

OROCHI

THE DARK AEON

Level: 16 **Category:** Between Worlds 40
Life Points: 9,000 (Damage Resistance)
Class: Special (Warrior, Technician, Weaponmaster, Warlock)
Str: 19 **Dex:** 13 **Agi:** 10 **Con:** 19 **Pow:** 19 **Int:** 14 **Will:** 16 **Per:** 13
PhR 145 **MR** 145 **PsR** 140 **VR** 145 **DR** 145

Initiative: 120 Natural (Colossal) / 130 Natural (Giant)
Attack Ability: 300 Heads (x8 Special); or 300 Tail + 250 Heads (x8 Special); or Corrupting Breath 300 (Special).
Defense Ability: Damage Resistance
AT: 10 Natural
Damage: 180 / 140 Heads (IMP / THRU) / 220 Tail (THRU / IMP) / 50 Corruptor Breath (ENE)

Ki Accumulations: Str 4 Dex 3 Agi 2 Con 4 Pow 4 Will 4
Ki: Str 28 Dex 16 Agi 10 Con 28 Pow 28 Will 22 **Generic:** 132
Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Presence Extrusion, Combat Aura.
Techniques: Tsuchinoko, Uwabami, Kyuchi, Yao no Ori.

Natural Abilities: Magic Projection as an Attack.
Essential Abilities: Gift, See Supernatural, Divine Physical Characteristics, Divine Spiritual Characteristics, Psychological Immunity (Limited), Unspoken Casting, Gestureless Casting, Physical Exemption, Critical Immunity, Zen.
Special: Natural Weapons: Heads and Tail (8 Additional Attacks -30 Special, -2 / -4 Armor), Corruptor Breath (Distance Attack 1 Km, Damage 50, Special), Primordial Scream, Variable Size, Miasma, Venomous Blood, Existential Leap, Sorcerer, Martial Master, Immunity, Combat Aura, Aura of Violence, Regeneration, Existential Unity.

MA: 60 (x2)
Zeon: 1.870
Magic Projection: 280
Magic Level: Darkness (Chaos) 90, Destruction (War) 90.

Size: 38 Colossal / 30 Giant **Regeneration:** 19 (Special)
Movement Type: 13 **Fatigue:** Tireless

Secondary Abilities: Swim 95, Climb 95, Composure 110, Feats of Strength 185, Withstand Pain 100, Notice 120, Search 120, Track 105, Animals 100, Herbal Lore 100, History 145, Medicine 95, Memorize 115, Occult 130, Magic Appraisal 115, Style 125, Intimidate 130, Leadership 95, Persuasion 130, Poisons 145, Art 105, Music 105.

The Dark Aeon Orochi is a divine monstrosity, a catastrophe incarnated that throughout history has wrought destruction and conflict on a scale hardly imaginable. Despite being the last of the great Aeons to be born, almost all occultists speculate that it is one of the three most powerful ones that have ever existed and, while there is much discussion about where it would rank on such a list, what few doubt is that it is the most dangerous of them all.

Even if each Aeon is conceptually unique and special in its own way, Orochi is even more unusual, as its origin is due to multiple negative concepts that were stacked together, resulting in the birth of an entity much darker and terrifying than the mere sum of the ideas that compose it. Rage, violence, conflict, irrational death, brutality, war, the fear of beasts and the fear of being devoured overlapped each other creating eight different entities that, at the same time, were only one; the heads that together form Orochi.

Physically, the entity has an appearance of a colossal white snake with eight monstrous heads, each of which has a mark on its forehead and something like a crown on it. Commonly the Dark Aeon does not show itself completely, as it suffices for it to manifest a few heads through existential vortexes (one vortex per each), giving it the appearance of a nightmarish aberration. On the rare occasions when it fully manifests, its body is usually partially covered by fog and clouds, which allow only to intuit its form, but not to see it completely.

Orochi is an extremely intelligent being, although its only interest has always been violence and conflict. It therefore has no reason to use its wits when its time could be better spent destroying and fighting. That doesn't stop it from being able to communicate (and in dozens of languages, to boot), but it generally lacks reason to do so. There are exceptions; on occasion it has engaged in conversation with supernatural or mortal entities, such as the well-known incident of the eight princesses. Sometimes it is reasonable and keeps its word... and sometimes not. In that respect it is extremely unpredictable, since, after all, it is born of rage and violence.

It is certainly difficult to understand the personality of an entity like Orochi, given that it is chaotic and unpredictable. Because of its unusual origin and nature, many experts have conjectured that the Dark Aeon is eight different beings united, although it would be more correct to say that it is actually a single entity with eight slightly different personalities; one soul with several fragmented minds. While each head has its own quirks, they all think as one, which doesn't stop them from vying for control from time to time and trying to be "the dominant head" for a while (which is the one that decides what to do next). Naturally, while they each have their own preferences, they all have the same unnatural love of violence.

Some believe that Orochi seeks the absolute destruction of all creation, thus linking it to Zemial or Edamiel, but in reality it is something simpler. The Aeon does not necessarily seek the death or the suffering of other beings, nor the end of everything. That is only a consequence of the true motivation that drives the Dark Aeon, which is none other than to give free rein to its rage and quench its thirst for violence. However, it cannot be linked to Noah either, since it does not seek to gain anything through the conflict; it is the concept of destructive confrontation that drives the Aeon, the war and struggle that ravage everything without purpose or meaning until it is satisfied.

However, if the entity feels that exterminating too many mortals may endanger its lust for violence in the future, it goes into dormancy for long periods of time waiting for the mortals to multiply again by rebuilding their empires and armies. In that respect, in the past the Dark Aeon has proven itself to be extremely patient.

Orochi's history has always been linked to conflict. The entity first appeared just over ten thousand years ago, shortly after the Kami descended upon the world. Although at that time its power was already considerable, it grew and grew for three millennia, devouring other supernatural entities until it became almost unstoppable. It is true that, especially in the first centuries of its existence, Orochi was sometimes defeated by the union of powerful beings or great armies, but after "growing" enough, the Dark Aeon became a real calamity, a nightmare that simply had to be suffered cyclically. It would appear in prolonged periods of peace, destroy at will causing death, war and conflict on an unprecedented scale and, after satiating itself, withdraw to the outer layer of the Flow of Souls. Most of the time the Great Serpent merely ravaged and destroyed everything in its path, with no motive or planning other than mere devastation. Other instances its actions seemed far more capricious, as when it swept away half the army of the winning side in a conflict only to have the war drag on, or when it razed the capital of an empire so that the country would be vulnerable to attack by neighboring nations.

Although Orochi operated on a global level, Varja was always its favorite hunting ground, since the large number of Kami residing there made it easy for the creature to find food with which to increase its power. However, its predilection for the eastern continent also ended up being the reason for the fall of the Dark Aeon since it would be in Varja where it would face its nemesis. Tired of the destruction that Orochi brought to his lands, the god emperor Amaterasu No Mikoto confronted the Great Serpent personally, managing to dismember it not without considerable difficulty. Realizing that he himself could not completely destroy the Dark Aeon (and fearing that the corrupting miasma generated by its death would spread throughout his island), Amaterasu cut off its heads and sealed them in the world, preventing it from recreating the flow of souls. Thus, the Great Serpent spent more than two millennia inactive, although the influence of its heads continued to be felt in Gaia.

At present, the heads are scattered all over the world, as their nature prevents them from entering the Wake, the layers of Samsara or other planes. Some of them are still sealed and others have managed to free themselves over the centuries, but they all share the same purpose, which is to come together to become Orochi again and spread conflict in the world.

MODUS OPERANDI

When Orochi is active, the entity manifests cyclically in the world, causing destruction, war and devastation. From the outer layer of the Flow of Souls it chooses a place in which to appear (sometimes randomly, sometimes by perceiving things that are happening in the world) and presents itself through a vortex. Using these portals, Orochi enters reality at will, although after doing so it takes about a month before he can reopen another hole from the Flow of Souls.

