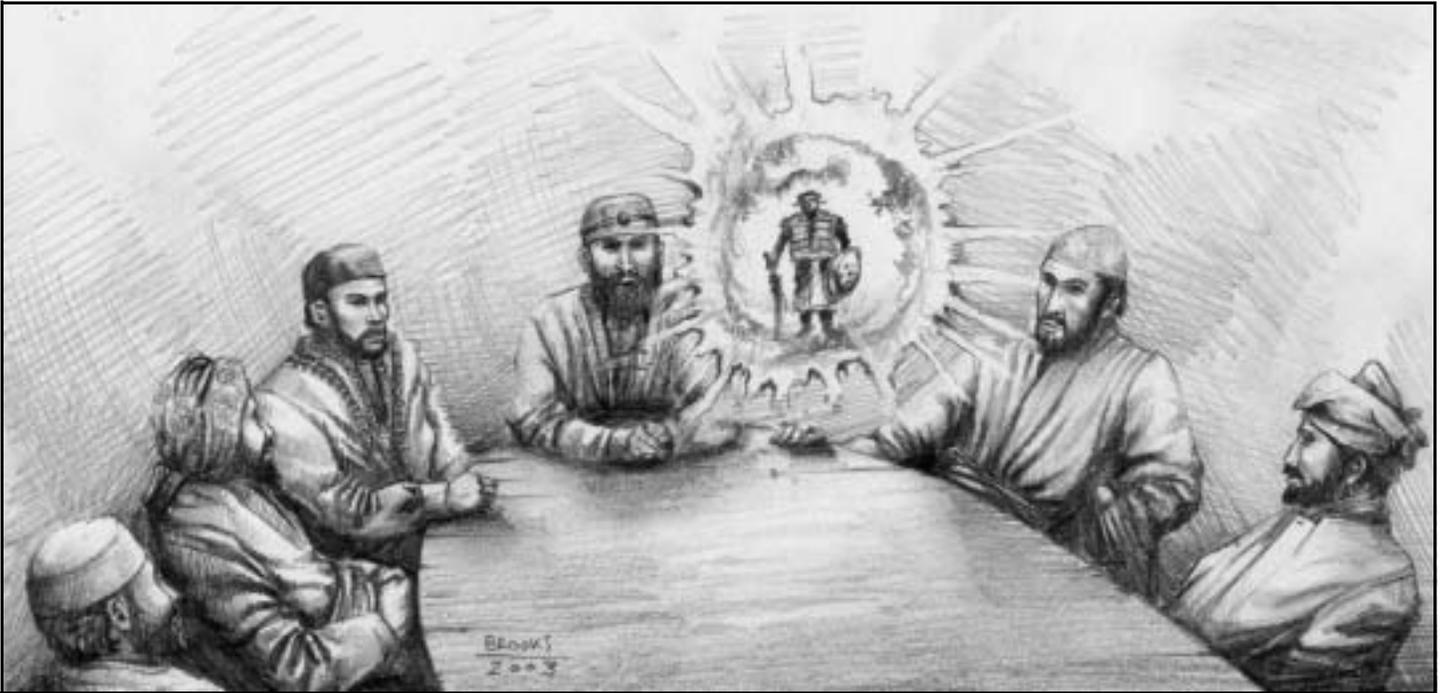
victims to the point of unconsciousness, drain them of their blood, then ceremoniously bury the body. They take all the possessions of the traveller and split them with the temple of Kali. In this manner the Thuggees can increase their influence and power. Often the Thuggees are upstanding members of society while maintaining a secret violent lifestyle. Many of the Thuggees are overwhelmed with a religious fervor, but it is not uncommon to be purely motivated by greed.

In the 1500's Babur and his Muslim warriors conquered a large portion of India and set up the Moghul Empire. During this time a woman came to the leaders of the Thuggees and instructed them in the Blood Magic. She had all of them call her Mother, and she seduced all of them. In the end she turned them against each other. The ones that survived she used to form the core of the Thuggee, The Aatish. The Aatish would reign terror over the subcontinent for the next 300 years with only the Guard of Babur to stand in their way.

The Guard of Babur are the largest threat to the Thuggees and represent everything that the Thuggees fight against. Success against the Guard has been less than fruitful or common. This is due to poor organization on the part of the Thuggees.

They are often divided and battling one another, weakening them as a whole.

