

13 Adversaries for Against the Darkness

For more than ten years, Tabletop Adventures has published the modern Vatican horror game *Against the Darkness*. It is a fun game but sadly, any supplements have been almost non-existent. Now, from material used in convention games by Tabletop Adventures staff, we present 13 new adversaries. Some come from legend, while others developed from asking, “how can we use that in a game?”

These adversaries are not highly polished pieces with glossy artwork. They don’t even all have the same format, and you’ll have to just imagine the pictures. We do believe they all have enough information to make them fun to play – fun from the GM’s perspective, at least! Some of these adversaries are related and can (or should) be used together, such as the Gray Man and his cat, La Llorona and the undead children she draws to herself, and possibly the ‘leprechauns’ and the banshee.

All these adversaries are rated by power level. This has proved to be a useful measure for us as we run games at conventions in our area, to gauge what is a challenge for a group of player characters. This chart explains the different power levels:

Power Level	Point Range	Comparison
Low	20-56 points	Less powerful than a starting character
Moderate	57-88 points	About as powerful as a starting character (72 points)
Strong	89-124 points	About as powerful as an experienced character (105 point)
Formidable	125-177 points	About twice as powerful as a beginning character (144 points)

We have discovered, however, that power level does not tell everything. Even a formidable opponent who can make only a single attack can usually be taken down with little trouble by a group of weaker player characters. An adversary with an ally or two can be a much greater challenge than straight power level would suggest! In addition, the ability to inflict damage from a distance is important to both Justiciars (the player characters, representing the ‘cinematic’ Catholic church) and the opponents. Needing to get up close and fight hand to hand makes a good guy *or* bad guy more vulnerable if the other side can just stand back and use weapons or Miracles to attack.

Please note that after this group of 13 was first published, one minion realized the Banshee had snuck in from the *Against the Darkness* rulebook. Therefore we have added another adversary, to be sure there are 13 *new* ones available. We hope you enjoy these adversaries, and that your Justiciars have what it takes to stand Against the Darkness.



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Monster:	Girtablilu	
Power Level:	Strong - 91	
Location:		
Narrative/Background:	This demon has the head and torso of a human on the body of a giant scorpion. Babylonian mythology mentions them as the guardians of the gates to the underworld. They could guard a gate to hell, or an area of power for humans who can summon them.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 7 d8	Mentus 3 d6	Spiritus 3 d4	Fidelis 4 d6
Combat ‡ 7	Animation	Cunning ‡ 4	Discernment ‡
Endurance ‡ 6	Genius	Divination	Infernal Intervention
Mechanics ‡	Hard Science	Ghostliness ‡	Ecological Dominance
Pyrokinesis ‡	Investigation ‡	Medicine ‡	Exorcism ‡
Raw Physicality ‡	Knowledge 4	Psychology ‡	Unholy Aura
Speed ‡ 5	Occultism ‡	Telekinesis ‡	Sacrificial Healing
Transformation ‡	Technical ‡	Wealth ‡	Stewardship ‡
	Telepathy ‡		Wrath ‡ 4
	Translation		

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

A girtablilu has both human arms and the scorpion's pincers to use in attack, plus a long, stinging tail. Its chitin armor is amazingly durable. Girtablilu also have potent poison, which is both painful and debilitating. They are often summoned as guardians of specific places or passages, especially existing or potential gates into hell.

The creature can make two attacks at a time, one with its scorpion body (pincers or stinger) and one with the human part of its body, which can use weapons. This ability to do multiple attacks makes it more dangerous than it might seem.

A girtablilu uses *Wrath* to poison enemies with its sting. It then moves forward to finish the job with its claws and any weapons it has. If a girtablilu strikes with its tail using *Wrath*, its opponent is poisoned. Each round of actions thereafter, the girtablilu makes an extra attack (using **Corpus ONLY**) against each poisoned character's current **Corpus** to represent the ongoing damage of the poison. (This attack uses the creature's unmodified **Corpus** score even if the girtablilu is injured.) If the attack succeeds, the poisoned character takes another point of **Corpus** damage. The scorpion demon can only poison with its stinger every other round of actions unless it uses *Endurance*. It can strike with its tail without poisoning (when the poison is depleted temporarily or for the day) as a **Combat** attack, for the usual 1 point of damage.