Very often Orochi only reveals one or two heads, either because it sees no need to use more, or because only some of them are awake at the time. In these cases, if these heads are destroyed, the Aeon usually doesn't mind too much as it sees their defeat as part of a normal cycle (besides, it doesn't take too long for them to grow back). Since the entity needs a whole month to create a new vortex through which to enter the world, depending on the conditions of its defeat and how satiated it is, Orochi will reappear in the future to take revenge (very often, just after a few days the Aeon has already forgotten the defeat of the heads).

On the contrary, if it is fully presented with all its power, Orochi will take things much more seriously, and will fight in an intelligent way, showing an experience that can only be obtained after thousands of years of conflicts. It knows well when it is facing opponents that require its attention and when not, but as the embodiment of anger and violence that it is, Orochi will never shy away from a confrontation no matter how complicated it may be, except against those things that the Dark Aeon does not consider conceptually possible to fight against, like Shajads or the Dragon Gods.

Its combat mechanics adapt perfectly to the circumstances, focalizing attacks against particularly powerful enemies or dividing its attention appropriately against armies or very numerous groups. Naturally, with its absurd level of power, closer to a god than that of mere mortals, few beings can stand up to it.

In the event that Orochi considers that it is facing very dangerous enemies, the Dark Aeon will generally start the fight by performing a combined existential scream of several heads, and then it will use its breath to "soften" its opponents before launching itself directly against them. Orochi will also support itself with magic and ki, although this is much less common. Depending on how many heads it loses, the Great Serpent will gradually be more and more careful, but will continue to attack with even more ferocity (retreat is not something it has in mind).

THE EIGHT HEAD, THE FEAR OF BEING DEVoured

Surprising as it may seem, Orochi's eighth head, the one born from the fear that all living beings have of being devoured, has been the cornerstone of the Dark Aeon's power. This is because, although it is by far the weakest of them all, it possesses a unique ability that would eventually allow Orochi to become the monstrosity it is today.

The reason is that the eight possesses the ability to absorb a portion of the power of the Aeons and divine beings it devoured. While separately it would never have been able to consume entities powerful enough to drastically increase its power, by being part of Orochi this ability was extended to the entity as a whole, allowing the Dark Aeon to devour a multitude of minor and intermediate Aeons (the exact number is unknown, but it must be around thirty), and further increase its power. Additionally, it has also devoured countless Kami, as well as some minor gods of long-forgotten cultures.

THE LEGEND OF THE EIGHT PRINCESSES OF OROCHI

One of the best-known legends of the Great Serpent is related to Orochi's offspring.

Although there are many versions of the story, what they all agree on is that, in a period of extreme boredom for the entity, the Dark Aeon decided to sire mortal children. Given its chaotic nature, it is difficult to say whether its motivation was to have agents in the world who would do its bidding or mere curiosity. Be that as it may, to do so the Great Serpent requested that eight pure princesses be given to him as brides, promising in return that, for each one the creature received, it would cease its destruction for ten years (in addition to owing "a gift" to each of the eight families).

This is where the legend branches out further, with stories of betrayal, abduction and murder to select the chosen ones. Whatever it was, what is certain is that the Aeon received its eight brides; five came from Varja and three from beyond the oceans.

After the wedding "celebration," the Aeon engulfed the women with each of its heads and kept them inside for a week before spitting them back out. When they emerged from the Great Serpent's body all eight were pregnant and, after nine months, gave birth to Orochi's eight children; mortal beings endowed with a fragment of the Aeon's power. These "creatures", whose true names have been lost with the passage of time, would be the origin of what is known as the Legacy of Orochi, the Blood of Violence.

Legend also has it that Orochi killed one of the princesses and hid the other seven to raise the children, although all of them ultimately suffered a tragic fate (mostly killed by their own children).

The sons of Orochi are characters of oriental folklore who are attributed with numerous terrible deeds against Varja. Most of them did not end up serving their father, but they did cause tragedies and conflicts wherever they went. Currently, it is believed that two of them may still be alive, even if millennia have passed since their birth; those called in the legends Yumekui Hime and Zankoku.

POWERS

NOTE: Orochi's statistics in its full form reflect the gathering of the eight heads as independent character sheets united into a single being, so it uses certain special rules for its composition.

Variable Size: The Dark Aeon can vary its size at will between 30 and 38, which allows it to consequently acquire the consideration of Gigantic or Colossal. Due to its divine nature, this size modification does not alter its Live Points or its powers, but it does limit the damage and the areas that its physical attacks can have, as well as the area necessary to cause it double damage.

It is important to point out that Orochi can opt for each of its heads to have a different size when the Great Serpent introduces them or manifests them through portals, creating the sensation that each one is different or unique.

Head: The Dark Aeon can make one attack per round with each of its active heads. These can twist and stretch unnaturally, allowing them to attack at up to one kilometer from their current position. It is Orochi who decides each round whether to accumulate attacks on the same target or to attack different ones.

A head is usually large enough so that its attacks have an area of action with a radius of 25 meters wherever it hits, but they can be reduced in size to attack smaller enemies together. A human-sized target can be attacked by up to 4 of the heads in a single round if the heads are of colossal size, or 8 if they reduce their size (thus losing their 25-meter attack area). However, if the heads reduce their size, they also lower their damage, reducing it from 180 to 140.

These attacks are capable of damaging energy and decrease the defender's armor by two.

Tail: Orochi can use its tail to perform a powerful penetrating attack that shatters everything in a 250-meter line 20 meters wide. The Great Serpent can execute the attack together with its heads, but if it does so, all of them apply a -50 to their offensive ability and cannot use Primordial Shout or Corrupting Breath, although they can cast spells normally. The tail is capable of damaging energy and decreases the defender's armor by four.

Primordial Scream: Gathering its existential energy, a head can let out a thunderous scream that shakes the soul of anyone who hears it. It is a full action, requiring the head to take no other action that turn. When screaming, all beings within a kilometer of the head must automatically pass a PsR check against 140 or suffer Fear for a number of turns equal to half the level of failure, and an MR against 140 to avoid Damage also equal to half the level of failure.

Someone who manages to muffle the sound in some way (even covering their ears preventively is useful) or who lacks the ability to hear can diminish the effects of the primordial scream by getting a +40 to the control result, but not eliminate it completely, since it directly affects the soul of its targets.

Several heads may decide to shout in unison to increase the effects of this ability, in which case, the MR difficulty and PhR increase 10 points for each additional head that does so (up to a maximum of 210).

After using a shout, a head must wait at least 8 rounds before being able to use it again.

Corruptor Breath: Any Orochi head can generate a breath attack of terrifying corrupting miasma that affects everything where it touches. Using it is a full-round action and requires a turn of preparation by the head, during which it can also take no other action. The breath has a range of one kilometer away and acts like a cone, affecting in its path anyone who comes into contact with its area (it widens from its launch point until it finally affects all targets within 250 meters of the central line of fire). The breath has a base damage of 50 and attacks in ENergy. Any being that is hit must pass an MR check against 150 or suffer 5 points of damage per round a number of rounds equal to half the level of failure (though this may be reduced to 2 points of damage per round if the affected part of the body is submerged in clear water), and a VR against 150 or suffer a Weakness penalty a number of minutes equal to the level of failure.

If multiple heads cooperate to launch the breath together, for each head joining the attack it gets a bonus to its offensive skill of 5 points and increases by 5 the MR and VR to overcome (up to a maximum of 185).