The Thuggees practice Vampiric Forces exclusively. A Thuggee character will not be able to take any other realm. **They receive 3 unarmed combat skills and may use their maneuver with a garrote to strangle an opponent.** They receive a +20% to their unarmed combat check if the opponent is unaware of their attack. The garrote must remain in place a number of rounds equal to victim's CON/4. During each round the victim and the Thuggee roll a contested STR roll. Whoever makes their STR by more wins. If the victim wins, he breaks free. If the Thuggee wins, he is able to maintain his hold for another round.



The Guard of Babur

In 1525, Babur "The Tiger" led his armies of Khokand into India and defeated the Afghan Sultan, Ibrahim Lodi. In doing so he opened the way to ruling all of the peninsula, eventually becoming the first of the Moghuls. The survivor of countless battles and poisoning attempts, Babur won the everlasting loyalty of his warriors. His dearest son, Humayun, led his army with him. At the end of his conquests, Humayun became desperately ill. Babur called the best of the physicians, but it was to no avail. Finally, having no recourse, he called upon Allah to take him instead. Secretly, he cast a spell of his own design which transferred the incurable illness to him. As he lay dying, he summoned his most faithful and loyal warriors around him and made them take an oath of secrecy and an oath to protect the new India which had been forged in the cauldron of war. He then told them of a secret temple he had discovered as a child with all manner of spells. Its location was known only to him and now, this brotherhood.

As the years passed, this Guard of Babur renewed its members from within their own families. They have stood as a silent and secret guard for all of India. They are not known or thanked but perform their oath with a proficiency and fervor that has struck terror into the hearts of their enemies.

Currently, in the 1930s, they have done everything they can to maintain peace and curb the activities of the Thuggee movement. The Thuggees have learned their lessons and move with the stealth and cunning of

a jungle cat. The threats to India are both foreign and domestic, calling for a wide range of abilities in the Guards. The British government can be cruel and harsh, but they maintain order within a country where chaos and war have been the usual fare. Many of the missions the Guard undertake are rather mundane in nature, requiring their wits and good judgement. The Guard's first duty is to India and her people.

The Guard still maintains the secret temple located in the heart of the Punjab. The temple is engraved with spells of **Wolvesbane** and **Natural Forces**. Members of the guard may choose to cast one of these realms. They receive 1 skill in **Investigation**, 1 skill in **wilderness survival** and 4 skills in **English**.

The Sicilian Mafia

The Sicilian Mafia is suspected of forming in the later part of the 18th Century but may have its roots going back as far as the medieval age. Either way, they have a formidable organization, which regulates crime not only in Europe but has contacts and allies throughout the world. Since written books are not kept, it is hard to say when the families started using magic. It has even been suggested that the ability to use magic was the genesis for the Mafia to gain the power it has.

The Mafia of 1938 has many goals, most of which would not be considered legal or ethical. They are hired killers, enforcers, and engage in illicit endeavors of the highest order. The Sicilian Mafia is organized by families with the chief amongst them, the **Ferro Familia**, the first to bring a true level of organization in the

1900s. Before this, the individual families had a leader



called a Capi to handle the family affairs. As 1900 rolled around, the Capi di tutti, Capi Vito Cascio Ferro, took leadership of a troubled future. In the 1920s and 30s, Don Vito faced battle with Cesare Mori, who had been appointed by the Italian Government to eradicate the lawless Mafia. Only through the help of the Cosa Nostra, the Italian/American Mafia, did the Sicilian Mafia survive through the arrest of Don Vito in 1929. His successor, Don Calogero "Calo" Vizzini, was even more vicious and shrewd. He currently rules the Sicilian Mafia, building on Don Vito's work to establish the supremacy of the Italian organization over the U.S. Mafia.

Their current battles are against the expanding Fascio government and their police, the U.S. Mafia, and other crime organizations. The effects of these battles weaken the organization and only the strength and loyalty to the families keeps this organization going at this point. The current known families are:

Family	Capi
Ferro	Giovanni Ferro
Vizzini	Calogero "Calo" Vizzini
Amatore	Antonio Amatore
Conglione	Vincenzo Conglione
Cosa Nostra	
Bonanno	Joseph Bonanno "Joe Bannanas"
Colombo	Giuseppe "Joe" Profaci, "The Old Man"
Gambino	Vincent Mangano

Family	Capi
Genovese	Salvatore Lucania, Charles "Lucky" Luciano
Lucchese	Gaetano Gagliano

The mafioso practice all realms but are known for their preference for Vampiric Forces. The mafioso will receive 1 skill in Interrogation, 1 skill in Smuggling, and 1 skill in Unarmed Combat.