**Featuring Tabletop Adventures' 4-6-8
Dice System**

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Monster:	The Gray Man	
Power Level:	Formidable - 136 pts	
Location:		
Narrative/Background:	This entity is a lifestealer. Its visible appearance is as a tall, slender man with indistinct features, usually dressed in gray. It also has an imp minion (See separate listing.) The entity uses its mental abilities to steal away the positive qualities of life.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 5 d6	Mentus 7 d8	Spiritus 5 d4	Fidelis 5 d6
Combat ‡ 3	Animation	Cunning ‡ 5	Discernment ‡
Endurance ‡	Genius	Divination	Infernal Intervention 2
Mechanics ‡	Hard Science	Ghostliness ‡ 2	Ecological Dominance
Pyrokinesis ‡	Investigation ‡	Medicine ‡	Exorcism ‡ 3
Raw Physicality ‡	Knowledge	Psychology ‡ 6	Unholy Aura 3
Speed ‡	Occultism ‡	Telekinesis ‡	Sacrificial Healing
Transformation ‡ 3	Technical ‡	Wealth ‡ 4	Stewardship ‡
	Telepathy ‡ 4		Wrath ‡ (aging) 4
	Translation		

SPECIALIZATIONS:

	Telepathy/Skill Stripping 5		

NOTES / CAMPAIGN INFORMATION:

This villain steals away every type of positive life people have been given: creativity, joy, satisfaction in a job well done, even youth. The entity is almost as pleased about a life lived in dull routine, or one of frantic activity without creativity or enjoyment, as a life lived in utter misery.

The *Wrath* attack by this entity ages the victim; how many years depends on how successful the attack is. Roll the attack normally and compare to the following list: Easy success = victim ages 10 years; Moderate success = victim ages 15 years; Hard success = 20 years; Wondrous success = 25 years.

The first aging attack does no Corpus damage if the aging is less than 15 years; otherwise it does 1 point of Corpus damage. All other aging attacks (on the same person in the same scene) do 1 point of Corpus damage. [Exception: If the victim's starting age is over 50 years, then a single attack that does 20 or 25 years of aging does 2 points of Corpus Damage. The entity can attack openly (by pointing) or stealthily (by touch). Cursing is optional.

This *Wrath* attack (and its consequent aging) can be resisted by using *Endurance*.

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Dice System**

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Monster:	Gray Cat (Imp)	
Power Level:	Moderate - 74 pts	
Location:		
Narrative/Background:	The companion of the Gray Man appears as a soft, fluffy gray cat which he often carries. On its own it can be very inconspicuous and go places it was not meant to be. It spies for its master, hampers his enemies, and seems to be fond of babies.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 3 d6	Mentus 3 d4	Spiritus 3 d6	Fidelis 3 d8
Combat ‡ 3	Animation	Cunning ‡ 5	Discernment ‡
Endurance ‡	Genius	Divination	Infernal Intervention 2
Mechanics ‡	Hard Science	Ghostliness ‡ 4	Ecological Dominance
Pyrokinesis ‡	Investigation ‡	Medicine ‡	Exorcism ‡ 2
Raw Physicality ‡	Knowledge	Psychology ‡	Unholy Aura
Speed ‡ 6	Occultism ‡	Telekinesis ‡	Sacrificial Healing
Transformation ‡ 2	Technical ‡	Wealth ‡	Stewardship ‡
	Telepathy ‡		Wrath ‡ 2
	Translation		

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

Although its 'natural' form appears somewhat like a scaly gray monkey, this imp is almost always found in the form of a soft gray cat. Not only does it have a cat's quickness and ability to avoid detection while moving, it is also able to use ghostliness occasionally to actually become invisible or intangible. It goes places where its master cannot go without being noticed and either relays information to him later, or simply allows him to read its mind while it explores. It uses *Infernal Intervention* and *Exorcism* to avoid attacks and keep from being separated from its master. Like him it is a life-stealer; it likes to get close to very young babies and literally suck the breath out of them. (This is a subtle *Wrath* attack.) Few people really notice that a fluffy cat is close to a baby, and most of those who do notice think it is cute. Almost no one will give a thought to the cat when the baby is later found to have stopped breathing.