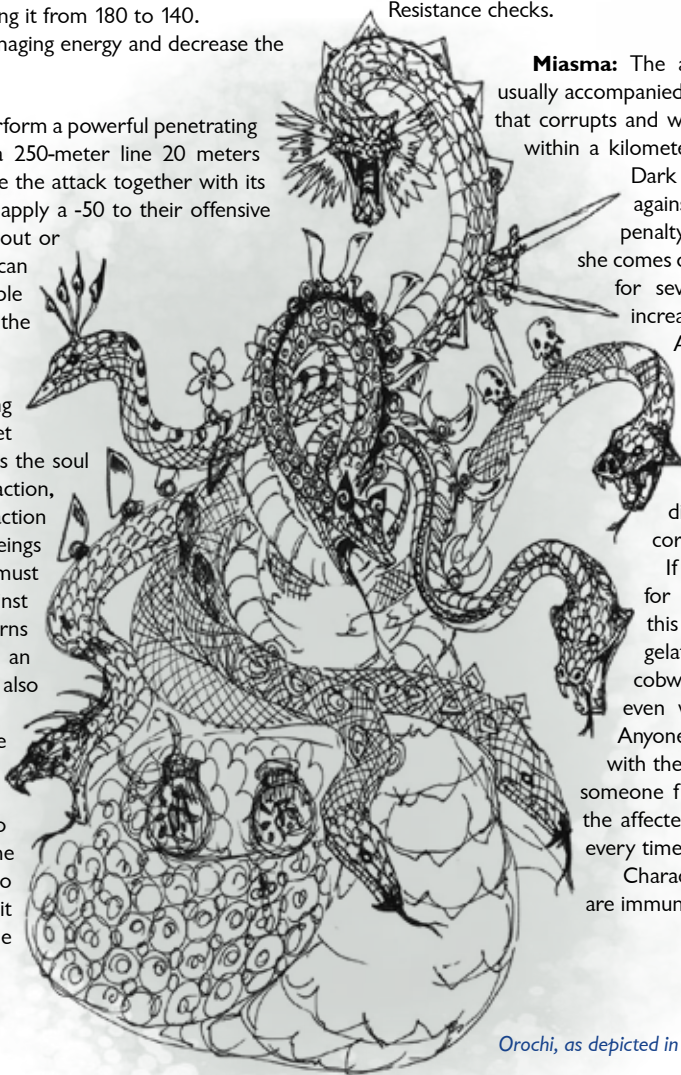
After using the breath, the head must wait at least 8 rounds to generate enough miasma to cast it again.

Characters possessing Orochi's Legacy get a +20 to both Resistance checks.

Miasma: The appearance of Orochi heads is usually accompanied by a cloud of poisonous miasma that corrupts and weakens those around it. Anyone within a kilometer of the location of any of the Dark Aeon heads must pass a VR against 100 or suffer the Weakness penalty, which will remain until he or she comes out into an open, ventilated space for several minutes. The difficulty is increased by 5 for each head the Dark Aeon manifests (to a maximum of 135). Anyone who passes the check must repeat it once per minute while inside the affected area, and those who fail it by a difference of 60 or more points die immediately consumed by corruption.

If Orochi remains in one place for too long, as the hours pass this miasma solidifies and causes gelatinous blocks similar to dark cobwebs to appear, which remain even when the Dark Aeon departs. Anyone who comes into direct contact with them (something that can happen if someone fights or moves at high speed in the affected area), must pass a new check every time they touch the miasma.

Characters possessing Orochi's Legacy are immune to this miasma.



Orochi, as depicted in the ancient Varja engravings.

Venomous Blood: Orochi's blood is terribly poisonous and, like the entity itself, charged with violence. Anyone who comes into contact with it must pass a VR against 140 or they will enter in a state of uncontrolled Wrath for a number of turns equal to half the level of failure. Naturally, if someone deals massive damage to the Dark Aeon in melee, there is a very serious chance that they will end up completely drenched in the creature's blood.

Existential Leap: Once a day Orochi can create existential vortexes that allow it to supernaturally transport between different locations in the real world, The Wake, or enter the outer layer of the Flow of Souls. If the Great Serpent wants to use it to exit the flow, this power requires a whole month of preparation.

Sorcerer: Up to two of Orochi's heads can accumulate and cast spells as if they were independent creatures with Unspoken Casting and Gestureless Casting, so each one enjoys the full MA of the entity. However, they all use the same Zeon pool. An Orochi head cannot accumulate Ki and Magic at the same time.

Martial Master: Up to two Orochi heads can accumulate and perform Ki techniques as if they were independent creatures. However, they all use the same Ki reserve. An Orochi head cannot accumulate Ki and Magic at the same time.

Psychological Immunity (Limited): Orochi is an avatar of anger and violence, so it is considered that it is always invaded by this feeling and is not affected by any other. As anger is its natural state, the Great Serpent can act normally, instead of being forced to attack the nearest target.

Combat Aura: Orochi possesses the martial skill Combat Aura, so anyone who comes within 21 meters of the Great Serpent must pass a Presence check against 145. However, the difficulty of the check drops 5 points if it does not manifest all of its heads (-5 for each one that did not).

Immunity: The Dark Aeon is a creature whose existential power is so enormous that most supernatural attacks or effects are useless against it; weapons are simply unable to impact the entity, magic ignores its body and psychic matrices fall apart before even touching it. Therefore, Orochi is immune to attacks incapable of damaging energy, ignores any physical attack whose presence is not greater than 90 and ignores spells whose zeonic value is not greater than 80 as well as psychic powers of potential less than Absurd.

Aura of Violence: Innately, people who are around the Aeon or an area affected by its miasma are more susceptible to act violently and attack those around them for the slightest reason. This effect can even remain for years on end in an area affected by Orochi's influence.

Critical Immunity: As an Aeon, Orochi is completely immune to critical damage, except for those produced by entities whose Gnosis is superior to its own.

Regeneration: Orochi recovers 250 health per round, although this regeneration does not allow it to recover above the limit of a severed head. To recover a lost head, Orochi must rest one full minute without taking damage and accumulating all their energies in recreating the severed head they want to recover.

Existential Unity: Although it is composed of eight heads, Orochi receives the combined damage in a conventional way as if it were a single being. Therefore, area attacks do not affect each head separately, but all of them at the same time, damaging the entity as a whole.

States of transformation: As with any Aeon, the more damaged its physical body is, the greater the link that binds it to the flow of souls becomes and, consequently, its powers increase. Therefore, once the Great Serpent receives a certain amount of damage, it passes to its next state, a period during which it is completely invulnerable and ignores any kind of damage or Resistance check. Each status level has a pre-set amount of Health Points of 1,000 Life Points, which also corresponds to one of its heads. For example, if at the start of a combat Orochi were to receive attacks that took 1,800 health points, it would ignore 800 of them that round and lose one of its heads, thus passing to its second stage. This same ability prevents it from being directly destroyed by spells or attacks that cause automatic death of any kind; in either case, the creature would simply pass to the next stage. A being whose Gnosis is equal to or greater than Orochi's can ignore all of these rules.

Each head of the Dark Aeon destroyed causes the Great Serpent to lose one of the attacks with the heads, but at the same time strengthens its existential power by granting the rest a +10 bonus to all actions, as indicated in the following table:

STAGE	LP	Nº Cabezas	Action Bonus
Initial stage	—	8 Heads	No special bonus
First stage	8000 LP	7 Heads	+10 to all action
Second stage	7000 LP	6 Heads	+20 to all action
Third stage	6000 LP	5 Heads	+30 to all action
Fourth stage	5000 LP	4 Heads	+40 to all action
Fifth stage	4000 LP	3 Heads	+50 to all action
Sixth stage	3000 LP	2 Heads	+60 to all action
Seventh stage	1000 LP	1 Head	+70 to all action
Final Stage	0 LP	8 Heads	+80 to all action

Every time Orochi takes enough damage to lose a head, one of them bursts into black miasma (usually the one that took the damage last), innately activating its primordial scream upon death (unless that particular head had already performed a scream that same round).

Final stage: When all of Orochi's heads are destroyed and its life points have been reduced to 0, the creature fully manifests in the world for a few brief moments as a huge mass of miasma that surrounds and protects its crackling heart. At that moment, the entity recovers all its heads and, during a single turn, performs a final round of attacks in a desperate attempt to destroy all its enemies (although it cannot use Ki techniques or spells). After that, the miasma forming the heads disperses and Orochi's heart falls to the ground, completely vulnerable. With nothing to protect it anymore (in case, of course, that Orochi's final assault has left something alive nearby), the heart tries to recreate the creature, for which it needs to subsist for a whole minute while trying to revive one of the Great Serpent's heads. The heart is an inert being with damage resistance, 1,000 Life Points and Natural Armor 8. If destroyed, Orochi perishes with it (though unfortunately, being an Aeon, death is not something that lasts for too long).

