

# Pandora's Box



## Pandora's Box

**Dossier:** Uncanny Divide

Long ago in a far off land a box was opened releasing a great evil into the world. We know of the legend of Pandora and Epimetheus and how they let loose this creature, but what happened with the entity afterwards remained a mystery. Until now. This creature took the form of a royal toymaker to the King of France in 1756. He created with his evil a box made of the finest jewels and gold. The creature then promised the King's mistress that she would obtain great

power if she gave the box to her husband as a gift. Instead she took it for herself and fled England and into Spain where she opened the box, as the evil force had planned all along. The mistress's greed and desires activated the powers of the box and she became the first to become trapped in it for eternity. Her body ravished by her greatest fears, her desires torturing her forever. From here the box traveled across the globe claiming more victims. Some who have survived to tell about it claim that select individuals who have been claimed have been allowed to serve as archons of the box. These figures are grotesque and twisted to represent their inner selves.

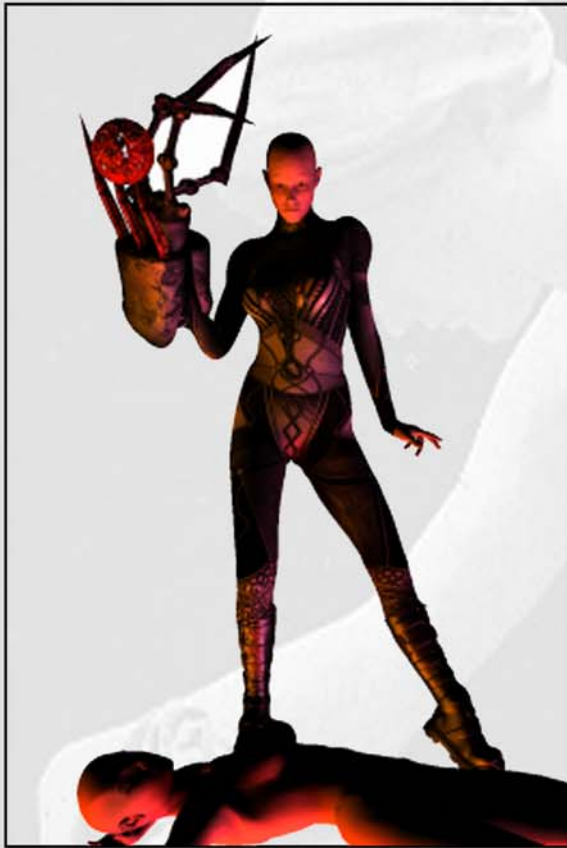
## Box Traits

**Supreme Rank Material** (90 AC)

**Instant Terror:** WILL save difficulty 20 (see Sanity rules in *Uncanny Divide*)

**Portal:** The box can open a portal into the limbo reality within the box. This is usually represented by a room going dark and the walls breaking open. Individuals may enter the passages while the box is open and leave while the box is open. The minute the box shuts reality goes back to normal and anyone inside is trapped until the box is open again.

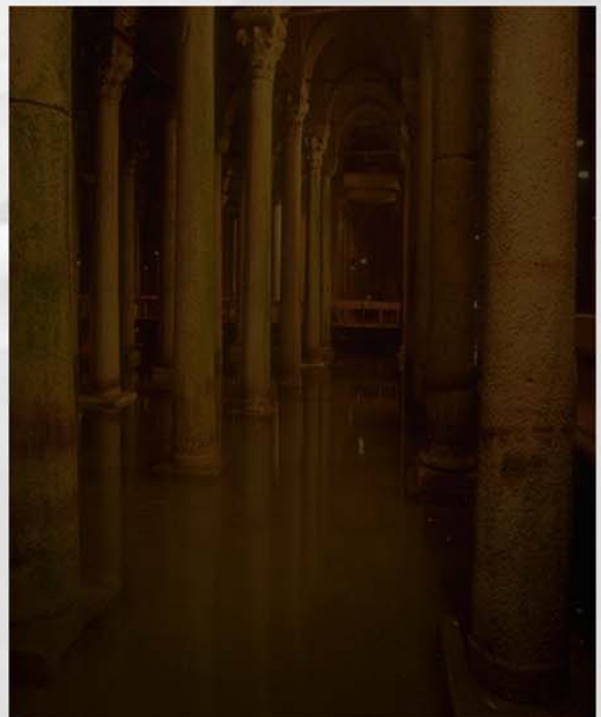




**Minions:** 1d4 Tortured Sinners. These are the individuals that have been corrupted by the box. They have been transformed into a twisted perverse form of their inner selves. Be it nails through their heads to organs replaced with material things they desire. The minion can only travel outside the box while it is open and the minute it closes they are transported back instantaneously. When generating Tortured Sinners add 3 to each Main Stat except CHA which you subtract 5. Then take their WILL and multiply it by 10 (this will equal their Power Point). Use these points to create Supernatural perversions like flying chains or barbed wire. Use the Power Generator rules provided in this PDF to create your cool stuff.

**Corruption Machine:** Anyone who is deemed worthy by Pandora's Box will become be pulled into the corruption machine and transformed in a not so pleasant way into a Tortured Sinner. People worthy are usually those who open the box because they have been victimized in some way by society and have the box in order to escape from the real world. See the rules above for creating a Tortured Sinner.

**Hall of Souls:** When someone is killed by Pandora's Box their soul is forever damned to live within the hall of souls unless someone brings them back using sacrifices. Inside the hall the souls are tormented by their greatest desires, constantly teasing but never offering release. At the same time they are exposed to their greatest fears. This can be drowning, burning alive, or some other terrifying experience. These souls may interact with outsiders but not with each other. They are trapped in their chambers.





\***Escape through sacrifice:** If someone in the real world manages to spill blood on the exact spot someone was killed by Pandora's Box then the soul will be ripped from the box and begin to reform. It only requires a single drop to begin the process, but in order to fully bring back the victim they must absorb at least 5 bodies worth of blood. Each one reforming more and more of the soul's body. The last victim not only loses their blood but their flesh as well. The escaped soul gains **Vampirism** as a power. For each minute in contact with a victim they suck 5 **END** until there is no more. Once at 0 **END** the victim dies. To help represent Main Stats for an escaped soul just subtract 10 from **STR**, **AGI**, & **END**. For each victim consumed add 4 points back to those Main Stats. Once the

escaped soul is up to their normal stats then the process ends. Now it is possible for an escaped soul to have negative Main Stats. This just means someone on the outside is assisting (like an old lover).

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**The Basic System**  
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