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Monster:	Harbinger Demon	
Power Level:	Formidable - 168 pts	
Location:		
Narrative/Background:	Seldom acting independently, it instead is sent to help mortals summon more demons, providing instruction to some and temptation to others. All the same, it is powerful on its own and will fight to keep others from interfering with its plans.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 6 d4	Mentus 6 d8	Spiritus 7 d6	Fidelis 5 d6
Combat ‡ 5	<i>Animation</i>	Cunning ‡ 5	<i>Discernment</i> ‡
<i>Endurance</i> ‡ 4	<i>Genius</i>	<i>Divination</i>	<i>Infernal Intervention</i> 3
Mechanics ‡	Hard Science	<i>Ghostliness</i> ‡ 6	<i>Ecological Dominance</i>
<i>Pyrokinesis</i> ‡	Investigation ‡ 3	Medicine ‡	<i>Exorcism</i> ‡ 4
<i>Raw Physicality</i> ‡	Knowledge 3	Psychology ‡ 2	<i>Unholy Aura</i> 3
Speed ‡	<i>Occultism</i> ‡ 4	<i>Telekinesis</i> ‡ 5	<i>Sacrificial Healing</i>
<i>Transformation</i> ‡ 4	Technical ‡	Wealth ‡	<i>Stewardship</i> ‡ 3
	<i>Telepathy</i> ‡ 3		<i>Wrath</i> ‡
	Translation		

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

This demon usually takes the form of a suave, attractive human. It uses its powers to encourage humans to summon more, and more powerful, demons, even to the point of opening a gate directly to hell if it can find people with that potential. The harbinger cannot prepare or do the summoning rituals, but has a lot of ability to assist or smooth the way for humans who will cooperate with it. It is also very clever about rewarding those it is using, drawing them further along step by step.

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Dice System**

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Monster: Kumiho (Korean fox demon)

Power Level: Formidable - 140 pts

Location: _____

Narrative/Background: _____



Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 6	d8	Mentus 4	d4	Spiritus 4	d6	Fidelis 5	d6
Combat ‡	4	<i>Animation</i>		Cunning ‡	8	<i>Discernment</i> ‡	
<i>Endurance</i> ‡	5	<i>Genius</i>		<i>Divination</i>		<i>Infernal Intervention</i>	3
Mechanics ‡	2	Hard Science		<i>Ghostliness</i> ‡		<i>Ecological Dominance</i>	
<i>Pyrokinesis</i> ‡		Investigation ‡		Medicine ‡		<i>Exorcism</i> ‡	2
<i>Raw Physicality</i> ‡	6	Knowledge	6	Psychology ‡	6	<i>Unholy Aura</i>	2
Speed ‡	7	<i>Occultism</i> ‡		<i>Telekinesis</i> ‡		<i>Sacrificial Healing</i>	
<i>Transformation</i> ‡	5	Technical ‡		Wealth ‡		<i>Stewardship</i> ‡	
		<i>Telepathy</i> ‡				<i>Wrath</i> ‡	
		Translation	4				

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

Can transform into any human being known by the kumiho – anyone with whom the kumiho has spent a significant amount of time, or has had skin-to-skin contact. Strongly prefers good-looking females. Uses disguise to attack and kill victims, and eat their livers. Eating livers gives the kumiho some of the knowledge of the victim, at least temporarily, making a future impersonation more believable. If the kumiho eats enough livers, it can become fully human, with a soul.

Physical attributes inspired by the Wikipedia article, re: a Korean TVdrama on the fox demon: “A gumiho can run faster than cars, can jump high as the tallest trees, can fly, never feel pain...” Infernal Intervention : “good luck” for the demon.

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Monster:	Minos Demon	
Power Level:	Strong - 103 pts	
Location:		
Narrative/Background:	Demons of guilt, they use ghostliness and telepathy to hang onto a host and force them to suffer for every wrong they have committed (even the smallest ones), until the unfortunate host despairs and commits suicide.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 2 d4	Mentus 5 d6	Spiritus 5 d8	Fidelis 4 d6
Combat ‡	Animation	Cunning ‡ 5	Discernment ‡
Endurance ‡	Genius 1	Divination	Infernal Intervention 4
Mechanics ‡	Hard Science	Ghostliness ‡ 5	Ecological Dominance
Pyrokinesis ‡	Investigation ‡ 3	Medicine ‡	Exorcism ‡ 2
Raw Physicality ‡	Knowledge 4	Psychology ‡ 7	Unholy Aura
Speed ‡	Occultism ‡	Telekinesis ‡	Sacrificial Healing
Transformation ‡	Technical ‡	Wealth ‡	Stewardship ‡
	Telepathy ‡ 6		Wrath ‡
	Translation		

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

The demon is in spirit form by default, but can use *Ghostliness* to become tangible. This also makes the demon visible. Can cause Terror when visible.

The difficulty class of a Task Resolution roll to gain information about a victim or to attack a victim is automatically made easier by one step when the demon is touching the victim's head, either spiritually or physically.