Orochi can only use this stage if it has fully manifested in the world with all its heads.



KI TECHNIQUES

THE ART OF THE SNAKE

Throughout its long millennia of existence, Orochi has learned to use the principles of Ki and has even developed its own combat techniques by facing prodigious fighters and legendary martial artists. Its creations are crude and have not any sophistication (the truth is that the Great Serpent has never needed to elaborate them too much), but all of them have considerable utility in combat.

The Art of the Snake, which for lack of a better name is how Orochi's techniques are known, have no common components, although most are characterized by the fact that when executed, the head using the technique is surrounded by miasma.

Tsuchinoko, Miasma Layer

Level: 1

MK: 20

Tsuchinoko is Orochi's main defensive technique, which allows it to partially protect itself from any kind of attack.

When using this technique, the Great Snake is covered with a dense layer of dark miasma filled with countless arms and faces distorted by anger. These massifications accumulate around the attacks the snake receives, diminishing their power and acting as a sort of protective barrier before dispersing.

For game purposes, during one turn this technique provides Orochi with an accumulation barrier with 600 Damage Resistance points, which serve as additional protection to the creature, so it is necessary to take it away before being able to start damaging the Dark Aeon. While active, it also increases Orochi's armor by 2 points.

CON 4 WILL 4 POW 4

Effects: Damage Resistance 600 LP.

Advantages: Ki Reduction -1

Type: Passive (Defense)

Uwabami, The One Who Gobbles

Level: 1

MK: 45

This is probably the deadliest technique of all those possessed by Orochi, as it allows the Great Serpent to turn one or more of its heads into a mass of dark miasma and to move at an unthinkable speed to catch its victim.

In case the target is not too big, the Great Snake generally engulfs it without swallowing it, keeping him or her imprisoned in its jaws. If the victim does not fit inside, Orochi swiftly writhes around its enemy and immobilizes it like a huge constricting snake.

For game purposes, Uwabami allows the Dark Aeon to perform a trapping attack maneuver applying a +50 point bonus to its offensive skill, but without suffering any penalties for the maneuver. Orochi uses its Strength Attribute to make this control, but if it employs only one head to perform the prey it cannot use the full value of this Attribute. Therefore, if the Great Serpent does the technique with one head, it uses the equivalent of Strength 15 for the control. If it uses two or three heads (renouncing their attacks), its Strength value increases to 17 and 19, respectively.

DEX 3 CON 4 AGI 3 POW 4 STR 4

Effects: +50 Attack, -50 to the combat maneuver, Trapping.

Advantages: Ki Reduction -1

Type: Attack

Kyuchi, Guardian Sword of Miasma

Level: 1

MK: 20

Orochi developed this technique as a way to directly deal with high-powered energy discharges or other similar attacks launched against it. When the Dark Aeon senses that an opponent it considers "relevant" is going to use that kind of attack, such as a dragon's breath or an arcane magical discharge, Orochi uses Kyuchi to directly intercept the beam by slicing it in two with a blade of dark miasma that the Dark Aeon creates with one of its heads or its tail.

For game purposes, this technique grants Orochi a +75 bonus to its turn and the Aeon can use its attack to perform a Physical Shock thus intercepting a ranged enemy attack.

AGI 3 CON 3 POW 2

Effects: +75 Initiative, Physical Shock.

Type: Attack

Yao no Ori

Level: 2

MK: 55

Known as the Cage of Eight Tails, this technique splits Orochi's tail into eight sharp segments that spin endlessly creating a swirl of miasma. When struck with it, the triggering energy causes a corrupting disruption to any supernatural power its opponent possesses. Generally, Orochi uses this technique only against the most dangerous foes, stripping them of their supernatural powers and leaving them helpless. The Great Serpent usually launches it after having first performed all its attacks with the heads, thus maximizing the success of the technique.

For game purposes, Yao no Ori performs an attack with Orochi's tail that forces any target that is hit to overcome an PhR against the damage produced by the attack +80. If he or she fails, any supernatural ability he or she had at the time will be forcibly interrupted.

WILL 4 STR 4 POW 4 DEX 4

Effects: Interruption (Damage +80; Interrupts Ki, Magic and Psychic powers).

Advantages: Ki Reduction -2

Type: Attack

THE OROCHI HEADS

After Orochi's defeat at the hands of Amaterasu no Mikoto, the forces of the Dark Aeon were divided, fragmented into the mummified remains of its eight heads. Six of them were sealed by the Kami in different parts of the world, while the other two used their remaining forces to escape as far as they could and hide.

Although Orochi is a colossal entity, the mummified remains of the heads became much smaller after being separated. Their size varies from one to another, but most are not much larger than the head of a "normal" huge snake, such as a large python or an anaconda. Visually they are also relatively common in appearance; they look like strange, parched albino reptile heads, but still retain some putrid flesh and black blood inside.

While separated from the trunk, the eight have much more individuality and behave in a different way compared to when they formed a unit. In this state, they also prove to be much more intelligent, thoughtful and manipulative. It is not that together they are stupid; they are simply aware that separately they lack their full power and need to use other methods to achieve their true purpose; to reunify into one being. However, since each has its own tastes and tendencies, how to do it and how to act to achieve it differs quite a bit from one to the other.

Generally, heads always try to influence those around them, either to gain followers or powerful bodies. To do this they use subtle influence, such as whispering words or communicating through the dreams of people close to them. Luckily, those of them who are under strong protective seals created by the Kami cannot converse with anyone and remain dormant (although there are exceptions, especially if they involve those who carry Orochi's blood).

Since they sometimes jostle for control and have different personalities, one might think that the heads might be at odds with each other, but the truth is that they all feel a mutual bond of absolute devotion. To them, each of their "sisters" is a part of the same whole and, while they would prefer to be in charge, they will never clash or harm each other.

POSSESSION

An Orochi head can possess any type of Natural or Between Worlds creature that has a physical form, or those Spirits that possess the ability to incarnate. The only exception is beings with a Gnosis higher than 35 or those with a Gnosis 20 points above their Natura.

For the possession to take place, the target must somehow physically come into contact with the remains of the head or ingest a part of it. If someone touches it directly, they must pass an MR check of 140 in case it is a small contact (touching it with a bare hand, kissing it...), or against 160 if he or she puts a large part of their body in contact with it (examining the head unprotected for a long time, hugging it naked...). In case someone drinks its blood or eats its flesh, the MR difficulty is 140 if it is done away from it (for example, if someone puts blood or flesh from the head on someone else's food), or MR 220 if it is eaten directly from the rest itself.

Should the target pass the check, he or she cannot be possessed by Orochi again until at least 24 hours have passed. If someone passes it a second time, he or she becomes completely immune to the creature's possession.

If someone fails control by more than 80 points, the possessed loses its soul, which is consumed by the head and his or her body becomes little more than a new carcass of the Dark Aeon. If the level of failure is between 80 and 20, the head still takes control, but the soul of the possessed remains locked inside its own body; only on rare occasions, while the head sleeps, the possessed can momentarily regain control. If on the other hand the MR failure level is less than 20, the possessed enters a state of semi-possession (see next section).

Orochi Blood Legates suffer a -20 penalty to their MR roll to resist possession.

It is important to point out that a possession attempt occurs only if it is desired by the head, so if the serpent deems a body not good enough to possess, it may choose not to attempt to take over it. If the head is completely consumed (i.e., someone eats it completely, either all at once or fragment by fragment), the head is then forced to attempt possession, whether it desires it or not.

Semipossession: A being that is partially possessed by one of the heads generally has control of its body, but the Dark Aeon can try to dominate it for short periods of time. The head may perform at most one attempt per day or whenever the host performs a violent action (such as engaging in combat, violently insulting someone, suffering great pain...), in which case the possessed individual must perform an MR or PsR against 140 to prevent the head from temporarily taking control. For each day that passes without the head attempting to dominate its host's body, the MR or PsR to overcome is increased by 5 points (up to a maximum of 240). The length of time Orochi remains in control can vary depending on how much the victim fails the roll for, but is usually no more than ten minutes.

