

# Ghost Taken Changelings

\*Inspired by Edwin Homes-Laughter\*

Everyone dies eventually, or so they say. Even if that isn't true, the low road is extremely difficult to avoid, but some find themselves lost there before their time. Sometimes it is because the dead have gone to great effort to bring the person there, sometimes the Ghost Taken are just in the wrong place at the wrong time. Whatever the case, those that find themselves on the long road find it difficult to get back.

Many that find themselves in the land of the dead are not lucky enough to find themselves on the road itself, and those who do tend to find it hard to follow, this road is not meant for the living, at least not without the ritual Show the Way.

What few but the resident of this barren land know is that there are hidden communities out in the barren wasteland. The dead who fear the road and what lays beyond it, those who lost their way, those tricked off but were not taken to hell, and the Ghost Taken either find these lost towns and sanctuaries (though some are only marginally better than hell), or start their own.

Now that they have numbers, they must find ways to fight off the forces of hell that hunt the wastes. The dead have found ways to fight off hell, and the Ghost Taken quickly learn these ways.

Now the only way out of the land of the dead is through the Great Halls. Hades Knows many secrets, including how to return the living from the land of the dead, but it takes time. In this time many secrets can be learned from the Great Halls. The secret of Judgement is the one commonly taken back with the Ghost Taken.

The changes to the Ghost Taken are all similar. They are all pale, thin, delicate looking; like porcelain dolls. The Ghost Taken are usually quiet, finding peace in solitude, but wanting people near. They try to stay uninvolved as much as possible, just watching but are fiercely loyal to those who they see as their friends.

## Ghost Taken Changeling's Penalties

Like all Changelings, the Ghost Taken lose part of his soul in the process of leaving this plane of existence and returning. They do not belong in the world of the dead, but they no longer belong in this one either.

These Changelings feel more isolated from humanity than most because they have seen first hand what awaits them. Even more so than Shamans, who perform Show the Way to help the dead find their way to the Great Halls and beyond do not truly know what it is like to be trapped there. They have a difficult time adjusting to the living world, with all the colour and noise. Ironically, these Changelings seem to be the ones that feel the strongest need for social interactions, because in the waste community is survival.

## Ghost Taken Changeling's Bonuses

**\*Note\*** Ghost taken changelings get the bonuses that are shared by all changelings.

### 1) **One Foot in the Grave**

It is said that there is no escaping death, and it seems to be true for the Ghost Taken. Ghost Taken gain a strong connection to death. Ghost Taken gain 5 ranks in the spell Necromancy and 5 ranks in the ritual Crossover, but can only go to the Low Road. Ghost Taken also gain Ghost Sight.

### 2) **Know the Enemy**

In the waste, the greatest danger is are the forces of hell that hunt lost souls. Those that survive in the waste learn to identify and fight these demons and their spawn. Ghost Taken gain a great insight into detection and combat of demons.

When within five metres of a demon or demon spawn, even if the demon or demon spawn are hidden, invisible, or possessing someone or something else, the Ghost Taken gets a chance to sense it. The GM rolls a Perception check for the Ghost Taken if he is within range of a demon. The difficulty of this check is Average.

Ghost Taken also know how to fight demons. He gets a +2 to hit and to damage a demon or their spawn.

### 3) **Dog's Best Friend**

Dogs are the second most common traveller found on the Low Road. This is because dogs lost their ancestral spirit realm when Anubis swore loyalty to Hades. The low Road is now the closest dogs have to a spirit realm. Dogs have sworn to protect humanity for that which threaten it, threats such as demons. Also, dogs have been battling demons since the world was new.

These things have lead dogs to protect the humans along the Low Road. Ghost Taken learn to talk to dogs. Even if he wasn't a dog lover before he became a Ghost Taken, he becomes one when on the Low Road for a while.

### 4) **Weighing Sins Against a Feather**

The only way out of the Low Road is through the Great Hall. In the Great Hall the secrets of weighing another's sins is learned. This power allows the Ghost Taken to determine the amount of Taint a person has. It is a Perception check with a difficulty level of Average to weigh a persons sin.

### 5) **Spells**

Ghost Taken can learn the same spells as a Summoner. They do not get the bonuses of a Summoner for the spells however.

## **Ghost Taken's Opinion on other Cursed**

**Shamans** - They may have been to the other side, they may risk themselves to crossover and help those on the other side, but they have not seen half of what I have seen. But still, they are good people, and they know the alienation we know. We should help them if we can.

**Mystics** - Like us, they are from a deferent world than the rest of the human race. They are stranger in their own home. Befriend them, they have had hardships similar to us.

**Psychics** - They are trapped in a far more isolated and dangerous place than we were, their own mind, they just don't realize it. Help these poor unfortunate souls whenever possible, but try not to get caught in their traps of the mind.

**Sorcerers** - They could have had what we long for, a normal life. But like us, they didn't realize how precious normalcy was until it was far too late, and there was no going back.

**Summoners** - They have no idea how dangerous the fire they play with are, not even after getting burned so many times. Steer clear of these mad-men, they may drag you back to where we came from. Permanently.

**Blessed** - They mean well, but I've seen the road to hell. Help them. Help them help others, and help them from committing grievous crimes in the name of their god.

**Fey Stolen Changelings** - They are beautiful madness. They were taken to the mad house, but never truly left.

**Spirit Found Changelings** - They are our brothers. They simply took the other road. Do not envy them, however, for even in Eden there are serpents, and nothing is as great as it looks from the outside.

**Demon Stolen Changelings** - Pity these wretched souls. We have faced the denizens of hell, that is all these poor bastards know. I will shed a tear for every one I send to the other side.