The difficulty class of a Task Resolution roll for any attack on a victim inside a church is automatically made more difficult by one step.

A minos demon loses one point of Fidelis for every 15 minutes spent in a church. (Consecrated ground makes the demon uncomfortable but does not hurt it.) It will try to leave the area if it drops to half its Fidelis point, unless there is a powerful reason to stay.

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Monster:	Nemean Lion	
Power Level:	Strong - 109 pts	
Location:		
Narrative/Background:	A monstrosly powerful demon shaped like a lion, but far stronger than any natural creature could be. Named after the lion in the legend of Hercules, which he had to kill as one of his twelve trials.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 8 d8	Mentus 3 d4	Spiritus 4 d6	Fidelis 4 d6
Combat ‡ 6	<i>Animation</i>	Cunning ‡	<i>Discernment</i> ‡
<i>Endurance</i> ‡ 7	<i>Genius</i>	<i>Divination</i>	<i>Infernal Intervention</i> 4
Mechanics ‡	Hard Science	<i>Ghostliness</i> ‡	<i>Ecological Dominance</i>
<i>Pyrokinesis</i> ‡	Investigation ‡	Medicine ‡	<i>Exorcism</i> ‡
<i>Raw Physicality</i> ‡ 5	Knowledge	Psychology ‡	<i>Unholy Aura</i>
Speed ‡ 6	<i>Occultism</i> ‡	<i>Telekinesis</i> ‡	<i>Sacrificial Healing</i>
<i>Transformation</i> ‡	Technical ‡	Wealth ‡	<i>Stewardship</i> ‡
	<i>Telepathy</i> ‡		<i>Wrath</i> ‡ 4
	Translation		

SPECIALIZATIONS:

NOTES / CAMPAIGN INFORMATION:

An incredible physical fighter, but vulnerable to mental and spiritual attacks.
Wrath is a bone-shaking roar which can cause spiritual (fear) damage to the one attacked.
Infernal Intervention is used against exorcists or mental attackers.

This adversary was inspired by the Biblical quotation that says, “the devil, as a roaring lion, walketh about, seeking whom he may devour.” (From 1 Peter chapter 5 verse 8.)

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Dice System**

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Monster:	Radium Demon	
Power Level:	Formidable - 151 pts	
Location:	Ural Mountains	
Narrative/Background:	This is what happens when people with limited knowledge of the occult try to summon a demon inside a magnetic anomaly, in the presence of a tremendous weight of iron. The demon has wandered near the Urals since World War II.	

Attributes (Skills and *Blasphemies*. ‡ indicates those tasks which could be opposed.)

Corpus 4 d8	Mentus 5 d6	Spiritus 5 d4	Fidelis 4 d6
Combat ‡ 6*	<i>Animation</i>	Cunning ‡ 4	<i>Discernment</i> ‡
<i>Endurance</i> ‡ 7	<i>Genius</i> 3	<i>Divination</i>	<i>Infernal Intervention</i>
Mechanics ‡ 3	Hard Science 3	<i>Ghostliness</i> ‡ 5*	<i>Ecological Dominance</i>
<i>Pyrokinesis</i> ‡ 8*	Investigation ‡	Medicine ‡	<i>Exorcism</i> ‡ 3
<i>Raw Physicality</i> ‡	Knowledge	Psychology ‡ 5	<i>Unholy Aura</i> 3*
Speed ‡ 7	<i>Occultism</i> ‡	<i>Telekinesis</i> ‡	<i>Sacrificial Healing</i>
<i>Transformation</i> ‡	Technical ‡ 3	Wealth ‡	<i>Stewardship</i> ‡
	<i>Telepathy</i> ‡		<i>Wrath</i> ‡ 4*
	Translation		

SPECIALIZATIONS:

* Special notes - see below

This demon is nearly invisible in its 'natural' form, appearing only as a heat shimmer in the form of a hulking humanoid. *Combat*: Its physical attack penetrates any material which would be penetrated by x-rays, and has an effect only on materials which stop x-rays. *Pyrokinesis*: (Based on using radiation to start fires, as in focusing the rays of the sun with a lens.) This has a power of 8, but is usable only twice a day. The demon merely points and concentrates, and a fire starts that is so hot as to be invisible at the source. (In other words, it is radiating in the ultraviolet range.) Not only will this cause immediate injury, it will light anything remotely flammable, which may cause additional immediate or ongoing injuries. *Ghostliness*: Used to become visible, and possibly corporeal. *Unholy Aura*: This aura does not prevent physical attacks from succeeding, but anyone who comes within range of a hand-to-hand attack will be damaged as with microwave radiation. This radiation is extremely painful and almost certainly debilitating to anyone who stays in its short range. *Wrath*: This takes the form of an extremely intense burst of radiation, which causes radiation sickness almost immediately and may result in death within minutes.