Each person in semi-possession interacts in a different way with the head of the Great Serpent. Sometimes they may speak directly to each other and sometimes they do through visions or dreams. It is even possible for an individual to not even be aware that the head is possessing him or her since it does not speak to them at all and only manifests itself when they have lost consciousness or are sleeping.

As both souls are interconnected, each time the possessed character levels up (i.e. its soul evolves) Orochi may try to take ultimate control of its mortal host again by extinguishing his or her essence; to prevent this, the individual must pass an MR against 160, or its soul will be extinguished and the Dark Aeon will take dominion of the body as if the victim had failed the initial possession check by a difference of more than 80 points.

Breaking Possession: An individual possessed by Orochi can only be released in three different ways. The first is to perform a complex exorcism, the second is that through a ritual the snake agrees to enter a different body and the third (and simplest) is the death of the host.

Unfortunately, the exorcism is extremely complicated (280 Occult difficulty), requires multiple very rare components, needs to be done in a very unusual place filled with sacred power and about a whole month of preparation.

The ritual is somewhat easier (240 Occult difficulty) and requires fewer components, although it is necessary for Orochi's spirit to voluntarily agree to transmigrate to a new body.

Someone possessed by the Dark Aeon automatically obtains Orochi's Blood Legacy if he or she survives after going through the possession.

POWERS OF THE EIGHT HEADS

In addition to the innate power of each head, all beings possessed by a fragment of Orochi gain five of the following innate powers, plus an additional one for each time they level up (counting from the time the host was possessed, whether a semi-possession or a full possession). Although the head generally only uses these powers if it has full control of the body, it may allow individuals in a semi-possessed state to use them, either for fun or its own interest.

Increased Characteristics: Orochi's host body can use the equivalent of 10 in all its Attributes or increase by one point those it already possesses. This alteration does not modify its size.

Natural Advantages: Someone possessed by the head automatically gains the See the Supernatural and The Gift Advantages. When used, the host's pupils become reptilian.

Natural Weapons: At will, the host's body can manifest natural weapons of different nature or, if the body already has them, increase the base damage of the weapons by 20 points. Orochi's natural weapons are capable of damaging immaterial entities.

Natural Armor: If the snake wills it, the host's body can be coated with a thin layer of white scales that either gives it Armor 4 against all types of attacks or increases by 2 points the natural Armor it already possesses.

Immortal: The host's body does not age and does not die automatically by receiving a critical hit on a vulnerable point, although it can die by receiving conventional massive damage.

Combat Form: A being possessed by Orochi's spirit gains innate combat abilities. Therefore, it can fight either with a base skill of 200 Attack, Defense and Projection (plus its Dexterity or Agility bonus) or, if it prefers, use the combat abilities of the possessed body by applying a special bonus of +30 to its combat skill (up to a maximum of 300). Activating the Combat Form does not require Orochi's spirit to take control, but it does require that the head voluntarily agrees to yield this ability to the host (such as, for example, to protect it from danger). Using the Combat Form entails certain visible physical alterations, which may be different depending on the being or creature possessed.

Aura of Violence: Innately, those near the head are more susceptible to acting violently and attacking those around them for the slightest reason.

Snake Length: When attacking, Orochi's avatar can stretch one of its limbs (usually the neck or arm, but always the same limb) to perform a ranged attack. The limb moves writhing as if it were a snake, in a visually disturbing but extremely effective way. Rulewise, once every three rounds it allows the host to an attack at a distance that depends on the base size of the possessed body (ranging from about 10 meters in the case of a medium-sized being to 500 meters or even one kilometer in the case of gigantic and colossal beings). Despite the distance, it is still considered a melee attack and it is not possible to apply combat maneuvers with it, such as area attack or multiple attacks.

Existential Regeneration: The possessed obtains the equivalent of Regeneration 16 and doubles its Zeon and Ki regeneration rate.



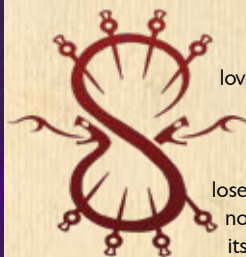
ICHIYAMI (RAGE)

Ichiyami, the First Head, likes to consider itself the most important of the eight and calls itself their unofficial leader. It therefore acts in a haughty manner, talking in third person even when alone, as if all the others ones speak through its mouth. It is smart and pretentious, preferring to use intimidation and fear rather than manipulation to achieve its goals.

Until recently, Ichiyami was imprisoned in the Akuchi shrine of Lannet, pierced in a stone by the sword Kusanagi no Tsurugi, the weapon that Amaterasu himself used to destroy Orochi. Unfortunately for Gaia, the entity was recently released by a mistake of Princess Kujaku Asakura. Taking advantage of the young woman's supernatural senses, the head managed to influence her enough to remove the sword from the temple and release its spirit. The entity took control of a simple raven and crossed the oceans in the direction of Eien Phaion Seimon in search of its sisters. Ichiyami is aware that sooner or later it must return to Varja for those heads held captive there, but it is not so foolish as to think that it can act with impunity in the Kami's area of influence with its current level of power. To this end, Ichiyami seeks out powerful souls to feed on, while continually jumping from one body to another; each more powerful than the last.

Ichiyami has a special connection to Princess Kujaku, as a portion of the head's corrupted energies were transferred to her when she removed the sword from the seal. The young woman has followed it across the ocean to make amends for her mistake, and seeks allies with whom to try to stop the monstrosity before it is too late. The snake is aware of this and plans to lure her into a trap in the future, as it longs to obtain the Kusanagi no Tsurugi.

The First Head: Ichiyami does not possess any unique powers, but instead has the nine general powers of the heads, instead of the usual five.



NIOH (VIOLENCE)

The Second Head is known for its inordinate love of combat and fighting, which surpasses even the rest of its sisters. Nioh will do anything to fight powerful opponents; strong enough to make its blood burn, but not so strong as to lose against them. It hates complex plans and is in no hurry to achieve reunification as long as it gets its fighting urges satiated.

Nioh was sent away from Varja and ended up in a temple that the Takashi family erected in Elcia for that purpose. It has recently freed itself, gaining partial possession of one of the warrior priests who guarded it, an incredibly talented martial artist named Kosake. The priest is trying to do everything he can to free himself from the serpent's influence, but to do so he is forced to go out and fight dozens and dozens of great warriors. Unfortunately, the serpent's lust for violence forces him to kill his rivals and Kosake is approaching the limit of his psychological and spiritual endurance, while improving his combat skills more and more.

Adaptation: Nioh can get a special bonus of +10 to all its combat actions against a particular enemy if it fights at least three full rounds against him.

KOSAKE
THE CURSED FIGHTER

Level: 10
Life Points: 220
Class: Tao
Str: 10 (11) **Dex:** 13 (14) **Agi:** 11 (12) **Con:** 8 (9) **Pow:** 7 (8)
Int: 6 (7) **Will:** 8 (9) **Per:** 7 (8)
PhR 85 **MR** 105 (110) **PsR** 85 **VR** 85 **DR** 85

Initiative: 145 Natural / 165 Kung Fu on Initiative

Attack Ability: Martial Arts 265 (*Kung Fu on attack 285 / Xing Quan on attack 295 / Kung Fu and Seraphite on attack 305 / Kung Fu and Xing Quan on attack 315 / Kung Fu, Seraphite and Xing Quan on attack 335*); or Martial Arts in Combat Form 295 (*Kung Fu on attack 315 / Xing Quan on attack 325 / Kung Fu and Seraphite on attack 335 / Kung Fu and Xing Quan on attack 345 / Kung Fu, Seraphite and Xing Quan on attack 365*).

Dodge Ability: Martial Arts 230 (*Kung Fu on defense 250 / Seraphite on attack 200 / Kung Fu on defense and Seraphite on attack 220*).

Damage: 45+ Aikido (55 Combat Form), 85 Shotokan (90 Combat Form / 105 Kung Fu on damage / 110 Kung Fu on damage and Combat Form).