Rogues

Rogues are sometimes called wizards, sorcerers, or magi. They are people who were in the right place at the right time. They have no permanent organization but are usually self taught or taught by a single master or small group. Just because they are not a part of an organization with a supernatural agenda does not mean that they are not part of a more mundane organization. The Screen Actors Guild, formed in the 1920s, have a number of spell casters secretly on the payroll. Many actors and professional athletes add to their performance with the use of magic. The Teamsters, formed around 1900, called into play some of the most dangerous magics to allow them to meet deadlines and intimidate enemies. Their source of magic is not fully known, but their influence has been felt.

This is not meant to give the impression that the people running these organizations are aware of the magic. They maintain the same skepticism that others do about the existence of magic, especially those in Western cultures. There are individuals in these organizations, though, that fight for their group and the ideals they uphold. Sometimes, small groups of these spell casters will form within these organizations and attempt to do the will of the organization as they see it.

Rogues receive no special skills, but they have much more personal freedom than people of organizations.

The Catholic Church

The papal inquisition began in 1231 and essentially dealt with the Cathari and the Waldenses. These groups were considered heretics for their puritanical views, but it was not long until the Inquisition took on a life of its own and began to seek out those they deemed as witches, diviners and those considered sacrilegious. In 1304, a Franciscan Inquisitor named Leon deMetillier was faced with a dilemma. He was a historian studying ancient Roman texts when he came upon a text called the Mencius Codex. It detailed the use of spells and

magic, which the monk took to be heresy. In reading the text, he unknowingly performed a spell causing a nearby flower pot to suddenly burst with grown, blossoming flowers. He was shocked and somewhat concerned for his immortal soul. After several days of deep prayers, the vision of the flower remained. Each night as he returned to his cell, it was there to remind him of his sins. He then tried the same incantation on the fields as he tilled them. They grew with incredible speed and health. He found he was able to moderate the speed of the growth so as not to attract attention. Soon though, he felt the need to confide in his superiors. Considering their involvement in the Inquisition they were quite lenient. In fact, one could say they were very interested. After his penance was completed, the monk was summoned by Cardinal Orsini to Rome where he was interviewed. DeMetillier brought the Codex with him and the Cardinal saw the instant benefits of this knowledge. Cardinal Orsini set about creating a secret order known as the Order of Dilucesco to study the possible use of this power for the aid of the Catholic Church. Orsini was convinced that this was a gift of man from god.

The Order grew even in the face of the intense trials of the Inquisition in the later part of the 1300s, and they soon encountered the Neter. In 1398, friars of the Dilucesco on pilgrimage to the holy land, encountered a group of Arabs digging at what appeared to be a tomb. Appalled, they approached to wave them off. The Neter used a forget spell, but the Dilucescans resisted and more than that, struck back with their magic causing a tornado to erupt from the sand. This nearly killed everyone and resulted in a quick retreat. From this point on, the church hunted for other such groups.

In 1542, nearly 200 years later, the Roman Inquisition was instituted to halt the spread of Protestants into Italy. As with many of the past Inquisitions, this was a tool of the church to control the masses. In 1561, a special order was formed from the Holy Office called the Order di Trieste, referring to their base of opera-

tions. The Trieste were tasked with an aggressive search for proof of magic and the elimination of such Satanic source if any were found. The Trieste took many loses initially, and only through experience did they advance to their present day levels of effectiveness. In 1938, they are highly active in combatting the efforts of the Gestapo and other magic using individuals. They are unaware, or so it is believed, of the Order of Dilucesco. **The Trieste will not use "magic" since**

they believe it to be all from Satan and a lure to pull a soul into damnation. They are noted for their fervor and, quite frankly, their ruthless methods. They will stop at nothing to uncover evil. This sometimes leads to mistakes, but it is considered part of the price of serving God.



Both the Dilucesco and Trieste orders are instructed in the Rites of Exorcism. Whether they cast spells or not, they may make a roll vs their initiate skill. If they then make a PIE roll -4, they will be able to hold undead, demons or even some forms of evil at bay. This will last for ten minutes per level of the individual. The area affects will be equal to 1 foot per level of the caster, but the creature held at bay may throw things into the protected area, thereby attack-

ing the holy person. In the case of exorcising a demon or spirit from a victim, the holy person must make a check vs. initiate skill, then the possessed must make a save vs PIE - 4 to push the demon out.

Both the Dilucesco and Trieste orders also receive two initiate skills and one investigation skill.