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Dice System**

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AGAINST the DARKNESS

Creature Type: The Crying Spirit, La Llorona (La yo-ROH-na)

Power Level: Strong - 92

Location: South America, Mexico, American Southwest

A black-haired woman in a white dress, this spirit weeps tears of oily black blood. Her ghostly attire often appears bloodied and billowing. Superstition believes she is the spirit of a betrayed mother who drowned her children and then committed suicide. But this demon is envious of happy families and is driven to rage by the presence of joy. Her nature is to drive women mad with thoughts of suicide and infanticide and to prey upon men who are alone. It is this spirit scrapes her fingers along the bottoms of riverbeds for the bones of dead children, which she wears attached to a chain around her waist. With those bones, she can animate up to three "undead children" a day. With her powers over rain and flashfloods, rivers and lakes, she seeks to drown the unsuspecting in arroyos and desert canyons.

ATTRIBUTES (Skills and Blasphemies: ‡ indicates those tasks which could be opposed)

Corpus 2	d4	Mentus 3	d6	Spiritus 4	d8	Fidelis 2	d4
Combat ‡		Animation	3	Cunning ‡	1	Discernment ‡	
Endurance ‡		Genius		Divination		Infernal Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡	6	Ecological Dominance	7*
Pyrokinesis ‡		Investigation ‡		Medicine ‡		Exorcism ‡	2
Raw Physicality ‡		Knowledge		Psychology ‡		Unholy Aura	
Speed ‡		Occultism ‡	1	Telekinesis ‡	2	Sacrificial Healing	
Transformation ‡		Technical ‡		Wealth ‡		Stewardship ‡	
		Telepathy ‡	7			Wrath ‡	
		Translation	2				

SPECIALIZATIONS:

+2 suggesting infanticide

*only over rivers, lakes or rain

+1 urging depression/suicide

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AGAINST the DARKNESS

Creature Type: Undead Child

Power Level: Low - 35 pts

Location: _____

As dead children brought back for a time to a horrible semblance of life, these creatures are neither intelligent nor particularly deadly. However they do have a degree of cunning and may resort to unexpected trickery. La Llorona often has undead children as companions, especially those who died by drowning or due to parental neglect.

ATTRIBUTES (Skills and Blasphemies: ‡ indicates those tasks which could be opposed)

Corpus 4	d6	Mentus 1	d4	Spiritus 2	d8	Fidelis 1	d6
Combat ‡	1	Animation		Cunning ‡	2	Discernment ‡	
Endurance ‡	4	Genius		Divination		Infernal Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡		Ecological Dominance	
Pyrokinesis ‡		Investigation ‡		Medicine ‡		Exorcism ‡	
Raw Physicality ‡		Knowledge		Psychology ‡		Unholy Aura	
Speed ‡		Occultism ‡		Telekinesis ‡		Sacrificial Healing	
Transformation ‡		Technical ‡		Wealth ‡		Stewardship ‡	
		Telepathy ‡				Wrath ‡	
		Translation					

SPECIALIZATIONS:



Creature Type: Evil Leprechaun/Red Cap (demon in disguise)

Power Level: Moderate - 70 pts

These creatures first appear as leprechauns, 2-3 feet tall and dressed in a green coat and red vest over a white shirt, green pants, black shoes, and short, pointed red hat. They will behave like 'typical leprechauns,' jovial, appreciating a good story or the offer of a drink - until someone opposes them. If severely angered, or injured for half of their corpus points, they reveal their true demonic forms. These forms are a blobby central mass with some sort of tentacles - wide with suckers, slender with stingers at the tips, long and dripping with acid. Some may have central mouths with lots of pointy teeth; others may have mouths on each tentacle.