AT: None

Ki Accumulations: Str 2 Dex 3 Agi 2 Con 1 Pow 1 Will 1

Ki: Str 10 Dex 16 Agi 12 Con 8 Pow 7 Will 8 **Generic:** 61

Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Weight Elimination, Presence Extrusion, Aura Extension, Increased Damage, Increased Speed, Use of Necessary Energy, Penalty Reduction, Inhumanity.

Advantages and Disadvantages: Exceptional Magic Resistance, Danger Sense.

Martial Arts: Aikido (Supreme), Kung Fu (Supreme), Shotokan (Supreme), Xing Quan (Supreme), Kempo (Supreme), Lama (Advanced), Lama Tsu (Base), Seraphite (Base).

Ki Techniques: Wushu Tree; The White Crane, The Claws of the Tiger, The Paw of the Cat, The Bite of the Serpent, The Illusion of the Mantis, The Eagle Talon.

Martial Arts Skills: +2 to opposed feature checks when counterattacking, x4 to opponent's strength bonus (if using Aikido), No penalty to trapping or knockdown on counterattack, +20 Variable each turn between attack, defense, initiative or damage, +30 against a single opponent of your choice if you have the initiative and have not defended or attacked a different opponent, -10 penalty for additional attacks (you can make 4 attacks with a -30), No penalty for additional defenses until the fourth attack, you can apply a +20 to attack in exchange for a -30 to defense.

Special: Increased Characteristics, Combat Form, Snake Length, Existential Regeneration, Natural Advantages, Immortal, Adaptation.

Size: 18
Movement Type: 11 (12)
Regeneration: 2 (16)
Fatigue: 8

Secondary Abilities: Acrobatics 145, Athletics 75, Mount 25, Swim 55, Climb 65, Jump 30 (35), Composure 105, Withstand Pain 110, Notice 85, Search 85, Medicine 105, Style 155, Intimidate 65, Poisons 100, Sleight of hand 145, Ki Detection 260.

Note: The values in parentheses represent the attributes and skills that Kosake gets for the advantages granted by Orochi. They are generally only active when desired by Nioh.



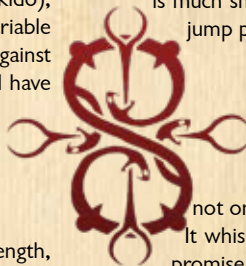
SANKAKU (WAR)

Sankaku is one of the two heads who managed to flee from Amaterasu after Orochi's defeat. It escaped to the Old Continent, where it came closer than anyone else to achieving the return of the Dark Aeon. For centuries, it planned and prepared, manipulating certain events in pursuit of freeing its sisters while signing alliances with supernatural entities that could help its interest. Sankaku even briefly collaborated with Yagarema to obtain the location of the prisons the Kami had employed. It came close to succeeding on two occasions (in fact, it was Sankaku's attempts that led the Celestial Court to take some of the heads away from Varja), but its plans were always thwarted at the last moment. Shortly before the War of God, just when what was to be its third serious attempt, Sankaku was captured and locked up in a terrible, snake-prepared prison... a "meat" container; a brain-damaged human being.

Although Sankaku was forced to take control of that physical form and consume his soul, the now immortal body left the snake trapped in a kind of limbo between the world of consciousness and the world of madness. After several centuries, the influence of the Dark Aeon succeeded in recovering his host from his brain condition, but the body in which Sankaku awoke was trapped by mystical shackles in a grotto in the depths of the earth. And what was worse; the snake was not only unable to break them, but also had no memory of who or what it was. And so, imprisoned, centuries passed as the serpent's mind became more and more broken.

Even now, the head is still chained in the depths, though it is little more than a thin old man with a huge beard and mane. The truly ironic thing is that, at least as long as "he" remains "lost inside there," Sankaku has become a cowardly, fearful and obliging being, who will do anything he can in exchange for affection and freedom from his captivity. And as long as he "is" the old man, his behavior will be ideal. But if Sankaku frees itself from its container of meat...

Existential Leap: In a manner similar to an Aeon, Sankaku's host can create existential vortexes that allow it to supernaturally transport between different locations in the real world or The Wake (at least in theory, it can also travel to the outer layer of the Flow of Souls, but any conventional physical form would perish almost instantly there, regardless of its power). Since the head's presence is much smaller than that of a full Aeon, Sankaku can make one jump per day, up to a maximum distance of ten kilometers.



SHIKARYOKU (IRRATIONAL DEATH)

Of all the Orochi heads, Shikaryoku is one of the most calm and meditative, as well as the most cruel and intrinsically evil. It takes great pleasure in causing not only destruction, but also death and suffering to mortals. It whispers calmly and coldly, savoring each of its words as a promise of future pain.

Luckily, this head is still currently sealed in Varja, in one of the secret temples of Shivat, under the auspicious custody of the soldiers of the Wu dynasty. The seal is still stable, but there is a problem; Shikaryoku generates corrupting miasma that not only tends to sicken the guards (who have to be replaced from time to time), but also attracts the attention of supernatural creatures from time to time.

Miasma Lord: Shikaryoku can breathe supernatural poison at will, either in a slow, invisible and odorless way that affects the environment around it, or as a torrent of dark miasma. If Shikaryoku uses it to poison the environment it requires the host to be talking or breathing for at least a minute in the same area to generate enough miasma (though if the host is in a closed, poorly ventilated room, the wait may be less). Once made, any being in area of influence for at least five rounds must make a VR check against 140 or suffer a Weakness

penalty a number of minutes equal to the level of failure. Someone who fails the check by at least 40 points immediately loses consciousness. It is possible to detect the poisonous environment with a Magic Appraisal check of Absurd difficulty or an Inhuman Notice check.

If instead Shikaryoku intends to use the breath as a solid torrent of miasma, it functions in a similar way to Orochi's own breath. To do so, the head requires a turn of preparation to execute a ranged attack equivalent to a supernatural discharge that employs as an attack the offensive ability of the head's choice (except Psychic Projection). The breath has a range of 250 meters in distance and affects in its path any individual who comes into contact with it. The attack works like a cone, increasing its area of effect the farther away it is from the caster (it starts by affecting the target just in front of the initial launch point and ends up affecting everyone within 15 meters of the center line of fire). The attack has a base damage of 30 and attacks in ENergy. Anyone hit must pass an MR check against 140 or suffer 5 points of damage per round for a number of turns equal to half the level of failure (though this can be reduced to 2 points of damage per round if the affected body part is submerged in claen water), and a VR against 140 or suffer a weakness penalty for a number of minutes equal to the level of failure.

After using the breath, Shikaryoku must wait at least 5 minutes for its body to generate enough miasma again.



GOKURAKU (CONFLICT)

Gokuraku is by far the most enigmatic of all the heads. It is highly intelligent and prefers manipulation and subterfuge to achieve its goals. It lies, deceives and uses others as it pleases with innate mastery.

For over a thousand years the serpent was imprisoned in Varja under the supervision of House Ying, a sacred lineage of Ten-Gati envoys who have guarded the head since its origins. However, just a few years ago, the temple where it was held was destroyed by a secret society that claimed the head for their own.

Upon its release, Gokuraku possessed the body of its jailer, the sacred priestess Ying Lu, a half-breed Daimah endowed with immense supernatural powers (she is the daughter of a Kami and the patriarch of the Ying lineage). The head is quite happy in that form and, in time, plans to use her as a base for reunification. As Ying Lu, Gokuraku acts as an oriental nun (which allows it to hide her Daimah ears), concealing as much of her dark nature as she can until it is necessary for her plans.

At the moment, it is the only one of the active heads who does not seek or intend to meet with the others, considering that it has "other business" that it needs to attend to first. That does not mean that Gokuraku does not intend to meet the other heads; it is something the serpent will gradually do, as it still loves its sisters and longs for reunification, but the head is in no hurry to do so until it is ready.

