

## House of Vega

### 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 Dilucisco 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

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

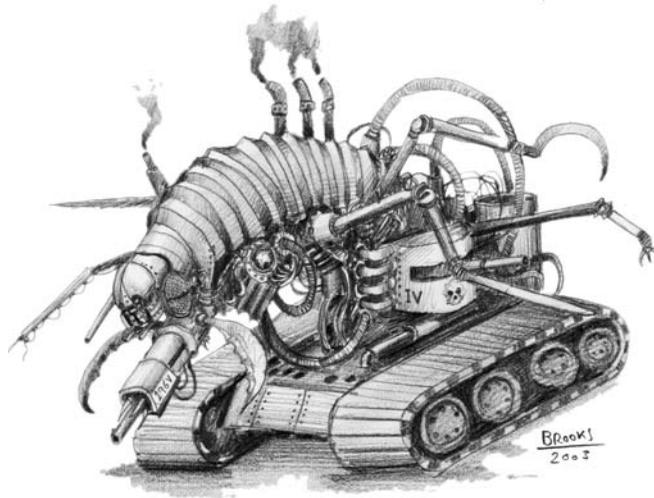
Skill	Final
Unarmed Combat	40%

### 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

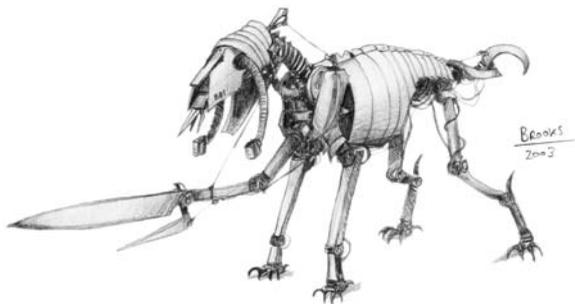
### Skills - Machine Golem

Skill	Final
Unarmed Combat	40%

### Abilities - Machine Golem

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

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