

Sample file

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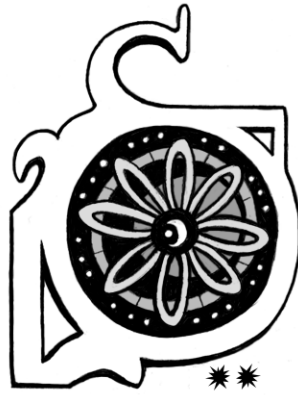
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Typeset in Adobe Garamond Pro, Greyhound, and VirileSolid fonts.

Layout design by Brennan Taylor and Jonathan Walton.

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“30 seconds to drop zone,” the pilot said over the intercom, piercing the background hum of the Hercules’ four engines. The soldiers stood up from their benches, beginning the final preparations for drop; checking parachutes, loading and re-loading guns and checking ammunition.

“15 seconds to drop zone.”

The Captain walked down the length of the cabin, making eye contact with each of his men. As he reached the far end, he turned, back to the open ramp. He drew a combat knife from his hip and, in a motion that he had done a dozen times before, drew it across the palm of his hand, letting it drip to the floor.

“10 seconds.”

Seeing the start of the ritual, the soldiers lining the cabin began to do the same, mouthing unspoken words of power as they did so. A palpable energy could be felt in the air as blood began to pool on the floor, and hitherto unseen runes and sigils began to glow on equipment and uniform as the blood ritual was completed.

“5 seconds.”

“Ready?” Asked the Captain, stowing his knife and grabbing his gun before turning to the opening, not waiting for an answer.

“Aye Captain.” Came the reply from his men.

“Drop.”

Sorcerer-Captain Franklin smiled as he hurled himself from the back of the aircraft, feeling the air rush by as he plummeted towards the ground. Far below, in the jungles of Indonesia, he could see the faint outline of tracer fire. And there, visible for only a moment, a burst of eldritch fire. This was the place alright, he could feel it in his blood.

## TONE

Whilst Project MAGI can be played in a variety of different settings and ways, at its heart it should remain a game about militaristic magic. A more specific tone should be decided by the players, from a horror story set in a warzone to seek-and-destroy special ops missions against supernatural foes. In all cases it should remain realistic and bloody, grim and gritty, desperate and dark.

### Supernatural Horror

Magic and the supernatural might be real, but that doesn't mean that the true horrors of warfare are any less apparent. Not all those who battle monsters and magic are aware of its existence, or authorized to be briefed accordingly, yet in distant conflicts ordinary soldiers can find themselves fighting scarcely believable things. If you choose this tone, the players are likely to be regular punts seriously out of their depth, fighting impossible things. A lot of the conflict will revolve around simple survival and escape, and the tone can easily resemble that of a horror movie as they battle against a single magical foe – and hundreds of enemy personnel standing between them and the extraction point.

Touchstones: RPGs: *Delta Green*, *Tour of Darkness*; Movies: *Dog Soldiers*, *Black Hawk Down*.

### Sorcery and Special Ops

Renegade sorcerers and the supernatural can be dealt with the same way as anything else – with a bullet to the head. Special ops teams are briefed on the eldritch threats facing the world and dispatched whenever an arcane threat rears its head, parachuting into remote corners of the world at a moment's notice. With this tone, the soldiers will be fully trained and equipped to battle the magical as well as the mundane, assigned to hunt down rogue magi and monsters on the loose. The foe should be no less horrific