The truth is that Gokuraku is part of an enigmatic and small secret society (it is composed of only six high-powered individuals) called The Heirs of the Clock, who are the ones who freed it. According to them, they act under the direct orders of a Shajad, who left them precise instructions on what they should do after its disappearance at the end of the Rupture of the Heavens. It is not known if such a claim is true or not, but certainly, its members seem quite dedicated to their work.

In addition to Ying Lu herself, the group is composed of Belknapius, a mad sorcerer who claims to be the grandson of a primeval god, Asthon Kane, heir to the praetorian blood of Solomon, Reman Nuxy, a fragment of Davinel Nux in the form of a little girl, Enoch Scuder, who claims to be the only half-breed of human and demon in existence, and their leader, who calls himself simply "the Prince of Gāia".

Sensoumajutsu: The host gains the ability to use the spells of the War and Chaos sub-paths up to level 90 as if it had learned them independently. Additionally the host gains the equivalent of an MA 60 or increases by +20 the one he already possesses, and increases his Zeon reserve by 1,000.

YING LU THE FALLEN PRIESTESS

Level: 11

Catagory: Between Worlds 35

Life Points: 165

Class: Wizard

Str: 7 **Dex:** 13 **Ag:** 10 **Con:** 8 **Pow:** 14 **Int:** 14 **Will:** 8 **Per:** 9

PhR 90 **MR** 115 **PsR** 90 **VR** 90 **DR** 90

Initiative: 135 Natural

AT: None/ 4 Snake Scales.

Attack Ability: 225 Combat Form (*Special*).

Dodge Ability: 215 Combat Form (*Special*).

Damage: 35 Natural Weapons (*Daimah*).

MA: 140 (155 with Samsara Fan)

Zeon: 2.935

Magic Projection: 265; or 280 with Samsara Fan.

Magic level: Light 80, Essence 80, War 90 (*Special*), Chaos 90 (*Special*)

Advantages and disadvantages: Gift, Aptitude in a Subject (Ritual Calligraphy).

Special: Combat Form, Natural Advantages, Existential Regeneration, Increased Characteristics, Natural Armor, Sensoumajutsu.

Size: 14

Regeneration: 2 / 10 (16)

Movement Type: 10

Fatigue: 8

Secondary Skills: Acrobatics 100, Athletics 100, Ride 35, Swim 35, Climb 65, Jump 10, Composure 65, Withstand Pain 65, Notice 100, Search 95, Animals 30, Science 30, *Herbal Lore* 50, *History* 110, *Medicine* 60, *Memorize* 120, *Occultism* 190, *Magic Appraisal* 220, *Style* 65, *Intimidate* 100, *Leadership* 30, *Persuasion* 215, *Disguise* 125, *Dance* 95, *Ritual Calligraphy* 235.

Heiress of the Kami: Ying Lu is the half-breed daughter of a Kami of fortune and a Daimah, so she possesses supernatural abilities beyond the reach of mere mortals. Her power allows her to have considerable control over luck and, despite the fact that not being a full Kami she cannot generate good or bad fortune on her own, she is capable of altering other people's luck by balancing it with her own. That is, the more good fortune she bestows on others, the more misfortune she attracts for herself, although this also allows her to steal the good fortune of others in order to be luckier herself. Before being possessed, Ying Lu only used her power to benefit people, something that possibly influenced that head she guarded ended up freeing itself, as she attracted much misfortune on herself. Now, controlled by Gokuraku, she only uses her power in her favor or, on rare occasions, to support her fellow members of the Heirs of the Clock. Ying Lu can alter the fate of others in two different ways; voluntarily or by forcing her power upon others. If a person willingly accepts her "blessing", they cannot control whether the Kami grants them fortune or misfortune (although beings with Gnosis 35 or higher are able to perceive it). If, on the other hand, Ying Lu tries to force her power on someone, either to bestow luck or to steal it, she must be in the presence of that person and perform a sacred gesture; the affected individual must pass an automatic MR check against 140 to avoid being affected. Someone who passes the check cannot be "blessed" again for at least a week.

An individual who is granted fortune by the Kami temporarily gains the Fortunate advantage for a time that depends directly on the amount of natural luck that had the person from whom it was stolen. The blessed individual can also "burn off" the granted luck charge in three different ways; By nullifying a fumble roll, by rerolling a die roll

(other than a fumble roll) or by forcing the next roll to be open before initially rolling the dice.

Conversely, someone whose luck is stolen temporarily gets the Unfortunate disadvantage, which usually lasts between a week or a month, and increases during that time by one point the result needed to obtain a fumble. People with the Unfortunate disadvantage cannot be affected by Ying Lu's luck stealing ability.

Generally, Ying Lu herself has absorbed enough fortune from others to have the equivalent of six "charges" of her power at any one time, which is the maximum amount of good fortune she herself can contain.

Omnyodo: As a sorceress, Ying Lu is an onmyoji who uses ofudas in her spells of Light and Essence. For this reason, she always keeps an immense quantity of prepared talismans in an infinite pouch hidden in her left sleeve.

War and Chaos Sorceress: Being a power that comes from Orochi, Ying Lu does not use the Omnyodo rules in the spells of War and Chaos.



ROKUIKARI (BRUTALITY)

Rokuikari is one of the more taciturn and impersonal heads of Orochi, an entity that has developed less of a distinct identity than the others. As such, it never competed with the rest for control and was driven by the orders of its former lead head. Alone, Rokuikari has become even more feral, as it speaks little and has no other interest than to destroy everything and find its sisters.

Ironically, Rokuikari is also currently the most powerful Orochi's head, for it has managed to get its hands on a body so incredible that none of the eight would have dreamed of; the ancient dragon Zomok. The great wyrm, who had developed an intense hatred for humanity after the Inquisition murdered his hatchling two centuries ago, consciously sought out and devoured the sealed head of the Dark Aeon in the hopes of bringing the creature back to life and plunging the world into conflict. This unholy union has resulted in a being of aberrant power, as close to Orochi itself as there could be. It is worth mentioning that, while Rokuikari has taken complete possession of Zomok, it has purposely not extinguished its soul, for the head wants to show the dragon the world of chaos and conflict that the beast dreamed of. In a way, it could be said that Rokuikari has found in its host a kindred soul.

The "dragon" Rokuikari has been inactive for some years now, as it has been recovering from the severe injuries it suffered after a confrontation with the Messenger Malachi. Unfortunately for the world, it won't be long before it is recovered.

Superior Snake Length: Rokuikari's power allows it to use the skill Snake Length every round. If, on the other hand, it waits 3 rounds before using it, on its initial attack it gets a +10 bonus to its offensive ability.

ROKUIKARI ZOMOK

THE SNAKE DRAGON

Level: 11

Category: Between Worlds 30

Life Points: 7.030

Class: Warrior

Str: 18 **Dex:** 10 **Ag:** 7 **Con:** 18 **Pow:** 14 **Int:** 12 **Will:** 13 **Per:** 12
Phr: 130 **MR:** 140 **PsR:** 105 **VR:** 130 **DR:** 130

Initiative: 75 Natural

Attack Ability: 300 Claws + 285 Bite (Snake Length); or 300 Breath; or 255 Tail.

Defense Ability: Damage Resistance.

Damage: 195 Claws CUT, 215 Bite THR, 165 Tail IMP, 250 Breath (Variable)

AT: Natural + scales: Cut 12 Imp 12 Thr 12 Heat 12 Ele 12 Cold 12 Ene 12



Essential Abilities: Divine Physical Characteristics, Superhuman Spirit Characteristics, Acute Senses, Zen, Natural Immunity, Vulnerability.

Powers: Natural Weapon: Claws, Bite (Additional Attack, Increased Damage +20, Armor -3) and Tail, Breath, Damage Energy, Natural Armor, Natural Flight Value 12, Wing Flapping, Increased Resistances +10, Increased MR +30, Damage Barrier 160, See Supernatural, Violence Aura, Combat Form, Superior Snake Length, Increased Characteristics, Increased Natural Weapons.

Size: 36 Colossal

Regeneration: 11

Movement Type: 10 / 12

Fatigue: 18

Secondary Abilities: Intimidate 130, Persuasion 95, Notice 160 (190 Listen), Search 150, Track 75, History 130, Appraisal 130, Memorize 120, Occult 120, Feats of Strength 180, Withstand Pain 120.

Note: The Snake Dragon always has its combat form and powers active, so its bonus is already included in its stats.

Bite: Rokuikari Zomok's bite lowers its opponents' AT by three points. The bite counts as a natural additional attack, so it can execute it while lashing out with its claws, without suffering any penalties to its ability.

Tail: Rokuikari Zomok can use its tail to perform a Large Area Attack that covers up to 100 meters in one swipe. If it performs this attack, the dragon cannot use its claws or jaws during that round.

Breath: Rokuikari Zomok's breath is a powerful jet of ice, which attacks into the COLD Armor Type. The attack is cone-shaped; it starts from the mouth and widens as it advances. The breath reaches up to one kilometer and has a radius of 25 meters. To use its breath, Rokuikari Zomok must prepare three full rounds, during which it cannot attack with its jaws (although it can attack with its claws).

Because of Orochi's influence, any being hit by the breath must pass an MR check against 120 or suffer 2 points of damage per round a number of turns equal to half the level of failure, and a VR against 120 or suffer a Weakness penalty a number of minutes equal to the level of failure. There is no limit to the number of times Rokuikari Zomok can use the breath per day, but if it uses it more than three times in an hour, the dragon loses one point of Fatigue for each additional discharge.

Natural flight: Rokuikari Zomok's huge wings allow it to fly with a Natural Flight Value 12. Unfortunately, its large size makes it exceptionally costly to stay in the air, so the dragon loses one point of Fatigue every half hour.

Immunity: Zomok automatically ignores any cold-based damage.

Vulnerability: Zomok was an ice dragon, so any fire-based attack causes it double damage.

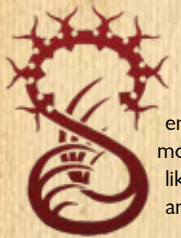
SICHIMARU (FEAR OF BEASTS)

Sichimaru is an extremely nervous head, who talks very fast, laughs non-stop and usually complains about everything. It is also the most active, and when it acted as the main head it was the one who initiated the biggest conflicts, although it got tired very soon and was the first one to want to go back to sleep.

It is also one of the two heads that originally escaped from Amaterasu. It crossed the ocean in the direction of the new continent, where it demanded submission from the supernatural beings of the area and their help in reuniting the other seven. Ironically, its fate would be equally unfortunate, as the serpent "bit" more than it could in its limited state and ended up sealed at the hands of the witch queen Babaroga, mistress of the wastelands and younger sister of Yaga. The old sorceress now has it embedded in the tip of her staff and uses it as an artifact to increase her already considerable supernatural powers. She also sometimes employs the skull's blood to bestow power and fill the participants of her trials with wrathful rage, but without letting Orochi's spirit escape. Obviously, Sichimaru detests its captivity, but it has developed a kind of unhealthy codependence with Baba after

so many centuries at her side. Sometimes it finishes the old woman's sentences, insults her, or sulks more like a rude pet than the avatar of unleashed violence that it is.

Limited Primordial Shout: The possessed gains the ability to use Orochi's primordial shout, although the PhR difficulty of 140 cannot be increased and the range is only 200 meters. It can only be used once every hour and requires two turns of preparation during which the head can only use passive actions.



HACHIMUSABORI (THE FEAR OF BEING DEVoured)

The last of the heads, Hachimusabori, is an entity endowed with extreme feelings, for it hates, loves and desires more than the others. It is also the only one who really likes mortals, but feels both interest in them and desire to annihilate them.

It is currently sealed in the temple of Nemutte Iruhebi in Lannet, guarded at all times by a Kami to ensure that under no circumstances can the Dark Aeon be reborn. However, Hachimusabori is awake, and its subconscious has for some time been influencing people receptive to its presence to try to free itself.

Devourer of Other Lives: When the snake devours the flesh and blood of a living being, it gains the ability to both look into its memories of its life and read its most recent thoughts. Depending on the amount of flesh consumed, the period of time Orochi can "read" from its victim's life increases, from a few months to its entire life (in case he devours him or her completely). If the target knew spells or Ki techniques, for one hour after having consumed the meat Orochi can reproduce them if the avatar it uses possesses the necessary attributes (for example, to use the new spells the body should have The Gift).

THE DESTRUCTION OF THE HEADS

As long as violence, conflict and war exist, the Dark Aeon is virtually eternal, so there is no definitive way to destroy Orochi's heads. In the event that one is destroyed, the spirit of the Aeon could recreate the physical form of the head after a few months.

For that reason it is much safer to leave them sealed, since the essence of the entity is trapped in their physical forms.

When an individual possessed by Orochi dies, after a few minutes his body combusts leaving behind the mummified remains of the head that controlled him.

THE REBIRTH OF OROCHI

For Orochi to be reborn, it is necessary for the 8 heads to gather and possess the same body together. This requires that the physical form that binds them together must be extremely powerful, or else the "container" would not withstand such power and would be consumed by the energies of the Great Serpent. It is also possible to find the shell of Orochi's original body, what the heads call their "heart". Even if it is nothing more than a dead form, the heads could possess it so that the entity could be reborn in its fullness.

In theory, unless a body is particularly special, it is not possible for more than one head to possess it; they must wait until they are all together to try to resurrect Orochi.

TRIVIA

-For some strange reason, when Orochi manifests, it usually rains toads in the area. The Dark Aeon doesn't even know why.

-Orochi truly loved one of the eight princesses with whom it sired offspring: Miyo no Daija. It killed her because her mere existence was detrimental to it, since she made it forget its nature. From the Dark Aeon's point of view, it is the only time it has committed a crime (for him, everything else it does is nothing more than following its nature).

-Orochi has a very close bond with the Shajads and on one occasion Gaira himself "looked at the world" through the eyes of the Aeon (something that might even somewhat justify the unique nature of the Great Serpent). It has conversed with them on several occasions in the past and (despite its nature), has never attempted to attack them.

-Contrary to what one might think, Orochi does have "friends" among high-powered entities, although they are very few. Some of its heads, separately, have also engaged in trade relations with Deimos and Etheldrea.

-He openly admires and detests Amaterasu.

-Speaking of Amaterasu, the fight was not easy for him; Orochi was the first entity with whom he had to use all his power.

-Five of his heads like to sing while the other three detest it. They once held a competition among themselves and chose an artist to be the judge in exchange for ten years of peace in the world.

-Legends are right when they say that it loves quality alcoholic beverages.

-Of all it has eaten, Orochi is most passionate about sphinxes.

-Orochi fears nothing more than boredom; it would fight gods and demons without hesitation, no matter what their power is. However, if there is one entity it shuns and would never want to fight, it is Tawil At-U'mr, for if Orochi were to lose to the Lord of the Gates, it could end up locked in another plane of existence where it would be left to do nothing for eternity.

-Orochi has killed countless Kami. More than any other being on Gaia.

-Ironically, at present the Celestial Court ignores somewhat the problem of the Orochi heads, considering the matter a thing of the past. Only the Kami Hachiman, who travels in the west under the name Anaximenes, tries to hunt them down, as he is madly in love with Ying Lu.

-As far as is known, Orochi has only been defeated four times since it reached the fullness of its power. In order, these defeats have been brought about; by the combined action of all the Aityr, by the armies of the dark empress Ark Noah, by the empire of Solomon, and finally by Amaterasu no Mikoto.

-Malachi did not kill Rokuikari when he discovered that it was one eighth of Orochi. He thought that, if he killed it, there was a chance that the Dark Aeon, with which he intends to face someday, would never be formed again.

-Orochi "loves" its descendants. It certainly considers them little more than instruments to extend its will... but, at the end of the day, they are ITS instruments, and they matter to the Great Serpent.

-Some might speculate that one of the factors why the last few centuries Gaia has had such long periods of peace is because Orochi has been divided.

-The exact location of where the Celestial Court hid Orochi's heart is unknown, but it has long been believed that it was hidden in the Fox Forest of Shivat.