ATTRIBUTES (Skills and Blasphemies: ‡ indicates those tasks which could be opposed)

Corpus 4	d6	Mentus 3	d6	Spiritus 5	d8	Fidelis 2	d4
Combat ‡	2	Animation		Cunning ‡	4	Discernment ‡	
Endurance ‡		Genius		Divination		Infernal Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡		Ecological Dominance	
Pyrokinesis ‡		Investigation ‡	2	Medicine ‡		Exorcism ‡	
Raw Physicality ‡	2	Knowledge	3	Psychology ‡		Unholy Aura	
Speed ‡	4	Occultism ‡		Telekinesis ‡	2	Sacrificial Healing	
Transformation ‡	2	Technical ‡		Wealth ‡	1	Stewardship ‡	
		Telepathy ‡				Wrath ‡	
		Translation					

NOTES:

Not good at combat but
dangerous in groups.

Very tricky, deceptive;
hard to deceive.

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Creature Type: Banshee

Power Level: Moderate - 70 pts

A banshee is a messenger of death - a fey spirit attached to a particular family who is said to wail when a family member's death is imminent. It appears in ghostly form or as a young girl dressed in white with long, flowing hair. The banshee has a wail or keening cry that calls the spirits of the living from life to death. It uses *Wrath* in the form of this cry to draw the life from anyone who interferes with its earthly task.

ATTRIBUTES (Skills and Miracles: ‡ indicates those tasks which could be opposed)

Corpus 1	d4	Mentus 1	d6	Spiritus 4	d6	Fidelis 7	d8
Combat ‡		Animation		Cunning ‡	3	Discernment ‡	
Endurance ‡		Genius		Divination		Divine Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡	7	Ecological Dominance	
Pyrokinesis ‡		Investigation ‡		Medicine ‡		Exorcism ‡	
Raw Physicality ‡		Knowledge		Psychology ‡		Holy Aura	
Speed ‡		Occultism ‡		Telekinesis ‡		Sacrificial Healing	
Transformation ‡		Technical ‡		Wealth ‡		Stewardship ‡	
		Telepathy ‡				Wrath ‡	7
		Translation					

NOTES:

AGAINST the DARKNESS

Creature Type: Vice Lord

Power Level: Strong - 91 pts

Ensnaring and vice are this demon's specialty. It can expose one's basest desires and thoughts. It tempts souls to entrap and enslave themselves willingly in its service. If it cannot trap or ensnare someone, it will attempt to overpower the person with fear or horrific thoughts not of the individual's own making.

ATTRIBUTES (Skills and **Blasphemies**: ‡ indicates those tasks which could be opposed)

Corpus 5	d4	Mentus 4	d8	Spiritus 4	d6	Fidelis 5	d6
Combat ‡		Animation		Cunning ‡	6	Discernment ‡	
Endurance ‡	2	Genius		Divination		Infernal Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡		Ecological Dominance	
Pyrokinesis ‡		Investigation ‡		Medicine ‡		Exorcism ‡	3
Raw Physicality ‡		Knowledge		Psychology ‡		Unholy Aura	3
Speed ‡		Occultism ‡	2	Telekinesis ‡		Sacrificial Healing	
Transformation ‡		Technical ‡		Wealth ‡	1	Stewardship ‡	
		Telepathy ‡	5			Wrath ‡	
		Translation					

SPECIALIZATIONS:

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AGAINST the DARKNESS

Creature Type: Demons of Division

Power Level: Moderate - 82 pts

These entities spread discord, agitation, division, enmity and greed. Their voices, when heard, are whining or grating in tone. They will make every attempt to kick, pinch or slap characters while their backs are turned when a physical attack is appropriate. These demons are capable of manipulating the thoughts of humans. Characters under attack experience thoughts not of their own making. These are often horrific thoughts filled with paranoia and distrust. This demon will attempt to discredit authority figures and create animosity among peers. They are usually encountered in groups, making them even more dangerous.

ATTRIBUTES (Skills and **Miracles**: ‡ indicates those tasks which could be opposed)

Corpus 1	d4	Mentus 1	d6	Spiritus 4	d6	Fidelis 7	d8
Combat ‡		Animation		Cunning ‡	3	Discernment ‡	
Endurance ‡		Genius		Divination		Divine Intervention	
Mechanics ‡		Hard Science		Ghostliness ‡	7	Ecological Dominance	
Pyrokinesis ‡		Investigation ‡		Medicine ‡		Exorcism ‡	
Raw Physicality ‡		Knowledge		Psychology ‡		Holy Aura	
Speed ‡	4	Occultism ‡		Telekinesis ‡		Sacrificial Healing	
Transformation ‡	1	Technical ‡		Wealth ‡		Stewardship ‡	
		Telepathy ‡	5			Wrath ‡	4
		Translation					

SPECIALIZATIONS: