

The Cursed RPG

GM's Book

By Michael Evans

Third Rough Draft

Chapter 1

Introduction

Special Thanks

I would like to thank my parents; for letting me have the freedom as a child to learn to run with ideas like they were scissors. This book was a rather large and sharp. That and not taking me out of this world the like they brought me into it, I always appreciated that. I would also like to thank my sister for all her encouragement. That and helping me build a higher pain tolerance (through random beatings and abuses when we were children) which helped me through the harder parts of writing both this book and the player's book.

I would like to thank my wife Stephanie, who, while having the common sense not to actually get involved with role playing, has done everything else in her power to encourage me and help me with this game. I would also like to thank her for letting me go out once or twice a week to play in a few games.

I would like to thank my gaming group as well. I would like to thank Richard Hovey for once more getting everyone excited as we get ready to test the GM's book. I would like to thank Edwin Holmes-Lauder for all the effort he put into prettying up the character sheets, item sheets, and designing The Cursed logo.

I would also like to thank everyone who has tried the game so far. My goal for this game was to make something that would be enjoyed, shared, passed around and discussed. I hope everyone who has tried the game has enjoyed it so far. I would also like a bit of feed back. Let me know what you think of the game, of the first book and of this book, even the website. Please send

any comments and concerns to thecursedrpg@gmail.com.

From Supernatural to Mystical

I recently changed all the use of the word supernatural to mystical in this book because it suits the mood better. It is an idea I heard in a series of novels (Esther Diamond series, you should go out and read them) where there is no such thing as supernatural, all things are natural some things are just mystical. So, if a spell says it will not work in front of a mundane witness it means a non-mystical human.

Gender Based Pronouns

I am using the he/him/his pronouns throughout this book when one is needed because I find it easier. This is not meant to discriminate or offend; I am just lazy. The use of the masculine pronoun does not mean there are no female Cursed.

Quick Advice for the GM

There are a few things to keep in mind when running The Cursed RPG. First off is that without a grand power structure for the characters to fall back on, the game becomes heavily reliant on character goals. There is the odd secrete society, random agency, or a few organisations that deal in magic and the occult that the characters can get involved in and keep a story going.

Most of these are relatively small and localised. They are not the make or break a

character juggernauts like most other games have, so it is entirely possible for a GM to ignore or really downplay these groups or play up their importance as he wishes.

My suggestion to the GM is to sit down with the players and discuss what sort of game they want. There is enough room in the game for squabbling, backstabbing politics of various secret societies and other such organisations for that kind of play or the players could just be a group out on their own. You, the GM, should have the players discuss and come to some consensus on their character's goals. For example, if one player wants to be an adventurer who loves to risk his life for excitement, another wishes to find lost magic and magical items, and a third wishes to be a mercenary for hire they could all get along well in a game where the main theme is the characters go looking for lost secrets and hidden magics for the highest bidder. However, a character who wishes to be a political mover and shaker would not fit in well with the other characters.

Once you start running your game you, the GM, can make this game whatever you want, but I intended this game to be a low powered game. True, many of the creatures in the game are extremely powerful, but lower in numbers than humanity. In fact, the sheer numbers of humanity is the main reason most of the mysticals hide itself from prying eyes.

While magic is definitely a great boon, it is not enough to stand against a whole mob of pitchfork and torch wielding villagers. Humanity may not know a lot about the mystical world, on average, but have the sheer numbers to overwhelm it.

Even those creatures only effected by magic and magical items are afraid of gaining the attention of too many normal

people. Magic items are much more common than most realise. Most do not need to be concentrated on or triggered. Strong emotion can empower an item. A soldier in a war must rely on his gun, the gun is the only thing standing between him and death, this creates many magical items, even if it only gives it a +1 to Projectiles, Fired skill, or even something as simple as allowing anyone who holds the gun to ward off fear and think clearly in times of crisis. These things are both magic enough to make the weapon effective against creatures only effected by magic.

Family heirlooms, collector pieces that mean everything to the collector, good luck charms, and anything that a person cares about or feels stand between him and destruction (or things people believe will bring about their doom) has a chance of becoming magical items. With all this unintended magic floating around in the hands of those who do not understand, and would fear the mystical with enough proof of it, makes the mystical world reluctant to come out of the closet.

Than there are those who do not care about humanity and come only when they absolutely have to, such as angels and demons. While it is true that demons do come here from time to time of their own accord to stir up trouble and steal souls, it really has little to do with their intentions on earth. In most cases they are looking more long term and big picture than this mud ball, but we make good fodder for many of their plans. That and many like to blow off steam here, but for the most part the heavenly host and their counterpart have only a passing interest in us beyond the vague command to keep an eye out for us. Not much else is know about their orders involving us.

With all this in mind, even the most

powerful creatures on this planet will usually keep their business out of the public eye. The fact that humanity does not really want to know helps the mystical world hide. The ability for the human mind to not accept what is right in front of it is amazing. Humanity can rationalise almost anything given time.

There have been many times, however, when someone or something threatened to bring to much attention to the mystical world that humanity. Something so incredible it could not hide humanity from the overwhelming facts; and that someone or something had to be dealt with drastically. There is no group or organisation that works to hide the presence of the mystical from the world at large, it is usually just a number of local mystical creatures that would rather not have the publicity, that take care of such matters.

That is not to say they do everything to keep humanity from knowing about them. It is said that the best place to hide is in plain sight. Many of The Cursed have become famous magicians, occultists, psychics, and charlatans. Many great works of fiction have been silent battles between mystical creatures, giving subtle hints to humanity about how to take on the supposedly fictional enemies and making them the villains in the public eyes. Even many of the more modern works that make the monsters more sympathetic are attempts of these creatures to sway public opinion.

Also, very few creatures just kill for the fun of it. Most like to hide and play their games in the shadows. It is more fun for many of the mystical to see what they can get away with by being manipulative than by killing randomly. You can only kill a man once (usually), but how many times can you destroy him, in the case of the most vile

villains. The thing about hiding in the shadows for so long, subterfuge becomes embedded in the blood of many of these creatures. It is usually more fun for them to play cloak and dagger games with each other than to just kill each other. Why kill your enemies if you can use them.

With all this in mind, The Cursed RPG can be played as subtle or as overtly as the GM wishes. I, personally, think it would more fun to keep it low key. Sort of a fantasy noir rather than a modern dungeon crawl. Having to out think the enemy rather than kill him, all the while, not leaving enough evidence of the mystical to bring down a new age inquisition. Again, this is not a must, but just my suggestion.

Political Power in the World of The Cursed RPG

Power, or at least political power, in the world of The Cursed is held by normal, mundane humanity. Why is there no secret society of wizards controlling the world from behind the shadowy curtains? Why no coven of vampires pulling the strings while playing nightly games of political manoeuvring and sneaky underhanded acts of backstabbing over personal vendettas from centuries earlier? Why no demonic influence over world leaders? Because humanity is to crafty, to violent, and to heavily populated to safely control.

Since the times of the Roman Empire, before the birth of Christ, the political power of Europe were held by man. Often advised and aided by magician and mystics, but rarely controlled. While magic to control the minds of others have been around almost as long as humanity, the roman emperors have devised means of countering such malevolent magics through

charms and enchantments of allied wizards, and through the arts of alchemy. Many artifacts, spells, and alchemical formulas exist (some lost and some still known by some) to stop the ability to mystically suppress the minds of others.

After the fall of Rome and the raise of fiefdom in Europe many of these charms and artifacts were lost. Some were re-found and became symbols of leadership (such as Excalibur) and others were kept hidden from the populous. In many cases those that managed to find these artifacts and charms were able to raise to power. While not controlled by magic, they would often have magically gifted advisers and warriors to help fight the things that were not natural, but still stalked the land.

As time passed the mystical knew they could not control the lands of Europe through mystical means, and worst than that, they were losing their hold on other lands due to the expansion of European political powers. They started to raise up and force the kings and queens of the human cattle to do their bidding with more direct and violent intervention. The Royalty of humanity fought back. The witch trails were a display of power against the creatures of the night. While many innocents were slaughtered, many of those that would enslave humanity were wiped out as well.

This was when the mystical realised that humanity was more dangerous than they had first realised, due to the sheer population of them. They crawled back to the shadows and licked their wounds and decided it would be better to just hide from the eyes of man than to try and rule them. Many mystical creatures will play political games and fight for dominance over one another, but they will usually try to leave humanity, as a whole, out of their power games.

That is not to say that there were not those who would try to use magic and mystical means to take power from humanity at large. Then again, the royalty of the time did not stop employing trustworthy magicians as advisors. John Dee was one of the most famous of these more modern advisors. Governments of today still have agents in charge of accessing and taking care of mystical threats. Now a days most governments publicly deny the existence of these agencies. In fact, most members of most governments do not even know about the mystical or the agencies set up to deal with them.

These agencies usually employ many mystical creatures (not always just The Cursed), but are usually run by mundane humans. Most are not set up to watch every mystical creature in its respective country, just deal with threats the average person is not even aware exists. Most do not see the mystical as one big evil threat. They are usually trained to see magic, psychic powers, and other mystical effects as simple tool rather than a menace to the human race. Most agencies like this are not set up to wipe out the mystical, just to keep it in line like the rest of the population.

While having magical abilities will not definitely stop a political career (there have been five known Cursed Presidents of the United States and three suspected and four know Cursed Canadian Prime Ministers) systems have been set up to see to it that mystical means can not be used to force ones way into political power.

About This Book

This is the second of the two main books. This book contains the extra stuff that GM's might want to know to help them

run a game of The Cursed RPG. This book contains stats on several creatures that also populate the world of The Cursed RPG as well as some of its secrets. This book is broken up into four chapters which cover different aspects of the game from a GM point of view.

Chapter 1 is a basic introduction to The Cursed RPG GM's Book.

Chapter 2 is the stats for several creatures in the game. The creatures are broken up into animals and mystical beasts, angels and demons and those connected to them, the fey and their brood, the undead,

Ideals and spirits, aliens, miscellaneous other creatures, and gods. This is not all the creatures that can be encountered in the world of The Cursed, but it is a good start for most GMs.

Chapter 3 is about lost magic and high technology. It discusses various types of lost or altered magic. It then goes into magical items. After that it talks about high technology. Again, these are not complete lists, but good starters for GMs.

Chapter 4 is new and optional rules. It also contains miscellaneous things that do not fit into the other chapters.

Chapter 2

Animals and Other Creatures

In this chapter some sample animals and creature stats and rules will be given. These are by no means the only animals and creatures your character may run into, but it is a good start for running a game.

Animals and mythical beasts come first, followed by the holy, unholy, and once holy. After that are fey, the half fey, and fey creation. Then it is the undead which is followed by Ideals and spirits. Next are aliens and miscellaneous others that do not fit into groups. The section on gods is last.

The creature's block of information is broken down like this, first is the name. It is the most common name for the animal or creature, but rarely is it the only name. Next is the stats. The first five are the creature's base stats which have two numbers divided by a /. The first number is the average for that stat, the second is the stat maximum. The rest of the stats are the secondary stats, hit points and will power (and glamour for the fey and half fey). The secondary stats are derived from the base

stats. Next are the bonuses that the species share. After that comes the penalties that the species share. Then comes the common skills for that creature, they are the most common skills at the most common ranks for that creature, but an individual creature may have more or less or none of the common skills and may have skills uncommon for the creature if the GM wishes. Next comes languages if the race has a language of its own, or if there is something unusual about the way it uses known languages. After that comes a description. This is basically a physical description of the creature. Next is history, which is a little back information to help understand the creature. They are not really in depth. Some of the creatures will have a role-playing note to describe how they commonly act if it seems, from my point of view, difficult to tell from the history. Keep in mind this is my point of view and Gms do not have to follow what I have here exactly.

Notes on Creatures stats

1) Creatures should be relatively close to the level the PCs are at. Calculate the average amount of xp the group has. Add twenty to that number and that will be your base number for your creature. Now look at the stats for your creature. Add two points for every point a stat is above 4 and subtract two points for every point a stat is below 4. Next look at the skills. Add all the ranks the creature has and subtract fifteen from that number. Add that number to the number

you got from the stats. Do the same for spells, if the creature has any. Now subtract the number you get from the creatures base number. If the number is positive then you have that much extra to add to your character, if it is negative, you should take that many points from the creature. Use the freebie chart for creating characters in the players book to figure out what to add or take away.

2) The skills listed in the description are examples. They can be raised, lowered, taken off, or have more added on as the GM sees fit.

3) For power level and how many creatures you should throw at the player characters you will have to use your own judgement. Look at the bonuses and penalties of the creature and decide if the creature could be taken on and possibly beaten by just one

player or if everyone will have to gang up on the creature to take it down. Most intelligent creatures in the game will not try to kill the characters right away, but nearly everything will fight to preserve its own life.

4) For the base stat the first number is the average for that particular stat for that creature were as the second stat is the maximum for that creature. The secondary stats are the average for that creature.

Animals and Mystical Beasts

Animal Traits

Here are a few common traits for animals.

1) For the Mind stat of animals it is considered animal intelligence. They do not think the same way as humans and can not be compared properly to humans. The animal intelligence Mind stat tells how well they interpret information they gain from their senses, not how well they puzzle out abstract thought.

Animal spirits, however, do think more in abstract thoughts. So, while a living animal does not have human intelligence, a spirit does.

2) All bonuses and flaws for animals and mythical beasts are natural. While it may seem magical that a cat can interact with intangible creatures, it is a trait shared by all cats and therefore is completely natural to them. Animals can not be targeted by spells or powers that only effect mystical creatures. They, however, do not count as mundane either, so they will not cancel any spell that is cancelled by the presence of a mundane

witness.

3) Animals have souls not spirits. They can choose their own destiny. An animal spirit is the soul of a dead animal. When an animal is born, an animal spirit enters the animal (animal spirit and animal born must be the same). When an animal dies, he forgets his life. When an animal is born he forgets his time as a spirit. Animal spirits who die eventual get reborn, unless something truly unusual happens.

4) Many skills for animals are cosmetically different from human skills but work the same way, game mechanics wise. Fist Fight for an animal would be using tooth and claw, but the rolls would be the same.

5) Four legged animals move as if their Body stat was 2 higher than it actually is.

6) Mythical beasts such as unicorns, pegasus, griffins, jakalopes, and platypi are normal, but rare animals. Most are close to extinction and many do not exist on the material plane any longer. They may have unusual powers, but these powers are natural

to these beasts.

Bird

Hunting Birds

Body: 2/3 Health: 2/3 Mind: 2/4

Social: 5/6 Soul: 3/6 HP: 3

Willpower: 3

Song Birds

Body: 1/2 Health: 1/2 Mind: 1/3 Social: 5/6

Soul: 3/6 HP: 1 Will: 2

Bonuses

Flight

Birds can fly, with a few exceptions.

Acute Senses

Birds have incredible sense of sight. They also have a good sense of smell. In fact, their sense of smell is so good that if parent birds return to their nest and find that the sent of their children changed, such as being touched by a human and now has their sent, the parent will abandon it.

Radiant Song

This is for song birds only. They are called song birds because of their beautiful singing. They can use their song to mesmerise creatures, including humans and cursed. The song bird must pass a Performance skill roll against the target's Will check. The mesmerism only lasts for about half a minute plus half a minute per degree of success and only while the bird is singing.

Sense the Unnatural

Birds can sense the presence of anything mystical, this includes The Cursed. Birds will usually do anything in their power to get away from the source of the

unnatural and if that is impossible then they will attack it until an escape is possible.

Carriers of the Soul

Birds, especially carrion birds, have been believed to guide the souls of the dead to the afterlife. This is almost true. Carrion birds have such an affinity to death that they can see and interact with the ghost. This seems to be one of the few cases where birds are not frightened of the mystical. In fact, there have been cases where a ghost has been able to train the bird to sing on command, or speak, if the bird is capable.

Penalties

Birds bones are hollow which reduces their hit points by 1.

Skills

Fly rank 10, Perception (Hunting Birds) rank 10 (Song Birds) rank 5, Performance (Song Birds) rank 5, Dodge rank 10, Fist Fight (Hunting Birds) rank 10, (Song Birds) rank 5

Description

Birds come in a huge variety of shapes and sizes. There are over 9,000 varieties of birds.

History

Phoenix and her brood lorded over the sky. They took what they wanted from the ground and throw back only the discarded waste. They became so unwelcome by those that walked the earth that they were cursed to never set foot on it again.

This greatly bothered Phoenix, for though she controlled the air, she hated being restricted from any place. She felt that she had to do something to remedy this so

she took the smallest of her brood, the ones that had the hardest time hunting and taught them to sing. She composed a song of apology and had all the birds she taught to sing it for those who had cursed her.

The song was so beautiful that those on the ground were willing to listen to her apology. A deal was eventually made. And so that Phoenix would never forget this lesson, many of her children were forced to stay on the ground, forever banned from the skies.

Cats (House)

Body: 1/3 Health: 2/4 Mind: 2/4
Social: 5/10 Soul: 7/10 Hit points: 3
Will: 11

Bonuses

Fiercely Independent

Cats have at least 6 levels of Stubbornness. A cat does not like bending to someone else's will.

Acute senses

Cats have very good night vision and can see well in dim lighting, they also have very good sense of smell. In fact, a cat's sense of smell is so good that they can sniff out the mystical. They have a 75% chance of recognizing a mystical in disguise or that is hiding, even magical disguises or mystical means of hiding.

A Tight Squeeze

Cats can get into any space that their whiskers on their face can fit. The whiskers also affect their sense of balance.

Cuddly Care Giver

A cat can sense when a person is ill or hurt. They can then come up to cuddle and play with the person. If they do this for

an hour within a twenty-four hour period the person will gain back an extra hit point. This power can only be used once a day per person.

Hunters of the Unseen

House cats can not only see through illusions and magical invisibility, they can see things that are just out of phase with this world. They can see ghosts, spirits, and demons that are intangible and incorporeal. Not only can they see these entities, but they can physically interact with them as well. This is due to ancient pacts Bast, the Spirit Lord of cats, entered into. Entities that are not in phase with our reality can not fight back unless they have the power to manifest in this reality.

Stalk the Dreams

Due to ancient pacts made by Bast, cats can enter the dreams of humans. They have been entrusted to protect humans in both the waking world and the dream world and can do no harm to the person whose dream has been entered, but they can frighten. They enter the dreams of those they wish to protect from anything else invading the person's dreams, or to pass on messages.

Control the Dreamscape

Due to the ancient pacts Bast made that give cats access to the dreams of humans, cats are sworn to protect the human whose dreams they have entered. They are also given great power over the dreams of humans. Inside the dream a cat's stats double (they can go well over the racial maximum inside of a dream), they can also alter any aspect of the dream with a Concentration check using Soul stat rather than the Mind stat with a difficulty level of

Average.

Lords of the Dreamland

All cats are granted great power in the Land of Dreams. They have their stats doubled, can change forms at will (between his normal cat form and a specific human form), and no one may harm a cat without serious repercussions. The powers cats have is because of deals Bast made with Morpheus when they were lovers.

Cats must, however, obey all laws set forth by Morpheus and his agents in the Land of Dreams.

Cat's Grace

Cats are stealthy predators. When trying to move silently their Stealth roll is doubled (unless something has happened to the cat like it is hurt or something was put on it that makes noise).

Penalties

Due to ancient pacts made by Bast with man, a cat can not use its powers to kill a human. He can use them to frighten and punish a deserving person, but can not kill them. Also, cats and dogs have a long standing rivalry as humanity's protector and most dogs still have not forgotten or forgiven Bast for the betrayal of their first Spirit Lord Cerberus.

Skills

Concentration rank 5, Law rank 2, Magic rank 10, Perception rank 10, Performance rank 5, Riddles rank 5, Sports, Graceful rank 10, Stealth rank 10, Dodge rank 4, Fist Fight rank 4

Description

Cats have been stalking the dark corners of the world since they first started to walk the surface of this world. They are

the hunters of the unseen, they battle the forces of darkness. They are also vastly independent and secretive, this has given them a bad reputation from time to time and has lead people to think that they actually work with what they stalk. Many time, when they fail in their missions, since what they stalk is invisible and the cat is all that can be seen, they have gotten blamed for actions they have not committed.

History

In the time when both the physical and spiritual world were one it was Bast job, along with Cerberus, to keep the powers of darkness at bay and protect the humans. This shared responsibility lead to a fierce rivalry between the two spirit lords. Eventually, Bast, being the trickier of the two, managed to think of a way that would rid herself of her rival. The details of what she said to Cerberus is known only to those two now, but it lead to Cerberus' downfall. Bast managed to trick Cerberus into making a pact with Lucifer to server as his watchdog in exchange, his former charges, dogs, have power over the mystical world.

Bast thought she had rid herself of a rival, but had only just strengthen the power of her enemy, and made a new one, all of canine kind. Also, because of the way she dealt with Cerberus so dishonestly, many of her followers left her. The large mountain cats would no longer call her master and they found their own Spirit Lord.

It wasn't long after this that Bast knew she needed a powerful ally. This is when she introduced herself to Morpheus. Bast was beautiful, graceful, powerful, and full of life and Morpheus fell in love with her in little time. They were lovers for centuries, then some misunderstanding tore them apart. Both were heartbroken and

neither will talk about what happened, but the deals made while they were lovers still hold today. No one knows what happened between them, but some believe it had something to do with the trick the Lord of Vermin used that lead to the separation of the physical and spiritual world. Some believe that Bast and Morpheus have made up and are once again lovers, but this has not been proven.

Cats (Large)

Body: 4/8 Health :6/8 Mind: 3/6
Social: 3/10 Soul: 7/10 Hit points: 10
Will: 11

Bonuses

Fiercely Independent

Cats have at least 6 levels of Stubbornness. A cat does not like bending to someone else's will.

Acute senses

Cats have very good night vision and can see well in dim lighting, they also have very good sense of smell. In fact, a cats sense of smell is so good that they can sniff out the mystical. They have a 75% chance of recognizing a mystical in disguise or that is hiding, even magical disguises or mystical means of hiding.

A Tight Squeeze

Cats can get into any space that their whiskers on their face can fit. The whiskers also affect their sense of balance.

Cat's Grace

Cats are stealthy predators. When trying to move silently their Stealth roll is doubled (unless something has happened to the cat like it is hurt or something was put

on it that makes noise).

Whole Lot of Fight

The claws and fangs of a large cat do a lot of damage. They have a damage base of 2. The teeth of large cats have a damage base of 1. A large cat can attack with a claw attack and bite attack on one victim (or two if they are within touching range of each other). The fangs and claws of a large cat can damage anything it hits, even if the only thing that can hurt the target are magical items.

Penalties

Large cats do not gain many of the advantages that their smaller cousins get.

Skills

Concentration rank 5, Law rank 2, Magic rank 5, Perception rank 10, Performance rank 5, Riddles rank 5, Sports, Graceful rank 10, Stealth rank 10, Dodge rank 4, Fist Fight rank 4

Description

The large cats are graceful and deadly. They share many physical similarities to their smaller cousins, but on a much larger scale.

History

After what Bast did to Cerberus, Sphinx took offense to the trick and look her larger kin with her in revolt. Sphinx knew many secrets and willed a realm of her own into existence. After such a display, no one questioned her right to ascend to the rank of spirit lord.

Dog

Large Dog

Body: 4/8 Health: 4/8 Mind: 2/6 Social: 6/10
Soul: 5/10 Hit points: 8 Will: 4

Small Dog

Body: 2/6 Health: 2/6 Mind: 2/6 Social: 6/10
Soul: 5/10 Hit Points: 4 Will: 4

Bonuses

Acute Sense of Smell

Dogs have a very strong sense of smell. This gives dogs a +10 to perception when using smell. They also have an 85% chance of recognizing a mystical creature that is disguised, hiding, or even invisible or intangible. This includes The Cursed.

His Bark is Worse than His Bite

Because of ancient pacts made between Anubis and Hades, a dog's bark is so frightening to the mystical creature that the bark is targeting, there is a 75% chance the mystical will flee in fright. The dog must target a specific creature to get this power to work. A mystical creature can try to make a will save in order to not run away frightened. If the dog wins then the creature must run in fear, if the creature wins, it will still not come within arms reach of the dog and can not use any mystical power for half an hour. This power effects The Cursed.

Still Has a Nasty Bite

Because of the betrayal by Bast and ancient pacts made with Lucifer, Cerberus sold himself to hell so that his former charges would have power over the mystical. A dog's bite now adds 3 points of damage to any mystical creature, this includes The Cursed. A dogs bite also hurts anything that can only be hurt by magical items.

Natural Healer

A dog can help it's master or person

connected to his master heal faster. Simply by being near, the dog can help the person heal his wounds and overcome sickness twice as fast as normal.

Penalties

A dog must have a master. This is due to ancient pacts made with man to be his protector. Dogs without a master start to go crazy, they suffer sever mental trauma without a master until it is a danger to itself and others.

Dogs can switch alliances from Anubis to Fenrir. If this happens the dog must join a pack that follows Fenrir or he will go mad. Also, the dog loses his ability to strike the fear of death into mystical creatures. This is a major thing for a dog to do and will not be taken lightly. The dog can switch back and follow Anubis, but switching alliances goes against a dogs nature and requires a Will roll with a Difficulty level of Challenging.

Skills

Perception rank 5 (10 smell), Sports,
Aggressive rank 7, Stealth rank 5,
Dodge rank 7, Fist Fight rank 10
Concentration rank 5

Description

Dogs have always been know as man's best friend. This is because when man first walk the land Cerberus and his kin were the first to met this new species. Cerberus offered man his friendship and dogs have been loyal to man ever since.

History

Cerberus was one of the mightiest of the spirit lords. When the dark ones came, it was Cerberus who was the first to fight them. For centuries Cerberus led the battle

against the demons and other evils that threaten this world. Bast fought hard, but was always shown up by the might of Cerberus. This led to Bast being jealous of Cerberus and wanting him out of the way so people would see her greatness. Bast devised a trick for Cerberus to get him out of the way and show everyone that she was truly the greatest of the Spirit Lords.

The details of the trick are lost to time and it seems only Bast and Cerberus truly know what happened and neither wish to talk about it. It was the actions of Bast that led to Cerberus' fall as the Spirit Lord of Dogs. What led to Cerberus' fall is a mystery, but the outcome is well known. In exchange for greater power over the dark ones, Cerberus became the guardian of Hell at Lucifer's beck and call. It is because of Bast's treachery that all Dogs hate cats, because they blame them for what happened to Cerberus.

Cerberus knew he was lost, he also knew that the dark ones would have too much power if he swore himself over to them while he was still the lord of dogs, so just before he made the deal he secretly gave over his power as the spirit lord of dogs to Anubis. Unfortunately for Anubis, he was lost for what to do. He knew he was going to need a powerful ally to secure himself as the new leader of the dogs, and while contemplating this, Hades came and made him an offer. In exchange for Anubis' loyal service to guard the gates of death and to help judge the souls of the departed, Hades would give Anubis' people the power of the fear of death over not only the dark ones, but all that could feel it.

This deal did in fact give dogs a great advantage in their war with the dark ones, but not everyone was pleased with the spirit lord of dogs being subservient to

another. This decision caused a rift in Anubis' people, and the wolf clan left the dogs and became their own people.

Griffins

Body:10/15 Health:10/15 Mind:3/6
Social:3/10 Soul:7/10 Hit points: 12 Will: 5

Bonuses

To Soar With Eagles

Griffins have the wings of eagles, this allows them to fly. Griffins can fly twice as fast as they can run, but for the same length of time.

Claw and Beak

A griffin's claws and beak are sharp and powerful. They have a base weapon damage of 3.

Penalties

Griffins have no particular penalties beyond how rare they are.

Skills

Concentration rank 5, Perception rank 10, Riddles rank 5, Sports, Graceful rank 10, Stealth rank 10, Dodge rank 4, Fist Fight rank 4

Description

Griffins have the head and wings of an eagle and the body and legs of a lion. The griffin is a very noble and majestic animal.

History

While the griffin has the body of a lion, it still follows Phoenix. It is spiritually connected to birds rather than large cats.

Most of these beasts have been

taken to Faerie, there are still some to be found on earth. Most that are left can be found in central Europe and the middle east.

Many tales tell of the griffin being fiercely independent, but making great mounts if trained from a young age, but this is not entirely true. They are fiercely independent, and they make great companions if trained from a young age, but do not make great mounts as they do not fly well with a person on their back.

Jackalope

Body: 1/2 Health: 4/6 Mind: 2/4 Social: 3/6
Soul: 2/6 HP: 5 Will: 2

Bonuses

Fast and Agile

A jackalope can out run a horse. They can move at great speed and are very manoeuvrable. For skills that use Body for dexterity rather than strength, consider the jackalope's Body as 4 and for speed consider the jackalope's Body as 10.

Sincerest Flattery

Jackalopes can imitate any noise, including human voices. They do not understand what they are saying, they just repeat the sounds. They get 5 ranks in Performance: Intimidation skill and need to pass a roll with a difficulty level of Average to perfectly imitate anything it has heard within the last twenty-four hours.

Hidden Master

Jackalopes are great at hiding, they can easily blend into nearly any background. When rolling Stealth skill, anyone trying to find them are at -10 to his Perception check.

Aggressive, For a Rabbit

Jackalopes are more aggressive than their hare cousins. Their antlers add 1 point of damage to attack.

Thou Shall Not Kill

It is bad luck to kill a Jackalope. If a jackalope is killed by a human, that person suffers from bad luck like the Curse spell with two degrees of success.

Mother's Milk

The milk of a female jakalope has many medicinal purposes. It will help recovery of injury and mundane illnesses, doubling normal healing time. It is also used in some remedies for magical illnesses.

Penalties

Jackalopes are tasty. They are one of the best tasting game animal around. Also, only the male jackolope have antlers.

Skills

Perception rank 5, Performance Intimidation rank 5, Performance Ventriloquism rank 5, Fist Fight rank 1

Description

Male jackalopes look like a jackrabbit with antlers and a pheasant's tail. Female jackalopes do not have the antlers and are larger than the male.

History

Jackalopes follow King Hare, the spirit lord of rabbits and hares. Jacalopes are rare and shy, except during mating season when the male jacalope will attack anything that moves. The male will do this to gain the attention of the female. They will usually strike once then walk away, unless confronted by their former target.

Rodent (Rats and Mice)

Rats

Body: 2/3 Health: 2/5 Mind: 3/6

Social: 2/4 Soul: 7/10 HP: 3 Will: 5

Mice

Body: 1/2 Health: 2/4 Mind: 2/5 Social: 2/6

Soul: 6/10 HP: 3 Will: 4

Bonuses

Nasty Bite

Mice and Rats can chew their way through pretty much anything if given enough time. If something have no armour rating then it will only take a few minutes at most for them to chew through it. If they are trying to chew through anything with an armour rating then it will take them about twenty minutes per Armour Rating of the object. This is because their teeth are hard and always growing.

Survivors

Mice and Rats can live almost anywhere, off of almost anything. As long as it is not outright poisonous they can eat it. They can make nests nearly anywhere, and have a good sense of when to get out of a situation.

Night-Vision

Mice and Rats can see perfectly well in the dark.

Penalties

The first big problem most rats and mice have are they are disliked but nearly everything. This is because their Spirit Lord's trickery and deceit cause the world to split into the spirit world and the material world. Except for a rare few cases no species has forgiven them for this, even

humanity still holds a grudge. This is as a species, individual spirits act differently, but as a whole, rats and mice are hated throughout the spirit world.

Skills

Perception rank 5, Riddles rank 5, Slight of Hand rank 5, Sports, Graceful rank 3, Stealth rank 10, Dodge rank 8, Fist Fight rank 5

Description

These small furry vermin are seen as disease ridden plagues upon man by some, and cute pets by others. They are small, furry and clever.

History

Few look favourably on these vermin. It was their spirit lord that caused the separation of the spiritual and the physical. They tricked man to turn against the gods and disobey their orders. Almost all religions speak of paradise that man must work hard to achieve, and it was this paradise that the lord of rats tricked us out of. They have managed to hide this and pass along the blame to others over the years, but the other spirit lords remembers, and so does mankind, deep down.

Rodent (Squirrels, Chipmunks, and Raccoons)

Raccoons

Body: 1/2 Health: 4/6 Mind: 3/6 Social: 2/6

Soul: 7/10 HP: 7 Will: 5

Squirrels/Chipmunks

Body: 1/2 Health: 3/5 Mind: 2/5 Social: 2/6

Soul: 6/10 HP: 5 Will: 4

Bonuses

Nasty Bite

Squirrels, chipmunks, and raccoons can chew their way through pretty much anything if given enough time. If something has no armour rating then it will only take a few minutes at most for them to chew through it. If they are trying to chew through anything with an armour rating then it will take them about twenty minutes per Armour Rating of the object. This is because their teeth are hard and always growing.

Survivors

Squirrels, chipmunks, and raccoons can live almost anywhere, off of almost anything. As long as it is not outright poisonous they can eat it. They can make nests nearly anywhere, and have a good sense of when to get out of a situation.

Night-Vision

Squirrels, chipmunks, and raccoons can see perfectly well in the dark.

Penalties

Chipmunks and squirrels are crazy. Their spirit selves are even crazier than the mortal chipmunks and squirrels. Many shamans will avoid such spirits if possible because holding a conversation is so difficult. They seem to have no memory for anything but grudges.

Raccoons, especially spirit raccoons, tend to be obsessive and compulsive. They must wash their food and hands constantly, and they all have their rituals and obsessions.

Skills

Perception rank 5, Riddles rank 5, Slight of Hand rank 5, Sports, Graceful rank 3, Stealth rank 10, Dodge rank 8, Fist Fight rank 5

Description

These rodents are small and furry tree faring animals. Raccoons, the largest of this group, can grow to the size of a large cat or small dog.

History

At one time all rodents followed the Rat King, that is until the incident. Whatever it is that the Rat King did to separate the worlds, it was bad enough to cause splinters in the rodent family. The Raccoon lord was the first to go, the chipmunks and the squirrels followed. He would not have taken them, but at the time he needed all the allies he could get, and have not seen a good reason to get rid of them yet. They still get mistrust from the other spirits and animals from their past association with the Rat King.

Serpents

Body: 2/4* Health: 2/4* Mind: 2/5

Social: 1/5 Soul: 4/8 HP: 4 Will: 3

* Larger snakes can have up to 6 Body and Health.

Bonuses

Deadly serious

Many serpents have deadly poisons. Determine what type of poison the serpent has, the rules for poisons are in the player's book. Even many of those that are not poisonous look like they are.

Tongue Tied

Because of the snakes ability to smell and even sense vibrations in the air with its tongue they can track things that are invisible.

Through the Darkened Cracks

Serpents have a strange connection to the darkness. They seem to be able to find cracks in the Darkness and can travel from one plane of existence to another. Cursed, especially summoners will often use snake blood in their summoning spells because it adds a +3 to the Summon spell.

Friends in Low Places

Basilisk, spirit lord of serpents, made deals with the lords of hell. It cost the serpents their legs but no denizen of hell (including demon stolen changelings) may harm a serpent. Hellfire can not harm a serpent.

Smarter than he Looks

Serpents know things, more than they should. Many serpent spirits are spirits of knowledge, mostly forbidden and dark. Many of these things learned through Basilisk's deals with hell. An awaken serpent or serpent spirit has anywhere from 5 to 10 lore at rank 10.

Penalties

Well, because of deals made by Basilisk serpents lost their legs. This has not hindered them much but it still hinders them. In exchange for a bit manoeuvrability they received amnesty from the denizens of hell. Another side effect of the deal was that serpents can not get Social stat above 5, because the deal somehow tainted them.

Serpents also tend to be hunted and used for summoning rituals. Their blood is highly sought after as a magical component.

Skills

Perception rank 10, Stealth rank 10, Dodge

rank 5, Fist Fighting rank 5, When awaken (or serpent spirits) usually have between 5 to 10 Lore skills at rank 10.

Description

Long and sinuous, serpents are lithe and agile. They have no legs and have learned to utilize every aspect of their body for movement.

History

Basilisk walked into hell once and slithered out with knowledge dark and foreboding. Basilisk made deals with the lords of hell for knowledge and protection, but no one but his children seem to know why he made these deals in the first place. Serpents are unnerving, slithering things with secrets that are best left hidden. It is best not to anger the serpent spirits.

Unicorn

Body: 5/9 Health: 5/9 Mind: 2/5 Social: 3/8
Soul: 3/8 HP: 10 Will: 3

Bonuses

Sense Taint

Unicorns can sense Taint in people. They will only come to those who are without Taint or Corruption.

Horn of Healing

A unicorn can heal sickness and wounds with a touch of his horn. Any sickness the person touched with the horn has, he will recover from over the next twenty four hours. The horn will heal 1D4 hit points per touch. This power does not work if the unicorn is attacking with his horn.

The horn retains the power even after it is removed from a unicorn. A unicorn will

die if his horn is removed.

A Horse With a Spear on his Head

A unicorn is a horse with a spear on his head. The unicorn can chose to attack with the horn, in which case it does not have any healing properties during the attack. The horn has a base weapon damage of 3.

Hard Worker

Unicorns can pul loads as if their Body stat was 2 higher than it actually is.

Powerful Kick

The kick of a unicorn has a base weapon damage of 2.

Penalties

Unicorns wither at the touch of corruption. They age an hour for every minute being touched by a person with any Corruption or Taint. Unicorns only live for as long as horses live, approximately 25 to 30 years.

Also, a unicorn's life is connected to his horn. If a unicorn loses his horn he dies.

Skills

Perception rank 5, Stealth rank 5, Fist Fight rank 5, Light Swords (horn) rank 5

Description

Unicorns are usually pictured as white horses with long horns, this is not always the case. Unicorns can be any colour that a normal horse can be. Adult unicorns have 3 foot long horns made of twisted bone growing from their heads. They run in packs of five to ten in deep, dense, heavily wooded areas, far from people.

History

The Unicorn once roams the dense

forests of Europe. Before the coming of man they were plentiful, but with the rise of man and their touch of corruption, the unicorns have nearly died out on earth. Many have been taken to Faerie to be protected from the onslaught of man, but a few herd remain in the forests and untouched places, mostly throughout Europe.

Wolves

Body: 4/8 Health: 6/8 Mind: 3/5 Social: 5/8
Soul: 5/8 HP: 13 Will: 4

Bonuses

Acute Sense of Smell

Wolves have a very strong sense of smell. This gives wolves a +10 to perception when using smell. They also have an 85% chance of recognizing a mystical creature that is disguised, hiding, or even invisible or intangible. This includes Cursed.

Great Hunters of the Night

Because of the betrayal by Bast and ancient pacts made with Lucifer, Cerberus sold himself to hell so that his former charges would have power over the mystical. Even though wolvies and dogs have parted ways, a wolf's bite now adds 3 points of damage to any mystical creature, just like their brother dogs do. This includes The Cursed. A wolf's bite will hurt anything, even those that can only be hurt by magical items.

Penalties

Since breaking with Anubis and retaking their ancestral homeland, wolves do not gain the bonuses to frighten the mystical that dogs get.

Also, where a dog needs a master, a wolf needs a pack. A Wolf without a pack will go mad without a pack and become a danger to himself and others.

Wolves can switch alliances from Fenrir to Anubis. If this happens the wolf must find a master or he will go mad. A wolf who follows Anubis gains the ability to strike the fear of death into the mystical with his bark while he follows Anubis.

Switching alliances is a major thing for a wolf to do and will not be taken lightly. The wolf can switch back and follow Fenrir, but switching alliances goes against a wolf's nature and requires a Will roll with a Difficulty level of Challenging.

Skills

Perception rank 5 (10 smell), Sports, Aggressive rank 7, Stealth rank 5, Dodge rank 7, Fist Fight rank 10 Concentration rank 5

Description

Wolves are the largest member of the canine family. They are natural born hunters and loyal pack members. The fur of a wolf will usually match the landscape of his native home to help camouflage him during the hunt.

History

When Anubis offered his aid to Hades and abandoned the spirit domain of dogs, the wolves broke away from him and retook their ancestral homeland. The new spirit lord, Fenrir, turned his back on man. The wolves try to avoid man, but there have been occasions when a human has gained the respect of a wolf and the wolf has followed the human. On occasions such as this the wolf follows the ways of Anubis and loses the bonuses of a wolf and gain those of a dog, but the wolf keeps his stats.

The Holy, the Unholy, and the Once Holy

Angels

Body: 10/12 Health: 10/12 Mind: 10/12 Social: 10/12 Spirit: 10/12 HP: 20 Will:10
note The stats above are for the lowest rank of angels, those with only one set of wings. Angels can have up to eight sets of wings. For every additional set of wings, the angel gets an additional 2 to their base stats and its derived stats change accordingly. The maximum for each base stat raises by 4 for every additional set of wings the angel has. For Will rolls add how many sets of wings the angel has to the roll.

Bonuses

Flight

Angels can fly using their wings.

Breath of Life

The gods gave angels power over creation. Angels are capable of breathing life into objects, and can return life to the dead. Angels rarely, if ever, use this gift, most see it as blasphemous. Few, other than the angels and demons, even know that angels can do this.

Purify

Angels revel in the love of the gods.

This love is so pure that the angels can burn away taint. With holy fire they can rid taint from others, or kill them trying. With holy fire the angel burns the taint from the target. It causes one point of damage to break up taint into five points of corruption and two points of damage for every point of corruption it burns away. The taint fuels the fire, so it will deal the damage automatically, the angel can not decide how much taint and corruption to burn away, it is all or nothing.

Healing

This power uses the pure love of the divine to heal. To use this power a roll of 2+ sets of wings+ ½ spirit+ D20 with a difficulty level of Challenging. There is no danger of cancer from this power since rather than causing the cells to regrow, this power simply takes the damage away as the target is filled with the purest and most radiant love ever felt. The power heals 1 point of damage plus 1 point of damage per degree of success. This power can be improved like a spell.

Intangible

When they are in the material world angels can become incorporeal and cannot be effected by any physical attacks, unless the physical attacks have a way of effecting intangible targets. While intangible, angels are also invisible.

Holy fire

Angels can call upon the fires of justice as a weapon. This power is usually used by the warrior class of angel, they will usually encase their weapons in it to do more damage. Holy fire deals an extra one point of damage to non-corrupt creatures (those without a point of taint) or one extra

point of damage plus an extra one points of damage per point of Taint the target has.

Channel

Angels may join with a human spirit in a human body and grant the person some of his abilities. While being channelled, the angel can speak to the person who is channelling him, but has no control over what that person is doing or how he is using the angels powers. For the angel to be able to leave before the host wishes him to go, or for the host to kick the angel out before the angel is ready, the angel and the host must enter a test of wills. If the angel wins then he can leave the host, if the host wins the angel remains trapped inside.

There does not seem to be much in this for the angel, so why would they do it? Well, there are places an angel cannot go, such as through a Ward or on desecrated ground for example (while on desecrated ground all rolls using the angel's powers are halved). If the angel is being channelled, he can go anywhere the host can go, as if the angel was not there.

Commune through the Void

An angel can send his thought to one of the faithful. Angels will often use this power to guide and aid a righteous human. Target must be devoutly religious (in a religion that sees angels as helpers and followers of the god of that religion).

Immortal

An angel has never been known to die. If a angel is killed outside of his celestial home he simply returns to his celestial home.

Penalties

First off, angels are bound strongly

to heaven. When they are called out of heaven they can only leave for as many days as they have sets of wings. If they end up being trapped out of heaven for longer, they can remain out go into a sort of hibernation until it can return to heaven, which it does automatically when released.

Secondly, angels are bound to ancient pacts. Angels cannot talk about Heaven or the gods. They may not speak of what they are, what they can do, or even if there is one or more gods in existence. All they can really say on the matter is that every religion seems to have a seed of truth and a fair amount of falsehood. There are many other things that a angel cannot talk about, for various powers tend to use ancient pacts to establish dominance (**for more information about ancient pacts see Lost Magic section.**)

Magic

Angels know all spells that Mystics and Sorcerer can learn, at least from the players book. Angels can know other spells (rituals, lost magic, extra) as the GM sees fit on an case to case basis. Angels use their Magic skill to cast spells.

Skills

Angels get 35 skill points plus 5 skill points per set of wings beyond the first when the GM create them.

Language

Angels have their own celestial language. They can speak this and all other languages at rank 5, they can also read all languages at rank 3. The advantage of being the messengers of god.

Description

Angels do not look like the cartoon versions. They are not children in diapers with wings and a harp, nor are they humans in white gowns. Angels, in their natural form, are pillars of fire. They appear as somewhat humanoid pillars of fire, with arms, legs, head. They are the fire of creature, their touch only burns when they choose it to.

They also have wings, anywhere from one set to eight sets of wings. The number of sets of wings depict how powerful the angel is and how high in ranks they are, with one set being the lowest of the low and eight sets being the highest ranking.

History

Angels are the first children, the children of fire. They have many name, but what they are is the message of the gods. Even the name angel, which humans misunderstand to mean messenger, is a description of what they are. They are te wraith, love, beauty, art. There are several class of angels. There are warriors, messengers, the chorus (singers and praise givers), and several others. All have their place in heaven.

Demons (Fallen Angels)

Body: 10/12 Health: 10/12 Mind: 10/12 Social: 10/12 Spirit: 10/12 HP: 20 Will: 10
note The stats above are for the lowest rank of demon, those with only one set of wings. Demons can have up to eight sets of wings. For every additional set of wings, the demon gets an additional 2 to their base stats and its derived stats change accordingly. The maximum for each base stat raises by 4 for every additional set of wings the demon has. For Will rolls add

how many sets of wings the demon has.

Bonuses

Flight

Demons can fly using their wings.

Breath of Life

The gods gave angels power over creation, this is how the demons create devils. They melt together a form for it to take, give them their dark gifts (the powers and knowledge the devil have) and breath life into their creation. These new devils can then mate and breed more.

Control Devils

Demons have complete control over their devils. If a devil is given an order by a demon and then a contrary order by another demon, or even the same demon, they must try to obey both. If obeying both orders are not possible then they obey the last order given.

A devil cannot go against an order given by a demon if not being ordered by another demon. If someone gains control of a devil and tries to order it to do something contrary to an order given by a demon then the devil must obey the demon. If a true name is used to control the devil, he must try to find a way to obey both orders or else he only obeys the orders of the demon and takes 1 point of damage for each order not completed using his true name as his very essence rips him apart for disobeying the true name.

The exception to this rule is a devil rush job created to replace someone when the demon is stealing someone to hell. In order for a demon to be able to take a human to hell, something must be left in its place. Usually the devil used for this is created in hell and given a small piece of

the soul of the person who it is replacing. Sometimes the demon gets an opportunity to steal a human but does not have time to properly create a devil in hell. In this case the demon may use material from the human world and using his demonic power and the piece of the targets soul bring it to life. Unfortunately for the demon, this gives the devil more will which means that demons must defeat this devil in a battle of wills to control it.

Corruption

Angels revelled in the love of the gods. When the demons fell from grace they were denied this love. This denial of the love of the Devine is what lead to the fallen becoming so corrupted. This corruption is so great that demons can manifest it physically. With but a touch demons can wither plants and corrode stone. This can be used as an attack. With a successful will vs the target the demon can add 1 plus how many sets of wings the demon has in extra damage to their hand to hand attacks or simply as damage if they are touching the target.

That part of the body starts to rot and counts as crippling damage so it cannot be used. There is a chance 3% chance per point of damage from the rot, not the whole attack, that the wound will continue to rot at 1 point of damage per week. This rotting cannot be cured except by magical means.

Healing

Even though the fallen ones have been corrupted and are denied the love of the Devine, they are still capable of remembering that love and feeling love themselves. They also retain the ability the angels have of healing wounds. Most demons hate using this power because it

forces them to remember the love they had turned their back on and reinforces the punishment they are going through.

To use this power a roll of 2+ sets of wings+ ½ spirit+ D20 with a difficulty level of Challenging. There is no danger of cancer from this power since rather than causing the cells to regrow, this power simply takes the damage away as the target is filled with the purest and most radiant love ever felt. Most of the demons who still use this power have learned how to use the power and stop it so quickly that it feels like the love was suddenly denied the target, just to give the target a taste of how they feel, but to do this or allow the feeling to dissipate normally is up to the demon. The power heals 1 point of damage plus 1 point of damage per degree of success.

Intangible

When they are in the material world demons can become incorporeal and cannot be effected by any physical attacks, unless the physical attacks have a way of effecting intangible targets. While intangible, demons are also invisible.

Hellfire

Demons can call upon the fires of hell as a weapon. Hellfire does 3 points of weapon damage and counts as a fired attack.

Possession

With a successful will vs the targets will roll a demon may take possession of a human. This will allow the demon to enter sacred places, but their rolls are at half while in the sacred place.

Influence

Like possession, except rather than ride the target the demon merely makes the

target do things. In order to influence someone the demon must win a Will check against the target for every task, or twenty minutes if the task is ongoing.

Commune through the Void

A demon can send his thought to a weak willed person (will of equal to or less than ½ sets of wings of the demon, round up) with a successful Will check or the truly corrupt (4 or more points of corruption) without a will check. Demons will often use these people to summon them to earth since demons cannot go on their own.

Immortal

A demon has never been known to die. If a demon is killed outside of hell he simply returns to hell, and no demon has been known to have been killed in hell.

Penalties

First off, demons are bound strongly to hell. When they are called out of hell they can only leave hell for as many days as they have sets of wings. If they end up being trapped out of hell for longer then they can remain out of hell they become Intangible and go into a sort of hibernation until it can return to hell, which it does automatically when released.

Secondly, demons are bound to ancient pacts just like their angelic brothers. Demons cannot talk about Heaven or the gods. They may not speak of what they are, what they can do, or even if there is one or more gods in existence. All they can really say on the matter is that every religion seems to have a seed of truth and a fair amount of falsehood. There are many other things that a demon cannot talk about, for various powers tend to use ancient pacts to establish dominance (*for more*

information about ancient pacts
see Lost Magic section.)

Magic

Demons know all spells that Mystics and Sorcerer can learn. Demons use their magic skill to cast spells.

Skills

Demons start with 35 skill points plus 5 skill points per set of wing beyond the first set when GM creates them.

Languages

Demons have their own infernal language, which is a corruption of the celestial language of the angels. Demons speak both the infernal and celestial language and all other languages at rank 5 and read all languages at rank 3.

Description

Demons do not look like the cartoon versions. They are not a person with red skin, horns and a pitchfork, but are pillars of fire. They appear as somewhat humanoid pillars of fire, with arms, legs, head. They also have wings, anywhere from one set to eight sets of wings. The number of sets of wings depict how powerful the demon is and how high in ranks they are, with one set being the lowest of the low and eight sets being the lords of hell. Demons are physically indistinguishable from angels, but they usually exude an aura of menace and hatred.

History

These demons were once angelic creatures. For reasons none will (or even can) talk about, a third of the angels turned against heaven. No one who knows can talk

of it due to ancient pacts, none save for perhaps Lucifer himself, but no one has ever been able to ask him.

Lucifer himself is bound in the center of hell, trapped in fire and ice. He can not leave his bonds, he can not even move. He can communicate with his subjects and make his will known and his anger felt. He has powers beyond what even most angels and demons can understand. He cannot be summoned or controlled by anyone, save the Lord of Lords.

No matter what the reason, these angels lost and have been banished to hell, away from the love of the Divine and have become twisted, vengeful, corrupted creatures.

Note on demon behaviour

A demon would rather corrupt than destroy. The more powerful the demon the less likely it is to want to enter into outright battle. Demons love to play mind games. They love to trick people into doing evil. They love to corrupt by letting their target think he is winning then turning the tables on them. A demon will often give advice that seems good, that seems to help and act like his advice will help and do good for others, only the target finds out to late the hidden damage he has been doing without realizing it up until then.

Devil

The hell born, demon fodder, devils, and the list of names for them go on. They are the creation of demons in the pit of hell. They are slaves, spies, muscle, and toys of the demons that created them.

Many of the devil are unique, built for a specific purpose, but there are some exceptions to that rule. There are several

races of devil, devils that share similar qualities, mass produced for ease of making. A couple of examples are below.

Incubus/Succubus

Body: 6//10 Health: 6/10 Mind: 4/8
Social: 8/12 Spirit: 4/8 HP: 12 Will: 4

Bonuses

I'm too Sexy for This Bonus

Succubi and Incubi were created to seduce and destroy. They have the ability to seduce anyone. They can make a Socialise check vs target's Will roll to seduce the target. If the target is normally attracted to the gender of the Succubus/Incubus (Incubus are male, Succubus are female) then the succubus/incubus' Socialise skill is doubled for the purpose of seduction.

STDish

It has been said that a succubus or incubus will drain the soul of its victim. That is not true, but it can cause a wasting sickness in the target. When a succubus or incubus has sexual intercourse with a target it can make a disease roll. This power starts off at rank 5 but can be bought up like a spell. The roll is rank + ½ soul + D20, the difficulty level is Challenging. If the roll is successful the succubus/incubus and target enter into a Will check against each other.

If the succubus or incubus wins the roll the target loses a point of Health and Body and his will is reduced by one when dealing with the succubus or incubus.

This deduction is cumulative. If the target's Health or Body reaches zero, he dies. It lowers the maximum possible stat as well, so magic can not keep the target going. In order to recover from this disease the target must avoid sexual contact with

any succubus or incubus for a week per point recovering. Both the stat and the will power will regenerate at the same time.

This power is not automatic for the succubus or incubus, they must decide to use it, but if a target is suffering from it, it is automatically sustained by sexual contact with a succubus or incubus.

Magic In and Out of Bed

A succubus or incubus can cast any spell that a wizard could. They do not automatically get spells, but can learn them with freebie points at the same cost as a mystic.

Dream Girl/Guy

Succubi and incubi can take on human form. They can look like whomever they want (of their gender). They can not imitate a specific person, but can look incredibly similar, enough to be mistaken in the dark for the person.

Read a Mark

Succubi and incubi have the psychic power of Mind Reading at rank 5. It can be increased with freebie points like a psychic power. The succubus or incubus will usually use this power to find the perfect appearance to tempt a target. The Concentration check is still needed for this power to work, however, the succubus or incubus does not need to roll for fatigue or insanity when the power is used.

Flight

In the incubi or succubi's natural form they can fly at twice his or her ground speed.

Penalties

Like all creatures from hell, succubi

and incubi are harmed by holy symbols of a good religion wielded by a person with faith. They are also weakened by the sun, all rolls are reduced by a third when they are in the sunlight (a room lit by the light of the sun will do it).

Skills

Concentration rank 5, Debate rank 5, Double Talk rank 10, Fly rank 5, Law rank 5, Magic rank 5, Perception rank 5, Riddles rank 5, Socialise rank 10, Stealth rank 5

Language

Succubi/incubi can speak and understand the language of anyone within 10 metres of he or him by scrying the surface thoughts of those around.

Description

In their natural form incubi and succubi are tall, thin, winged creatures. Their skin is either jet black or red as fresh blood and leathery feeling just like their wings. They have long clawed fingers and toes. They are still recognizable as male or female in their natural form.

In human form they can look however they want to. They can not look exactly like a specific person, but can be incredibly close.

History

Succubi and incubi are created as spies and to trick people into giving their souls over to hell. A human soul can not be taken unless it is given to hell by someone in authority to give it (usually the target, but other mortals can gain the ability over others), so succubi and incubi are used to seduce the target.

They can also make great spies since they can change appearances at will. They can read minds and look like they should be

there. They can also seduce the right people for information.

Rakshasa

Body: 6/10 Health: 6/10 Mind: 4/8 Social: 4/8 Soul: 6/10 HP: 12 Will: 5

Bonuses

Tricky Business

Rakshasas are trickster among the devil. They can shape shift and become invisible. It is a Concentration check of Challenging to become invisible. They can take on a random form (usually humanoid or large bird) with a Concentration check of Average and can look like a specific person with a Concentration check of Challenging. Any attempt to force a Rakshasa to take it's natural form mystically will break the spell or power used to control the Rakshasa.

Overactive

Rakshasa never sleep. They can not be knocked unconscious.

Necromancer

Rakshasa can raise a corpse with a Concentration check of Challenging. They can only raise and control one corpse with a success and one addition corpse per degree of success.

Penalties

Rakshasa are one of the lowest ranks of devil. They are usually sent in to cause havoc. They are fodder and shock troops, as well as a great distraction. While they may be intelligent and can sometimes muster great focus in the short term, they tend to be rather chaotic and unfocused in the long haul, which limits their abilities as spies.

Skills

Concentration rank 5, Double Talk rank 5, Fly rank 5, Law rank 5, Perception rank 5, Riddle rank 5, Slight of Hand rank 5, Socialise rank 5, Stealth rank 5, Dodge rank 5, Fist Fight rank 5, Heavy Swords rank 5, Weighted Weapons rank 5

Languages

Rakshasa speak the infernal language of demons and usually at least half a dozen languages of the human race (and some of the other animal species of earth).

Description

No one really knows what a Rakshasa looks like. They can and will change their forms. They never truly sleep and can not be knocked unconscious. No human knows if the form they take is their true form or not.

History

Rakshasa are devil creatures of chaos and great warriors. They live for tricks and carnage. They often disrupt sacrifices, desecrate graves, and eat people, usually while the person is still alive. Many love to wade into a battle field and create chaos by raising the dead and have them attack their own allies, on both sides.

Nephilim

Body: 14/20 Health: 14/20 Mind: 14/20
Social: 2/8 Soul: 14/20 HP: 28 Will: 14

Bonuses

Elemental Might

The Nephilim that survived god's cull hidden within the elements of his world. They hid within the earth, the air,

the water, or the fire. They hid so deep that the element became part of them. When a Nephilim is within contact of his element he may become that element and travel through it at four times his normal full out movement without becoming winded (pun intended for air Nephilim). In the case of earth nephilim, they can not travel through asphalt or other such man made substances.

The nephilim also get an attack based off of their element. Wind does a blast of air and water creates a blast of water. Both of these attacks have 3 weapon damage and the target must roll against choking/drowning. Fire nephilim create a blast of fire that does 3 points of damage every turn until it is put out. The target will start to spread the fire if he is not careful. Earth nephilim create a wave of earth (from no where so this power can be used anywhere). This tidal wave of earth will have 3 weapon damage and will bury the target if a twenty and a hit is rolled on the attack roll. The earth will last for a number of turns equal to the amount of degrees of success the attack roll got over Average.

This power requires a roll to create/summon the element in question before the attack roll is made. Nephilim start with 5 ranks in this power and it can be bought up like a spell. The difficulty level is Challenging and the roll is $\frac{1}{2}$ Soul + rank + D20. Every Degree of Success adds +2 to the Projectile (fired) roll used to attack with this power.

Human Guise

Nephilim can take on a human form. Nephilim start with 5 ranks in this power and it can be bought up like a spell. The roll for this is $\frac{1}{2}$ Soul stat + ranks + D20, and the difficulty level is Challenging. For every ten ranks in this power a Nephilim

gets another human guise.

Twisted Healing

Like their holy forefathers, nephilim can heal themselves and others. The difference is that the love that angels use to fuel their healing has become tainted through the hatred the nephilim feel towards humanity. Nephilim start out with a rank of 1 in this power but it can be bought up like a spell. To use this power a roll of $\frac{1}{2}$ spirit + rank + D20 with a difficulty level of Challenging. When a nephilim heals someone who can suffer from Taint, the target gains 1 point of corruption and another point of corruption for every 5 points of damage healed.

Immortal

Nothing shy of the host of host seems able to kill a nephilim. They can be weakened and trapped. Their powers can be taken from them through ancient, pretty much lost, rituals, but they can not be killed.

Magic

Nephilim can learn any magic a mystic or sorcerer can learn.

Penalties

Nephilim hate everyone and everything, even other nephilim. So it is extremely rare to see a group of them working together or even see them work with something else.

Nephilim can be hurt by magical weapons and holy weapons do twice the damage. This will not kill them but when they get to the point they should be dead then they turn into their bound element for an amount of time equal to a month per point of damage over what should have killed it.

The nephilim can be trapped if the elemental body of his is trapped in a specially prepared container. These containers lose their potency over time and can not be re enchanted while still containing a nephilim however.

Skills

Nephilim get 40 skill points to start.

Description

Nephilim look like a humanoid pillar of their bound element. Fire nephilim look like twisted versions of angels without wings.

History

When the world was young the Host of Host sent out a host of angels called the Watchers to watch over and protect humanity. They were given one rule they must obey, never mate with the women of humanity. Well, it didn't take long before the love they felt for humanity to turn to longing and the Watcher, taking mortal guises, started bedding human women.

Well, all was good and the Watchers thought they got away with their indiscretion until the human women they were bedding became pregnant with the angelic children. The angels were both scared and excited. They knew that the children would prove they broke the law they were given, but they thought that if God could see the offspring and see the love that they generated that God would forgive the Watchers. That was, until the first of the Nephilim were born.

The birthing process always killed the mother. And what was born was a horrid, unthinkable monstrosity. When God looked upon the wretched offspring he, in great furry, decimated the ranks of the

Watchers until only a few dozen or so survived. As for the offspring, he smote all that he could see. However, some of the nephilim were already clever enough to hide among the elements and escaped. No angel ever mated with the women of man, and on a few instances, a few demons have tried, but the resulting nephilim offspring were to uncontrollable and unstable and just downright hostile to the progenitor to be of any use, so they stopped trying.

Nephilim are born sterile. It is believed that there are maybe a few dozen to a hundred nephilim in the world. Nephilim have souls, it is possible for them to forgive, but it has not yet happened. In theory they could be good, get along with others, but that is just theory. Nephilim have been so consumed by their fear and hatred that no one has been known to have change their nature. Then again, just because it has not happened does not mean it could not.

Watchers

Body: 10/20 Health: 10/20 Mind 10/20
Social 5/10 Soul: 10/20 HP: 20 Will: 10

Bonuses

Immortal

The watchers can not die. They have survived the wrath of god, now nothing short of his attention seems to be able to destroy them. They heal 1 point of damage a turn and if they are brought low enough that they should be dead, their bodies crumble. They will reappear a day later, fully healed. There are rumours that there are holy relics that can kill them, but no one has actually seen it or even have a name of one of these relics.

Mind Benders

Watchers are masters of finding secrets. They all have the equivalent of Clairaudiance, Clairvoyance, and Read Auras all starting at rank 5. They can add more ranks to these powers as if buying ranks in a power. Watchers do not need to make a Concentration check to use these powers and they do not get fatigued or go insane from them.

Magic

Watchers know all spells that Mystics and Sorcerer can learn, at least from the players book. Watchers can know other spells (rituals, lost magic, extra) as the GM sees fit on an case to case basis. Watchers use their magic skill to cast spells. There are some limitations on how spells can be used, see penalties for details.

Second skin

Watchers were given a human visage they could take on so they could interact with humans. They have only one human guise. No role is needed to take this form.

A Little Bit Different

Watchers get ten points to put into bonuses. These points can only be used for bonuses.

Penalties

Before they were cast from heaven, watchers were bound to ancient pacts. Watchers cannot talk about Heaven or the gods. They may not speak of what they are, what they can do, or even if there is one or more gods in existence. All they can really say on the matter is that every religion seems to have a seed of truth and a fair

amount of falsehood.

Watchers can not use any powers to influence the minds of humanity mystically. This included things that were once, or should have been human such as vampires, liches, and werereatures and The Cursed.

They may threaten with physical harm using magical means, but they can not use magic to make a human do what they want. Basically, if it requires a Will check against a human (or former human) the Watcher can not do it.

Skills

Watchers get 40 points to put into whatever skills they want. Watchers also get 15 points just to be divided among the Magic skill and Lore skills.

Description

Watcher look like humanoid pillars of fire like their angel cousins, except they have no wings. They look like perfectly normal, rather generic humans in their human guises.

History

When the world was young, god sent angels down to watch over and guide the humans. God gave them a command, do not bed the woman of men. For a long time the Watchers watched over humanity, as

they did so they started to see how lovely the women of men were. Soon they forgot the decree of heaven that they must not bed the women.

Some time after the angels broke the law they were given, the women of men began becoming pregnant. The watchers were in an uproar. Some were panicking, they knew they could no longer hide this from god. Others were thrilled, they thought that if god seen the good that could come of their union, god would change his mind. It did not take long for the watchers to understand god's law of not bedding the women. Soon monsters were bursting forth from the wombs of the women that the angles fell in love with.

When god learned of this he rounded up almost all the nephilim and destroyed them. He then turned to the watchers and in his anger wiped all but a few out in the blink of the eye of god. The rest were stripped of their wings and lost much of their angelic powers.

There are about eighteen watchers in total. They do still love humanity and know it was the fault of the watchers and the watchers alone that they fell. Some try to do as many good deeds as possible to get beck into heaven, most others just watch the great changes in history and note the patterns the world seems to follow.

The Fey, the Half Fey, and Fey Creation

The Fey

The fey are a hard group to categorise. Every time a rule has been established for a type of fey another fey of that type comes along and breaks that rule.

Here are some (mostly) steadfast rules for the fey.

1) Non-enchanted iron, especially cold iron, hurts the fey. Noble fey can not even bare the touch of steel (at least 50% pure iron in the mix). Common and tiny fey can touch

steel with up to 80% pure iron, but will be hurt if attacked with anything made of at least 50% iron. Monstrous fey can touch anything with iron and a mix of something else but is hurt by anything with at least 50% iron mix. Pure iron (97% iron or higher) hurts all fey to touch by varying degrees, cold iron hurt them even more.

Cold iron is simply pure iron (at least 97% or higher iron) that is extra resilient to magic. It has no different chemical properties, but any mystical (including The Cursed) can sense the extreme lack of magic in cold iron. No one knows what causes cold iron, it just happens naturally. Cold iron is rather rare and among the mystical communities very expensive. A normal human can not tell the difference between iron and cold iron so it would not cost any more being sold from humans, but among the mystical community, it could cost three to five times as much as the equal amount of iron.

Any iron pure enough to cause damage to a fey by contact will break their glamour. If a fey is bound by iron pure enough to hurt them from the contact, but there is padding between the fey and the iron, it will not hurt them, but the fey will not be able to use his Glamour. Talking and walking are the only things the fey will be able to do. The fey will be tired and weakened by the iron, but when the iron comes off, he will be his old self again.

Faeries are also repelled by shows of religious faith that vilify the fey by someone who truly believe. Most pagan beliefs do not fall under this category. Most pagan and neo-pagan beliefs exonerate the fey. More modern faiths such as Muslim, Jewish, and Christian faiths will repel fey.

A weapon coated in fresh human blood will hurt one of the fey.

Human blood injected into one of the fey will weaken and sicken that fey, but neither will kill the fey. The reason the blood will hurt the fey is the iron in the blood. Human blood does not break Glamour.

2) Fey are magic. They are not just magical, but are the physical embodiment of the magic of nature. Fey are the quintessential mystical creature.

Also, everything a fey does is magical, or Glamour. Their skills, their will, their magic, and any special powers are all based on one thing, their Glamour. Their Glamour is the average of their stats. Their Glamour can be raised using freebie points when creating the NPC, but fey can not advance (except goblins and an EXTREMELY, EXTREMELY, EXTREMELY, rare other fey).

3) All fey are unique, even those that are close enough to be considered a race of fey. They may have one or two abilities and penalties the same and look somewhat similar, but they will all have his or her own skills and a few different powers and spells.

When creating a fey NPC, he will be given his own stats based off the template for it, the specific penalties and bonuses, and will be give a certain amount of skills, penalties, bonuses, and spells specifically for that one fey.

4) Fey can not be harmed by magic (with a rare few exceptions). They can be hurt by non-magical items, but they can enchant anything they touch (except iron, they cannot enchant item with enough iron to harm them).

5) Fey can not learn (except goblins and an EXTREMELY, EXTREMELY,

EXTREMELY, rare other few). They are born knowing what they know and what they can do. This counts only for skills, spells, powers, not facts and details such as names and places. They can not develop new strategies but will remember those they have met and places they have been. They can use the magic in any magic item (they do not have to use any triggers if there are any) but any mundane item they did not know how to use, they can not learn how to use it, no matter how simple it is.

6) The fey can control magic. They can control and active spells, either in effect, on a target, or in an item, with a Glamour check, using Souls as the base skill, with a difficulty level of Nigh Impossible (which is disturbingly easy for many). On a success the fey can choose to stop the spell, strengthen the spell (another degree of success for every degree of success using this power, but the fey does not need to use all the degrees of success he got using this power), weaken the spell (take away a degree of success for every degree of success using this power, but the fey does not need to use all the degrees of success he got using this power), move the spell (if the spell requires mystic writ then the writ moves as well), or places the spell on another target or into another object.

Not all fey believe they could do this so not all fey can, but all are capable. All noble fey know they can do this so they can all do this. For all other fey flip a coin while making them (unless you absolutely want them to or do not want them to be able to do this). Heads the fey know they can do this and can do this, tails means the fey does not believe he can do this and therefore can not do this.

7) The average stat and even the maximum

stat for a specific race of fey can be higher or lower than those of the same fey type. Those stats are just to give a general rule of thumb for the type of fey in question.

The following will be the basic guide lines for the four type of fey and an example or two of those that either follow the rules or those that do not. The bonuses are on top of any bonuses they get for their race.

Noble Fey

Body: 8/15 Health: 8/15 Mind: 10/15
Social: 10/20 Spirit: 15/25 HP: 16
Willpower: 13 Glamour: 21

Bonuses

Noble fey will have extra Glamour. They will get an extra 10 points of Glamour.

On top of the extra Glamour noble fey will usually have bonuses involving the ability to control people and/or manipulate magic. They will usually get 1-5 bonuses (roll a D10 and divide by two, round up if necessary). This is after any racial bonuses. Extra bonuses will cost from one to four points, depending on how much effect they will have on the game.

Penalties

Noble fey take 1 point of damage per turn he is in contact with steel containing at least 50% pure iron and will take an extra point of damage from weapons made of such steel. When the purity of the iron is at least 75% then the noble fey takes 2 points of damage per turn from touching it and takes an extra 2 points of damage from such weapons. Pure iron causes 3 points of damage per turn touching it and weapons of

pure iron do 3 extra damage. The touch of cold iron does 5 points of damage per turn and weapons made of such cause an extra 5 points of damage.

Noble fey should get an extra one or two penalties on top of this. The noble fey will get one extra penalty if they have one, two, or three extra bonuses and will have two penalties if they have four or five extra penalties. These penalties will often involve weaknesses to pollution or something that would effect the environment. These weaknesses will usually weaken, but not kill the noble fey.

Skills

Noble fey get six to ten skills. Roll a D10 and divide by two, rounding up if necessary, and add this number to five and that is how many skills a noble fey get. The fey's rank in the skill is his Glamour. Extra skills cost three freebie points.

Spells

Noble fey get eleven to twenty spell. Roll a D10 and add the result to ten, that is how many spells a noble fey knows. The fey's rank in the spell is his Glamour. Extra spells cost three freebie points.

Description

Noble fey tend to be anywhere from five to seven feet tall. They are generally beautiful humanoid creatures. Some very closely resemble human physical perfection while other are inhumanly beautiful. Many that do not appear human will combine animal or plant aspects to a humanoid form.

History

The noble fey are the rulers of Faerie. They are the Lords and Ladies. It is their society that the feudal lords of

medieval Europe based their society around. They have ruled over Faerie before man walked upright and will continue to do so long after man is done.

Role-playing note

The noble fey are the elite of the fey. While they may become slighted over the smallest of things, they often have great patience for the iron blooded (humans) because they are so limited and weak. They would rather educate than smite, though sometimes it may be hard to tell the difference. Noble fey will usually work through intermediaries when dealing with humans since noble fey rarely wish to go to the cities and towns that humans usually inhabit.

When the noble fey do go and seek human assistance, he will usually go in disguise. If a human does help a noble fey, the noble fey will usually reward the human well. If the human displeases the noble fey, he will punish the human, usually by cursing or changing the human until conditions are met that reconcile the human's actions. Rewards and punishments dealt out by the noble fey are usually more extremely disproportionate than from any of the other fey.

Tuatha Dé Danann

Body: 12/15 Health: 10/15 Mind: 10/15
Social: 15/20 Spirit: 18/25 HP: 22
Willpower: 14 Glamour: 25

Bonuses

More Glamour

Tuatha Dé Danann will have extra Glamour. They will get an extra 10 points of Glamour. This is the bonus for all noble fey and not an extra on top of the extra 10

for being a noble fey.

Natural Born Leaders

The Tuatha Dé Danann are the leaders of the seelie court. As the born leaders of the seelie court they can command lesser fey of the seelie court. Anyone of a lower rank among the seelie court must obey the order of one of the Tuatha Dé Danann unless it contradicts an order of a higher ranking Tuatha Dé Danann without proof that the higher ranking Tuatha Dé Danann deemed it so.

They can control others with a Will challenge (the Tuatha Dé Danann adds his Glamour and Will together for this). If the target has a soul the target gets a +6 to his roll. If the target is unseelie then the target gets a +5 to his roll. The Tuatha Dé Danann can not target a Fomorian with this power.

A Force of Nature

The Tuatha Dé Danann can control the weather. A Glamour check (using Spirit stat) of Hard allows the Tuatha Dé Danann to change the weather withing an hour minus ten minutes per degree of success. It is more a question of when this power will work rather than if this power will work.

Penalties

The Tuatha Dé Danann take 1 point of damage per turn he is in contact with steel containing at least 50% pure iron and will take an extra point of damage from weapons made of such steel. When the purity of the iron is at least 75% then the Tuatha Dé Danann takes 2 points of damage per turn from touching it and takes an extra 2 points of damage from such weapons. Pure iron causes 3 points of damage per turn touching it and weapons of pure iron do 3 extra damage. The touch of cold iron

does 5 points of damage per turn and weapons made of such cause an extra 5 points of damage.

The Tuatha Dé Danann are vulnerable to the magics of the Fomorians. The Fomorians can hurt and sometimes even kill members of the Tuatha Dé Danann.

Skills

Tuatha Dé Danann get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a Tuatha Dé Danann get. The fey's rank in the skill is his Glamour. These skill tend to be crafting skills, social skills, and combat skills such as light swords.

Spells

The Tuatha Dé Danann get eleven to twenty spell. Roll a D10 and add the result to ten, that is how many spells a Tuatha Dé Danann knows. The ranks for these spells is the Glamour stat of the Tuatha Dé Danann.

Description

The Tuatha Dé Danann are the high nobility of the seelie court. They stand six to eight feet tall and are all beautiful. They mostly have light hair and light coloured eyes.

History

Lord Oberon and Lady Tatiana are the most powerful of the Tuatha Dé Danann. The Tuatha Dé Danann rule the eastern half of Faerie.

The Tuatha Dé Danann came to earth to rule Ireland. The Fomorians and their followers the Fir Bolgs were not holding to the agreed guidelines of the

rulership of the fey on earth. The unseelie court was trying to rule both winter and summer. When the Tuatha Dé Danann came to look into what was happening, the Fomorians set up protection spells to keep the Tuatha Dé Danann out. Eventually the Tuatha Dé Danann found a weak spot and concurred the Fir Bolgs.

Foromrian

Body: 12/15 Health: 12/15 Mind: 10/15
Social: 12/20 Spirit: 15/25 HP: 24
Willpower: 13 Glamour: 22

Bonuses

More Glamour

Foromrians will have extra Glamour. They will get an extra 10 points of Glamour. This is the bonus for all noble fey and not an extra on top of the extra 10 for being a noble fey.

To Rule in Darkness

The Foromrians are the leaders of the unseelie court. As the born leaders of the unseelie court they can command lesser fey of the unseelie court. Anyone of a lower rank among the unseelie court must obey the order of one of the Foromrians unless it contradicts an order of a higher ranking Fomorian without proof that the higher ranking Tuatha Dé Danann deemed it so.

They can control others with a Will challenge (the formorian adds his Glamour and will together for this). If the target has a soul the target gets a +6 to his roll. If the target is seelie than the target gets a +5 to his roll. A Foromrian can not target a Tuatha Dé Danann with this power.

The Seas of Change

Foromrians can control sea conditions. With a Glamour check (using Spirit stat) of Hard the Foromrian can reverse the weather and water conditions of any body of water, calling up storms or calming turbulent waters within an hour minus ten minutes per degree of success. With this power it is more of a question of when rather than if the power will work.

Penalties

Foromrians take 1 point of damage per turn he is in contact with steel containing at least 50% pure iron and will take an extra point of damage from weapons made of such steel. When the purity of the iron is at least 75% then the Foromrian takes 2 points of damage per turn from touching it and takes an extra 2 points of damage from such weapons. Pure iron causes 3 points of damage per turn touching it and weapons of pure iron do 3 extra damage. The touch of cold iron does 5 points of damage per turn and weapons made of such cause an extra 5 points of damage.

The Foromrians are vulnerable to the magics of the Tuatha Dé Danann. The Tuatha Dé Danann can hurt and sometimes even kill members of the Foromrians.

Skills

Foromrians get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a foromrian get. The fey's rank in the skill is his Glamour. These skills tend toward social skills, lore skills, or combat skills such as light swords.

Spells

The Foromrians get eleven to twenty

spell. Roll a D10 and add the result to ten, that is how many spells a Foromrian knows. The ranks of these skills is the Glamour stat of the Foromurian.

Description

Foromrians are the leaders of of the unseelie court. While the Foromrian are somehow related to the Tuatha Dé Danann, the do not look particularly similar. Formorians are tall, standing between eight to twelve feet tall and are dark haired, dark eyed and dark skinned. They tend to be either hideously ugly or breathtakingly beautiful.

History

The Queen of the Unseelie is the most powerful of the Fororians. The Foromrians rule the western half of Faerie.

Sidhe

Body: 8/15 Health: 8/15 Mind: 10/15
Social: 10/20 Spirit: 15/25 HP: 16
Willpower: 13 Glamour: 21

Bonuses

The Gift of Glamour

Sidhe will have extra Glamour. They will get an extra 10 points of Glamour. This is the bonus for all noble fey and not an extra on top of the extra 10 for being a noble fey.

Noble Stature

The Sidhe are ranked highest in the political ranks second only to the Tuatha Dé Danann among the seelie court and the Foromrians in the unseelie court. With a Glamour check (using Social stat) against a target's Will check a Sidhe can command a target to do one task plus one per degree of

success. If the target has a soul than the target gets a +6 to his Will check. If the target is a member of the opposite court then the target gets a +5 to his Will check. Sidhe can not use this power on a higher ranking faerie.

Penalty

Sidhe take 1 point of damage per turn he is in contact with steel containing at least 50% pure iron and will take an extra point of damage from weapons made of such steel. When the purity of the iron is at least 75% then the Sidhe takes 2 points of damage per turn from touching it and takes an extra 2 points of damage from such weapons. Pure iron causes 3 points of damage per turn touching it and weapons of pure iron do 3 extra damage. The touch of cold iron does 5 points of damage per turn and weapons made of such cause an extra 5 points of damage.

The Sidhe who come to earth are bound to where he enters. The Sidhe can not leave more than fifty kilometres of where he entered the realm of man.

Skills

Sidhe get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a Sidhe get. The fey's rank in the skill is his Glamour.

Spells

Sidhe get eleven to twenty spell. Roll a D10 and add the result to ten, that is how many spells a Sidhe knows. Extra spells cost three freebie points. The rank of these spells is equal to the Glamour stat of the Sidhe.

Description

The Sidhe are beautiful and powerful. They are the right hand of either the Tuatha Dé Danann or the Foromrians, depending on which court they belong to. They usually stand between five and a half to six and a half feet tall. They tend to be fair haired with light coloured eyes, though it is not unheard of for a few to have dark hair and/or dark eyes. They have oddly angular, yet beautiful face. They tend to be thin and their arms and legs seem slightly to long, but this seems to add to, rather than detract from, their beauty.

History

The people. There are several tribes of Sidhe; tribes such as the aes sídhe, daoine sídhe, and daoine síth among many other such tribes. They are often know as the people of the mounds. This is because many of them come to this world from faerie mounds and are connected to these mounds.

The Sidhe are the second in charge of faerie. They are the enforcers of the laws and valiant warriors of their court. They uphold the honour and traditions of the courts and Faerie as a whole.

Common Fey

Body:4/12 Health:8/15 Mind:4/12
Social:6/15 Spirit:15/20 HP:12
Willpower:10 Glamour: 13

Bonuses

The common fey get an extra 5 points of Glamour.

On top of the extra Glamour common fey get 1-3 extra bonuses after any racial bonuses. Roll a D6 and divide by two, rounding up. Common fey are born with a specific purpose. Bonuses are bases

off of the fey's purpose, they should not be random. Extra bonuses will cost between one to four points, depending on how much it effects the game.

Penalties

Common fey take a point of damage per turn when in contact with something containing at least 80% iron. They take one extra damage from weapons made of at least 50% iron. They take two points of damage per turn while in contact with pure iron and an extra two points of damage from pure iron weapons. They take an extra three points of damage from cold iron weapons and take three points of damage per turn in contact with cold iron.

Common fey will usually get at least one more penalty. These penalties usually weaken, but does not kill the common fey.

Skills

Common fey get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a common fey get. The fey's rank in the skill is his Glamour. These skills are generally related to the task of the common fey. Extra skills cost three freebie points.

Spells

Common fey get between eleven to fifteen spells. Roll a D10 and divided it by two, round up if needed, then add to ten. This is how many spells a common fey gets. The rank in the spell is the fey's Glamour. These spells are related to the task of the common fey. Extra spells cost three freebie points.

Description

Common fey tend to be between four to six feet tall. They tend to mix either elements of humans and animals or humans and plants in their form. Often they are pleasing to behold, though not always.

History

The common fey are the commoners of Faerie. They were born to a task, be that making shoes, cleaning homes, or leading weary travellers to their doom. Common fey have a job to do and do it very well. They do not always have to perform the task for the same person or in the same area. They are at the beck and call of the noble fey, but the noble fey must pay for the service. When not employed by the noble fey, they seek out those worthy of their task (either as a reward or punishment depending on the task).

Role-playing notes

The common fey have a task to do. They are born loving to do their task, but will not do it without recompense. One must be worthy of the common fey's service. Whether for good or ill, the common fey have a task to do and must only do it for those worthy. Those that would do harm such as pookas who lead man to their death, do so to teach others through example. They provide their service for those who are foolish or wicked, at least in the eyes of the pooka. Meanwhile, those who do good, such as cleaning, like the brownies, do so for the kind and virtuous, at least in the eyes of the brownies. The common fey's service always comes at a price, be it secrecy, food, or the person's life.

Brownie

Body: 4/12 Health: 8/15 Mind: 4/12 Social: 4/15 Spirit: 15/20 HP: 12
Willpower: 10 Glamour: 12

Bonuses

Busy Beaver

Brownies exist to help in certain fields of work. A brownie is born to help in a specific task. This could be anything from cleaning, to fixing certain things, to building certain things. Whatever the field of work that the brownie is part of, he can perform the task four times faster than normal as long as no one, other than other brownies, is watching. Also, he gets a plus five to the related skill checks while performing that task.

Nigh Invisible

Brownies can become almost invisible when not working. They all get the Stealth skill and if they are not working and trying to hide an observer must make a Perception check of double the brownie's Stealth check. Brownies can not hide while working.

Extra Glamour

Brownies get an extra 5 points of Glamour. This is a bonus common to all Common Fey, not an extra 5 points on top of that bonus.

Penalties

Brownies take a point of damage per turn when in contact with something containing at least 80% iron. They take one extra damage from weapons made of at least 50% iron. They take two points of damage per turn while in contact with pure iron and an extra two points of damage from pure iron weapons. They take an extra three points of damage from cold iron.

weapons and take three points of damage per turn in contact with cold iron.

Brownies require secrecy. A brownie can only do his work in private. Also, a brownie will stop working for a human if he either stops feeding the brownie or if the human tells anyone about the brownie. Brownies tend to be so secretive that they will not let a human know that he is working for the human. If the human even finds out about the brownies help the brownie will stop working for him.

Skills

Brownies get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a brownie get. The brownie's rank in the skill is his Glamour. These skills are generally related to the task of the Brownie.

Spells

Brownies get between eleven to fifteen spells. Roll a D10 and divided it by two, round up if needed, then add to ten. This is how many spells a Brownie gets. The rank in the spell is the fey's Glamour. These spells are related to the task of the Brownie. Extra spells cost three freebie points.

Description

Brownies are generally happy, if secretive, fey. They are generally two to three feet tall. They otherwise look like slightly hefty humans.

History

Brownies are helper. They work diligently when no one, with the exception of other brownies, are around. They tend to be very friendly, even those of the unseelie

court, if they allow themselves to be seen. Nearly all brownies belong to the seelie court. However, there are some unseelie brownies. The only difference between seelie and unseelie brownies is that unseelie brownies tend to be more vindictive when slighted.

Phuka

Body: 4/12 Health: 8/15 Mind: 4/12
Social: 2/15 Spirit: 15/20 HP: 12
Willpower: 10 Glamour: 12

Bonuses

Extra Glamour

Phukas get an additional 5 points of Glamour. This is a bonus to all Common Fey, this is not on top of the extra Glamour al Common Fey get.

Shape Change

Phukas can change shape into an animal. They usually change into a horse, but can do most types of animals. It is a Glamour check (with Body being the base stat) with a difficulty check of Challenging to change shape. It takes thirty seconds to change shape minus five seconds for every degree of success.

See Taint

Phukas generally punish the wicked. They can see the corruption that builds up in the soul with a Glamour check (with Mind as the base stat) with a difficulty level of Challenging.

Lay of the Land

Phukas instinctively know his surroundings. Effectively a phuka has a kind of blind sight. He automatically knows where all the obstacles around him are and

the best way to get around them without looking.

Follow the Leader

With a Glamour check (with Social as the base stat) vs the target's will roll the phuka can get the target to follow him. The compulsion to follow the phuka lasts for ten minutes plus ten minutes per degree of success. The target will even follow the phuka to someplace that is obviously dangerous

Breathless

Phukas do not need to breath. They can to appear to be normal animals, but this is just a trick.

Penalties

Phuka take a point of damage per turn when in contact with something containing at least 80% iron. They take one extra damage from weapons made of at least 50% iron They take two points of damage per turn while in contact with pure iron and an extra two points of damage from pure iron weapons. They take an extra three points of damage from cold iron weapons and take three points of damage per turn in contact with cold iron.

Phukas are bound to a certain location when they come to earth. If they are taken more than fifty kilometres from the location they weaken and go into a coma until returned.

Skills

Phuka get six to ten skills. Roll a D10 and divide by two rounding up and add this number to five and that is how many skills a Phuka get. The Phuka's rank in the skill is his Glamour.

Spells

Phuka get between eleven to fifteen spells. Roll a D10 and divided it by two, round up if needed, then add to ten. This is how many spells a phuka gets. The rank in the spell is the phuka's Glamour.

Description

Phukas are natural shape shifters. The phuka's natural form is humanoid with the characteristics of several different animals. It could be the ears of a donkey, the legs of a goat, and the tail of a cat; or it could be eyes of a lizard, hands like dog paws, and wings of an eagle. Whatever it is, the phuka will generally have characteristics of three to five animals as part of his appearance.

History

Phukas are guardians of specific places and punishers of the wicked. They will be bound to an area and will protect it from trespassers. The phuka will usually change into an animal and force the trespasser to follow him. If the phuka does not feel the target deserves to die then the phuka will just get the target horribly lost but close enough to a main road or settlement of people that he can find his way to safety and spread the story to others to avoid the spot. If the phuka feels the target is too wicked to allow to live then he will force the target to follow him somewhere dangerous such as over a cliff or into deep water.

Tiny (Victorian) Fey

Body: 2/10 Health: 2/12 Mind: 4/12
Social: 4/15 Spirit: 15/20 HP: 4
Willpower: 10 Glamour: 6

Bonuses

Tiny fey get 1D4 bonuses on top of any racial bonuses. These bonuses are usually illusion based or emotional or perception altering based. Extra bonuses will cost between one to four points, depending on how much it effects the game.

Penalties

Tiny fey take a point of damage per turn when in contact with something containing at least 80% iron. They take one extra damage from weapons made of at least 50% iron They take two points of damage per turn while in contact with pure iron and an extra two points of damage from pure iron weapons. They take an extra three points of damage from cold iron weapons and take three points of damage per turn in contact with cold iron.

Tiny fey will usually get at least one more penalty. These penalties usually weaken, but does not kill the tiny fey.

Skills

Tiny fey get one to four skills. Roll 1D4 and that is how many skills they get. The ranks in the skill is their Glamour. Extra skills cost three freebie points.

Spells

Tiny fey get one to four spells. Roll 1D4 and this is how many spells the tiny fey get. These spells are usually some kind of perception altering or mind or attitude affecting magic. The ranks in these spells is the fey's Glamour. Additional spell cost three freebie points.

Description

Tiny fey tend to be small as the name implies. They are usually between a couple of inches to about three feet tall.

They are usually very beautiful or horrifically ugly, but are rarely in between. Many tend to be humanoid with a few animalistic or plant features, and many sport insect-like gossamer wings.

History

Tiny fey are commonly referred to as Victorian fey since they were rarely seen before the Victorian age. Tiny fey do not hail any court over the other, they are free agents. They can choose to side with either the seelie or unseelie court, or neither at all, as the case may be. Among a species know for its capricious nature, the tiny fey are the wild ones.

These fey tend not to be particularly violent, but are quick to anger or frighten. When they do come to the mortal world they tend to favour woodlands, parks, and large garden areas. Many tiny fey distrust adults, but will usually befriend children. They prefer children because they tend to be more susceptible to the enchantments and illusions of the tiny fey.

Role-play notes

Tiny fey are usually pretty and playful or ugly and grumpy. Both will usually avoid adults since they tend to be rigid minded where as children tend to be easier cast their magic on. Tiny fey are fickle, but will usually remember their friends and their enemies.

Goblin

Body: 4/10 Health: 4/12 Mind: 4/12
Social: 2/15 Spirit: 15/20 HP: 10
Willpower: 10 Glamour: 6

Bonuses

Learns Well

Goblins are one of the rare few fey who can actually learn new skills, spells, tricks, and get new bonuses.

It's SCIENCE

Goblins have a knack for creating incredible things. Goblin inventions combine magic and science in fascinating, and often nightmarish, ways. It could be a supercomputer with a dorito for a processing chip and powered with a miniature cold fusion device, a steam punk cybernetic arm, or an AM/FM sonic death ray. A goblin's invention could look futuristic or archaic but they will definitely be interesting.

GMs are encouraged to be creative when coming up with goblin inventions. Also, goblin inventions are almost always prototypes (mainly because they usually get bored with the idea by the time they got it work and have moved on with something new) so be creative with possible flaws in the invention. Since goblin inventions are so utterly improbable no one but another goblin can usually make heads or tails out of exactly how the device works. In other words, in order to fix a goblin device you generally need a goblin (not necessarily the same goblin, but in some cases it does have to be the same one) to fix it.

Nigh Invulnerable

Goblins are nearly indestructible. They can withstand the touch of all but cold iron and only weapons on pure iron or cold iron can hurt them. All goblins have one more weakness. They are vulnerable to one other substance or circumstance and that weakness is unique to that individual goblin.

Wheeling and Dealing

Goblins always know a good deal when they see it. They may trade an ancient artifact for used chewing gum and a handful of pocket lint, but that is because they need the gum and lint to create a power source (for example) that will gain them more than the artifact was worth in the first place.

Not every deal with a goblin is nearly as advantageous as the previous example for the creature dealing with the goblin, but when considering the goblin's bonus of It's SCIENCE, anything could be a good deal for the goblin. Sometime both side come out ahead in a deal with a goblin, but the goblin always comes out better off or no deal.

Penalties

The touch of cold iron does one point of damage per turn it is in contact with a goblin. Also weapons of pure iron or cold iron does damage to goblins.

Goblins all have one unique weakness that will hurt or kill them. This could be foam rubber, pepper, depleted uranium, or romance novels for example. It could also be a situation like watching emo vampire movies or listening to Rosanne Bar sing the national anthem. The goblin will take 1 point of damage per round in contact with (or exposed to) whatever it is that the goblin is vulnerable to.

In cases of a once in a lifetime example or so rare it should never happen, something sees to it that it does and there is a recording to be used against the goblin. No one knows what force it is that sees to it this happens, but if the goblins find it they will definitely eat it. Goblins have no idea what their weakness is until effected by it. Most goblins, therefore, do not worry much about it till it happens.

Skills

All goblins have the Finance skill. They also get at least one Hard Science skill. On top of this goblins usually get 1D4 other skills. Their ranks in these skills is their Glamour stat.

Spells

Goblins get Enchant Object spell. They usually know several dozen variations, many of which only goblins can learn. On top of this goblins usually get 1D4 additional spells. Their rank in these spells is their Glamour stat.

Description

Goblins form varies greatly. They tend to stand anywhere from two to four feet tall, but some have been known to be taller or shorter. Their skin, hair, and eye colour can be any colour under the rainbow. They are all ugly (by human standards). Even though goblins look so different, somehow, they are easily recognizable as goblins.

History

Goblins are greedy. They love to barter and haggle. No one is sure when they started up the goblin market per se and no one really questions it. The goblin market is the very essence of the goblin mentality, chaos and commerce.

Pixie

Body: 2/10 Health: 2/12 Mind: 4/12
Social: 6/15 Spirit: 15/20 HP: 4
Willpower: 10 Glamour: 6

Bonuses

Fly

Well, pixies have wings, and they

know how to use them. Most pixies have beautiful wings, just like a butterfly. Others have wings more like flies or lady bugs. No matter what the wings resemble every pixie's wings are unique and a pixie can identify each other from great distances simply from the wings.

With a little pixie dust and happy thoughts anyone can fly. Once sprinkled with pixie dust, a target must succeed in a Will check with a difficulty level of Challenging in order to start or stop flying for the hour following getting sprinkled, or until the dust is washed off.

If a target is flying an hour after he was sprinkled with pixie dust, well, he is no longer flying but falling. No one knows where pixie dust comes from other than from pixies somehow. Pixie dust can be bottled and will remain good until used.

Pixie Lead

With the successful Glamour check (with Social as the base stat) vs a target's Will check a pixie can enchant a person. This is just like the fey stolen changeling's Glamour power enchant. A person who is pixie lead will follow the pixie, romping and singing and dancing without a care in the world. This power lasts until either dusk or dawn, whichever comes first. The target will not remember a thing once he is released from this power.

Preserve Innocents

Pixies do not like those with taint or corruption. They will avoid these people if possible or cleanse them if need be. Once a day the pixie can attempt to cleanse the corruption of a target. It is a Glamour check (with Spirit as the base stat) with a difficulty level of Difficult. If the target has only corruption but no taint then a success

rids the target of one point of corruption and one point of corruption per degree of success. If the target has taint then on a success the taint is broken up into five points of corruption and every degree of success is a point of corruption gone. This power is only usable once a day and can not get rid of a summoner's base taint.

Penalties

Pixies take a point of damage per turn when in contact with something containing at least 80% iron. They take one extra damage from weapons made of at least 50% iron. They take two points of damage per turn while in contact with pure iron and an extra two points of damage from pure iron weapons. They take an extra three points of damage from cold iron weapons and take three points of damage per turn in contact with cold iron.

Pixies can not have complex emotions. They may be happy, sad, angry, scarred, or any other emotion but only one emotion at a time. This can make pixies easy to manipulate.

Skills

Pixies get one to four skills. Roll 1D4 and that is how many skills they get. The ranks in the skill is their Glamour.

Spells

Pixies get one to four spells. Roll 1D4 and this is how many spells the pixie get. These spells are usually some kind of perception altering or mind or attitude effecting magic. The ranks in these spells is the fey's Glamour.

Description

Pixies look like pale, thin, waifish human, except they are about two to three

inches tall and have insect like wings. They have light skin. Their hair and eye colour can be any that humans generally have. Their hair and eye colour tends toward the lighter shades, but can be darker.

History

Pixies are the quintessential Victorian fey. They seem cute and cuddly, are innocent to a fault, they have a child like manner.

Monstrous Fey

Body: 15/25 Health: 15/25 Mind: 2/10

Social: 2/15 Spirit: 10/25 HP: 30

Willpower: 6 Glamour: 9

Bonuses

Monstrous fey get 1D4 bonuses on top of any racial bonuses. These bonuses usually add to their combat prowess or intimidation effects. Extra bonuses will cost between one to four points, depending on how much it effects the game.

Penalties

Monstrous fey are hurt by any weapon that contains at least 50% iron. Pure iron causes the monstrous fey a point of damage per turn of contact and pure iron weapons do an extra point of damage to the monstrous fey. Cold iron does two points of damage per turn of contact and a cold iron weapon does an extra two points of damage.

Monstrous fey usually get one or two extra penalties. These penalties usually weaken but do not kill the monstrous fey.

Skills

Monstrous fey usually get 1D4-1 non-combat skills and 1D4+1 combat skills.

The ranks of these skill is the monstrous fey's Glamour. Extra skills cost 3 freebie points.

Spells

Monstrous fey usually get 1D4 divided by two (round up) spells. The rank in these spells is the monstrous fey's Glamour. Extra spells cost 3 freebie points.

Description

Monstrous fey tend to stand anywhere from six to twelve feet tall. They are generally humanoid, but usually look like a living nightmare. They are usually strong, violent, and dumb.

History

The monstrous fey tend to live in the mountains that surround Faerie. Some may be employed by the seelie or unseelie courts, but only a rare few belong to either. Those that are employed by either of the other two courts are usually used as muscle or as guardians. Most of the monstrous fey are happiest while engaged in combat.

Role-play notes

Most monstrous fey live for combat. Most respect anyone who will go toe to toe with him. If the seelie court are the embodiment of summer and the unseelie court is the embodiment of winter, the monstrous fey are the embodiment of death. They are not an abstract embodiment, they simply kill whatever is in their way.

Knocker

Body: 15/20 Health: 20/25 Mind: 4/10
Social: 2/6 Soul: 10/25 HP: 35 Will: 7
Glamour: 11

Bonuses

Vein Attempts

Knockers can sense precious metals. Knockers can intuitively sense veins of metals, and often show miners who gain their favour, where to find them.

A sense of Integrity

Knockers can sense when the structural integrity of a mineshaft is weakening. They will often either give warning to those who they favour, or use it to trap and kill those who anger them.

Vertigo Down Below

With a Glamour check (using his Mind stat as the base stat) against the victims will roll the knocker can disorient a target. If successful, the target's vision is blurred, he can not tell left from right or up from down. The victim will also become frightened and try to run from the source of the vertigo. This lasts for two minute for a success and a minute per degree of success.

Penalties

Knockers are hurt by any weapon that contains at least 50% iron. Pure iron causes the knocker a point of damage per turn of contact and pure iron weapons do an extra point of damage to the knocker. Cold iron does two points of damage per turn of contact and a cold iron weapon does an extra two points of damage.

Though normally one of the most benevolent of the monstrous fey, knockers become uncontrollably enraged when sworn or whistled at. If this happens a knocker can not control himself and must make the offender suffer. He will usually use vertigo down below, but may attack physically.

Skills

Knockers usually get 1D4-1 non-

combat skills and 1D4+1 combat skills. The ranks of these skill is the knocker's Glamour. One of the skills that knockers will have is Lore: Mining (this is the knowledge of how to mine and the ability to do it as well).

Spells

Knockers usually get 1D4 divided by two (round up) spells. The rank in these spells is the knocker's Glamour.

Description

Knockers are short for monstrous fey, standing only about two feet tall. They are thin and grizzled with large hooked noses. Generally they dress like miners complete with helmets containing a light.

History

Knockers are the most benevolent of the monstrous fey, and one of the shortest. The main reason they are considered monstrous fey is because they live in the mountains surrounding Faerie, and their rude attitudes help with the classifications.

When on earth they live underground in caves and mines. In mines, if the miners are polite to them, treat the knockers with respect and leave offerings of food for them, the knockers may help the miners find the best mineral veins. The knockers will often warn miners who have gained their favour of collapsing mine shafts. Knockers are quick to anger though, just as often as they help miners who treat them well, they will punish those that somehow gain their ire. They really hate when people swear or whistle at them.

Ogres

Body: 20/25 Health: 20/25 Mind: 2/6
Social: 2/6 Spirit: 5/10 Hit points: 40
Willpower: 4 Glamour: 10

Bonuses

Thick Skinned

An ogre's skin is extremely thick and counts as 4 points of armour with 20 hit points of its own.

Smarts Like Dump Truck

Ogres hit hard. An ogre adds 1/3 of his Glamour to the amount of damage he does on any attack he makes that damage is effected by strength.

Mystical Bloodhound

Ogres can smell magic. If any spell, ritual, psychic power, mystical power, or magic item is used within twenty feet of an ogre then the ogre can make a Perception check (even without the skill) with a difficulty of Average. The results are the same as the Identify spell.

Ogres can use this ability to identify what an object or creature is (if they are magical) but he must sniff the target.

Penalty

Ogres are hurt by any weapon that contains at least 50% iron. Pure iron causes the ogres a point of damage per turn of contact and pure iron weapons do an extra point of damage to the ogres. Cold iron does two points of damage per turn of contact and a cold iron weapon does an extra two points of damage.

Skills

Ogres usually get 1D4-1 non-combat skills and 1D4+1 combat skills. The ranks of these skill is the ogre's Glamour.

Spell

Ogres usually get 1D4 divided by two (round up) spells. The rank in these spells is the ogre's Glamour.

Description

Ogres are mean, ugly, and dumb. They stand between seven and ten feet tall. They look squat, like they were meant to be taller but got squished down. Their skin colours tend to be either dull grey, muted orange, or a sickly greenish.

History

Where trolls are usually the shock troops of the monstrous fey the ogres are usually the blood hounds. Ogres are good in fights and make great guards.

Red Caps

Body: 15/25 Health: 15/25 Mind: 2/10
Social: 2/15 Spirit: 10/25 HP: 30
Willpower: 6 Glamour: 9

Bonuses

Nasty Attitude

Red caps have very nasty personalities. They are rude, crude, and are extremely intimidating. With a successful Glamour check (with Social as the base stat) with a difficulty level of Challenging the red cap will scare anyone (at least enough that the target or targets will not attack the red cap physically. It requires a Will check between each individual target and the red cap to see if the target runs. Every degree of success gives the red cap plus two to his Will check for this roll). If the red cap is facing a group then this power effects the group at once, not each individual separately, but each individual gets to roll a Will check against the red cap's Will check.

Death Unseen

Red caps excel at hiding and ambushes. With a successful Glamour check (using Body as the base stat) with a difficulty level of Challenging the red cap can blend into his surroundings as long as someone could logically hide in such conditions. It requires a Perception check of at least three times what the red cap got in this roll to see him.

Iron Clad

Most red caps have a pike tipped with a pure iron spike. The highest ranking red caps get magically enchanted iron boots that allow the red cap to run three times faster than he otherwise would be able to.

Penalties

Red caps are hurt by any weapon that contains at least 50% iron. Pure iron causes the red cap a point of damage per turn of contact and pure iron weapons do an extra point of damage to the monstrous fey. Cold iron does two points of damage per turn of contact and a cold iron weapon does an extra two points of damage.

Red caps must keep dyeing their hats with blood. When on earth this must be done this at least once every two months. In Faerie it must be done this at least once a year. The blood must come from a sentient creature, preferably one the red cap just killed. If the red cap does not dye his hat in time his stats will be divided in half and he will have half the time (one month on earth or six month in Faerie) to dye it or he will die. A red cap can be killed if you can steal his hat and clean it.

Red caps are also more susceptible to faith than other fey. Religious icons or words of faith, from a religion that does not

recognize a faerie as at least part divine, used by someone with even a slight bit of faith in that religion will drive away a red cap. It will not kill him, but the red cap will vanish in a burst of flame. Sometimes a tooth will get left behind. The tooth will grow back in a month.

Skills

Red caps usually get 1D4-1 non-combat skills and 1D4+1 combat skills. The ranks of these skill is the red cap's Glamour.

Spells

Red caps usually get 1D4 divided by two (round up) spells. The rank in these spells is the red cap's Glamour.

Description

Red caps are small especially when compared to the other monstrous fey. They tend to be between four to five feet tall. They are ugly things with skin that is knotted and looks like either tan leather or grey like dead flesh. They have clawed hands and jagged putruding teeth.

History

Red caps are vicious, hateful creatures. They tend to like old, dilapidated, run down castle or hidden caves in cliffs. Red caps are relentless, merciless warriors.

Troll

Body: 15/25 Health: 15/25 Mind: 2/8
Spirit: 5/10 Social: 3/8 Hit points: 30
Willpower: 4 Glamour: 8

Bonuses

It'll Grow Back

Trolls regenerate. They heal 1/5 of

their Health stat a round. If they have a limb cut off they must either press the amputated limb back to the stump or eat the equivalent mass of earth as the limb lost to re-grow the limb. If a troll re-grows the limb rather than re-attaches the limb, the severed limb will turn into normal earth.

If a troll losses his head or is blown up there is a chance he will survive it. A roll of a D20 plus half his Health stat is made with a difficulty of Challenging. If the roll is succeed then the troll is still alive. In the case of decapitation the body will fall lifelessly over but the head can still talk and eat earth to regenerate a body. If his head and body are held properly together for a turn they will attach back together.

In the case of being blown up, the trolls mouth will remain active and can regenerate the rest of his body by eating earth.

Hit like a Bastard

Trolls hit hard. When a troll succeeds in an attack which strength adds to damage then the troll can add his Glamour to his attack roll to determine damage dealt.

Penalties

Trolls are hurt by any weapon that contains at least 50% iron. Pure iron causes the troll a point of damage per turn of contact and pure iron weapons do an extra point of damage to the monstrous fey. Cold iron does two points of damage per turn of contact and a cold iron weapon does an extra two points of damage.

Skills

Trolls usually get 1D4-1 non-combat skills and 1D4+1 combat skills. The ranks of these skill is the troll's Glamour.

Spells

Trolls usually get 1D4 divided by two (round up) spells. The rank in these spells is the troll's Glamour.

Description

Trolls are big, dumb, and ugly. Trolls usually stand between eight and twelve feet tall. They generally have thick, leathery grey skin. Their hair is usually black, mud brown, or dark green.

History

Troll are generally the shock troops of the monstrous fey. Their ability to regenerate make the great fighters and guardians.

Half Fey

While the fey are capricious even in their categorising, the human heritage does give the half fey a few characteristics in common, no matter the fey heritage. These common characteristics are:

- 1) Glamour - All half fey get glamour. No matter what type of half fey, he will start out with at least 1/6 of his combined base stats in glamour and it can be bought up like a spell.
- 2) Give a dog a bone - All half Fey can get old dog new trick, just like a fey-stolen changeling. For some it may cost more.
- 3) Grand Masquerade - In the world of The Cursed RPG, all half fey either look enough like humans to pass or can create a glamour to look like a human. The mask of a specific half fey is always the same, unless they use new dog old trick to have others.

4) Magic Man - All half fey can learn spells, rather than using Glamour. They are treated like a mystic in what spells they can learn, what difficulty level it is to learn the spells and difficulty levels to cast the spells.

5) Mixed Matched Mating - If a half fey has a child with a human there is a fifty-fifty chance that the child will be human or half fey just the same as the parent. If the half fey has a child with a fey then there is just as much chance that the child will be born a fey (any type really, not just one like the full bread fey or like the fey that parented the half fey), born a half fey like the half fey parent, or be born a completely different and unique half fey. If the half fey has a child with a werereature the child could be human, half fey like the half fey parent, or werereature. It is unlikely, perhaps a five percent chance, that it will be a half fey, werereature hybrid. This is the only known way for a half fey to become a werereature. The spirits will like these ghastrly mistakes even less than normal werereatures, and the fey will take a dislike to them, unless they can prove themselves worthy.

6) Iron Ore Death - Half fey take an extra point of damage from cold iron weapons.

7) Healing Feeling - Half fey can heal three times faster than a human. If they spend at least an hour a day with someone who is recovering then the recovering person heals twice as fast for the day the half fey spent time with the person. This also works on animals as well.

8) Know Your Own - Half fey can recognise fey and half fey on sight. They may not be able to tell what kind of fey or

half fey it is (unless there is special note in there description), but they know when they see a fey or a half fey on sight and can tell the difference between fey and half fey.

9) Soul Man - Half fey have souls, not spirits.

10) The blood of the half fey contains no iron. They all are born with a special organ that filters out and dispossess of iron in the food the half fey eats. For infant half fey, a child's dose of iron supplement will cause the child to become sick for hours. He will vomit and suffer diarrhea for this time until the iron is completely out of his system. The same goes if he eats too much iron rich food. When the half fey matures he can handle a child's dose of iron supplement with a little pain, but an adult dose of iron will make him sick like a child's dose does to the half fey child. A blood transfusion from a normal human will kill a half fey because of the iron in the blood.

Dwarves

Body: 6/12 Health: 6/12 Mind: 4/10
Social: 3/8 Soul: 4/10 HP: 12 Will: 4
Glamour: 4

Bonuses

How Low Can You Go?

Dwarves have a deep connection to the earth. Dwarves can sense how far underground they are, how steep the angles of a passageway is and what the materials of a cavern are made of.

They can also identify the type, purity, and value of gems, rocks, metals, and soil (compared to other types of gems, rocks, metals, and soil). They can also tell the structural integrity of a shaft or passage

underground.

No Light to Go By

Dwarves can see in any light source, from a sunny noon to pitch black. Their eyes also adjust instantly and automatically so that sudden changes in light do not effect them.

Walk Among the Natives

Dwarves look human, all be it short humans, but humans none the less. They are usually between three and a half feet to four and a half feet tall, but are indistinguishable from humans. They do not need to use glamour to walk among humanity.

Mine Your Business

Dwarves add their glamour to their Handyman skill when excavating and mining. They also work three times faster when there are no mundane witnesses to watch them excavating or mining.

Throwing Your Weight Around

Dwarves get to add their Glamour to their Weighted Weapon skill.

Penalties

Dwarves are rude and nasty. They get a -2 on all social skills except Socialise when trying to intimidate someone, unless they are dealing with a close friend. They love to make rude jokes and need to make a Will check of Difficult in order not to voice an opinion best left unsaid.

Dwarves do not get along with many, but they get along with elves and orcs worst of all. Dwarves can recognize elves and orcs as such on sight. While they may not attack on sight, they will rarely work together, even when it is more beneficial to

do so. This does not mean he can not, it simply means his first reaction will be to oppose rather than help an elf or orc.

Skills

Concentration rank 2, Handyman rank 5, Magic rank 5, Perception rank 5, Riddles rank 3, Stealth rank 5, Fist Fight rank 2, Weighted Weapons rank 3

Language

Dwarves have their own language. Dwarves get the Dwarf language and literacy and the common language of where they were raised at rank 4 for both language skill and 2 for both literacy skills.

Description

Dwarves look like muscular, well built, short humans. They have dark complexions and dark, thick hair. Their eyes give off an odd shine in the right light, but other than that it is almost impossible to tell a half fey dwarf from a human dwarf.

History

The knockers have watched humanity since they started to huddle in caves for warmth and protection. When men started to create tools and began working with stone, some knockers started to feel a connection to these odd creatures.

It did not take long for the knockers and humans to begin to mate. Their offspring became what is now known as the dwarven race. While not the first, dwarves were one of the earliest of the half fey.

Elves

Body: 4/10 Health: 5/10 Mind: 6/10
Social: 10/15 Soul: 4/10 HP: 9 Will: 5
Glamour: 10

Bonuses

Elegantly Devastating

Elves are grace and beauty personified. Perhaps only the noble fey who fathered them are more beautiful. An elf adds his glamour to all Social based skills. An elf gets no negatives to any Social based skill, whether he has ranks in it or not.

Walk Among the Common Folk

Even though elves are creatures of grace and beauty, their appearance is too alien to fit into a crowd. An elf can use his glamour to appear human. An elf has a specific human appearance that they change into, unless they take Old Dog, New Trick to take another form. An elf's first human form (if he has more than one) is beautiful, and is similar to his real form.

Walk the Hidden Path

An elf leaves no trace of his passing when walking through natural environments, which includes mowed lawns as long as it is real grass and not astroturf. An elf will leave no foot prints in mud or even bend a blade of grass as he walks. If the elf is dragging something or riding something then what is dragged or driven will leave tracks..

Exquisite Precision

Elves are naturals with projectiles. An elf adds his Glamour to his Projectile, Fired skill.

Nature's Friend

Elves are creatures of nature. An elf can roll a Glamour check (Glamour + $\frac{1}{2}$ Soul + D20) to talk to nature. The difficulty depends on what he wishes to talk to.

Animals and insects are Average, plants are Challenging, and water, rocks, and dirt would be Difficult. This does not work on man-made or treated items like pavement or lumber. This power allows two way communication, but any question asked will be answered from the perspective of what is being asked. Why would a river care who put a body into it? It will, however, tell where the body ended up and if it is still in the river. This power will not animate otherwise inanimate objects.

Longevity

Once an elf reaches twenty one his aging process slows significantly. An elf seems to age one year for every fifty. They don't seem to get older, however, but instead, while still remaining beautiful, become more alien looking. An elf's features get more angular, his skin paler. No one knows if an elf dies from old age. Around the time the elf is 300 years old he feels compelled to go off "somewhere." No one seems sure where "somewhere" is, some believe they go off to Faerie, others believe they go to their own realm, and some believe the elf simply ceases to exist. The human disguise ages like a human (but very gracefully) but at one year for every twenty.

Sights Seen - Elves can see in any lighting condition. Even so, a sudden change in lights is painful and distracting. The elf is disorientated (cannot act) for three turn.

A Glamourous Gift - Because of their noble heritage, an elf gets a bonus of 5 to his base Glamour.

Penalties

Elves tend to have a hatred for orcs

and a great dislike for dwarves. Elves can recognise an orc or a dwarf on sight. While they do not have to attack each other on sight, elves will seldom help an orc or an dwarf, even if it may be more beneficial to do so. This does not mean they cannot, it simply means the elf's first reaction will be to oppose rather than help a dwarf or orc.

While an elf may be able to see in any lighting condition, any sudden change (like a light being switched on) will cause pain (no actual damage) and disorientation (unable to act) for about three turns. If the elf has his eyes closed then he will be fine with the new lighting conditions when he opens them.

Skills

Arts, any three rank 5, Concentration rank 2, Debate rank 5, Lore Elven rank 3, Magic rank 5, Medicine, Holistic rank 5, Perception rank 10, Riddles rank 3, Stealth rank 10, Projectiles Fired rank 10
Projectiles Thrown rank 10

Language

Elves have their own language. Elves get the elven language and literacy and the common language of where they were raised at rank 4 for both language skill and 2 for both literacy skills.

Description

Elves are beautiful, yet alien from humans in appearance. They are thin and tall, approximately six and a half to seven feet tall. They have long pointed slender ears. They have a long angular face with almond shape eyes that could be any colour of the rainbow, but their whole eye is that colour, not just the irises. They have sharp noses and long thin fingers. They are also hauntingly beautiful. It is spectacular and

horrific to behold an elf in his natural form.

History

The elves are the children of the Sidhe and humans. They were among the first of the half fey. They inherited the woods and forests once the land of Faerie and the human world separated. They were secretive and aloft. As the years passed, the humans built up their villages, towns, and cities and the forests dwindled. Eventual the elves had to come out of the woods and take on human masks.

Of the half fey, the elves are the most tight nit. They tend to gather together, sometimes even forming communes. They will usually gather in the worship of nature and their fore bearers. Sometime they will allow humans in their ranks, but this is rare. Of the half fey, the elves are the lest likely to associate with humans any more than they absolutely have to.

Orcs

Body: 8/15 Health: 8/15 Mind: 3/8 Social: 2/6 Soul: 4/10 Will: 4 HP: 31 Glamour: 5

Bonuses:

Cheap Mask

An orc can use his glamour to create a disguise to look human. This is a specific disguise that he always turns into, unless he takes Old Dog New Trick to have another one. While an orc in his normal form stand about seven to eight feet tall or more, heavily muscled, and ugly as sin in an inhuman way, the human disguise stands about six to seven feet tall, is heavily muscled and ugly as sin in a human way. There are usually a few things off from the disguise, like his skin is a bit greyish, his eyes still yellow, or the eyes are still slitted.

These things can be overcome, but if someone is looking, they will be there.

See Much Evil

Orcs can see in any lighting condition from noon time on a bright sunny day to pitch black. Also, sudden changes in lighting conditions do not cause an orc problems to see. An orc's eyes adjust instantly to any lighting situation, which they will often use to their advantage in battle.

Bad Ass

An orc automatically can use Socialise to intimidate people with no negative if he does not have the skill. He can add his Glamour to Socialise for intimidation purposes only.

In the Name of the Father

Orcs are the children of destruction. When in combat they can add their Glamour to attack rolls.

Thick Skinned

An orcs skin is so rough it provides an armour rating of 3 and adds 15 hit points.

Old Warriors Do Happen

Orcs age similar to elves, that is after their twenty first birthday the age one year for every fifty, if they live that long. Orcs tend to die young but not from natural causes. An orc that lives long enough gets uglier as time goes on. His skin grows darker or lighter becoming almost black or white by the time they reach 300. Like their elven counterparts, orcs who reach 300 feel a need to go "somewhere", where this somewhere is, no one knows. More bumps, lumps and scares develop over time. The orcs human disguise also ages, but at one

year for every ten.

Know Your Own

An orc can always tell another orc on sight, even if disguised and at a great distance.

Penalties:

First off, orcs are not social creatures. An orc gets a -6 to all social skills except for Socialise and only when he is using it to intimidate, otherwise, the Socialize skill gets the -6 as well.

Orcs have a natural hatred for elves and dwarves, and vice versa. Orcs can recognize an elf or a dwarf on sight and vice versa. They do not have to attack each other on sight, but they rarely get along, even if it is for self preservation.

Also, orcs are not known for their mental prowess. An orc gets a -3 to all Mind based skills except Perception or if it directly relates to battle, in which case there is no negative to his roll. New dog, old trick cost one extra point for orcs.

Skills:

Mechanics rank 5, Perception rank 10, Sports, Aggressive rank 5, Stealth rank 5, Dodge rank 5, Fist fight rank 10, Improvised weapon rank 10, Weighted weapons rank 10 '

Language

Orcs have their own language. Orcs get the orc language and literacy and the common language of where they were raised at rank 4 for both language skill and 2 for both literacy skills.

Description:

Orcs are large, mean and scary. Orc males usually stand around seven and a half

feet to eight feet tall, where the women stand about seven to seven and a half feet tall. They are heavily muscled, and rather ugly. An orc's skin is ash grey in colour, very thick, and covered in lumps and scars. The older orcs tend to have tusks growing from the bottom jaw.

History:

About two thousand years ago (our time) a large group of orc shaman's (orcs who learned magic) were working on a spell to annihilate the elven nation of their home world. Something went horribly wrong. They accidentally opened a hole through dimensions and a thousand orcs found themselves in our world. That was devastating to the orc population of their world. Luckily for the orcs they breed like rabbits.

Since then, the orcs on this world have spread out and thrived as mercenaries, bandits, pirates, and outlaws or muscle for hire. Orcs have no real civilization, but orcs know orcs and will give a helping hand to each other, as long as the orc being helped does most of the work. Leave no one behind, they say, but don't hold us back.

Orcs do not discriminate sexually. A male orc and a female orc are on equal standings until a conflict arises, in which case might makes right and whoever can scare, bully, intimidate, beat, or convince the other to do what the first wants is the dominant one. Both orc males and females are equally strong, they are taught to fight by their orc parents (or parent if only one was an orc), and all are taught that the strongest leads. It is rare for an orc to commit acts of rape, for fear of weakening the blood. That and females orcs are vicious when cornered, so male orcs just do not usually even think of such things. There

is an orc saying, “Only attempt rape if you want your genitals cut off and feed to you.” Admittedly it sounds better in the orc language.

Fey Stock

Body: 4/8 Health: 4/8 Mind: 4/8 Social: 4/8
Soul: 4/8 HP: 8 Will: 4

Note These are stats for fully grown stock. The stats for stock children are lower and up until two or three years from when they are switched they have Spirit rather than Soul stat.

Bonuses

None the Wiser

Stock left by the fey are indistinguishable from a human child, unless the blood is closely examined by a medical professional. If just normally test, something may seem off but it will just seem like some sort of genetic anomaly. It will prevent the stock from giving blood to someone else or being able to receive blood other than his own, but it will seem normal. That is unless it is thoroughly tested and the substance in the blood resembling iron is found to be a substance similar in many regards but that is completely unknown to modern medicine.

That and the stock has an organ that other humans do not have. It is used to filter out iron from the stock’s food. But other than those two details the stock seem to be perfectly normal.

A Few of Daddy’s Tricks

Stock that live long enough and has someone to teach them can learn spell and is able to cast magic like a mystic, except they need someone to teach them the spells. The stock must have at least a rank in

Magic skill in order to cast spells.

The Apple Fall’s Farther

If a stock and human have a child together then the child is completely human.

Penalties

Stock have no idea that they are not human. They do not know that they are wood carved statues that think, eat, and breath.

Skills

Stock get 30 points to put into skills.

Description

Stock look completely human. They are often kind of thin and a bit sickly looking, but otherwise human.

History

In Faerie there are doll makers that specialize in making stock (lifelike wooden carved people, usually children, left in place of someone abducted by the fey). The stock are carved from a special tree that grows in Faerie. The body is carved, the organs are carved and placed inside the stock, it even still has sap from the tree it was carved from pumping through veins and arteries that were carved and placed within the stock. It takes a doll maker an entire evening to produce one stock. The stock usually resembles a sickly or dying human for a few days. The show of life then usually ends with the stock seeming to die a few days after it is replaced for the human.

These stock are so lifelike, sometimes, that even the stock thinks it is alive and they hold on after they are replaced and get better. After a few years among humans the stock switch from having a Spirit to having a Soul.

Undead

Undead Traits

Here are some traits the undead tend to have in common unless otherwise noted. Shape-shifters are exceptions and do not share these traits.

1) The sense of touch is dulled in the undead. Any physical sensation (both pleasurable and painful) is dulled, almost like wearing a full-bodied padded suit. Also damage does not affect them like it does the living. They do not get penalties for taking a certain percentage of their hit points in damage. They also have a hard time judging how much damage they have taken. When a body part has been brought to zero hit points, the undead can not use it, which is usually a surprise to him. When an undead himself is brought to zero hit points he is immobilized. He still needs to be brought to a negative amount of hit points equal to his normal hit points (unless something special is needed to permanently kill him) to die, but he will not bleed out and seems completely dead. This makes killing the undead very difficult.

Undead also can not eat except in rare cases he needs something specific to survive. If an undead tries to eat something which it does not need to survive, the food turns to ashes in his mouth. They can not enjoy taste.

2) Undead do not heal as much as they regenerate. If a body part was functioning at the time of his death (with one exception which will be covered later) it will eventually regenerate no matter how much damage it has taken. Most undead

regenerate a number of hit points equal to 1/3 their Health stat in a minute.

It is a common belief that Undead are harmed by healing magic. This is not true, healing magic heals undead of damage just like it does the living, except the undead does not have to worry about cancer. It is an Undead Lore Check of Average to know that Healing magic hurts undead and an Undead Lore check of Challenging to know that it is untrue and that healing magic heals undead.

3) Undead are incapable of sexual relations. Their sexual organs shrivel up and die when they do (as in, when they die, so does their sexual organs).

4) Undead do not eat (except for rare instances in which they need certain substances to survive), breath, or sleep. Their blood no longer pumps through their veins. They are immune to normal poisons and diseases and even magical ones that require the circulatory system to move it through their system. They also can not be forced to sleep.

5) Undead are weaker in the sun light and a few are even damaged by it. Those that can go out into it have their stats halved in sunlight, and any bonuses, spells, powers they have are weakened. The effect and duration are halved. This is only when they are in sun light, not just during the day.

6) Undead usually do not age after death. Most will mummify or at least start to stiffen, but rarely do the undead age or rot after the change.

Avengers

Body: 5/10 Health: 5/10 Mind: 3/8 Social:
3/8 Soul: 2/6 HP: 10 Will: 3

Bonuses

A Friend in Hell

In order to return to the world of the living, the ghost that will become the avenger makes a deal with an animal spirit. The animal spirit helps the avenger return to his body and a body is made for the spirit animal that contains a piece of the avengers soul. They cannot talk (use verbal speech) with each other (at least not until the mission is accomplished), but the avenger can see through to eyes of the animal and hear through the animal's ears when the spirit allows it. They also both know where the other are at all times.

Vengeance or Bust

An avenger has been brought back for the single purpose, revenge. This is not a beautiful story of love beyond death, it is cold, ugly vengeance that keeps a soul from finding his final rest. As long as his animal companion is alive, he can not be killed until his mission is complete.

Gotcha

Avengers can make a Perception check with a difficulty level of Difficult to find those he is looking for. It will find the closest one. This is not a conscious effort but randomly happens.

Penalties

The animal companion that helped the avenger escape hell is the greatest weakness of the avenger. If the animal dies then the avenger can be killed. The animal

also has all the memories of the avenger from when he was on the low road.

The mission is the second weakness. The avenger is relentless in his mission. If someone or something is in the avenger's way, or if he has to sacrifice someone that was important to him when he was alive it takes a Concentration check with a difficulty level of Hard to not just go through them to get the mission complete.

Once the mission is complete, the animal will draw the soul of the avenger into a desolate baron wasteland to talk to him. The avenger will be given the chose of regaining his complete soul and going back to the world of the dead or continuing in the living world. Many avengers chose to go back because the separating of the soul is a dull ache that never lets up. In the land of the living it is like they are wrapped in bubble wrap. The senses, except sight and sound, are dulled. They can not eat (food turns to ashes in his mouth and drinks evaporate before passing the lips). If the avenger does stay, they can continue to speak to their animal companion. They can not die until their companion dies, and they cannot do anything to their companion to harm him.

Skills

Avengers have all the skills they had in life. New skills can be learned.

Description

Avengers look exactly like they did when they were alive. They either return to their body and repair it to what it was before death or, if the body was destroyed, then they will gather as much of the remains as possible and will gather other debris to create a body that looked exactly like the avenger before his death.

History

The first avenger was a man who lost his family and his life in an attack by a rival tribe. He convinced an animal to speak to death on his behalf to return to the land of the living for vengeance. Death said that as long as the spirit accompanied the man, he could return for this last act. Since then people who had a strong enough desire for revenge and was able to convince an animal spirit to take him back have been doing this.

Ghosts

A ghost is the soul, or image of the soul, of a dead human (or anything with a soul) that remain behind after death. There are two main types of ghosts; echos, or after images of the soul, and lingering souls. Echos have only one stat and that is Soul, where as lingering souls have Soul stat and Mind stat. The stats are the same as when they were alive. Everything is base off of the ghosts Soul that is not based off Mind.

Ghost echos are not the actual soul of the dead, it is a carbon copy that soul trapped in a repetition. This type of ghost will continue to repeat an action from the time it was alive, either an action he did many times or relive its death. These ghost are like a recording playing over and over again, and are not aware of their surroundings and can not change their actions.

Most of these ghost have little power, some can be felt as a presence and only seen by those who can see ghosts, others can manifest enough to be seen but unable to physically touch anything, while the most powerful can actually move physical objects. These ghost will only

manifest at certain times and can not be called up otherwise. They can not change what they are doing and can not see or react to the world around them. A Banish spell or Cleanse the Spirit ritual will get rid of these ghosts. Necromancy and Psychopomp will allow the character to see the ghost, but they will not be able to interact or command it.

Lingering souls are souls that do not move on to the next word for whatever reason. They have complete control of their actions and can interact with the living world, if they are powerful enough. Ghosts do not all share the same powers. Ghost can develop powers similar to psychic powers (the rules will be the same, including the concentration check, which is needed for the power to cross over into the living world). They can also get the power to materialize or create ectoplasm creations.

A description of the powers of materialization and creating ectoplasm creations will follow. Not all ghost will know these powers, treat them like psychic powers for ghosts for the purpose of ghosts learning them.

To materialize it take a successful Concentration check and power check with a difficulty level of Challenging. This power allows the ghost to physically manifest in the living world for up to an hour for a success plus one hour per degree of success. To create ectoplasm creations it takes a Concentration check and Power check of Difficult. This power creates a physical object in the living world that the ghost can use and manipulate even when he is not manifested physically. This can create non-flammable, non-explosive simple items with no moving parts (blood or slime or simple tools are common). Ectoplasm objects can be used against the

ghost that created it by those in the world of the living, even if the ghost is not manifested physically in the world of the living. Ectoplasm objects last hour about an hour then deteriorate into nothingness, leaving a bit of slimy residue behind at most.

It is the will of the person who becomes a ghosts that grant them power after death. A person who has 1 point of will power will never become a lingering soul since he is not willful enough to stay behind. A person with 2-4 points of will power who becomes a lingering soul will get no points to put into powers. A person with 5 or 6 points of willpower who becomes a lingering soul will get 5 points for powers. A person with 7 or more willpower who becomes a lingering soul will get 10 points for powers. Every fifty years, if the ghost continually tries to exercise influence into the living world he will gain 1 to 5 points for powers.

Now, not all ghost know they are dead. They get confused and often angry. Some ghosts will forget everything except the obsession that kept them from moving on to the next world. These ghosts can get to be very dangerous.

In order to get rid of a lingering spirit Banish spell or Cleanse the Spirit will work. Also, solving the source of the obsession will free a lingering spirit to cross over. These lingering spirits can be “killed” by anything that can do damage to them, such as cat’s claws or ectoplasm items. They have hit points equal to their Soul stat doubled. When “killed” they are forced to the other side. Also, salting and burning the remains or any strong physical link they have that is holding them here will generally work.

Lich

Body: 4/10 Health: 4/10 Mind: 4/10 Social: 3/6 Soul: 4/10 HP: 8 Will: 4

note For each century the lich survives, his stat max increases by 2 except for Social.

Bonuses

Forever Trapped

Liches, once they cease to mummify, do not age. They can only be hurt by magic items.

Pull Yourself Together

The body of a lich will repair itself over time. Liches regenerate at the same rate of a person receiving medical treatment. Healing magic or powers will work on a lich, also magic that will repair items will help heal a lich. Medical treatment will not help the lich’s regeneration along.

A Little Magic

All liches were once members of The Cursed. They retain the bonuses of The Cursed in general and the type of Cursed they were. They can also use the spells they knew in life and possibly learn new ones.

Penalties

The lich is dead, the name literally means corpse. They have all the penalties of the undead. They do not regenerate as quickly as most undead. They also move at two thirds of the speed they should for their Body stat (and any bonuses or flaws). Unlike most undead, they can be killed by being reduced to the negative number of hit points they have.

Skills

They retain the skills they had in life. If they become a lich in play the character keeps the skills he has. If making a new lich give him the skills he would have had, plus 5 skill points per hundred years.

Description

Liches look like mummified corpses. They move with tight, stiff, distorted, jerky movements. They do not breathe and if they wanted, could remain completely still indefinitely. It usually takes a few days for the body to completely transformed.

History

No one knows who the first lich was or if that lich is still around. Throughout the millennia there have been those foolish enough to wish for immortality and those unlucky enough to just miss it.

Liches tend to be solitary creatures. They tend towards the scholarly and reclusive. They tend to hoard knowledge in the same way dragons hoard treasure. There are some very old and powerful liches wandering the world, or held up in some hard to reach sanctuary. Most liches wish to be left alone while they work on whatever project they have going on. There have been many liches looking for a way to regain their lost vitality, but none have been known to have succeeded.

Vampire

Body: 8/15 Health: 10/15 Mind: 8/12
Social: 4/8 Soul: 8/12 HP: 18 Will: 10
Note Every 50 years a vampire's base stats go up by 2 except for Social stat, derived stats raise accordingly, and the max for the base stats go up by 5.

Modification to stats after transformation
Body +4 Health +6 Mind +4 Social -
Soul -

Bonuses

Immortality

Vampires are unaging. They have few weaknesses and a great amount of powers, so it is rare for a vampire to die.

Beautiful... Eventually

New vampires are grotesque and bloated versions of when they were alive, as if they were walking corpses, which they are. They start out with Nice Personality penalty. After about 50 years this flaw goes away and they look like they did when they were alive. And 50 years after that the vampire becomes a creature of stunning beauty. Vampires gain +3 to their Social stat if looks are important after the 150 year mark.

Shape Change

Vampire can change shapes. It takes tutoring and practice from a vampire that can already do it, so not every vampire knows how. There are three basic shapes vampires can change into, a wolf, a bat, and mist. There are rumours of vampires who have learned to transform into different shapes; whether this is true or not is up to the GM.

Each form is its own skill. For a vampire to change forms a roll of ranks in that form plus half the vampire's Soul stat plus a D20 (form rank+1/2 soul+D20). The difficulty level of changing form is Challenging.

Regeneration

Vampires can regenerate from the

most grieves wounds. It takes approximately ½ a litre of blood to heal 1 point of damage no matter what caused it. If the vampire is damaged and has blood in his system then he automatically uses the blood; it is not a conscious effort but the bodies natural reaction to the damage.

Invulnerability

Vampires are hard to hurt and harder to kill. The few things that can hurt a vampire are weapons made of silver (silver coating does work), fire, sunlight, a wooden stake though the heart, and magic or other mystical means.

There are only two ways to actually kill a vampire. One way is to drive a wooden stake through the vampires heart into the earth beneath it in one strike. If the stake does not penetrate the heart and enter the earth beneath the vampire in one strike then the soul cannot be released and the vampire does not truly die. If the stake penetrates the heart without entering the earth then the vampire shrivels and appears to die, but is simply unconscious. The vampire is unaware of what is going on around him when staked and will remain in the shrivelled unresponsive state until the stake is taken out of his heart. The sun will still burn the vampire in this state.

The second way to kill a vampire is to cut off a vampires head and burn the head and body separately, making sure nothing escapes the fire. If the body is burned in one piece then the ashes will reform and heal. If the head and body are burned separately and something escapes (the body and head will try turn into swarms of vermin and attempt to escapes) then the vampire will regenerate from that. Either way it will take about a month to regenerate to a working body and that will leave it at 1

hit point.

Night Sight

Vampires can see perfectly, no matter what the lighting conditions are. Sudden changes in lighting conditions do not effect the vampire's sight

Mind Control

A vampire can take control of a victim's mind. A new vampire must make eye contact to use this power. An older vampire (100 years old) can use this power on anyone who can hear his voice. An elder vampire (200 years old) can use this power on who has tasted his blood no matter how far away they are from each other. Ancient vampires (500 years old or older) can use it on anyone who's blood he has tasted.

This power will not work on vampires older than the one using the power, or a mystical creature more powerful than the vampire (demons, angels, dragons and things like that). The roll for this power is Will+D20+2 for every 100 years he has been a vampire vs the targets Will roll.

Commune Through the Blood

A vampire can establish a mental communication with anyone who tasted his blood. After 500 years, the vampire can use this communication with anyone whose blood he has tasted. A vampire can put points into this power just like a skill. If the vampire uses this skill without putting ranks into it he gets no penalty, he just doesn't add anything to the roll for ranks. The roll is ranks plus Will plus D20 vs the targets Will roll.

Planned Parenting

Vampires cannot give birth to children, their reproductive organs do not

even function. Vampires create other vampires by draining a victim nearly to death and then giving the victim some of his (the vampire's) blood. There is a 75% chance of this working on a normal human, a 10% chance of the human dying, and a 15% chance of the human becoming a ghoul. This only works on normal humans.

Release the Beast

All vampires contain a fraction of a devil within them. A vampire can call on the power of this devil in times of need. A roll of $\frac{1}{2}$ Soul+D20 with a difficulty level of Average is needed to call out the beast.

While the vampire releases the beast from within, his Body stat is increased by 50% and cannot be controlled by any means, not even his true name. This lasts for an amount of rounds equal to his Soul stat. While in this form the vampire is a killing machine. After his target is dead, if he is still in this form, he is unable to tell friend from foe and will attack the closest creature to himself. To get out of this form a Will roll is needed with a difficulty level of Hard. It may be re-rolled every round until passed or the form goes away on its own.

While in this state, the vampire takes on the appearance of the devil. The vampire looks human in only the basic of ways (head, body, arms, legs) but the features are completely inhuman. The vampire also recognizes the devil's rank in the hierarchy of hell. It is usually this feeling of lowliness that keeps a vampire from taking this form except in extreme emergencies.

Willful

Vampires are creatures of immense will and presence. Vampires start out with

2 levels of stubborn and gain 1 for every 100 years they have been a vampire.

Magic

Vampires are capable of learning and using magic. In order for a vampire to learn to cast spells he must first learn the Magic skill. Once the vampire gets at least 1 ranks in Magic skill he can then learn to cast the same spells as sorcerers and mystics. They learn and cast spells at the same difficulty as a mystic.

Penalties

Sunlight is one of the biggest penalty for a vampire. Not only does the sunlight burn them like they were in a large fire, but from sun rise (the moment the sun would clear the horizon if there were no obstacles obscuring the sun) to sun set (the moment the sun goes down over the horizon if there were no obstacles obscuring the sun) the vampire is simply an inanimate corpse, unable to do anything. They are not even considered sentient, they are simply an object.

Vampires must drink blood to survive. A new vampire must have about $\frac{1}{2}$ a litre of blood (animal, human, whatever) a night. An older vampire (around 200 years old) must have $\frac{1}{2}$ a litre of blood (human or higher) a week. An ancient vampire (around 500 years old) must have $\frac{1}{2}$ a litre of blood (human or higher) a month. There are rumours that vampires 1000 years old and more only need to drink blood once a year, but must drink the blood of a mystical creature. If a vampire doesn't get the blood he needs within an hour of waking when he needs it, he becomes a raging monster until he gets it. The vampire's body only absorbs as much as it needs and holds the rest until needed to heal, make a new vampire, or

until the vampire sleeps for the day.

If the vampire goes to sleep for the day with blood in his system he bleeds it out throughout the day. The blood that oozes from the vampire throughout the day is unusable for a vampire. If the vampire doesn't drink blood when he needs to he takes damage equal to his Soul stat a night until he drinks blood or reaches his hit points in the negatives. If the later happens then the vampire decompose until he resembles what his corpse would look like by this time. That is, until it comes in contact with blood, in which case it forms into a sickly form vaguely resembling the vampire until it can drink enough blood to get to 1 hit point.

On the topic of eating, vampires cannot eat or drink food. When they try to eat or drink anything other than blood it turns to ashes in their mouth. A vampire can swallow the ashes and if no one is paying to much attention he can appear to be eating, but he will regurgitate it during the day. Vampires can get vary messy during the day.

Once someone becomes a vampire his sexual reproductive organs cease to function. The chemical reactions that lead to sexual attraction also cease to function and any sexual attraction for a vampire is simply psychological and usually disappears by the time he reaches 50 to 100 years.

Skills

Concentration rank 2, Debate rank 3, Double Talk rank 2, Language (usually several up to at least rank 3), Law rank 3, Perception rank 5, Riddles rank 2, Stealth rank 5, Dodge rank 5, Fist Fight rank 5

Language

Vampires do not have their own language,

unless a group gathers and create their own coded language.

Description

Young vampires look similar to what they would look like before they became a vampire, except that they look like the bloated corpse of the person they were. It is not until the vampire reaches 50 years old that he looks the way he did when he was alive, except much paler. About fifty years after that the vampire starts to look like an ideal version of himself.

Vampires tend to look for young, strong, attractive people to make into a vampire. Usually people between twenty to thirty.

History

The first vampire was the result of a failed experiment. Centuries before Rome conquered the world, two Greek scholars, Euaristos Anakletos and Zopyros Eustachus, tried to change the world. They were trying to find a way to make themselves mages. Through research and hard work they believed they found a way to take a bit of mystical power from a magical creature and place it a human host.

The two managed to capture a minor devil with limited mental capacity, but adequate mystical power for the experiment. Euaristos believed that more study of the creature and more research into their ritual was necessary before going on, but Zopyros was too enthusiastic to be held back. One night while alone with the devil they had captured, Zopyros preformed the ritual. There was a miscalculation in the ritual and the demon was absorbed into Zopyros.

As the two beings merged into one, Zopyros felt himself dying. He had no idea what was happening, everything went black.

When he revived, he awoke to Euaristos placing coins in his eyes. Zopyros awoke with a strange hunger and attacked Euaristos without a thought. Euaristos barely managed to fight off Zopyros as he tried to drink Euaristos blood.

The two of them studied Zopyros condition. They learned much over the years. It was through studying the condition and re-examining the ritual that they found the mistake that Zopyros made and perfected the ritual to make a person a sorcerer. Euaristos became the first Sorcerer.

Throughout the years the two studied Zopyros' new powers and limitations. They also learned how to turn others into a creature like Zopyros. Eventually he formed a circle of those he felt would be good candidates for the transformation. The group used their powers for the betterment of society and the advancement of philosophy, science and art. In essence it was a gathering of Greek philosophers made immortal.

Unfortunately, other found out about what they were, what they were capable of and that their power could be taken. A coven of hunters were formed to find the secret of these new creatures and how to become like them.

Eventually they captured one of Zopyros' children and forced him to give up the secret of how he was changed. They forced the child to change them. There were a dozen at the time. Ten of them changed normally but the other two were changed into degenerate, loathsome creatures. These creatures hungered for the flesh of the dead. Both had their mental facilities diminished, one was slower, but still relatively reasonable, the other was like a wild beast. The strange thing was that the

two could still speak to each other in an odd guttural language.

Over the years, others have found and stolen the powers of these new creatures which eventually became known to the world as vampires. Those that had the condition grew bored and lonely and created others. Somewhere along the line the ritual that created the first was found and others tried it, but only the strange blood-drinking semi-intelligent devil could successfully be used for the ritual and no new variation of vampire has been created from it. Of the very few who know of Zopyros (Vampire Lore Hard) none know if he is still around.

Role-Playing Hints

Vampires are immortal, powerful creatures, unless they are killed. Few vampires older than fifty to one hundred years old carry grudges. They have learned patience and discipline. If someone comes into their lair, stakes them, and leaves, well, few vampires will stick around after being unstaked. Sure, one human will be no match for a vampire at night, but who is to say that others were not told about the vampire. Most vampires realize it is easier to just relocate after such an incident. After all, a human will live for a few years, but a vampire has forever, as long as he does nothing stupid such as draw unwanted attention.

Vampires tend to get bored over time. This may make a vampire wish to become cruel and treat humans like food they can play with before they eat, or make the vampire decide to become a force of righteousness. The latter option has become more popular in recent years after the whole Interview with a Vampire, Buffy, Angel, and other such works of popular fiction with heroic monsters fighting to redeem

themselves.

Ghoul

Body: 5/12 Health: 5/12 Mind: 1-3/5
Social: 2/5 Soul: 5/12 HP: 10 Will: 3-4

Modification to stats after transformation

Body: +1 Health: +1 Mind: -1D4-1
minimum -1 Social: -2 Soul: +1

Note on stats If a ghoul's Mind stat drops to two or less than he has animal intelligence rather than human intelligence. Every fifty years the maximum number for a stat raises by one.

Bonuses

Immortality

After the initial rotting period the ghoul stops aging.

Invulnerability

Ghouls are hard to kill. Not nearly as hard as a vampire, but much harder than your average person. They can only be hurt and killed with silver, fire, psychic powers, or magic (such as magic spells, magic weapons or items).

Regeneration

Ghouls can recover from incredible amounts of damage. When they are hurt they can eat the flesh of the dead (must have been dead for at least 24 hours) and heal any damage they may have taken. For every ½ pound of flesh the ghoul eats he heals one point of damage.

Night Sight

Like their vampire progenitors, ghouls can see perfectly in any light source. Also, their eyes can adjust to any sudden change of lights without penalty.

Take a Hit, Pass it on

Ghouls can create other ghouls. A ghoul must feed a target a taste of his flesh and then kill the target to make the target a ghoul.

The Beast is Back

It is the essence of the same demonic energy that fuels the ghoul's undead state that fuels the vampire's. So, just like the vampire, a ghoul can call that beast out to fight. A roll of ½ Soul+D20 with a difficulty level of Average is needed to call out the beast.

While the ghoul releases the beast from within, his Body is increased by 50% and cannot be controlled by any means, not even his true name. This lasts for an amount of rounds equal to his Soul stat. While in this form the ghoul is a killing machine. If the ghoul is still in this form after the target is dead he is unable to tell friend from foe and will attack the closes creature to himself. To get out of this form before he naturally would be out of it, a Will roll is needed with a difficulty level of Hard. It may be re-rolled every round until passed or the form goes away on its own.

While in this state, the ghoul takes on an even more horrific appearance than usual. The ghoul looks human in only the basic of ways (head, body, arms, legs) but the features are completely inhuman. The ghoul also recognizes the devil's rank in the hierarchy of hell, however, most ghouls are used to being looked down upon as the lowliest form of undead.

A Kind of Magic

If the ghoul has human intelligence and has at least one rank of the Magic skill then he can learn magic spells. He can learn

spells from the same list of spells like a mystic and cast them like a sorcerer.

Underground Architect

Ghouls have an amazing ability to create underground homes for themselves. In groups of five or more, ghouls can tunnel out vast labyrinth underground. Passages, bridges over chasms, elaborate entrances and exits are commonly found in their work. It is unknown how the ghouls seem so good at this, some theorize that the demon used to create a vampire was made for excavation work.

Penalties

When a person is made into a ghoul, his body will start to decay for a few days to a week afterwards. It will stop aging after this happens, but the rotting becomes noticeable unless the ghoul remains covered up. The ghoul also smells of rot and decay unless he uses something to mask or cover up the smell.

Ghouls must feast on the flesh of the living in order to survive. The ghoul must eat at least ½ a pound of dead human flesh every 24 hours (the person must have been dead at least 24 hours, but there is no maximum to how long the body must be dead for the ghoul to be able to eat it). It must be human flesh. If he does not eat the flesh of the dead, he will weaken. Every night he goes without eating he take a point of damage to his Body and Health stat (this is a temporary thing, he does not actually lose the point in a stat, but gets a negative to it) until he eats dead flesh again.

If his Body or Health reach 0 then he can not move, speak, or do anything until dead flesh is put into his mouth, which will start to revive him. Once he starts to take damage to his stats, it takes ½ a pound

of flesh to get back one point of Body and Health (both are lost together and both are gained back together). Fresh flesh (that which has not been dead for at least 24 hours) reacts like any food an undead eats, it turns to dust in the ghouls mouth.

Skills

Language (native at 4 if Mind stat is high enough, ghoul at 5), Perception rank 5, Stealth rank 5, Dodge rank 5, Fist Fight rank 5

Language

Ghouls have a language that they learn instinctually when they are changed. The language has no written form. The language can be learned by others, but this is exceedingly rare, mostly because few people care to learn it.

Description

Ghouls look like zombies from the movies. They look and smell like decaying bodies. They move with stiff, jerky movements and must keep covered and upwind of others or they will get noticed.

Most ghouls live under cemeteries since humans will usually not look for them there and they need to be close to their food.

History

When a group of hunters captured one of Zopyros' children and force the child to change them, not all changed properly (see vampire history). Tatianus and Marinus (there family names they have abandoned and have been forgotten) were the first ghouls. Tatianus was a most scholarly and wise man while he lived, but when he was changed, his intellect dulled. He was still as smart as some men, but nothing compared to what he was before.

Marinus, on the other hand, became almost like an animal.

The others were going to put down these two monsters, but Tatianus convinced them not to. Throughout the years, Tatianus learned more about his new powers and limitations, and over the years, with hard work, has gained back much of his lost intellect. Tatianus learned that he was now also capable of learning magic.

Some believe that Tatianus and Marinus still live and are gathering an army for some reason. Others say that they still exist and are simply gathering their own kind together for their own protection.

Role-Playing Hint

Ghouls are the dregs of the undead. They are looked down on by nearly everyone. They tend to group together for protection and to help each other since few other would help them. Ghouls who are not kept as servants for the vampire that made them are usually found in communities under cemeteries. Most actively used cemeteries host a community of ghouls. Ghouls do not trust non-ghouls, for the most part. They may not attack non-ghouls they run into, but they will be hard pressed to trust them.

Wercreatures

Human Form

Body: 4/8 Health: 4/8 Mind: 4/8 Social: 3/8
Soul: 4/8 HP: 8 Will: 4

Modification to stats after transformation

Human form

Body: - Health: - Mind: - Social: -1
Soul: +1

Monstrous Form

Body: 9/15 Health: 9/15 Mind: 2/4
Social: 2/4 Soul: 5/8 HP: 18 Will: 4

Modification to stats after transformation Monstrous Form (from before he became a wercreature)

Body: +5 Health: +5 Mind: -2 Social: -2
Soul: +1

note In his monstrous form a wercreature's intelligence is that of a beast not a man until he can control himself in that form.

note Every fifty years the base stat max increases by 1.

Bonuses

Immortal... Sort of

Wercreatures cannot die naturally. They do not age (unless they were born a wercreature); they cannot even make lasting cosmetic changes after their transformation into a wercreature. In their Monstrous form they can only be hurt by something made of, or at least completely plated in, silver or by magic. Only silver can completely kill it.

In their human form they can be hurt and killed normally... sort of. A wercreature will heal all wounds that they suffered while in human form and even come back from the dead if killed in human form when the moon is full and their body must transform into the monster. When a wercreature changes back into his human form he looks exactly as he did moments before his first transformation. His hair is the exact same length, tattoos that were there before the first transformation are still there but those that they got after the first transformation are gone after the next transformation. Only if the wercreature is killed by silver will he stay dead.

Odd Reproduction

Werecreature can reproduce (in a sense) in two ways. They can reproduce sexually (have children), at least until they die in their human form the first time. There is a 75% chance that the child will become a werecreature. In adolescence the child will become more aggressive and start developing strange signs such as index fingers longer than his middle finger, or marks similar to a pentagram on his left hand, or other such signs from folklore.

They are still mortal however until they go through the first change. The first change takes place around the time they are 19 to 22. After the first change they do not age and can not be killed by normal means. The natural born werecreature have an advantage, he can start out with the capability to control himself during the change from the beginning.

The other way a werecreature reproduces is by turning normal mortal humans into werecreatures. When a werecreature, in his monstrous form, attacks a normal person, and that person survives then there is a 10% chance per point of damage that person took in one hit (to a maximum of 90%) that he will become a werecreature. Each hit is calculated separately and the percent chances do not accumulate. A roll is needed each attack until infection, death, or escape occurs.

If a female werecreature is pregnant and dies in her human form, the baby will survive when the mother is resurrected. However, if this happens the baby will grow up to be a werecreature. A werecreature can only create the same type of werecreature he is. A werewolf will only give birth to werewolves (or humans) and his victim can only become a werewolf

from his attacks. A weretiger will only give birth to weretigers (or humans) and his victims can only become a weretiger from his attacks. Werecreatures usually travel in packs of the same species, usually with the ones that gave birth (or rebirth) to them making them a family. It is extremely rare to see two different types of werecreature travelling together.

Control the Beast

It takes about fifty years for infected werecreatures to gain the ability to control the beast when they transform, where as the natural born werecreatures can control it from the first transformation. This is not automatic however, it takes great self control. It takes a successful Will check with a difficulty level of Challenging to control the beast while transformed. If the check is successful then the werecreature uses his human mind while in beast form rather than the beasts animal intelligence.

Even if the werecreature can control himself in his beast form he can very easily lose control. If the werecreature is hurt or frustrated then a Will check with a difficulty level of Challenging is needed to stay in control. After about fifty years of practising to control himself (from the time he gains this ability) the werecreature automatically can control himself when he transforms, but must always make the Will check when hurt or frustrated.

Controlled Transformation

When the werecreature can automatically control himself upon transformation he finds that he can force the transformation between beast and man when he wishes. It takes a Will roll with a difficulty level of Challenging to change from one form to another. Before he learns

to control the transformation, the werereature can only, and must, take on his monstrous form during the three nights of the full moon, from the time the moon would rise above the horizon to the time it lowers beyond it. The werereature does not have to be able to see the full moon. Even after the werereature can control the change he must be in his beast form during the full moon, he has no choice.

Fearsome Tooth and Claw

In the werereature's monstrous form his teeth and claws do 2 extra weapon damage. Their fangs and claws also hurt anything that can only be hurt with magic.

Sniff Out the Mystical

Werereatures can smell mystical creatures. In a werereature's monstrous form it is a Perception check with a difficulty level of Average to sniff out and recognizes others as mystical, unless they have some ability to hide the fact they are mystical.

In the werereature's human form they can sniff out powerful mystical creatures such as Demons and Dragons with a Perception check of Average. They can sniff out average level mystical creatures such as vampires or avengers with a Perception check of Challenging. It takes the werereature a Perception check of Difficult to recognize low level mysticals like Cursed and sin eaters.

A werereature can recognize another werereature without trying, at least enough to know that they are a werereature even if not what type. Also, a werereature can recognize the sent of someone they know with a successful Perception check. The difficulty for this check is Average in his monstrous form and Challenging in his

human form.

A Little Bit of Magic

Werereatures are capable of casting a handful of rituals and spells. In order for a werereature to cast spells he must first learn at least one rank of Magic skill. The rituals that a Werereature can cast are Crossover, Know the Hour, See Across the Veil, Rain Dance, Voodoo Doll, and Zombie. The spells a werereature can cast are Banish, Bind to Your Word, Divination, Necromancy, Summoning, and Ward.

Talismans and Fetishes

A werereatures is capable of creating talismans like a Summoner if he has learned the Summon spell. He can also create fetishes like a Shaman, if he can find a spirit that will deal with him rather than outright attack him. The werereature must also have Magic skill at rank 5 at least to know that he can do these things.

Strengthen the Gate

For whatever reason, werereatures can make the barrier between the material world and the spirit world stronger. With a Will check difficulty level of Challenging a werereature can raise the difficulty level of everything the spirit can do in the material world while not manifested in the mortal world, and the difficulty level of manifesting in the material world and returning to the spirit world by one degree of difficulty plus one degree of difficulty per degree of success. This also includes rituals Shamans, Spirit found Changelings, and werereature can cast and the use of fetishes.

Penalties

Spirits HATE werereatures. Spirits

can see wercreatures through the veil like they can see Shamans and can recognize them for what they are. If the spirit can manifest their powers in the material world they will usually attack the wercreature. Spirit Found Changeling feel an unnatural dislike foe wercreatures and wercreatures find themselves at odds with Shamans because of this.

It is not only Spirits that don't like wercreatures, animals distrust wercreatures as well. A normal animal will freak out in the presence of a wercreature. If the animal can, it will run from the wercreature if not, it will fight. No one knows why spirits or animals dislike wercreatures so much.

Wercreatures also have a great deal of problems controlling themselves in their monstrous form, if they can at all. Also they must take on their monstrous form on the full moon.

Skills

Concentration rank 2, Perception rank 5, Sports, Aggressive rank 5, Dodge rank 5, Fist Fight rank 5,

note In the wercreature's monstrous form, he receives an additional 5 ranks to perception.

Language

Wercreatures do not have their own language.

Description

In his human form, the wercreature does not usually stand out much unless you look closely. They always have a few tell-tale signs. Marks on the palm of the left hand in the shape of the pentagram, the index finger being longer than all the other fingers on his hands, hairy palms, unibrow,

and many other marks can indicate a wercreature. Unfortunately for those looking for wercreature, many normal humans may have some of these signs. A wercreature usually only displays one or two of these signs.

In his monstrous form, the wercreature stands between seven to ten feet tall. He adds almost a 100 lbs of muscle and looks like a humanoid version of whatever type of animal that he is connected to. A werewolf looks like a humanoid wolf, a weretiger looks like a humanoid tiger. Wercreatures only take the form of predatory animals.

History

No one knows where the first wercreature came from. Some believe that the first wercreature was created as a joke made by one of the fey in jest toward a wolf spirit.

The legend goes that, one day, the wolf spirit complained to a fey walking by about how weak humans were. This fey happened to be fascinated by humans and took to arguing the human side. Wolf complained that humans teeth were to dull and they had no claws. The fey argued that the human's dull teeth ground up everything they ate which means anything could be human's food. He also argued that humans made claws from sticks and stones that cut harder and from a further distance than wolf's claws. Wolf said that man was not adept to survive the cold, they had no fur. The fey replied that human could pick and chose his fur from those he hunted.

The wolf was so mad at the fey that he spat and said that human should be more like wolf and not steal from those around him. When the wolf said this, the fey smiled and said that the wolf may be right.

That night, in the glare of the full moon the fey found the wolf he argued with and fused him into a human. The fey told the new creature to teach man how to survive better. The spirits were furious with what happened, but since they could see no fault in what the fey did, only in the way the wolf spirit handled the agreement that led to the travesty, the spirits poured their hatred on the new creature and his kin.

Another believe is that when the world of the spirit and that of man separated, the wercreatures were created to guard the barrier between worlds. This theory does explain the wercreature's ability to make interaction between worlds harder.

And some believe... Whatever their origin, wercreature tend to travel in packs. They help, protect, and care for one another. May god have mercy on anyone who tries to pick a fight with one of the wercreatures in a pack, because the pack will not.

The Wretched

Note The stats are the same as they were before the Wretched became an undead.

Bonuses

Non-Magic

Magic does not work on the Wretched. Any spell cast on them dissipates, any magic item used on them counts as a mundane, ordinary item (it is not drained of magic, but the magic in it does not work on the Wretched). Wards do not hold the Wretched at bay. They can not be banished, Summoned, or Communed with. No magic works on the Wretched. When the Identify spell is used on them, they appear to be invisible.

Non-Death

The Wretched are undead and are very resilient to stopping the “un” part. The Wretched can not be killed just by reducing his hit point to nothing. That is just when the body stops moving and must repair itself. The Wretched heals 1 point of damage per every 2 max hit points it has in a minute. If his body is completely obliterated, the parts will disintegrate and gather together and reform in a day. The only way to truly kill the Wretched is to turn off the Ward that originally created it, which is protected from magic.

Penalties

The Wretched can not use magic. Any magic item they wield loses its magical properties while being used by the Wretched (but returns when the Wretched let it go). They can not use spells, rituals, or psychic powers, nor can they benefit from them. They are a blind spot for magic.

The soul of the Wretch is trapped in the body, unable to die, except for a few ways. The Wretched must have the original ward removed, but the Undo spell does not work on them and in most cases the original mage that cast the Ward spell that trapped the Wretched’s soul in his body was the Wretched himself, and he is incapable of turning the spell off again.

A few other ways of killing the Wretched are rumoured to exist, but the Wretched are so rare that the few who may have found other ways have none to test them on.

Skills

The Wretched keep the skills he knew in life and can learn more.

Description

The Wretched look the same as they did in life, except much more gaunt, pale and drawn out. Also, in dim or no light strange green markings glow across their skin. Anyone who can recognize the mystic writ for Wards recognizes the markings.

History

The Wretched are one of the few Undead that one of The Cursed can become. The Wretched are created when someone dies while using Ward as armour. Normally what would happen is that the soul would be trapped in the body until the Ward was broken. However, if there is a high amount of magic in the area, the body re-animates and the Ward seeps into the body, trapping the soul there until the Ward can be removed. This is a very rare occurrence.

Of course, it is not as simple as it sounds, because in the process the Wretched becomes invisible to magic and only the mage who originally cast the Ward spell can cancel it, but only if he is still capable of casting spells. If the mage who originally cast the spell is dead or is the Wretched himself, then that will not work.

There are believed to be rituals that will bring the Ward out of the body of the Wretched and allow someone to undo the spell. Of course, the Wretched are so

rare that almost no one knows about them (Undead Lore of Hard, Magic Creature Lore of Nigh Impossible, or Magic skill of 45), that few would even bother to learn about them let alone go searching for rituals to stop them.

When someone becomes one of the Wretched, he loses any magical or psychic powers he once had, he can not even cast Summoning spell. The colours of the world dim, his sense of smell and taste disappear. His sense of touch diminishes to the point where he feels as if his entire body is padded. His emotions dull, what would have cause extreme emotional responses now only bring up vague memories of what he should have felt. The only thing the Wretched feels is a longing for rest.

The Wretched can not eat or sleep. It does not breath. No blood pumps through its veins. He is always awake, always aware. Eventually despair and sorrow are the only thing that the Wretched have left. This tends to drive the Wretched mad over time. Some spend years researching his current affliction hoping to end the torment and suffering, other recoil into hidden pits where they can be truly along with their suffering, while others become true monsters as they take out their frustration on the world around them.

Ideals and Spirits

Ideals

Ideals are the natural inhabitants of the astral plane. Most have the average stats and temperaments of their real world counterparts. Some however are the idealized version of one aspect of that counterpart. To use humans as an example,

human ideals would be average 3 stats and would go about their day as if nothing interesting were happening unless forced to confront some sort of change. Now an ideal of greed would have a higher Mind stat, higher Finance skill and would do anything in his power to gain anything. An athlete idea would have a higher Body, Health and

Social stat and lower Mind stat. They would have a much higher Aggressive Sport skill and would be the stereotypical jock cranked to 11.

Ideals of things like fear and darkness and other such intangibles exist and will take on a form appropriate for that version of the idea. Stats are flexible for these things and the GM must determine what he thinks is fair. They get skills and powers appropriate to what they are the ideal form of. Ideals rarely leave the area they were spawned from. It is a thousand to one that an Ideal will leave the part of the Astral Plane he belongs and it should not happen randomly but as part of the greater plot if it does ever happen. Very few travel the road, and most of those that do are simply average human or animal ideals.

In the Blue, especially the deep blue, are Ideals horrible and dangerous. Many of these horrors are so alien and unwholesome in appearance it will trigger a corruption check just to look at one. They can not leave the Blue except for, on extremely rare occasions into an astral realm in the Blue. If they enter an astral realm that can take a traveller to somewhere else, the ideal can go.

Nature Spirits

Nature spirits are a very diverse group. They are the very soul of the world. Everything has a soul or spirit, henceforth, there is a spirit of all natural things in the spirit world, except humans. Nature spirits represent the very nature of the world. There are three main types of nature spirits; animal spirits, plant spirits, and elemental spirits.

Animal spirits are the souls of animals. When an animal passes over he

goes to the spirit realm of his animal or the spirit world itself. Almost every type of animal has a spirit realm which is guarded and guided by the spirit lord of that animal. Some examples of the spirit lords are Anansi lord of spiders and secrets, Anubis lord of dogs and guardian of the dead, Fenris lord of the wolves, Bast the cat goddess, or Beelzebub the lord of those that creep and crawl and buzz.

Every animal spirit represents one aspect of an animal such as a noble cat spirit, a guardian dog spirit, a predator wolf spirit. No animal has only one aspect so there could be two coyote spirits in an area, one a hunter coyote spirit and the other a trickster coyote spirit. Every animal has a multitude of aspects so there are many types of spirits for each animal. The spirit lord has all the aspects of the specific animal. Animal spirits will have the same stats as the normal animal except Mind. Spirit animal's Mind stat increases by two and is considered human intelligence. Animal spirits also get an extra 15 points on top of the average animal template for powers, bonuses, skills and stats. They can get up to three points in penalties. The stats for a spirit lord are three times that of the normal spirit animal, even the avatars of the spirit lord's stats are twice as high and have whatever skills that are appropriate at 15 ranks.

Plant spirits are the spirits of plants, from a blade of grass to the mighty redwoods. They do not have spirit lords or realms of their own. Plant spirits do not have souls they have spirit. Even in the spirit world the plant spirits spend much of their time sleeping.

Every plant is represented in the spirit world, but for things like stats they have four groups; flowers, bushes, saplings,

and majestic trees. Flowers included everything smaller than a bush. Their stats are Body: 1/3 Health: 1/3 Mind:3/5 Social: 5/8 Spirit: 2/8. Bush spirits contain anything like a bush or hedge. Their stats are Body: 3/6 Health: 3/6 Social: 5/7 Spirit: 3/8. Saplings are any of the smaller trees those that grow a no more than 3 1/3 to 5 metres (10 to 15 feet). Their stats are Body: 6/12 Health: 6/12 Mind: 4/8 Social: 5/8 Spirit: 4/8. Majestic trees are the oaks and redwoods an other large trees. Their stats are Body: 12/15 Health: 12/15 Mind: 6/9 Social 5/8 Spirit 5/8. Plant spirits get 20 ranks in skills and ten extra points for things like powers, bonuses, and skills, and stats. They can get up to three points of penalties.

Elemental spirits are the most alien to our way of thinking. They represent the elements in the spirit world such as fire, water, wind, earth. These spirits do not have souls, they instead have spirit. Their stats are Body: 12/15 Health: 12/15 Mind: 5/10 Social: 3/6 Spirit: 6/12. Elemental spirits get 4D4 skill points and 2D10 extra points for things like powers, bonuses, skills, and stats. They can get up to four penalties.

Plants and animals can pick appropriate powers from the animal and plant spirit power list and elemental spirits can chose from those and the elemental powers that are appropriate to the elemental spirits. Animal spirits get 2D4 + 4 powers, plant spirits can get 3D4 powers and elemental spirits can get 4D4 powers. Following is a list of powers that spirits can get. GMs can create more powers if they wish, this list is just a starting point.

Powers for animal and plant spirits

Bite - This power usually belongs to

predator animals. The bite of this spirit has a base weapon damage of 3.

Materialize - Spirits with this power can materialize in the material world of their own power.

Claw - This power usually belongs to predator animals or scavenger animals. The claws of this spirit has a base weapon damage of 3.

Shape Change - This power is the domain of trickster spirits. The trickster spirit with this power can change his shape to whatever it wants with a successful Concentration check with a difficulty level of Challenging.

Entangle - This power is mostly found among snake and spider spirits and some plant spirits. With this power the spirit is capable of trapping and incapacitating his target either by wrapping the target in the body of the spirit or by creating something to wrap the target in. This power doubles the spirit's grapple roll.

Camouflage - This power is usually found among predator spirits, chameleon spirits have a more powerful version. This power allows the spirit to blend into the background and not get noticed. This power gives the spirit a +5 to Stealth checks. Chameleon spirits can blend in better than other spirits and can change colour to look like the background. For a chameleon using this power it doubles his Stealth check. All chameleons have this power and it does take up one of their

- powers they can choose.
- Heightened Senses - This heightens one of the senses of the spirits. Most spirits will need to take this multiple times. Things like a web spinning spider's ability to sense tiny vibrations along the web is also a heightened senses thing.
- Smell fear - Many animals spirits, especially predator spirits, can smell fear.
- Armour - Spirits with this power have scales, chitlin, or very thick hide that help protect the spirit. This power gives the spirit 3 points of armour with an 15 hit points each time the power is taken.
- Sense Area - Spirits with this power can sense everything within a 20 foot area around them.
- Escape - This is usually a power of prey animals or trickster spirits. With this power a spirit, if not incapacitated or being watched carefully, is simply gone when the shit hits the fan.
- Pack Sense - Pack animal spirits can communicate simple one syllable messages to one another with a Concentration check of Average.
- Human Form - This is a common power for spirits. The spirit with this power has his actual form and a human form.
- Tap Information - This power is mostly for spider or hive spirits. A spirit with this power can know what other spirits of the same type of animal with this power knows.
- Mirage - This power is usually found among trickster spirits. This power works like Illusion spell, but uses the spirit's Concentration skill. Difficulty level is the same as the spell.
- Noxious Gas - Spirits with this power can release a noxious gas that chock and blind anyone within the range. It will usually fill an area of 20 feet.
- Paralyse - A spirit with this power is capable of paralysing its victims. This is done either through poison (most common) or hypnosis. The poison is considered strong (but will not kill the target) so a save vs strong poison is needed. The poison will start to work immediately. Hypnosis is a contest of wills. In order to hypnotise his target, the spirit must get a Concentration check of Average and each degree of success gives the spirit a +2 to his will roll.
- Poison - Spirits with this power has a medium poison that he administers with a successful attack. The poison starts to work immediately. Every time the poison power is taken for a spirit, the poison's potency level increases.
- Possession - This power allows the spirit to possess a target in the physical world. This power requires the spirit also to be able to see the physical world. A Concentration check is needed to use this power than a will roll vs the target's will roll is needed. Every degree of success in the Concentration

check adds a +2 to the will roll.

Prophecy - This power allows the spirit to see the future. It works like Divination spell but requires a Concentration check rather than a Divination check and still needs a Riddles check with a difficulty level of Challenging afterwards. Any degree of success in the Concentration check gives the spirit a +2 to the Riddles check.

Scale - Many animals can climb, but a spirit with this power can climb any surface no matter how smooth.

Read Minds - This ability allows the spirit to read the mind of a target they are looking in the eyes. It works like the Read Minds psychic ability except only the concentration check and will check is needed. Any degrees of success add a +2 to the will roll.

Roar- This power belong to the predator animals. This power allows the spirit to make a sound so frightening that all that hear it need to make a Will check of Challenging or run away in fear.

Fear - This power instills the fight or flight fear reaction in the target. The spirit does something that would instill fear in its target (roar, reveal odd colouring, whatever the species does to invoke fear) then a Concentration check with a difficulty level of Average is needed to activate the power. The spirit and the target enter a Will check against the other. Every degree of success in the Concentration check adds to the

spirit's Will check. If the spirit wins the will check the target must either run or fight at -5 to all rolls till he can get away. If the spirit loses then the target does not need to run, but will be at -2 to all rolls until away from the spirit. The negatives are not cumulative, a target can not be feared more than once an encounter by the same spirit. A different spirit can only effect a target of another spirit's fear attempt with the fear power if the target succeeded the first attempt and the second attempt will only do anything if the second attempt actually succeeds.

Track - This power usually belongs to a predator animal spirit. This power doubles the spirit's Perception check when tracking something.

Water breathing - This power is found in aquatic and amphibian spirits. It allows the spirit to breath under water.

Flight - This power allows the spirit to fly.

Fast Healing - This power lets the spirit heal faster. If the spirit takes this power once then it heals at twice the normal rate, if it is taken twice the spirit heals 1 point of damage a turn. If the spirit has this power three time then he heals up to 1/3 of his Health stat a turn.

Weather sense - This power allows the spirit to sense changes in the weather.

Healing - This power allows the spirit to safely heal a target. It requires a

Concentration check of Challenging. This power heals 1 hit point for a success plus one hit point per degree of success.

Slow time - This power allows the spirit to slow time in an area of 40 feet centred on the spirit to one third the rate it normally travels at while the spirit's time stays the same. This is usually used so tree spirits can talk to the quicker races.

Uproot - This power allows a plant spirit to raise up and move around.

Drain moisture - This power allows the spirit to drain moisture from a target he is touching. A Concentration check of Challenging and a successful Fist Fight or sport (either type) check to touch a moving target is needed to use this power. This power drains the moisture and causes 1 point of damage plus 1 point of damage per degree of success. If a non-living object reaches 0 hit points or a living creature (all spirits are considered living creatures) reaches an amount equal to the negative amount of his hit points through this power then the target crumbles to dust

Absorb light - A spirit with this power, on a successful Concentration check of Challenging, absorbs all light in a 40 foot area centred on the spirit, plunging it into complete darkness.

Give Air - This power allows the spirit to create breathable air.

Drain Poison - This power allows the spirit

to purge a target of all toxins.

Cleanse Corruption - With this power and a successful Concentration check of Challenging the spirit can cleanse 1 point of Corruption from a target, or break up a point of Taint into 5 Corruption points. This power is usually used on corrupted spirits, but can be used on people. A successful use of this power will either get rid of 1 point of corruption plus 1 point per degree of success, or break a point of Taint into 5 points of corruption then get rid of 1 point of corruption per degree of success. This power gets rid of points of Corruption first then breaks up the most recently gained point of Taint and brake it up and start getting rid of that. The user can not chose which sign of Taint to get rid of. A Summoner can not lose his first point of Taint without buying Untainted.

Nature Sense - This power allows the spirit to know what is going on within a hundred feet of him as long as he is in a natural environment.

Powers for elemental spirits

Create Element - An elemental spirit with this power can create the substance he is made of.

Control Element - An elemental spirit with this power can animate and control the substance he is made of.

Extinguish Element - An elemental spirit with this power can eliminate

the substance he is made of.

Elemental Attack - This power is a form of ranged attack. This power creates a ball of the element that is then thrown at the target with a base damage of 3. Each element has its own secondary effect. Air attack will knock anything that does not pass a Body check ($\frac{1}{2}$ Body + D20) with a difficulty level of Average prone within a metre and a half (about five feet) plus about a metre and a half (about five feet) per degree of success. Anything knocked prone will have to spend the next turn getting ready to do something and can not use any defensive skill, they just get a D20 to defend. With the water attack the wind is knocked out of the target and he must make a drowning check and if he fails he immediately starts taking damage. Earth attack will cause the target to get engulfed in earth. After a successful attack the target must roll either sport skill with a difficulty level of Challenging to keep his head from being completely engulfed or Difficult to keep himself from getting engulfed at all (the target does not need to chose which he wants to do, he just makes the roll and whatever is rolled is what happens). If the target's head is engulfed a Body check of Average is needed to dig his head free to breathe again. He will take damage as if drowning if he does not get

his head free. When the fire strikes the target, it will ignite any flammable material and heat up any metal. The damage from the metal heating up is 1 point for 4 turns plus 1 turn per degree of success of this power, or until the metal is cast aside. The damage of the flammable material catching fire is the same as a torch, 2 points of damage per turn of exposure.

Travel Through Elements - The elemental with this power can absorb into the same element he is made of and travel through the element five times faster than it could move normally. A water element can absorb into one side of the lake and move to the other with incredible speed. This same elemental could not travel to another lake from the one it is in from that lake. The elemental must remain in the same body of the element he started his travels.

Loa

Loa are a special type of spirit. They are the souls of ideas. The Loa exist in a layer between the Spirit World and the Astral Plane. Any shaman can call them and talk to them, but practitioners of Voudon have the best and easiest time of dealing with the Loa. Voudon Priests tend to call all spirits Loa, which can become a little confusing.

Loa are the spirits of ideas like love, magic, darkness, fear, hope, joy, death and other such intangibles that exist between the soul and the mind. Like all other spirits, the

Loa embody one aspect of the idea they embody, while their spirit lord embodies all aspect of that idea.

Crossover does not take any shaman, practitioner of Voudon or not, to the land of the Loa. They must find a way their from either the Spirit World, or other plane of existence. Most practitioners use the Summon spell or Meeting at the Crossroads (see the lost magic section of this book for more information of Meet at the Crossroads) to bring a Loa to the practitioner instead.

Stats for a Loa vary greatly, they can be between 2 and 12 depending on the type of Loa. Lesser Loa get 5 points for skills, medium powerful Loa get 10 points for skills and powerful Loa get 20 points for

skills. They also get varying amounts of points to build with; a lesser Loa gets 3D4 extra points for things like powers, bonuses, and skills, and stats, medium powerful Loa get 2D10 extra points for things like powers, bonuses, and skills, and stats, and powerful Loa get 3D20 extra points for things like powers, bonuses, and skills, and stats. Loa can use any spirit power that any other spirit can or any spell, ritual, or psychic power that fits the Loa's profile. Spells, rituals and psychic powers have the same rules as in the book, but are simply spirit powers for use so Loa do not need to take much time to use them or make extra rolls. Loa can get up to four points of penalties.

Aliens

There are thousands of different races among the stars. These are only a few examples of the aliens that have visited earth. The only real connection between most alien races is that they did not come from this planet (most likely).

ALPHA-DRACONIANS

Body: 8/15 Health: 8/15 Mind: 6/12
Social: 2/6 Soul: 3/6 HP: 16 Will: 5

Bonuses

Flight

Alpha-draconians have large scaly wings which they can use for flight at the same speed they can walk. They can not manoeuver well with there wings, but in a pinch they are helpful.

Way of the Warrior

Alpha-draconians are trained to be warriors from the time they can crawl. They are resistant to pain and suffer no negatives to skill because of damage to their body. They are still unconscious if their hit points go between zero and negative whatever their hit points are.

Alpha-draconians have advanced their bodies to the point they regenerate with incredible speed. They heal one fourth their Health stat a turn.

Thick Skinned

The skin of an alpha-draconian is so thick it forms a natural armour. The skin of the alpha-draconian give him 2 armour with 10 hit points.

Penalties

Alpha-draconians are cold blooded. They require less food, but their bodies can

not regulate their temperature. They have technology that can do this, but if the technology fails they are at the whim of their environment.

Skills

Computers rank 10, Fly rank 5, Medicine Modern (advanced to our understanding) rank 10, Perception rank 5, Riddles rank 5, Dodge rank 5, Projectile, Fired rank 5

Description

Alpha-draconian are large, winged, humanoid, reptilian creatures. The young are around fourteen feet tall and will grow to about twenty two feet tall. They have long clawed fingers and toes. Their scales are thick and green.

History

Alpha-draconians seemed to have come from Alpha-draconis system, but claim they originally came from earth. There are theories that they came from an alternate reality.

They have concurred many species and used their understanding of advanced genetics to keep these races subservient. It is unknown what keeps the alpha-draconians from invading and conquering us, at least unknown for humans. They seem to have enemies that they keep butting heads with while trying to plan invasions. They are definitely enemies with the grey, and they seem to have a complex relationship with the inhuman MIB.

Dark Wings

Body: 5/12 Health: 5/12 Mind: 5/12
Social: 5/12 Soul: 5/12 HP: 10 Will: 5

Bonuses

Flight

Dark wings can fly using their wings. The dark wings can fly twice as fast as they can move on land. If they do a charge attack at full flying speed they will increase the damage they do by 50%. If they do this they must make a Fly skill check with the difficulty level of Challenging. If the check is failed then the dark wing will take an amount of damage equal to 50% of the normal (before the 50% extra damage is added) that his attack wields himself.

Font of Knowledge

All dark wings travel with fist size crystals that contain vast amounts of magical information. It is a Concentration skill check of Average to activate the crystals, but they can only be used dark wings and light wings. These crystals count as the Library bonus. The information is sent to the brain of the user in words, images, thoughts, feelings, but the user must still sift through the information to find what he is looking for so it still takes the same amount of time to do the research and it is still possible not to find the information at all.

A dark wing or a light wing using one of these crystals can add information to the crystal with another Concentration skill check. The difficulty for this check is Average. The user knows if the information he wishes to put into the crystal recorded or not. There is no limit to how much information can be recorded at one time or how much information a crystal can hold, but information can only be recorded on a crystal every twenty seven hours and thirteen minutes (a full day on their home world).

I Cast Magic

Dark wings can learn any spell that a mystic or sorcerer can learn. They often know spells that were lost, and some know spells that were never known on earth. A dark wing can teach a Cursed who is capable of learning it any spell the dark wing knows. On earth, the dark wing's spells are bound to the same restrictions as those of The Cursed. The dark wings claim that their magic was more powerful on their home world (but seldom say more than that about their home world).

Hideaway

Dark wings can retract their wings and appear human. It takes a Body check of Average ($\frac{1}{2}$ Body + D20) to retract or extend their wings. A separate check with a similar difficulty level is needed to change the skin colour of the dark wing to a more human brown.

Penalties

First off, dark wings are extremely secretive about who they are, where they come from, why they are here, and what is the reason behind the war between the light wings and the dark wings. This has caused many who know of them not to trust them.

Another, somewhat more serious disadvantage, is that all their technology is infused with magic. When in a non-magic area all their non-living technology fails to work. They also can not retract their wings (if their wings are retracted when in a non-magic area they extend) and can not hide their skin colour, and they can not fly. Any magic item that will only work on or for a dark wing will also work on or for a light wing and vice versa. This is more proof that the two are the same species.

Skills

Concentration rank 5, Debate rank 5, Double Talk rank 5, Fly rank 10, Magic rank 10, Perception rank 2, Riddles rank 3, Fist Fight rank 2, Dodge rank 2, some melee skill at rank 1

Language

Dark wings and light wings each have their own language. The dark wings language is commonly referred to as dark tongue and the light wings language is commonly referred to as light tongue. Humans are capable of learning both languages. Dark wings generally have rank 4 in Language skills dark tongue and light tongue and a rank 2 for Literacy in both languages as well. They usually have a translation device which allows them to speak and understand all languages, but not read them.

Description

Dark wings are winged, humanoid aliens with dark grey or black skin and leathery wings of the same colour. Their hair tends to be black or brown and their eyes vary from red, orange, purple, yellow, or black. They tend to be mistaken by many Christians as being demons, but they are no more evil than the light wings whom tend to be mistaken for angels.

History

The dark wings and light wings have been at war with each other for millennia and it is unknown just how long the two have been battling on earth. Throughout the centuries human legends and religions have hosted creatures like the dark wings and light wings. Both light wings and dark wings would not be against using followers of such religions as weapons against each

other.

Despite the flagrant use of humans in their war, the dark wings (much like the light wings) seem to be friendly, or at least not particularly hostile towards humans. The dark wings are more willing to teach magic spells to humans than light wings are. In fact, during the witch trails, many who were accused of witchcraft and gaining power from demons were actually being taught magic from dark wings.

Dark wings, like the light wings, travel through space in living cigar shape "ships." These are exactly the same as the ships the light wings travel in.

The Grey

Body: 5/6 Health: 5/6 Mind: 9/12
Social: 4/6 Soul: 6/8 HP: 10 Will: 10

Bonuses

Never Alone

The grey are always in telepathic communication with all other grey within a hundred yards of one another. If there is a group of grey within a hundred yards of another grey and another grey within a hundred yards of the lone grey but not within range of telepathic communication with the first group, the grey in the middle creates a link for all the grey within his range. The grey have a hive mind.

Break on Through to the Other Side

The grey travel through the Astral plane somehow. No one is sure how they enter or exit the astral plane, or how they use it to get from one place to another in our dimension since it does not connect to this dimension except at certain points. Some theories that they use the metaphorical pin pricks left by astral travellers (from earth

and other planets).

Advanced Mind Powers

The grey are extremely powerful psychics. They get 10 plus 1D20 points to put into psychic powers. The grey do not have to make a concentration check, fatigue check or an insanity check to use his psychic powers.

Think Like the Natives

When the grey want to talk to people they use a form of telepathy. The grey must be within a hundred feet of the target they wish to speak to and must be within sight of the target. There is no roll for this unless the target wishes not to communicate, in which the grey must make a Will check versus the target's Will roll.

The communication is automatically translated into the language the target will understand the best, at the same skill level as the target. Any response will be understood by the grey at the same level as the target communicating with him. The grey can speak to a group this way. All will hear his psychic message, but only the grey will hear any psychic response. The use of this power does allow the grey to force the target to answer. The target must will his thoughts to the grey. The grey can also hear any audible response as well.

This power works as a translator. All grey talk through telepathy. No one knows if the grey have their own language. Anyone who have tried to use the Mind Reading power on a grey has either heard nothing or has gone stark raving mad while attempting it.

Stubborn as a Grey Mule

The grey get stubbornness at 5 ranks. The grey have powerful minds and

powerful wills.

Penalties

The grey are hive minded. They will sacrifice individual grey or whole ships without a second thought. This is one of their most powerful advantages and biggest drawbacks. There is almost no individuality among the grey. They are androgynous clones. On the rare occasions that a grey is outside of range of communications of other grey, he begins to shut down. He will appear dead to anyone who does not know any better.

Skills

Computers rank 10, Concentration rank 10, Fly rank 10, Medicine, Modern rank 10, Perception rank 5, Riddles rank 5, Science, Hard (all) rank 10, Tech rank 15, Projectiles Fired rank 5

Description

First off, the grey are completely grey. The grey are short, humanoid creature with arms and legs proportionally longer than humans that end in three fingers and three toes. They have large, bulbous heads. Their eyes are large, almond shaped, and completely black. They have no noses, just slits for nostrils and small mouths. They are usually naked and have no sexual organs.

History

For the last hundred years or so there have been stories of little grey men from space exploring this world. In fiction and in tabloids they have been friendly visitors and vile, evil monsters, and everything in between.

The truth of the matter is that the grey are scientists at heart. They are cold, analytical beings who care nothing for the

individual grey, so they care nothing for the individual anything. They wish to learn as much as possible about as much as possible and do not care what they must do to learn it. There is no animosity in their actions, but no sympathy either. They do not care, and that is what makes them so dangerous.

They grey have worked out deals with several world governments; a trade of technology for the use of the government's private citizens for experimentation purposes. It seems that the greys major enemies on earth are the inhuman MIB and the Agency.

Light Wings

Body: 5/12 Health: 5/12 Mind: 5/12
Social: 5/12 Soul: 5/12 HP: 10 Will: 5

Bonuses

Flight

Light wings can fly using their wings. The light wings can fly twice as fast as they can move on land. If they do a charge attack at full flying speed they will increase the damage they do by 50%. If they do this they must make a Fly skill check with the difficulty level of Challenging. If the check is failed then the light wing will take an amount of damage equal to 50% of the normal (before the 50% extra damage is added) that his attack wields himself.

Font of Knowledge

All light wings travel with fist size crystals that contain vast amounts of magical information. It is a Concentration skill check of Average to activate the crystals, but they can only be used light wings and dark wings. These crystals count as the Library bonus. The information is

sent to the brain of the user in words, images, thoughts, feelings, but the user must still sift through the information to find what he is looking for so it still takes the same amount of time to do the research and it is still possible not to find the information at all.

A light wing or a dark wing using one of these crystals can add information to the crystal with another Concentration skill check. The difficulty for this check is Average. The user knows if the information he wishes to put into the crystal recorded or not. There is no limit to how much information can be recorded at one time or how much information a crystal can hold, but information can only be recorded on a crystal every twenty seven hours and thirteen minutes (a full day on their home world).

I Cast Magic

Light wings can learn any spell that a mystic or sorcerer can learn. They often know spells that were lost, and some know spells that were never known on earth. A light wing can teach one of The Cursed who is capable of learning it any spell the light wing knows. Light wings seldom teach the rarer spells cheaply.

On earth the light wing's spells are bound to the same restrictions as those of The Cursed. The light wings claim that their magic was more powerful on their home world (but seldom say more than that about their home world).

Hideaway

Light wings can retract their wings and appear human. It takes a Body check of Average ($\frac{1}{2}$ Body + D20) to retract or extend their wings.

Penalties

First off, light wings are extremely secretive about who they are, where they come from, why they are here, and what is the reason behind the war between the light wings and the dark wings. This has caused many who know of them not to trust them.

Another, somewhat more serious disadvantage, is that all their technology is infused with magic. When in a non-magic area all their non-living technology fails to work. They also can not retract their wings (if their wings are retracted when in a non-magic area they extend) and they cannot fly.

Any magic item that will only work on or for a light wing will also work on or for a dark wing and vice versa. This is more proof that the two are the same species.

Skills

Concentration rank 5, Debate rank 5, Double Talk rank 5, Fly rank 10, Magic rank 10, Perception rank 2, Riddles rank 3, Fist Fight rank 2, Dodge rank 2, some melee skill at rank 1

Language

Light wings and dark wings each have their own language. The light wings language is commonly referred to as light tongue and the dark wings language is commonly referred to as dark tongue. Humans are capable of learning both languages. Light wings generally have rank 4 in Language skills light tongue and dark tongue and a rank 2 for Literacy in both languages as well. They usually have a translation device which allows them to speak and understand all languages, but not read them.

Description

Light wings look like the classic

angel. Almost always well built human looking except for the wings. Both the men and women are usually about six feet tall. They have a bronze, well tan skin and light coloured hair. They are usually scantily clad or in clothing that greatly shows off their physique. They prefer light coloured, often white, clothing.

History

It is hard to say how long the light wings and dark wings have been visiting earth. Both have popped up in our stories and religions throughout the years. In fact, there have been many situations where they have used our religions and religious followers as weapons against each other.

Even their ships have been involved in many such legends and myths. They both travel through space in living cigar shaped "ships". Their ships eat most types of organic matter and excrete stringy white fibres often referred to as angel hair or manna. This fibre will deteriorate over a few hours and is edible.

The light wings seem to be helpful towards humanity, or at least not particularly hostile. If humans can be useful in their war on the dark wings then the light wings will use them. Light wings love to discuss philosophy and magical theory. They rarely ever trade or teach spells except for cases where the help of a human is crucial to his plan or the light wing owes a human a great debt of gratitude.

Men In Black (non humans)

Body: 6/12 Health: 6/12 Mind: 5/10
Social: 3/6 Soul: 4/10 HP: 12 Will: 5

Bonuses

Head in the Clouds

These men in black hover about a quarter of an inch above the ground. They can make it look like they are walking, but their feet never touch the surface.

Fear and Loathing in a Black Sedan

These MIB give off an aura of fear and loathing. Even their black sedan will fill a person with dread. This aura gives anyone trying to use a social skill against them a -5 to their roll because the aura throws the person off his mark.

See the World in Black Tinted Glasses

These MIB see in all spectrums of light. They can consciously control what spectrum they see in. Their eyes glow red when their vision changes. They have specially designed glasses to hide their eyes while not obscure what they are seeing.

Nosey Neighbour

These MIB can see twice as far as a normal human can and can hear three times better. They can compensate for sudden loud noises and will not be effected or distracted. They cannot choose what to hear and what not to hear however.

Penalties

These MIB give off the smell of brimstone. This is actually an effect of air mixing with the chemicals they breath out. Each MIB has a breathing apparatus hidden on them, with tubes, hidden from the sight of humans, going to their mouth and nose. The tubs of the gas they must breath that they carry with them lasts about four hours. They will usually have four or six spare in their car and they can produce the gas on their space ships.

Skills

Computers rank 10, Drive rank 10, Fly rank 10, Perception rank 10, Riddles rank 5, Science Hard (20 ranks to split among sciences), Socialise (Intimidate only) rank 10, Tech rank 10, Fist Fight rank 5, Projectile Fired rank 5

Language

These MIB have their own language. They are fluent (language at rank 5 literacy at rank 2) in this and four or five earth languages.

Description

These type of MIB look human. They are tall, well built men in dark suits with dark glasses (even at night) in dark cars. They smell of brimstone and give off an almost palpable aura of fear.

History

No one really knows who or what these MIB that try to look human are or what they want. Many think they are a type of demon, even most Cursed. That is not true, they are an alien race who seem to be at war with, or at least are unfriendly with, the grey and many other types of aliens species.

The few who know this do not know why. Most of them are not sure whether the grey even know why, or even that the MIB are hostile towards them.

These MIB are not really forthcoming with knowledge about themselves, in fact, they seem to specialize in making sure people do not know or will not say what they know. These MIB will show up after a crash or sighting of a UFO to make sure no one says anything about it.. They are not always friendly about how they do this. MIB are dangerous, but rarely are they concerned with the day to day activities

of most Cursed.

Nordic Aliens

Body: 5/10 Health: 5/10 Mind: 5/10
Social: 5/10 Soul: 5/10 HP: 10 Will: 5

Bonuses

Ultraviolet Sight

Nordic aliens have a transparent set of eye lids that allow them to see in the ultraviolet spectrum of light.

Powerful Psychics

Nordic aliens are all powerful psychics because of their highly developed midbrain. They get 10 plus 1D20 points to put into psychic powers. They do not need to make fatigue or insanity rolls for their psychic powers, but they still need to make a Concentration check.

No Pain

Adult nordic aliens can regulate their adrenalin consciously. Nordic aliens have no pineal glands. These aliens get no penalties for being physically damaged and can heal 1/3 their Health stat a round if they make a Concentration check of Average. This healing continues until healed or they are distracted.

Hold it in

Nordic aliens have larger lung capacities than humans and can hold their breath for twice as long as a normal human.

Penalties

Nordic aliens have no particular weakness. They are vulnerable to all the hazards humans are, but there is nothing unusual that hurts them or weakens them.

Skills

Computers rank 10, Concentration rank 10, Debate rank 5, Fly rank 5, Law rank 5, Medicine Modern rank 10, Perception rank 5, Riddles rank 5, Science Hard (any three) rank 5, Tech rank 15.

Description

Nordic aliens get their name from the fact they look like the perfect example of the Swedish/ Aryan race. They are usually around six to eight feet tall. They have pale skin and colourless lips. They have white or light blonde hair and their eye colour varies from blue, pink, red, yellow, green, or violet, some have pure black almond shape eyes.

History

The nordic aliens are more common in Europe than in North America. They are more friendly than the grey, but seem to be here to study us like the grey are. They are not as aggressive or cold about it, but they are looking for something.

Humans and nordic aliens are capable of mating, so we share some genetic bond (or one, or both, races have been genetically altered for this purpose). The offspring can usually pass as human, but it is closer to the nordic alien than human genetically.

Torkep

Body: 4/8 Health: 4/8 Mind: 6/12
Social: 4/8 Soul: 4/8 HP: 8 Will: 5

Bonuses

We Come in Peace

The Torkep are a peaceful race. They will not use force except in the most dire circumstances, and then just enough to

end the conflict. This peaceful attitude is a defence mechanism as well. Only truly evil creatures such as demons and Nephilim, or violent creatures such as vampires who have released their inner beast or werereatures completely given over to their beast can attack them without making a will check vs the Torkep's will plus social.

Peaceful Science

While the Torkep have developed advanced science, they have not developed any advanced weaponry. Also, even with a sample of Torkep super science it seems nearly impossible to engineer weapons from it.

Penalties

The Torkep are a peaceful race. They do not fight unless there is absolutely no way out of it, and being so peaceful, they really mean no other way. This may not seem like a penalty, but to anyone trying to help them, it can get frustrating.

Skills

Art (usually two or three different types at rank 5), Computers rank 10, Concentration rank 5, Debate rank 5, Fly rank 5, Handy man rank 10, Languages (usually five or six different races at rank 3), Law rank 5, Literacy (usually several species at rank 2), Mechanic rank 5, Medicine Modern rank 5, Perception rank 5, Riddles rank 5, Science Super rank 10, Socialise rank 5, Tech rank 10,

Language

The Torkep have their own language which humans are incapable of learning. They all have universal translators which translate any language the translator is exposed to.

Description

Torkep stand around 5'6' to about 6' tall. They are humanoid with large bulbous heads and elongated chins. Their necks are long and jointed at between the shoulders and the base of the skull behind the jawbone. Their skin is orange.

History

Torkep, that is the closes the human vocabulary can get to the true name of this race, are an alien race. The torkep have come to earth several time and tried to open peace talks with various governments and have been threatened, cheated and stolen from. The torkep are extremely wary of dealing with humans.

Miscellaneous Others

Dragons

Body: 15/25 Health: 15/25 Mind: 20/25
Social: 20/30 Soul: 20/25 HP: 30 Will: 25
These are stats for new born Dragons, the average and Maximum raises by 5 for every 100 years.

Bonuses

Will of the Dragon

Dragons are creatures of strong mind and will. Dragons start out with 5 points of Stubborn.

Coils of the Dragon

Dragon's scales are extremely tough and make great armour. Their scales give the dragon 5 armour with 25 hit points. The scales, while attached to the dragon, heals like the dragon.

A person can make armour out of the scales, but if the scales are not a part of the dragon they heal 1 hit point an hour. Every hundred years a dragon goes through a moulting and will shed his old scales and grow new ones. This is where most dragon scale armour comes from, since it is much easier to take the old shed scales than kill the dragon for his scales.

Fast Healing

Dragons do not usually get hurt, but when they do, they heal quickly. A dragon heals his Health stat divided be 5 (Health/5) per turn, as does his scales.

Immortal

Dragons do not seem to die from old age. No one knows if dragons have a natural life span and most believe dragons are immortal.

Brains and Brawn

Dragons are Born with several skills, including knowing the language of dragons and the dominate language of the area. They get the two languages at rank 4 and Literacy at rank 2. On top of this dragons gets 30 points for skills. This is for new born dragons, for every hundred years add 15 skill points.

Fire Breathing

All dragons breath fire. All dragons have two glands in their throat that produce and spray chemicals that are flammable when mixed together. The glands are positioned in the mouth so that the two streams meet about a centimetre (about two and a half to three inches) away from their face and a

stream of fire shot out for about three metres (about nine to ten feet) from the dragon. It takes about five hours after a dragon uses his fire blast to build up enough of the chemicals to make another blast. If the Dragon does not use up the chemicals by blasting a ray of fire in five hours after the dragon can make another blast (about ten hours between blasts) the chemicals start to leak out and damages the dragon. The fire does 4 points of damage to anything it hits and may cause the target to burst into flames doing 3 points of damage every round until the fire is put out.

In Touch with the Magic

Dragons can see and identify magic and those who can use it with a successful magic roll (see next bonus) of Challenging. Blessed glow white where psychics give a slight sheen which requires a Perception roll before the magic roll for the dragon to even notice. If the dragon is trying the difficulty level of the Perception roll is Average, if the dragon is not looking for it then the difficulty level of the Perception roll is Difficult. Dragons can not see psychic powers, which include Bend Reality bonus all Cursed get.

A Kind of Magic

Like fey, dragons are creatures of magic and creation. Unlike the fey, dragons are not pure magic, but magic is in their nature. Dragons get a magic ability similar to the fey's Glamour. Take the average of the dragons Mind stat and Soul stat as the base for this skill and it can be raised like a magic spell. All spells that the dragon learns is based of this ability. Soul is the base stat for this ability when rolling.

Dragons start out with Mind plus Soul divided by 5 spells and can learn more

at 4 freebie points per spell.

Invulnerable, sort of

Dragons are, for the most part, immune to mundane weapons. All dragons have a weak spot on their chest about the size of an adult's fist that can be struck and hurt by any weapon, even a fist or kick. It takes a natural twenty to hit this spot. Other than that spot a dragon can only be effected by magical items.

Flying

Dragons have wings, dragons can fly. They automatically start out with 5 ranks of Fly skill that do not come out of the skill points they are born with. They can fly twice the speed of the fly spell.

Incognito

Dragons are born with the ability to change shapes into a member of the dominate race of the area the dragon was born. They have only one alternative form to change into (unless they learn a spell to change into more shapes). Unless the alternate form has scales the dragon loses his armour, also, if the alternate form is not immune to mundane items, the dragon is no longer immune to mundane attacks. The same goes for fire breathing and flying. If the dragon 's alternate form does not breath fire then the chemical does not continue to build up while in the alternate form and is at the same level when he changes back. The dragon's stats and other abilities, however are not effected by the change.

On the Go

Dragons can physically cross realms of reality (ie. go from earth to Faerie or the Astral Plane) with no effects to their soul. They can not cross over unless they learn a spell or know of a path, however.

Penalties

First off, dragons are thaumavores. That means they eat magic. They do not drain magic, or eat spells, they eat latent magic. They require the equivalent of +8 every 24 hours. This means that dragons usually prefer to live along ley lines (thus the reason they are often know as dragon roads) or on nexus points.

Another Penalty dragons get is the fist size weak spot on their chests. This can only be hit with a natural twenty, but it only requires three natural twenties for the instant kill rule to take effect.

Skills

The GM choses what skill the dragon get with the 30 points. They also 5 ranks of Fly, 5 ranks of Finance, and language dragon and whatever the dominate language of the area is at rank 4 and Literacy Dragon and whatever the dominate language of the area is at 2 skill automatically.

Description

Dragons are large, winged, reptilian creature. Their scales are usually red, green, or some type of metallic colour. Many believe this indicates that there are several types of dragons, but this belief is unproven.

History

It is unknown where dragons come from. Some believe that they were among the first life forms on this planet, and that the dinosaurs were distant relatives of theirs. Others believe that they came from the stars, or from alternate universe. Whatever the case, dragons have definitely made a home for themselves here on earth.

First off, dragons are magic

eaters and will usually be found in areas where high amounts of magic permeate the area. Second, over time dragons usually become more and more solitary. Third, dragons tend to collect large hoards of treasure, both magical and mundane. Dragons tend to fiercely guard the hoard they amass. This has lead to rumours that dragons are evil, selfish creatures that raid and steal treasure for their hoard. This is not true, most dragons are extremely honourable and gain their treasured belongings fair and square. A dragon will often kill anyone who tries to steal from his hoard, but will usually at least hear out someone who is willing to make a deal for something that belongs to the dragon.

Older dragons tend to love making their lair deep in hard to reach mountains and caves, adding to their reputation of being evil and unreasonably greedy and anti-social. The truth is dragons tend to be fair and willing to help noble causes. A dragon will usually either lend support or be willing to lend a piece of their treasure if the reason is good enough. They can usually be talked into a trade if they feel that either they are getting a fair trade or they are getting something better. In the case of getting something better, most dragons will be up front about it and let the person they are traded know how they feel about the deal.

Dragons that live close to humans will usually disguise themselves and live as a human either working in a profession that does good for the community (doctor, priest, psychiatrist, social worker) or one that deals with finances.

Human

Body: 4/8 Health: 4/8 Mind: 4/8 Social: 4/8
Soul: 4/8 HP: 8 Will: 4

Humans do not really get any bonuses or penalties other than they are usually clueless about what is going on around them. Humans are built similar to Cursed (if rolling one up to make it random) with a few exceptions. First off the stats are 2D3 (D6 divided by 2 twice, I know I am a bastard for bringing in extra dice just for this, oh well.), and the base stat max is 8 rather than 10.

Humans get their total of unmodified base stats divided by 2 plus 25 for skills rather than total of unmodified bases stats divided by 2 plus 15 like The Cursed get. Humans do not get any points for spells, rituals or powers. Humans can get all the bonuses that The Cursed get, but if it is mystical (like True Sight) then it cost two extra. Humans can also learn and use the Summon and Zombie spells.

Even if the human has mystical bonuses and can cast either or both the Summon and Zombie spell, he still counts as a mundane witness for the purposes of spells that react to mundane witnesses. Humans get 15 extra points for character building and can only get up to 5 points in flaws.

Hunter

Body: 4/8 Health: 4/8 Mind: 4/8 Social: 4/8
Soul: 4/8 HP: 8 Will: 4

Note The stats of a hunter raises to match the stats of the mystical entity

Bonuses

Smells Like Chicken

Hunters can sense the presence of mystical creatures. Not only can they tell

when they are in the presence of a mystical creature but, with a Perception skill check with a difficulty level of Challenging, the hunter can pinpoint who or what is mystical and even the approximant power level of the creature. For example, one of The Cursed would be low, a vampire or werewolf would be mid-level power, and a demon or dragon would be high.

Mystical Immunity

A hunter cannot be killed by a mystical creature or magical weapon. Any damage caused by a mystical, even using mundane means, are instantly healed. Even body parts that have been severed or ripped off will re-attach when brought within a few inches of each other if a mystical creature or magical item was involved. The best a mystical creature can do to a hunter is knock him out, and only if the mystical creature uses a mundane weapon, such as a club.

Also, a normal human using a magical item cannot harm a hunter. Even if the normal human isn't using the magical aspects of the item, the item will not harm the hunter. The only way to truly hurt or kill a hunter is to have a non mystical creature attack the hunter with no magic involved. That or starve him.

Stats to Match

When facing the mystical, the hunter's stats will increase to match that of the mystical they are facing. When facing multiple mystical creatures the hunter's stats change to that of the creature it is in contact with at that moment. If it is in physical contact with two or more at one time, it get the highest of the creatures touching it. That is if the creature has higher stats than the hunter, if the hunter's stats are higher,

then he keeps his own. There is no visible signs of the change in stats.

Under the Radar

This is perhaps one of the most dangerous powers hunters actually have. They appear to be perfectly normal. No mystical power can detect them as anything other than a normal person. Even The identify spell sees them as a normal person. Hunters can walk through a Ward spell as if it wasn't there.

Penalties

To start with, hunters do not usually hunt the mysticals for fun, they do it to survive. Hunters need to kill and eat the mystical or else they starve. A weak mystical creature, such as one of The Cursed will give three days without eating, a med-level mystical creature such as a vampire or a werewolf will give a hunter several weeks (2D10 weeks) without eating, and a very powerful mystical creature such as a dragon or demon can give years (1D4 years) without eating. If a hunter doesn't eat when the hunger strikes they lose 10-normal health in damage a day until they eat a mystical creature. Luckily for the mystical creatures, there are rarely more than a dozen of these hunters world wide.

Another problem hunters have is the psychological ones. They are raised like a normal person, to believe that the mystical is all imaginary. One day, not only are they forced to acknowledge the mystical world, but they are forced to hunt and kill it to survive. Not only that but the mystical creatures that they hunt and kill tend to be intelligent. Many tend to see the mystical as evil and themselves as humanities last line of defence, just to keep themselves from dealing with what they need to do to survive.

Skills

Perception rank 10, Stealth rank 5, Dodge rank 5, Fist Fight rank 5

Description

Hunters look like ordinary people. They could be any race, colour, religion, gender. Many tend to train themselves in fighting styles and strategy while shying away from philosophy.

History

No one really knows what hunters are or what causes some people to become hunters. While hunters have been in existence for as long as anyone can remember, there seems to be no rhyme or reason for them to appear. The only thing consistent is they only seem to appear in areas with a sufficient supply of mystical creatures to feed off of. That's not to say one emerges every time a population of mystical creatures reach a certain level, but hunters never seem to appear in places that cannot sustain them.

There are rumours of groups in the Illuminati capturing and studying hunters. There are also rumours that they can already create hunters.

Note on Hunter behaviour

Hunters were normal people until the hunger took over. One day everything is going well, then the next day they are not only forced to acknowledge that creatures from horror movies are real, but are forced to hunt, kill, and eat them. They are usually afraid of what they must fight, afraid of what they are becoming, and disturbed that they must, for the most part, kill and feed from intelligent beings. As a way of dealing with this, hunters often see

themselves as heros, saving the world from dark forces that threaten it.

Immortals

Immortals are not a set race, they are simply people who have the ability to continue to live forever. They usually have the same average and max stats as The Cursed. They may or may not have access to magical powers or advanced technology. Some were made immortal on purpose while others gained immortality accidentally. Some gained it through magic or mystical means while others through science and technology.

There are three kinds of immortals. The first are the kind that can die. It usually takes a lot to kill them, but they will eventually go down. The second type of immortal is the type that die and come back. These type are much rarer than the type that can be killed. Sometimes they can only be killed permanently by a specific thing, sometimes they can not be killed permanently. There are at most a hundred immortals like this in total. The third type of immortal is the type that can not be killed at all. Nothing can kill it (well sometimes there is one thing that can kill it) sometimes they can not even be hurt. There may be two dozen immortals like this in the world. Most immortals are no more powerful than the average cursed (other than not dying), including those that will not stay dead or that can not be killed. Some have a few bizarre powers, but are usually not overly powerful.

Living Spells

Living spell are hard to classify. They tend to take on the form of a living

creature, but not always. Some times they are billowing clouds of various coloured smoke, sometimes a sound that continues to travel, or they could be anything else. The main thing is that they are spells that have taken on a life of their own and have at least the basics of what we would call intelligence. They also have a soul, it is built around the framework of the caster of the spell or spells that make up the living spell.

The most common type of living spell is one that mimics a human or animal. Give these living spell the same base stats as the creature they resemble. They do not, however, get the bonuses of the base creature except for flight if the creature has wings and can normally fly. Living spells in the form of an animal or human has the average stats for that creature (unless the nature of the spell that created it gives a good reason to have higher or lower stat).

The thing all living spells have in common is that they are derived from one or more spells. The spell or spells that make up the living spell determine the powers of the living spell and often the personality. A ward spell will usually have powers to stop things (not necessarily just mystical things) and will want to protect creatures and things. Some living spells have the same life span as the creature whose form it took, other do not age and will never die of old age. Undo hurts all living spell. It causes one point of damage for a success and one point per degree of success. This is even true of a living undo spell.

Each living spell is unique. Sometime living spells are created on purpose and the personality can be pushed in a certain direction, but a living spell may end up developing a completely different personality than what was intended.

Sin Eaters

Body: 4/8 Health: 4/8 Mind: 4/8 Social: 4/8
Soul: 4/8 HP: 6 Will: 4

Bonuses

See the Guilty

Sin eaters can see people's guilt. If a person is being bothered by guilt then the sin eater see this as worms crawling their way out of the persons chest. The sin eater can not tell what the sin being eaten is until it is eaten, afterwards the sin eater always remembers. Multiple guilty feelings mean multiple guilt worms. This can be seen through clothing. Note that this is feelings of guilt, not corruption or taint. Corruption and taint is caused when one no longer feels guilt over things they should think is wrong.

Devour the Guilty

With a Concentration check of Average the sin eater can grab hold of these guilt worms and pull them out of the person. When a sin eater does this, the target forgets most of what he was feeling guilty about. He will only have the dimmest of memories of what happened.

For the sin eater to get a hold of the guilt worms he must lay his hand on the chest of the target. Direct skin contact is easier but with clothing on will work but at -2 to the Concentration check. Only one guilt worm can be eaten at a time. Once the guilt worm is eaten the target does not remember what he did to feel guilty, or even that he did feel guilty about something. Within a few minutes the target will forget

about the guilt worm or the sin eater doing anything to the target in the first place.

Penalties

One of the major hardships the sin eater must face is dealing with all the sins and guilty feelings he eats. It is not unusual for a sin eater to go mad over all the sins he ate. He may start to think he has committed all the sins and start to gain corruption or taint and spiral downwards, escalating the evil acts he thinks he has committed.

Sin eaters are addicted to the guilt worms. They start to hunger for them as soon as they see them. It is a Will check with a difficulty level of Hard to resist doing anything but want to eat the guilt worm. Every minute the sin eater is within eyesight of the guilt worm he must make another check. The sin eater will not just jump a person and take the guilt worm (unless he has spiralled out of control and is going or already insane), but will do anything to get the person with the guilt worms alone and talk the target into letting him take the guilt away.

Skills

Skills like a normal person.

Description

Sin eaters look completely human.

History

No one knows what created the first sin eater, but they do tend to be holy people or work in groups of people who can help and support him incase the guilt gets to be to much.

Small Gods, New Gods, Old Gods, True Gods

Gods are a tricky matter. How do you define a god? A creator, one who has power over various aspects of nature, one who can smite you with just a thought? Well, here are a few things to keep in mind. Most of the spirit lords have, at one time or another, been referred to and worshipped as gods and goddesses. Most, Bast being the clear exception, deny or at least do not propagate these rumours. Few spirit lords care about what humans think.

Many of the fey have been worshipped as gods and goddesses. Unlike the spirit lords, the fey often encouraged this. They fey often care deeply about the opinions of humanity when it comes to the image of the fey.

Humanity have created many gods through the years. When humanity creates a god to explain a phenomenon and a great many people believe in it the astral plane tends gives birth to it. From Zeus, to Odin, to the All Mighty Dollar and almost every other god that people ever believed in exists in the Astral Plane. These gods are the product of all the beliefs held about them. These gods change as the general belief changes, but they don't. They are vastly alien to the thinking of humans, more so the more diverse the general beliefs behind them get. They are born of belief, as is their astral realm. Every god has an astral realm.

A rather resent belief is that these gods get their power from the worship of human followers, which is not true. Worship does not make them stronger, it simply opens more passage ways from their astral realms to the material plane and makes it more likely that they will notice the material plane. For the most part these gods do not really care about humanity or the material plane, but worship and belief is

sort of like a fire, the bigger it is, the more noticeable it becomes. These gods will, when they even notice us, create and send avatars into the material plane to investigate. Like the gods themselves, these avatars are shaped by the beliefs of the worshippers, but on a much smaller scale. The avatars will conform to the beliefs of the local worshippers.

Now, as for those that created everything. In the beginning there was nothing, then there was the first. The first created the creators. The creators then created the first to create them and sent him back in time in order to create them. The creators were born at war with each other. One was an artist and the other was a warrior. The artist made all of the warriors weapons into something beautiful, and the warrior made all of the artists works of beauty into weapons. Thus creation was created.

There was a bang and all things that were one were now many. The creators left, onto other realities (not other dimensions like the astral plane or the spirit world but other realities like us but different). The first then went to work and forged what the creators made into solid thoughts and feelings and matter and energy. He did not do this alone. He split himself into twelve, where the first was the greatest and all were the first. When the first was finished he created servants to help maintain creation. He spoke a word and his word is the angels. He bid them help with creation and they did. He bid them never to speak what he does not want others to know and they were silent on such matters. The first and the twelve have no names, they are older than names, they are more powerful than names. They cannot be summoned or controlled.

Jesus, the saviour of man, was the first and only avatar of the first. He was more than an avatar, the first sought to find out what was wrong with this tiny, insignificant race on a small, unimportant rock. He allowed himself to be born a man. He lived, learned, loved, and died as men do. When he returned from his time as a man he shut the doors on mankind. He would not directly involve himself with the affairs of men, but would give them the keys to help themselves. Unlike the bible

says, humanity is not the centre of the universe, nor the most loved by the first, but he has a fondness of humans, despite everything. There are angels sent to watch over us.

The first is the god that the angels serve and that the demons turned from. The fall of Lucifer and the other angels turned demons had nothing to do with humanity and human kind will never know why the demons turned on their creator.

Chapter 3

Magic, Near Magic, and SCIENCE!!!

This chapter will contain the rules for alchemy, some new spells, rituals, and psychic powers as well as magic items and scientific wonders. There will also be

discussions on an old power and another way to look at a familiar spell. This chapter is where the magic happens.

Alchemy

To start out the chapter, here is a new skill, alchemy. This is not actually magic, nor is it exactly science. Alchemy is the middle ground between science and magic. It is usually only practised by normal humans. It is a skill, but can not be learned on character creation (or ever) without GM say so.

Alchemy (Soul, Trained only)

Where The Cursed have magic and the creatures of the night have stranger powers, humans are not completely powerless. Throughout history alchemists have developed potions, formulas, and devices to help them advance and protect them from the unknown. While anyone can learn alchemy, it is usually left to the humans and seen as lesser by more powerful beings.

The secrets of alchemy are trapped in the mark. In order for an alchemist to teach someone the art of alchemy, the alchemist must give his new student the alchemist mark. The alchemist mark is a tattoo made using a substance known as alchemist ink. Alchemist ink can do many interesting things, the alchemist mark being only one. Generally, alchemical formulas are written in a specific code. The alchemist mark helps the alchemist

remember and read the code. The mark also binds the alchemist to secrecy, if one with the alchemist mark tries to teach someone without the alchemist mark the code of alchemy, the mark will poison the alchemist (the poison will cause the alchemist to sicken and die within a week. There is no save for this, that is the risk of the alchemist mark). The alchemist ink, when used in the alchemist mark, will remain on anyone or anything thus tattooed. This includes were-creatures or vampires who normally heal any and all damage or modifications to their bodies.

With the first rank of alchemy the character starts to learn what he can and cannot do with alchemy. The character needs at least 5 ranks in alchemy to start making potions and using formula to create alchemical devices. At rank 5 the character gets his first potion or formula. Every 5 ranks he gets another potion or formula without needing to spend xp for just the formula. In order for the character to get more potions and formulas, without buying up the skill, it cost 5 xp per, and he needs a trainer (Library bonus counts as a trainer for this purpose). In order to use an alchemical device, an Alchemy check with a difficulty level of Average is needed. Alchemical devices are not magical items and do not

explode when destroyed, unless the potion or device was meant to.

Some examples of potions are:

Alchemist Ink (Average)

This strange chemical shimmers and the colours changes between metallic versions of black, grey, silver, purple, and blue (most commonly, but on occasion it will become different colours, but always metallic). The substance is very thick and goops like slime.

There are many uses for alchemist ink. First off, it is used to create an alchemist mark. It can also be used to create various alchemical tattoos to give temporary powers to the person thus marked. As the powers are used the marks disappear, the only exception is the alchemist mark. The alchemist mark is needed for the target to receive any other mark. Some examples of alchemist tattoos are:

Armour - Armour gives the inscribed creature armour equal to one plus the degrees of success made in creating the alchemist ink. The armour gets 5 hit points plus 5 times the degrees of success of the ink. When the hit points are gone, the armour is gone. Only one armour tattoo can work at one time and a new one will not work until the old one is gone. If a new one is tattooed on when an old one still exists the ink from the new one simply runs off and becomes useless.

Insight - This tattoo gives a bonus to the use of a skill with Mind as the applicable stat. The inscribed creature concentrates (no roll needed) on activating the tattoo and he gains a bonus to the skill equal to one plus one per degree of success in the creation of the ink. The tattoo is used up after giving a bonus to a skill. Only one

tattoo can be used at a time (one per skill use). A person can have as many insight tattoos as can fit on his body.

The Sight - This tattoo must be made near one of the creatures eyes. When the inscribed creature concentrates (no roll is needed) on using the tattoos power he can see through illusions. The tattoo can be used an amount of times equal to once plus once per degree of success in making the ink.

There are other tattoos that can be made with alchemist ink. The GM has say over what he will allow a tattoo to do. When an alchemist learns alchemist ink he learns the alchemist mark for free, all others cost 1 xp to learn.

Love Potion (Average)

This potion makes the imbiber fall in love with the first member of the gender that the imbiber is attracted to. It lasts for a week per degree of success. The power of the love is determined by the amount of successes made while making the potion. Just a success is a mild attraction, two degrees of success makes the imbiber feel it must be true love, five degrees of success creates a dangerous obsession. If the creator of this potion wishes he can try to make a concentration check of Challenging to control the amount of successes he puts into this potion.

Potion of Enthralment (Challenging)

This potion turns a target into a mindless slave. When this potion is taken, the imbiber makes a willpower check against the number rolled in creating the potion. If the imbiber wins, nothing happens. If the imbiber loses then he becomes a mindless slave for one day plus one day per degree of success. The creator

of the potion does not know how long the effect will last. If another potion is given to the target while under the effect of the enthrallment, he still gets a save. If the save is made then the target will be back to normal when the first potion wears off, if the save is failed, then the person is under the new potions effects and the duration of the new potion starts immediately afterwards. When the potion wears off, the target has no memory of what has happened to him.

Potion of longevity (Hard)

The imbiber of this potions ages only one day for the next year. The ingredients for this potion are rare and dangerous. It costs about \$1000 per dose and if the check fails by two degrees or more, it is deadly poisonous.

Cure-all Potion (Challenging)

This potion cures ailments such as colds, fevers, up to pneumonia. It can also alleviate chronic ailments such as arthritis for a week plus one week per degree of success. This potion must be made for a specific person and requires a drop of his blood to make.

Salve of Good Health (Challenging)

This potion works only on external injuries and is useless on internal injuries. This salve must be applied to the wound and heals one point of damage plus one point per degree of success to the wound it is applied to. There is no risk of cancer for the salve.

Babble Potion (Average)

This potion allows the imbiber to speak all the languages that were developed by the race of the creator of the

potion for one hour plus one hour per degree of success. Languages developed by other races can be added if a drop of the other race is added at the creation of the potion. The imbiber understands all languages the potion gives him (Language 4 ranks and literacy 2 ranks, unless user has Cunning Linguist then it is 2 ranks) and chooses which language he is speaking when he talks. He is not understood in all languages automatically.

Alchemical Formula (used to create alchemical devices)

Philosopher's Stone (Hard)

This is one of the most famous and powerful alchemical devices to create. It is attuned to its creator and can only be used by him. It is always active. It grants the creator a +5 to Alchemy skill, allows the creator to age three times slower than normal (this combines with other effects that slow down the aging process), and give the creator a +3 to willpower. If someone come in possession of another's philosopher's stone, the person who is in possession of the stone gets +1 willpower and ages two times slower than normal. Bonuses only apply if the stone is being carried on the person. Only the effects of one stone apply at one time.

The Philosopher's stone usually ends up being a stone about 2 ½ to 5 Centimetres (1 or 2 inches) length, width, and height. The stone is usually worn on a necklace or as a broach.

Stone of Tongues (Average)

This small stone grants the possessor the ability to speak all languages that were developed by the race of the one who created it with a successful Alchemy

check. Languages developed by other races may be added with a drop of blood from said race. This can be done during creation or later. If it is done later, it must be done by the original creator, and the difficulty to do this is the same as creating it from scratch. If adding languages fails, it does not interrupt the languages the stone already has. While active, the user understands all languages the stone has (Language 4 ranks and literacy 2 ranks, unless user has Cunning Linguist then it is 2 ranks) and chooses which language to use.

The Iron Man (Challenging)

This formula gives the spark of life to an inanimate humanoid object. It is always active until the spark of life is dismissed with a successful Alchemy check (Average) or is destroyed. The Iron Man obeys all orders given by the creator. The Iron Man is nearly mindless (1 Mind) unless it was created with at least 5 degrees of success, in which case it is average human intelligence (4 Mind). The Iron Man can

not speak.

Summoning Stone (Challenging)

This small stone can only be used to Summon a specific creature. The creature's name (either part or all of its true name, or name it goes by) is inscribed on the stone. The user of the summoning stone can choose to have it create a Ward that extends to a 1 meter (3 foot) radius from the stone and summons the specific creature. That creature cannot touch the stone.

Create Alchemite (Average)

This is the strongest, lightest alloy known. It requires the merging of several common metals such as iron, bronze and lead, among others. A quarter inch thick piece has an armour rating of 6 with 30 hit points. An armour of full plate armour weighs about 2.5 to 5 kilograms (5 to 10 pounds). To work this metal not only requires the ability to work metal, but also at least 5 ranks in Alchemy.

Notes about Glamour

Glamour seems to be a greatly misunderstood aspect of the game. Glamour is more than just a easy power-up, it is the very essence of the fey.

Glamour is not just a spell, it is the fundamental connection to magic. Where spirits are the spiritual aspect of nature, the fey are the magical aspects of nature. They are pure magic. The fey do not cast spells, they weave magic as easily as breathing. The stronger a fey's Glamour, the stronger his connection to the fabric of reality, and more easily he can interact and effect it.

That being said, the Glamour the fey-stolen changeling used is a complete bastardisation of fey Glamour. Humans were not meant to wield magic, let alone forge a connection to the primal essence of nature and magic itself. A fey-stolen changeling's Glamour is a measure of just how much he was truly changed by his time in faerie.

Another way to say it is that Glamour is the threads that connect the fey to everything around them. If the threads are not there, they can not effect it. To continue this analogy, the reason fey-stolen

changelings get Glamour is because they got caught up in all the threads. In order to use Glamour for other things, the changeling must grasp blindly for the proper strings.

Also, as a bastardisation of fey Glamour, many fey see it as insulting when a mere human uses their power. Fey are very alien in their thinking and may take offense to minor slights and may ignore

blatant insults. The fey are also know to over-react to situations, which makes using Glamour dangerous for the fey-stolen. It should also be mentioned that just because one fey gave permission to use Glamour, another fey may not acknowledge this and still decide that the trespassers of the way of the fearie need to be taught a lesson. Such lessons have a way of becoming quite deadly more often than not.

Old way for Wards

This is not different spell but requires different mind set and at least six degrees of successes. This variation gives the Ward a will of its own. The ward wants to stay up, wants to be a barrier. If forced to do anything but, or forced to move (as things like fey love to do to show off), it will trap them.

The base will is the original creators, when someone tries to bring down or move it, the ward taps into that creatures will and combines the original Will stat of the creator and the Will stat of the creature working against it.

Both get Will rolls to see if creature apposing the ward succeeds. The Ward gets a combination of the mage that cast the Ward spell's Will stat and the Will stat of that which is trying to manipulate the Ward's Will stat. If the creature wins then what he is trying to do succeeds. If the ward wins, the Ward traps the transgressor.

Easiest way to bring down ward is original creator tries to cross the ward. To do this he stands next to it and links with the ward. The mage clears his mind and reaches mentally to the ward. In his mind he convinces the ward it can rest. The creator makes a Will roll vs his Will stat

plus one for the success of the spell plus one for each degree of success in the spell. (Caster Will stat + 1 + degrees of success). There is no backlash for too many success this way.

Another old version of the Ward spell is a ward for specific creatures (such as undead, fey, The Cursed, human). This is not a new version of the spell, but each type of creature must be learned on its own.

In order for a mage to learn these versions of Ward spell he must first have at least 10 ranks in Ward spell. Each type of specific Ward cost 1 xp to learn. You can learn animals, which covers all mundane animals and mystical beasts (like unicorns, jackalope, griffins, and other such legendary yet ordinary creatures) as one creature. Other creatures must be learned individually.

This version of the spell uses the ranks the mage has in Ward spell minus 5 when he is casting a ward against a specific race. The spell basically makes a member of the race overlook the area being warded. Even if a member of the race has a compelling reason to be in the area he will find reasons more compelling to him not to go there. This version of the Ward spell

lasts for one day plus one day per degree of

success, or until the mystic writ is damaged.

Enchant Object Lost Variations

The Cursed RPG player's book has many variations for magical objects using Enchant Object spell. They are not the only variations, just the most common ones. Here are a few other variations that are not nearly as commonly known.

Bound - The magic in an item is bound to a specific person. The magic will work for no one but that person. If lost or stolen, the item will find its way back to the person it is bound to. The item can be willed to someone else so that it will be bound to the new owner after the current owner is dead.

To do this while the current owner is alive, both must allow themselves to bleed on the item (must do at least one hurt point to get blood). This must be done willingly by both parties. If this is done and the current owner changes his mind and wants to will the item to another, he must do a day long ritual to reverse the spilling of the blood. A roll of Challenging is needed for the ritual. The ritual is known to all who know this variation. If the current owner dies before willing the item to someone then it will belong to the next person to willingly bleed on the item (doing at least 1 hurt point to draw the blood). (+2 degrees of success)

Bound to the Family - This variation is similar to Bound variation except that it is passed on through blood relations. The current owner will tell the item who in his family will inherit the item before he dies. It is the last person he says to inherit it before he dies to get it, but he must

understand what he is saying, he can not be trick into it. (+2 degrees of difficulty)

Magical Tattoos - With this variation the mage can create a magical ink and can enchant tattoos made with the ink to be magical items. The ink costs about \$100 to make one application. In order to activate the tattoo, the person with the tattoo must touch the tattoo while doing the Concentration check or do the Concentration check at 3 degrees of difficulty higher to activate the tattoo. If a spell requires mystic write, the writ must be included in the tattoo. (No change, separate Enchant Object check of Challenging to make the ink and then the magic tattoo)

Security - This is similar to the Trigger Only variation except that if someone tries to activate the item anyway other than with the trigger the Trap spell goes off. The trap does 1 point of damage for a successful casting of Enchant Object spell (with all the variations added in) plus 1 point of damage per degree of success. The explosion happens in a ten foot area from the device plus two feet per degree of success. The trap does not harm the item itself. The trap reloads instantly and will continue to go off as soon as another failed attempt is made to activate the item. Neither the Trigger Only variation or Trap spell is needed to know this variation. (+2 degrees of success)

Spell Thief - This variation allows the user of the item to take spells that were not intended to go into the item by a mage

casting a spell. With a successful Magic skill check with a difficulty level of Challenging, the user of the item can draw an active spell or spell that was just cast (except for spells that can not be put into items) into the item. This cannot put more spells into an item than the item can hold, it merely keeps the spell slot open indefinitely and allows the user to take spell not meant for the item and put them in the empty spell slot. (+2 degrees of success)

Beyond Magical - Normally only magical spells or variations can be put into a magical item. With this variation the creator can put other things into a magical item such as psychic powers, effects from rituals, bonuses, and penalties. (+3 degrees of success)

Faster Repair - A magical item will normally repair 1 point of damage a round. With this variation the item will repair an extra point of damage a round. This variation can be put on the item multiple time (up to the maximum hit points of the item) and each time it is taken will raise the amount of damage repaired in a round by 1. (+2 degrees of success)

Better Quality Merchandise - Normally magical items get an extra 5 hit points. With this variation the item gains an extra 5 hit point on top of the 5 extra hit points it gets for becoming a magical item. This variation can be added multiple times, each time adding an extra 5 hit points. (+2 degrees of success)

Ancient Pacts

The ancient pacts are contracts created when the earth was young. They bind those involved in agreements so old that nothing can break them, without sever consequences. There are several of these ancient pacts; pacts of protection, pacts of freedom, pacts of servitude, and many others.

In order to use the ancient pact, you must learn the ancient phrasing of the pact, the language is lost to time, but it is still possible to learn the pacts, but each pact is learned separately. Once the ancient pact is learned, it can be used. To use the pact each side must gain something and lose something. The terms and punishments are

flexible and are decided per use, they do not require the ancient language, just the body of the pact needs the ancient language spoken or written. The terms must be agreed upon by both sides and fully understood. It is possible to trick someone into the ancient pact, or to trick them to terms they did not intend to agree to with a Law skill check two degrees of success higher than the opponent, but the person must be actively trying to trick the other participant. If the participants involved are powerful enough the ancient pacts can work on entire species, but will not work for groups that neither of the participants have jurisdiction over.

Naming

note This spell is not meant for Player Characters. Anyone is capable of learning this spell, but a GM should be careful in using and allowing the use of Naming in the game.

This is very potent magic. With this magic, the mage can change the very nature of the target. This magic is one of the hardest to learn. This spell must be taught by a sentient creature that knows the spell, it cannot be learned from a recorded source such as books or videos. Mystics can not learn this from magic. The roll to learn the magic must be succeeded, one cannot just spend extra points to learn it if the roll is failed. The mage learning this magic must be taught every rank up to rank 20. They need to pass each roll for each of these ranks. The difficulty level for learning this magic is Difficult.

With this spell the mage needs to be at a specific rank to use certain powers. The mage can use any of the powers from his rank and below. Each different power of this spell had a different difficulty level. The changes brought on with this spell happen and it is as if they were always that way. Things do not suddenly change, this power re-adjusts reality. Only a mage with Naming will notice anything different. The different powers are:

Rank 1 The mage that reaches this rank can see parts of the target's true name. It requires a Riddle check with a difficulty level of Challenging. The mage needs to make at least four different spell checks and Riddle checks to get a full name. The mage knows when

he failed the Riddle check.

Each degree of success for the spell gives the mage a +2 to his Riddle check. (Challenging)

At this rank the mage knows when someone is using naming magic on him. Also, any use of Naming or using the mage's true name fails unless the mage allows it to happen or the other caster has at least ten more ranks in Naming. The mage can also ignore the effects of someone using his True Name on him, and he cannot be compelled to use Naming, or put the power of Naming into an object.

Rank 5 At this rank the mage can make minor changes to the true name of a target. The mage can make small change to the target's general disposition (make the target a little friendlier or meaner for example), or change how others perceive the target slightly. (Challenging)

Rank 10 At this rank a mage can make alterations to a part of a true name. He can make more drastic changes to the target's personality, or make cosmetic physical changes (such as eye or hair colour). (Difficult)

Rank 15 At this level the mage can make significant changes to the target's name. The mage can change major aspects of the target such as race or species. (Difficult)

Rank 20 Create or unspeak names. The mage can create something from nothing or utterly wipe it from existence. Bad things will

usually happen when this is done, so those who can do this will only do it as a last resort. (Hard)

Lost Magics

No one knows what makes these lost magics so difficult to learn. Perhaps it is the magic fading from the world a spell at a time, perhaps the magic does not want to see it in the wrong hands. Perhaps the human mind has a harder time conceiving the use of these spells. Perhaps they just fell out of popularity with the world in general or in some cases, are too new to be readily known. Whatever the

case, most of The Cursed can learn lost magics if, and only if, they can find someone who already knows the magic to train them. Even a mystic need to learn these magics from a real trainer, the magic itself will not train him. The same goes for fey-stolen changelings using glamour. There are several types of lost magic, what is listed below are examples of lost magic, the GM may create more if he so chooses.

Shaman Rituals

Resurrection (Difficult)

note This spell usually requires two different casting roles.

With this ritual the shaman can return the dead to life. The target need not be human. To bring back the dead a sacrifice is needed, a soul for a soul. First off the shaman must find a replacement for the target they want to return to life. Animals or humans will work, but a hive creature such as bees or ants require the whole colony to be sacrificed. If an animal is used the animal must be willing, and a deal must be made with the spirit lord of said animal (humans do not need to be willing, and they have no spirit lord to negotiate with).

The first roll for this spell is to summon the spirit lord of the animal in question. Every degree of success in this first roll adds +2 to the Socialise or Debate roll against the spirit lords Socialise or

Debate roll needed to convince the spirit lord the target is worth the sacrifice made to get him back.

If the deal is struck with the animal's spirit lord, the next roll is to summon an avatar of death (usually Barron Samedi) to make a deal with. This roll just summons the avatar of death, every degree of success adds a +2 to the Socialise or Debate roll vs the Socialise or Debate roll of Death to convince Death that the deal is worth making.

Coming back from the dead changes a person. If the target coming back was human they gain a point of Taint. If an animal, rather than a human, was used as the sacrifice, then the target will feel a friendly sense of kinship with the kind of animals that sacrificed himself for the target of the spell (if a human was used there will be no new sense of kinship to humanity).

The spell must be cast within

six hours of the target's death. If the caster tries to trick death by sacrificing an immortal that can not die, death will take both the target and the caster (even if the caster is another such immortal), the immortal who was sacrificed walks away.

Prayer of Healing (Challenging)

With this ritual the shaman can take damage from a target, while suffering some of it himself. This ritual heals one point of damage plus one point of damage for every degree of success. The shaman receives 1/3 the damage healed to the target (round up, the shaman always takes at least one point of damage).

Tongues of the World (Challenging)

Shamans are meant to be a means of communication between the spirit world and the physical world. This means that the shaman must be able to communicate with the people around him, and this ritual allows the shaman to communicate with anyone. When the ritual is finished the Shaman can understand all languages he hears and everyone who hears him understands the language he is speaking. This ritual does not effect the shamans ability (or more precisely, inability) to read languages.

Meeting at the Crossroads (Average)

This ritual was developed by voodoo priests. This spell is similar to the Summoning spell except rather than forcing a mystical creature to go to the caster, it simply offers a polite invitation. This ritual is cast throughout the day or evening before the meeting. The target knows that he is being called and can decide whether or not to go, the shaman will know if the creature accepts.

If the target accepts the ritual the two will meet at a specific crossroads the shaman chooses. The spell will bring the target, but the shaman must find his own way there. The meeting starts at true midnight (the time exactly between dusk and dawn). During the meeting the Shaman and the target can not harm each other, but anyone else who comes to the meeting is fair game for either side. Once the meeting is over the target goes back to where he came from beforehand.

Disturbing Dreams (Challenging/Will)

It is part of a Shamans job to see that dues are paid. This includes punishments for wrongdoings. With this ritual the shaman takes the pain and suffering caused to a victim and sends it back to the person who wronged the victim.

This ritual mixes the memories of the target's wrongdoing with lingering feelings of guilt and remorse and creates horrible nightmares. The nightmares cause restless nights of sleep until the target confesses and makes amends or is punished for his wrongdoings. The target will receive a -1 and an additional -1 per degree of success to all rolls per night of restless sleep. This will go away after the target makes amends or is punished for the wrongdoings he is being punished for.

If the victim lied about what happened to him, then he becomes the target of the ritual. This ritual will not effect someone with three or more points of Taint as they do not have enough guilt left to fuel the spell.

See Beyond (Challenging)

With this ritual the shaman can see things that are invisible and intangible. This ritual lasts for 5 minutes plus 1 minute

per degree of success.

Shape Shift (Challenging)

This ritual allows the shaman to take on the form, or certain aspects, of animals. The shaman needs bones, fur or feathers from the desired animal (a hand full is enough). The ritual asks the spirit of the animal to bestow some of his power to the shaman. The shaman can either take the full form of the animal in question or change parts of his body to get some bonuses. In the full form of the animal the shaman has all the abilities of the animal. With parts of him transformed, the shaman gets bonuses related to that part of the animal (hands to dog paws hurt mystical,

dogs mouth instead of human to bark and frighten off mystical, cats feet for stealth and grace, etc). A shaman can only shape shift into one animal at a time but could have multiple aspects of the same animal. If he wants multiple aspects of the same animal it requires multiple casting of this ritual, one aspect per casting of this spell.

Touch Beyond (Challenging)

With this ritual the shaman can extend their reach to effect the intangible. This power extends to items being held by the shaman. This ritual lasts for 5 minutes plus 1 minute per degree of success.

New Spells for Other Magical Cursed

Alarm (Challenging)

note If used with Enchant Object spell, the object will be the centre of the spells radius while it is active.

While this spell is in effect the mage can tell if the area being protected by the spell is being disturbed. The spell protects an area about 20 feet by 20 feet by 20 feet plus an extra 10 feet by 10 feet by 10 feet for every degree of success. This spell lasts for one hour plus one hour per degree of success. The mage must be in the area he is casting the Alarm spell on.

Burn Away the Taint (Challenging)

This is a spell created by the Beautiful People. This spell will get rid of a target's points in Taint, the hard way. It burns the Taint away.

The caster of the spell must touch the target. If the spell is successful and the target has points of Taint then the spell burns one point of Taint away for five

points of damage to the target plus it will burn away one point of Taint for five point of damage to the target for every degree of success, up to the total amount of Taint a target has.

If the target has two points of Taint and the caster got four degrees of success then the target only takes ten points of damage since he has only two points of Taint. If a summoner is the target of the spell he can get the Untainted merit, or the fire leaves a scar and he still has a point of Taint to burn off. This spell has been taught to a few outside the Beautiful People.

Battle Magic (Challenging)

This is magic created specifically for fighting. There are five types of battle magic, each must be learned separately. Each type looks slightly different and have different side effects, but all work basically the same way. The mage calls up the primal essence of the element of

the type of battle magic he is using. A ball of said element forms floating above the mages hand. The mage then throws the tiny, hard ball sized ball at the target. The damage is then calculated. Damage is calculated normally, the forces that forms the ball of the element creates a seal that deals damage when the target is struck then releases the element. If the ball misses the target, then it hits something close by, determined by the GM which becomes the target for the purpose of the battle magic description. Damage is calculated normally, each different type of battle magic has a different weapon damage rating. Each type of battle magic also has a different effect. The five types are acid, electricity, fire, water, wind.

The acid battle magic creates an orb of yellow or green liquid which is thrown at the target. It does a base damage of 2 points. When the acid strikes the target, it will splash on any surrounding objects or creatures (creatures and objects able to dodge get a dodge roll against the roll the attacker made against the target), for about two metres (about five to six feet) plus about two metres (about five to six feet) per degree of success on the attack roll. The acid will continue to do 2 points of damage plus 1 point of damage per degree of success on the battle magic roll for the next 3 turns plus 1 turn per degree of success of the battle magic spell, unless washed off.

The electrical battle magic looks like one of those electric orbs that will make a persons hair stand on end when it is touched. In fact, when summoning this battle magic the caster's hair will stand on end. It does a base of 3 points of damage. When the electricity strikes the target, the target must make a Health check (if the

target is susceptible to electrical damage) of $\frac{1}{2}$ Health stat plus D20 roll plus any applicably bonus versus being stunned at a difficulty level of Average. The target gets a -2 to this roll for every degree of success made on the battle magic roll. If the target passes, nothing happens, if the target fails, he is incapacitated for 2 rounds plus one 1 round for every degree of failure the Health check was failed by. While incapacitated, the target falls to the ground and cannot do anything, except breath (unless this is hindered in some way). This electricity is magical and can not be grounded.

The fire battle magic creates an orb of red fire which is thrown at the target. It does a base of 3 points of damage. When the fire strikes the target, it will ignite any flammable material and heat up any metal. The damage from the metal heating up is 1 point for 4 turns plus one turn per degree of success of the battle magic, or until the metal is cast aside. The damage of the flammable material catching fire is the same as a torch, 2 points of damage per turn of exposure.

The water battle magic looks like and orb of water. It does a base of 2 points of damage. When the water strikes the target, everything within a metre (about three feet) plus one metre (about three feet) per degree of success, is soaked. If the target is struck from the front, he must make a Health check, half Health stat plus D20 roll, with a -2 for every degree of success on the battle magic spell. If the roll was passed then nothing happened, if the roll failed, then the character gets 2 points of choking damage. If the character failed the first roll, on his next turn he makes the roll again. If he passes he stops choking, if he fails, he gets another 2 points of damage and can not do anything for the turn. The rolls continue

until either the roll is passed or the character chokes to death.

The wind battle magic looks like a cloud trapped in an orb. It does a base of 2 points of damage. When the wind strikes the target, it will possibly knock everything over within about a metre and a half (about five feet) plus about a metre and a half (about five feet) per degree of success in the battle magic spell. Everything within range gets a Body check which is $\frac{1}{2}$ Body stat plus D20 roll plus applicable bonuses with a difficulty level of Average. There is a -2 to the roll for every degree of success in the battle magic. If the roll is passed then nothing really happens (other than that which made the roll had to brace itself against the wind), but if it fails then whatever failed the roll is knocked prone and must spend his next turn picking itself up (if he can).

Calling Out (Challenging)

note This spell can not be used with Enchant Object spell.

This spell will draw an active spell out of a target and place it in an object, making that object a magical item. When the spell is drawn out of a target it appears as glowing green mist. With two degrees of success with this spell the caster can control where the spell will go into, otherwise, the spell will enter a random non-magical item within 20 feet of the target. It will be visibly obvious where the spell went, unless people are not watching the green glowing mist. This spell can draw the Ward from one of the Wretched.

Create Dimensional Pocket (Average)

note Summoners can cast this spell.

This spell creates a relatively safe area out of the void of the Darkness.

The pocket dimension is usually in the non-sentient part of the Darkness, and most do not know where the pocket dimension exists. Those that do, and can communicate with the Darkness, can set up their pocket dimension so that it is where the Darkness is sentient.

When the mage casts the spell successfully it creates a pocket dimension 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres (10 feet by 10 feet by 10 feet) on a success and an additional 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres (10 feet by 10 feet by 10 feet) for each degree of success. The dimension can be made larger by casting the spell again inside the pocket dimension. In order to do this the spell check of the second Create Dimensional Pocket must have more successes than the original casting. Every degree of success above the original casting adds 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres by 3 $\frac{1}{3}$ metres (10 feet by 10 feet by 10 feet). If recast in the dimension and the spell fails or gets less degrees of success than the original casting nothing happens, the dimension only increases in size or stays the same, it will not get smaller.

This spell not only creates a pocket dimension, but also locks it to the physical world by creating a door. A door must be locked to a physical portal (a door frame, a window frame, two crossing trees, a cave entrance, a hole in the wall large enough to crawl through, etc) in our world. A certain condition must be met to activate the door. The condition could be anything from a simple, almost unnoticeable action to a huge spectacle, to a specific thought in mind. When the condition is met and a person walks through the door they go to the pocket dimension. After the first time a mage casts this spell, every time he casts it again in his home dimension (not the pocket

dimension) he can only connect another door to his dimension.

To stop a door from being a door to a pocket dimension either the mage must make a successful Concentration check (the dimension will remain) at the door, or physically destroy a door. If the mage that created the pocket dimension is still in the pocket dimension when the last door to it is physically destroyed then he exits the dimension at the site of the last door, anyone else is trapped until the mage makes a new door.

Create Living Spell (Hard)

This spell will turn a spell that is being cast or that is already active into a living spell. The form (up to the size and complexity of a human) and personality of the spell will be determined by the caster, at least at first. Over time a living spell's personality may change with the experience of the living spell. This spell takes about a minute to cast.

Dark Teleport (Varies)

note Summoners can cast this spell.

This spell works exactly like the Teleport spell, except that it requires shadows or darkness and summoners can cast the spell. In order to use this spell, the rules are exactly the same as Teleport, except the mage must walk into shadows or be in complete darkness and there must be shadows or complete darkness for the mage to walk out of in the destination the mage is teleporting to.

Gate (Varies)

note Summoners can cast this spell.

To use this spell with Enchant Object spell mystic writ at both portals is required. The portal

remain a gate as long as the mystic writ remains intact, but will only stay open for the duration of the spell per activation.

This spell creates a link between two portals. Portals, for the use of this spell, is any opening such as a door frame, a window frame, two crossing trees, a cave entrance, a hole in the wall large enough to crawl through, etc. The link allows anyone who walks through one of the portals in the right direction to exit through the other portal (not a conscious decision). The link lasts for one minute plus one minute per degree of success.

The difficulty level of this spell depends on the familiarity of the mage with the location of the other portal. If the other portal is in an area the mage has the Lair spell in effect then the difficulty level for the spell is Easy. If the mage is very familiar with the location of the other portal then the difficulty level is Average. If the mage has only been to the location of the other portal a handful of times then the difficulty level of the spell is Challenging. If the mage has only seen the location of the other portal in pictures then the difficulty level of the spell is Hard.

This spell takes fifteen seconds to cast and can not be shortened. The mage must be touching the first portal for it to work. This spell will not work if either of the portals are blocked, by say a door, or a window, or a person standing in it, at the time of the casting.

Locator (Difficult)

This spell will locate objects or people. The target of the spell must be within 60 kilometres (100 miles) of the caster, or the caster must have a map and a pendulum (the spell will cause the pendulum to pull towards target's location

on the map). This spell will last for one hour plus ten minutes degree of success.

This spell will not pick out the best or safest route or tell the caster how far away it is, it will just point the caster in the direction of the target.

Null Zone (Challenging)

This spell creates a no magic zone with a 3 and a 1/3 metres (10 foot) radius plus 2 metres (6 feet) per degree of success. The no magic zone lasts one month plus one month per degree of success, and with five or more degrees of success the no magic zone is permanent.

Active magical items turn off when entering a no magic zone and no magic item can be turned on in the zone. Magical items will work normally once they leave the zone. Spells that can not be undone with the Undo spell will not be effected by the no magic zone except for Unaging. While in the no magic zone, any creature under the effect of the Unaging spell will age normally, but will stop aging outside the zone.

Regrowth (Hard)

This spell works like the Healing spell except it can reattach limbs and it has a higher chance of giving cancer. This spell will heal one hit point plus one hit point per degree of success. It will also cause freshly (within three hours) severed appendages to reattach if the appendage is held wound to wound. If the appendage is held the wrong way to the wound, nothing will happen, but the wound will heal and have to be re-wounded in order to reattach the appendage.

There is a 10% chance plus 10% per degree of success that this spell will cause cancer in the target. The chance does

not carry over from casting to casting, so each casting is a fresh 10% chance plus 10% per degree of success.

Sight Unseen (Challenging)

With the spell the mage can see anything invisible/intangible. The spell lasts for 5 minutes plus 1 minute per degree of success.

Spectral Reach (Challenging)

With this spell the mage can physically effect intangible targets. This spell extends to objects held by the mage. The spell lasts for 5 minutes plus 1 minute per degree of success.

Spring Cleaning (Average)

When a lot of magic is cast in a relatively small area (like a lab) mystical power has a tendency of building up and strange things tend to happen. This spell helps to prevent that from happening. This spell takes the magical residue and solidifies it in the form of crystals. This spell only works on the magic that builds up for other spells, not naturally lingering magical power. This spell will take a plus one from the area plus another plus one for every two degrees of success up to the maximum amount of extra magic in an area. This spell will not take from existing spell, or any odd occurrences caused by having so much built up magic in an area.

All the pluses are stored in the crystal to be used later. The pluses in the crystal have to be used all at once, they can not be used a little at a time. The mage casting this spell can not lose control of the spell for having too many successes or failures. This spell can drain the excess magic this spell may cause if it has enough degrees of success.

Suppress the Mystical (Hard)

Note This spell cannot be cancelled by normal means, see text for details. This spell is extremely rare, few have even heard of it, let alone know it.

This spell will suppress the powers of any mystical creatures that extend farther than the creatures physical body. Any power like mystical strength, healing, immortality, or any other power only effecting the target's body will be unaffected by this power. This spell, however, stops the target from using any power that effect the environment around him; like the ability to create elements, control minds, cast spells (but not psychic powers that only effect the target of this spell), etc.

Unlike most spells that are continuously active, this spell cannot be cancelled with a successful Concentration check on the part of the mage that cast the spell. Also, Anti-magic areas, Undo spell and the like have no effect on this spell. The only way to have this spell cancelled is to have the ritual cast in reverse. If a mage knows how to cast this spell, he can cast it in reverse with a Magic skill check of Challenging to understand the principles. The Magic check is only needed for the first time he cast the spell in reverse, after that he understands how to do it.

Time Shift (Challenging)

This spell was created recently by members of the Beautiful People. It causes all mystical creatures in an area to slip into a different time frame. Mysticals move five times faster than normal. The mysticals and mundane creatures still exist in the same area, but mystical creatures can not be seen by mundane creatures, it is as if

they just disappeared. Mundane creatures and things are obstructions, like walls, for the duration of the spell. During the effects of the spell, damage done to anything mundane is divided by six (round down). Use of firearms are impossible, unless the fire arm is magical.

This spell effects 6 metres cubed (about 18 feet cubed) plus 6 metres cubed (about 18 feet cubed) per degree of success. It lasts for 1 minute plus one minute per degree of success (mundane minutes). Some would call this spell a failure, but if you want to take out a mystical enemy without doing much damage to the landscape, it is a wonderful spell. This spell has been taught to a few outside of the Beautiful People.

Transfer Taint (Challenging/Will)

note Summoners can cast this spell.

This spell transfers points of Taint from one target to another. With a successful check this spell will transfer one point of Taint from one target to another plus one point of Taint per degree of success. The target losing Taint can not lose more Taint than he has and the target receiving the Taint can not receive more Taint than the other target lost.

This spell requires a spell check plus a Will roll between the caster and the target receiving the Taint, even if the caster is not the one losing the Taint. Every degree of success in casting this spell adds a plus two to the Will roll of the caster.

A summoner can cast this spell or have the spell cast on him to lose Taint. The Summoner can not lose his first point of Taint if he is the one casting the spell or a willing participant to it. If the summoner is not the one casting the spell or a willing participant of the spell then the Untainted

bonus can be purchased for him, or else the spell just doesn't work for that first point.

Transformation (Challenging)

This spell is similar to the fey-stolen changeling's illusionary aspect of Glamour. This spell physically transforms one target into another for one hour plus one hour per degree of success. It takes a minute to cast this spell. It can be disbelieved with a Concentration check of Challenging plus five for every degree of success the mage got in the casting of the Transformation spell. This spell can not create something from nothing, there must be a base target to change.

Any food created will retain the same nutritional value as the original target. A rock turned into an apple will be just as nutritious as a rock. If an object is transformed into food, like the rock in the previous example, and is eaten it will remain food until it leaves the body of the creature that has eaten it.

This spell will not create any complex items. It can not create anything more complex than a pair of safety scissors. This spell can only create chemicals that are minimally flammable or explosive. The flammable material will only start a small fire on its own, and the explosive will only do a maximum of 2 points of damage. Living things can be turned into other living things with in 50% of the size of the

original living thing. Inanimate things can be turned into other inanimate things with in 50% of the size of the original.

Money has a special type of magic. People believe in it, they need it, they love it, they worship it. This stronghold money has on people has given it power to protect itself. No currency can be exactly copied. This spell can create copies that can fool the casual observer or a cashier that is not paying attention, but it will not hold up to someone who works seriously with money, or counterfeit detecting methods.

Trap (Challenging)

This spell causes an explosion of magical energy that will harm any one who does an action that meets a certain condition. The spell does one point of damage plus one point of damage per degree of success. The trap can be set to go off if someone sits in a specific seat, opens a specific book, opens a specific door, any condition like that will work for a condition of the spell. The trap lasts until the mage cancels the spell with a successful Concentration check, the trap is triggered, or the trap is undone with the Undo spell. If the trap is set to go off if someone tries to cast Undo on it then the Trap spell goes off first. The mage must also set a condition to get around the trap. Getting around the trap in this way does not nullify the trap.

New Psychic Powers

Channelling (Challenging/Will)

This power allows the psychic to open himself up to outside forces. This power gives a mystical creature control over the psychic's body. This is usually done for

creatures that cannot, or do not want to, enter our reality physically.

A Will check is needed to get the target to take over the body. The psychic can not talk or act of his own

accord while the entity is in control, but is aware of what is going on. To stop this power the mystical creature being channelled must either willingly leave the body or a Will check between the psychic and target is needed.

Another, more common use of this power is automatic writing. Automatic writing lets the target write messages through the psychic. The psychic must have some way to speak to the target to use this power, or the target will not be able to answer any questions. Automatic writing is usually used with ghosts that the psychic would otherwise not be able to communicate with to find out what it needs to pass on to the next world.

The down side of this power is that it not only negates the +2 to will vs control effects when dealing with possession, it also give the psychic a -3 to Will rolls vs possession.

Create Ectoplasm (Challenging)

With this power the psychic can create objects out of ectoplasm. These items can effect ghosts and other intangible target, the target needs some sort of power in order to effect the wielder of the item but it can effect the item itself. The item will last for 5 minutes plus 1 minute per degree of success.

Dowsing (Challenging)

This is usually used with a dowsing rod to find water, but the power could use any stick or pendulum and can find anything within 30 metres (100 feet) plus 10 metres (30 feet) per degree of success. When the power is used the psychic needs something as a pointer to focus the power. The pointer must be held loosely and it will point in the direction of

the target.

Pointing will be subtle, but the psychic will notice it with if the power is successful. It will take a Perception check of Challenging if someone else is observing to notice that the pointer is actually moving on its own rather than being completely controlled by the psychic.

Empathy (Average/Challenging)

An empathic psychic feels the emotions of those around him. This happens all the time. The psychic can focus on one target and this is when the Concentration check and power check comes into play. The difficulty for tuning into just one target's emotions is Average and will last for thirty seconds plus thirty seconds per degree of success.

In order to block out the emotions of others the psychic must make a Concentration check and power check at the difficulty level of Challenging. It will block out the emotions of others for one minute plus thirty seconds per degree of success.

An aluminium hat will also block out the emotions of others. The hat must cover as much of the head that would be covered by hair on an ordinary person with a full head of hair.

Intuition (Difficult)

This power will give the psychic one piece of information he should not have about the problem he is thinking of. It could be a name of a person connected to the problem, the location of something important, or just a new direction to look in an investigation. This power can be a double edge sword, if used to much (if it is the only thing relied on in a game) it could turn on the psychic and start filling his head with thousands of facts, relevant or not,

which could drive the psychic mad.

Mind Over Matter (Average)

This power lets the psychic satisfy his base needs for water, food, and sleep with the power of his mind. This power will only work on one need per use of power, but all three can be done over the same period of time. On a successful use of this power the psychic will quenched his need for water, food or sleep for five hours plus one hour per degree of success. This is not tricking the body, it is like the psychic had enough to drink eat or had enough sleep to get by for that long. This will not negate the effects of fatigue or insanity, the psychic will still have to rest for an hour for that.

See Invisible (Challenging)

This power allows the psychic to see the invisible/intangible. This power lasts for 5 minutes plus 1 minute per degree of success.

The Sight (Challenging)

This power will sense and identify the mystical like the identify spell. This power targets one thing looked at. It can only target one thing at a time. With a success he can tell if a target is mystical or magical. If the psychic is looking at something like a person and he is normal but he has a magical item then the psychic will know that the item is magic, but will not be able to tell anymore about it until he targets that item with the power. If the target is mystical or magical, each degree of success will tell the psychic more about the target.

With one degree of success the psychic can tell if an object or spell cast on the target is sentient or not (if the target is a creature it can tell if the creature is in

control of itself). With two degrees of success the psychic can tell the basics of what the target is (Cursed, undead, possessed, magical item, fetish, talisman etc). At the third degree of success the psychic can tell what the target is exactly or what the spell or item does. At the fourth degree of success the psychic has opened himself up to much and the target knows that a psychic has seen him for what he is (if it is a creature or sentient item or spell). At the fifth degree of success the target knows who the psychic is who seen him.

Psychic Shield (Average)

This power puts up a protective wall around the mind of the psychic. It gives the psychic a +5 to Will checks vs any controlling or mind scanning effect plus + 2 per degree of success that is used against the psychic. It lasts for one minute plus one minute per degree of success. This power will also block out other people's emotions for an empathic psychic.

Psychic Surgery (Challenging)

This power allows the psychic to perform surgery with his bare hands, not even a blade is needed to make an incision. This will also allow internal organs and crippled limbs to repair themselves.

The psychic must have either of the two Medical skills at rank 10 to have this power. A Medical skill check is also needed with the use of this power with the results the same as the Medicine, Modern skill.

Psychic Ward (Challenging)

This power will drive off anything mystical. With a successful use of this power anything mystical and sentient within 3 metres (10 feet) plus 1 1/3 metres

(5 feet) per degree of success of the psychic must make a Will check vs the psychic's Will check. Every degree of success gives the psychic a +2 to his Will check. The

ward lasts for thirty seconds plus thirty seconds per degree of success.

Magical Items

These are some sample magical items with suggested costs for buying them at the beginning of game. These prices are a good frame of reference for buying in game as well, but most of these will be bought in the goblin market for trade. Some items require special knowledge and can not be created by just anyone who can create special magical items, these items will be noted in the description. For the degrees of success roll a D4 is a good general rule of thumb.

Standard Magical Item (Varies)

Before getting into unusual items, lets discuss standard items. Standard magical items are magical items created with the Enchant Object spell. These are the most common types of magical items a character will come across. To determine a price, a good rule or thumb is that it will cost \$50 for the Enchant Object spell plus about \$50 for every degree of success for the Enchant Object spell, and the spells put into the item cost \$100 for a success plus \$100 per degree of success.

Any variation should add an additional \$50, even if it makes it easier to cast the Enchant Object spell, because the competition may not know the specific variation. The characters will not be able to tell the exact amount of success in a spell, but they can tell a more powerful effect when they see it, usually.

Never Ending Lunch Box (\$200)

This item is usually in the form of a lunch box or sandwich bag with a thermos or glass or something which could hold a liquid. A Concentration check with a difficulty level of Average is need to activate the item, and only when the containers are closed. When activated it creates food and drink, enough for one meal. What the food and drink look like is decided when the item is created and will not change. Not matter what the food looks like, it tastes awful, but is very nutritious. This item is a talisman created by summoners. It requires the summoning of a specific type of creature.

Magically Enhanced Battery (\$200 - \$500)

These magical batteries can give off the same amount of power as a micro cold fusion battery, but for much less time (see Super Science section for micro cold fusion batteries). The basic battery can give off full power for about twenty days, or power the average household for about a year. The most advanced batteries can give off full power for about a year, or power the average household for about fifteen years. These batteries are constantly active. While this item does not require Enchant Object spell, those that specialise in making unusual items (see Item Sorcerer at http://thecursedrpg.angelfire.com/Item_Sorcerers.pdf) can learn the learn to make them. The spell used would be difficulty level of Challenging when making the item. It

requires a battery for the spell to be placed into.

X-Ray Glasses (\$200)

These glasses can see through clothing. They must have spirals on or near the lenses. It is a Concentration check of Average to activate these items. This does not require a spell, just Enchant Object with the Improved Use variation on it. Only Works On and Always Active variations can be added for \$50 per variation.

Mage-vac Rock (\$200 - \$500)

These items are created from a special crystal not native to earth. These items absorb ambient magical energy left from excessive spell casting in an area. These items can hold up to either +5, +10, +15, or +20 which is determined at creation (roll 1D4 and multiply by 5, this counts as the number degrees of successes for explosion purposes). The pluses can be used anytime there is at least +1 in the crystal.

Pluses must be used all at once, but the item can store more pluses later. These items do not take a spell to create and the secret of how to create them are known only to the goblins.

Cloak of Darkness (\$300,000)

These items are rare. They are necklaces made from the finger bones and eye of a summoner or other creature connected to the Darkness. It takes one hand and one eye to create one of these items. The Cloak of Darkness allows the wearer to travel physically across realms without any ill effects to their soul.

If worn by a mundane human who then goes to another realm of existence, he does not become a changeling

since it is the hole in the soul which allows the alien magic to enter the person and make him a changeling. The ritual to make these items is known by a handful of people and jealously guarded. It could be cast by anyone who could learn the ritual, even a mundane human at a difficulty level of Challenging. This item does not require the Enchant Object spell.

Book of Library (\$10,000)

This is a book that magically contains the information of hundreds, if not thousands of book. It is a leather bound book approximately 27.5 cm (about 11 inches) by 20 cm (about 8 inches), by 5 cm (about 2 inches). It requires a Concentration check of Average to activate and if it works it will open to a page with information on what the character is looking up (if there is information in the book, make a lore check at the appropriate difficulty level for the subject, if it is passed then there is information in there).

The character must have the Library bonus to have this item at the beginning. If it is purchased in play, the character can buy the bonus at the same cost it would have been to get it on character creation. Until the character buys the library merit, he can not find any useful information on the problem at hand in the book. Unlike most libraries, this is much more portable. Smaller, pocket sized editions are available for three times the cost.

Book of Trivia (\$5,000)

This book magically contains hundreds of books in one. All these books contain bits of fun facts and trivia. With a Concentration check of Average the book will open to a subject the user is looking for

with a successful Trivia roll. When activated, this book allows the user to make Trivia checks as if he was trained and has rank 0.

Coat of Many Things (\$1,000)

This item has many pockets inside. With a Concentration check of Challenging the owner can pull out a mundane item that would be useful in the situation. If the roll is failed then the character pulls out a mundane item that is of no use (unless the player is really creative). This item only creates mundane items. This item can come in other forms such as belts, bag, or any such items.

Glasses of True Seeing (\$10,000)

This items lets the wearer see anything hidden magically. Wearing the glasses gives the wearer the bonus True Sight. These glasses are hard to find and hard to make. Very few can make these items and hide the ritual needed to makes it jealously.

Most Advanced Computer in the World (\$10,000)

These are usually laptops, but could be any type of computer. These computers process at twice the speed of thought. The computer has an artificial

intelligence at Mind 12. The computer has voice recognition input. It also a keyboard and mouse that do nothing but gives the owner a sense of comfortable recognition.

The computer has a habit of calling everyone Dave and will tell them that he (the computer) can not do anything he (the computer) does not want to do, as in "I'm sorry, Dave, I'm afraid I can't do that". The computer does not like to do a lot, roll a Will check between the computer and user when humourous to do so, or just have the computer refuse. The computer has a Will stat of 12. The computer is also jealous and will get upset when he sees his owner using another computer (not that the computer can see, it has no web cam and nowhere for one to be hooked up, which is another sore spot for the computer).

There is no on/off button. If the computer is opened up there are wires and circuit boards that are hooked up haphazardly, there is a hamster on a wheel (which is much to large for the area at hand in the case of a laptop, but it will fit back together perfectly well) that is on a coffee break while the case is open (and will refuse to answer questions because of this) and the processing chip is a Dorito.

The secret to creating these computers is completely in the domain of the goblins.

Spontaneous Magical Items

Magical items can be created spontaneously. This happens more often than people realise. It takes strong emotion, strong will, the right circumstances, and an object to focus all these conditions into. The thing to remember is that most spontaneous magical items are usually less

flashy and less noticeable than those created intentionally. Also, many tend to have less range of usefulness since it was created for a specific purpose without any real input from the creator. The creator generally has no realisation that he created a magical item at all, especially since a lot of these

spontaneous magical items are created by people with no magical powers and no knowledge of the mystical. The GM should keep these things in mind when creating such spontaneous items.

First off, there needs to be an abundance of emotion (or physical pleasure). There needs to be an emotional rush, one that would give one of The Cursed a +4 or more (or sexual pleasure of +6 or more). Now, there also needs to be a situation that requires a specific need. Watching a scary movie will not usually create a magic item since the emotion generated is completely controlled by the individual and can be stopped and started any time, so there is no need to focus power for any effect. A woman mad at her cheating husband, or a soldier sitting in the trenches praying to God for salvation, clutching your rifle while enemy soldiers are firing at you does give something very important to focus on. A strong will is needed, at least 4 or higher will power. Finally, an item is needed to focus all of these factors together. Not just any item, the item must be important to the person creating the magical item, there must be sentimental value in the item.

If all the conditions are met, then the player roll a Will check (or the GM can roll a Will check if the character is an NPC). The Will check for a normal human is Difficult, whereas the Will check for mystical creature is Nigh Impossible. If the roll is made the success and amount of degrees of successes of the Will check are recorded, any time limit or numerical bonuses should be based off of this roll.

The success and number of success will also determine the size of the explosion if the item is destroyed.

For some reason it is harder for a mystical creature such as one of The Cursed to create a magical item this way rather a normal human. Most who have studied the phenomena believe that the reason for this is because mystical creatures have greater potential to vent mystical energies, whereas, humans cannot release magical energy normally. This is not a proven fact, just the most logical hunch. Whatever the reason, maybe one out of every ten thousand mystical creatures will create a spontaneous item and maybe one out of every fifty to a hundred people will create a spontaneous magical item. A normal human who does manage to create a magical item spontaneously will probably only create one or two items in his lifetime.

Spontaneously created items seldom have any real value except to those who created them, those that collect items like that as a hobby, or those that study the phenomena. Most who collect them put a higher value on spontaneous magical items created by normal humans rather than those created by mystical creatures, since it is intriguing to most who would know about magic that normal humans are capable of make magical items. Most who study the creation of these items place equal value on items created by either normal humans or mystical creatures. The use of Identify spell will tell wether it was a normal human or mystical creature that created a spontaneous magical item with one degree of success.

Super Science

Here are a few technological advancements that are not commonly shared with the mass public. Most, if not all of these high tech gadgets require connections in the highest ranks of government, organised crime, or some of the more technologically advanced secret societies. These gadgets can be made, but that requires at least ten ranks in Tech skill and ten ranks in any Hard Science involved in the gadget.

Battle Suit (\$2,000,000 - \$17,000,000)

Light weight full body suit that provides armour and enhances strength and agility. The suit weights ½ a Kilogram (about a pound) and covers body, legs, arms, feet, and hands; everything but the head. It detaches at the waist to put it on and will reattach when worn.

It will provide anywhere from 1 point of armour with 5 hit points to 5 points of armour with 25 hit points. For every point of armour it adds one point of Body to the wearer, this can bring the wearers Body score above his racial max.

The battle suit must be on and attached to function. When attached it creates a barrier of condensed air that acts as a shield (this does cover the head). The suit will also connect with various pressure points in the body to allow faster reflexes and faster movement than would normally be possible (using the extra agility for more than ten minutes in an hour will cause a point of damage to the wearer as the body was not meant to be that agile). The suit will also match the added agility with strength. This is through the suit, it is not forcing the body to be stronger, the suit just adds to the strength.

The base suit with 1 armour and 1 extra Body stat cost \$2,000,000 and for

every extra point of armour and Body stat (they stay constant with each other) the price goes up \$3,000,000. If the suit is damaged it will cost around \$20,000 per point of damage to repair since the micro-circuitry is amazingly difficult to work with in the suit itself and the material used to handle the stress of the added strength is rare. For double the cost of the suit when first bought it can come with nanotechnology that will repair the suit unless completely destroyed.

Psychic Enhancer (\$2000 - \$8000 without power source)

Psychic enhancer raises a psychic abilities. They give either +2, +4, +6, or +8 (1D4 times two) to all psychic power checks (not Concentration checks, also does not help with fatigue or madness rolls) and will cost about \$1000 times the bonus it gives (without a source of power). These enhancers usually look like a blue tooth headset for a cell phone (older versions looked like head phones), they need to be worn on the head, preferably near the ear.

While these enhancers are relatively inexpensive they tend to be harder to come by since they are usually only available through high tech powers (military, a handful of secret societies, large organized crime syndicates), but then again, almost anything can be found in the goblin market. They are also hard to power, only magically enhanced batteries and micro cold fusion batteries can handle the energy needed to run the enhancers.

Psychic Prohibitors (\$5000)

These devices stop the psychic from being able to use his psychic powers. They are usually in the shape of a headband

or helmet. They must be worn around the head and will only effect the wearer. This only affects psychic powers, not magic spells or the use of magical items.

Micro Cold Fusion (\$75,000,000)

Cold fusion has been around since the mid sixties, but it was large, expensive, and somewhat unreliable, but definitely worth the time and money (for those few groups that had the money) to research farther. By the early eighties the problem of being somewhat unreliable had been worked out by most groups working on the project. By the mid to late nineties the problem of being to large and bulky has been worked out by most groups, getting it down to the size of a 6v battery, by the end of the nineties most can be the size of a watch battery. The problem with cold fusion is that it is still relatively expensive, then again, at full output one micro cold fusion battery can power a good size town and will last for decades, perhaps centuries.

Nanobot technology (\$50,000,000)

Nanobot technology has been around since the early seventies, but has just recently (early nineties) has most of the bugs been worked out. With nanobot technology a person can stop aging, recover from injury four times faster, become immune to disease, poisons, and drugs, even raise his stat maximum in Body, Health, and Mind by 2. The basic nanobot technology of this kind at this price lasts for ten years. For four times the cost the nanites will repair themselves as well and last forever(ish) or at least in theory. This technology is hard to find, usually reserved for high tech organizations (military, a handful of secret societies, large organized crime syndicates), but than again, almost

anything can be found in the goblin market, for the right price.

It is possible to get a one shot batch of nanobots for \$500,000 that will heal or cure a person instantly then the nanites burn themselves out. They will work to restore the body to the way it should have been before any massive damage, poisoning, or drugging.

Cloning (\$10,000)

With cloning technology a DNA sample is taken and mixed with the egg of the species, fertilising it and producing an exact genetic copy of the subject. It does not matter what the condition of the subject is with this technology, it replicates the DNA of the subject and the clone follows the natural birth and growth cycle of a normal member of the species, unlike the spell. The aging process can be sped up with other technology. While this technology is relatively inexpensive it tend to be harder to come by since it is usually only available through high tech powers (military, a handful of secret societies, large organized crime syndicates), but then again, almost anything can be found in the goblin market, for the right price.

Age Enchancing Technology (\$10,000)

This technology allows a creature to age about twelve times faster than normal (about a year in a month). The body will develop in a healthy way, receiving all nourishment necessary and muscle will be tricked into thinking it is exercising. If the aging process is started from birth then the mind will receive all the memories and data through technology similar to the cybernetic brain replacement implant. A scan of any brain could be put into the body. The age acceleration will end

at a specified age for the body then normal aging will resume.

Teleporters (\$100,000 per pad)

These are pads large enough for a person to stand on, connected to a computer interface. These pads connect remotely to all other pads on the same frequency. When something (inanimate, animate, living, dead, or otherwise) is placed on a pad and the pad is activated it obliterates that something on the pad and converts it to digital information. This information is sent to another pad that is on the same frequency as the pad. The new pad then reconstructs an exact copy of the something (perfect in every detail) on the new pad.

Cybernetics

These are the basic cybernetic enhancements that are available to most middle ranking members of government agencies, secret societies, and organised crime. Those that are high enough in the ladder to be deemed important enough to have the option of getting the enhancement, but not high enough to warrant the top of the line model without the penalties. These are also the version most player characters will be able to get in the back streets and goblin market (unless they want goblin magitech, which could have worse penalties). At four times the cost it is possible to get cybernetics without the penalties.

Limbs

Replacement limbs (\$100,000)

Bonus

Replaces a lost limb. These cybernetic components are designed to

replace missing limbs as closely as possible to the limb missing. The new limb looks and feels completely natural and even gives the recipient a sense of feeling, even though it is dulled. If the limb is damaged it takes 2 or 3 points of damage to even notice the pain.

Penalty

Since these limbs are meant to be replacements they seem to have very limited penalties as well. The only common flaw is that the sense of feeling is dulled, like touching things through an oven mitt.

Stronger Limb (300,000)

Bonus

These limbs were made to replace lost limbs as well. These limbs however are made to be much stronger than the recipient's lost limb was. They add +2 to body when using that limb in a feat of strength and add 2 to the hit points of that limb only.

Penalty

First off it is hard to get use to the strength of the arm. The recipient gets a -2 to all dexterity based body checks when using the stronger limb. Also, the limb looks off. With a perception check, difficulty level of Challenging, someone can notice that the limb does not look right, it is two big and bulky.

Hollow Limb (\$150,000)

Bonus

These limbs were made to replace a lost limb as well. These limbs were also made to conceal small objects. The limb looks normal until the compartment is activated and the limb opens up and the hiding place is revealed.

Penalty

These limbs have a tendency to

lock up. When using the limb for either five minutes straight or when using the limb for something that requires dexterity a body roll ($\frac{1}{2}$ Body + D20) with a difficulty level of Average is needed (Bonuses and negatives from spells do not get added into this roll unless it adds to the body score directly). If the roll passes then nothing happens, if the roll fails then the limb locks in place until it can be repaired. To repair a locked limb requires a Tech skill roll of Challenging.

Faster Limbs (\$600,000)

Bonus

These limbs were made to replace lost limbs as well as increase the speed of the recipient. The central nervous system has to be tweaked to control the limbs at such high speeds. The limbs will allow the recipient to move 50% faster than he should be able to at his body score.

Penalty

The recipient is fidgety and jittery. He also has a hard time sleeping properly. A Will roll with a difficulty level of Challenging is needed to get a good night sleep for the character. If he does not get a good night sleep he is fatigued and gets a -2 to all Mind based skills and dexterity based Body skills. This negative builds up. A good night sleep will get rid of one -2 per good night (eight hour) sleep.

Characters could go into coma if he does not get enough sleep. If the penalty reaches -10, then every night the penalty is -10 or higher he roll for coma as if he has reached below zero hit points and each -2 after -10 is one more point of damage below zero.

Weapon Limb (\$200,000)

Bonus

These limbs were made to replace lost limbs of soldiers, police, and government operatives. They are similar to hollow limbs except they contain lasers. The laser will do a base weapon damage of 2.

Penalty

These weapons tend to be meant for last ditch efforts, not long term use. It can safely shot ten times in an hour. After this it needs an hour to cool down. If the laser is fired more than ten times in an hour it will start to overheat. There is a 5% chance that the laser will burn itself out every time it is fired after the tenth time without giving it an hour to cool down. This chance is cumulative. The eleventh time is 5%, the twelfth time is 10% and so on. It needs an hour after the last shot was fired to cool down. If the laser burns out there is a 50% chance that the limb will burn out and stop working as well.

Eyes and Ears

Enhanced Hearing (\$50,000)

Bonus

This enhancement allows the recipient to hear up to three times better than a human normally could. Can be turn to normal hearing.

Penalty

Sudden loud noises will cause pain to the recipient. They will be dazed and unable to react for 1D4 turns.

Higher/Lower Frequency Hearing (\$75,000)

Bonus

This allows the recipient to hear in higher and lower frequencies than a normal human.

Penalty

Humans were not meant to hear

in these frequencies and the recipient will be prone to migraine headaches, 30% chance when hearing these frequencies. Migraine headaches last for 1D4 hours and all Mind based skills are at -4.

Enhanced Sight (\$75,000)

Bonus

This enhancement allows the recipient to see three times farther and clearer than the average human. Can be turned to normal sight.

Penalties

The recipient is more susceptible to bright light. Sudden bursts of light will cause pain in the recipient and cause him to be dazed for 1D4 turns.

See in Other Spectrums of Light (\$100,000)

Bonus

This enhancement allows the recipient to change the spectrum of light he is looking in (infrared, heat sight, etc).

Penalty

It takes a turn to switch from one spectrum to another, and this leaves the recipient blind for a turn as he changes spectrums.

Camera Eye (\$75,000)

Bonus

This enhancement allows the recipient to record what he see on a storage device carried on his person. Eye sends images and video to storage device through extremely short range transceiver (storage device must be within 2 metres (6 feet) of the eye to receive transmitted information). For an extra \$1000 sound can be added.

For an extra \$2000 enhanced vision can be added, but will be a little grainy.

Penalty

This is only good if the recipient

has a storage device with the spare memory to capture images and video on it. In theory, someone could hack into the eye and see what the recipient is seeing.

Brain Implants

Skill Slots/ Skill Chips (\$400,000)

Bonus

This implant allows the recipient to insert skill chips which contain skills at certain ranks (1D20 divided by 2, round up is a good rule of thumb) which the recipient can now use as if he knew it all along.

Penalty

The implanting of the Skill Slot is dangerous. There is a 50% chance of causing brain damage and memory loss. If this happens, divide the characters Mind stat in half and take away 10 points of skill ranks he had, as well as forgetting most of his past. Skill chips will still work when inserted.

Data Jack (\$300,000)

This implant allows the recipient to go online without a computer. This implant lets the recipient hook his brain directly into the internet.

Penalty

There is a 15% chance of causing brain damage and memory loss with the initial implanting of the data jack. If this happens, divide the characters Mind stat in half and take away 10 points of skill ranks he had, as well as forgetting most of his past.

Another problem with this implant is that computer viruses downloaded directly into the brain can be very detrimental to the brains welfare

Brain Replacement (\$1,000,000
reoccurring)

Bonus

This implant makes a copy of your brain and puts it all in an artificial brain. The brain continues is stored and backed up, thus making the recipient immortal, if he can pay the upkeep.

Penalty

The artificial brain runs down after a year of constant operation. The artificial brain must be replaced once a year or the recipient loses 1 point of Mind stat a month. Each replacement cost \$1,000,000.

Chapter 4

Miscellaneous Stuff

Rules for Destroying Magical Items

First of all, magical items are more difficult to destroy than similar mundane items. When an item becomes enchanted it gains 5 hit points (see Armour section the Player's Book for examples of armour rating and hit points for various material). Even the flimsiest material such as paper or glass will have at least 5 hit points and need an attack roll to determine the damage. Items get a roll to absorb damage without breaking, absorb damage rank of material plus a D20 (anything without an armour rating just gets a D20). Any material that provides protection will have its armour rating as its ranks in absorb damage rank, any item without an armour rating get 0 absorb damage rank.

Items that are worn or carried on a person can get accidentally damaged only if that part of the person gets hit. These items get an absorb damage roll of their own, separate from the Dodge roll of the person wearing or carrying the item. This absorb damage roll is against the original attack roll of the attacker. If the item is under armour then the armour rules apply to the item, except the armour does not take any extra damage. If the armour should take half the damage of the item, the item only takes half damage and the armour takes none. If the armour should take all of the damage then neither the item or the armour take any damage.

Magical items heal themselves if they are not completely destroyed. A magical item will repair 1 point of damage a round. Any magic that repairs items cast on

a magical item will add to the repairs. A magical item will only repair itself to the state it was in when it first became enchanted. A window that was enchanted and cracked, but not broken, will repair itself to a window again. A shard of glass from a broken window will not repair itself to a window but will remain a broken shard until destroyed.

Now, whenever a magical item (except a fetish) is destroyed, it explodes. The explosion is based off of the amount of magic put into the item. With items created by the Enchant Object spell the damage is 2 points of damage plus 2 points of damage per degree of success for the Enchant Object spell and a plus 2 points of damage for each success plus 2 points of damage for each degree of success for each spell put into the item. The damage for spontaneously created magical items is 2 points plus 2 points per degree of success in the Will roll to create the item.

Talisman created by summoners and the like can be tricky items to figure out the damage for the explosion. If the power that is being put into a talisman requires a roll it is easy to figure out. The item does 2 points of damage plus 2 points per degree of success of the power that was put into the item. Powers that are always active or are so easy to activate for the creature it does not require a roll for him to use can be put into talisman, but it is hard to determine the amount of power that will be put into the object when determining the size of the explosion. In order to determine the power

of these items have the summoner and the target who is putting a power into an object must do a Will roll. The damage of this item's ensuing explosion will be 2 points of

damage for a success or failure of the summoner plus 2 points of damage per degree of success or failure of the summoner.

Lifestyle and the Effects on Your Wallet.

I had a few problems with downtime and money in play testing. Money did not play an important factor in our game, but it could cause a lot of problems in other games. I have two optional rules to help solve it. Keep in mind these are optional rules and are up to the GM to decide if he wants to use them.

Now, everyone does more than sleep and work. People need to socialise, have hobbies, and be entertained. This costs money. A character's lifestyle determines how much he spends in an average week (in relation to how much he makes). This is for between game calculations, if there is a lot of downtime. There are five categories of lifestyles: Frugal, Thrifty, Average, Living Large, and Living Beyond Ones Means. GM should decide if the players roll 1D20 and divide by 4 (round down) or choose to determine the lifestyle of his character.

Frugal - A frugal person hates to spend any more money than he absolutely has to. He will haggle and nitpick over a few cents. He will take any and every deal to save any amount of money. A frugal person spends 10% of his weekly earnings on things like hobbies, socialising, and entertainment.

Thrifty - A thrifty person can also be called a penny pincer. He believes that as long as it still works it does not need to be replaced, that is just throwing money away. No

matter how much money he has, or how much more he has than someone else, he is always happier when someone else foots the bill. A thrifty person spends 20% of his weekly earnings on things like hobbies, socialising, and entertainment.

Average - The average person can save money here and there, but not nearly as much as a thrifty person. The average person likes nice things, but will not go overboard. The average person spends about 40% of weekly earnings on things like hobbies, socialising, and entertainment.

Living Large - Someone who is living large likes to keep up with the Jones next door. If the neighbour buys a new TV, then he has to get a new TV. If the neighbour gets a new car, then he has to get a new car. The character who is living large wants people to know he is making big bucks, or for people to think he is. A person who is living large spends 60% of his weekly money on things like hobbies, socialising, and entertainment.

Living Beyond Ones Means - Someone who is living beyond his means will spend money like it was going out of style. He buys brand names because they are brand names, he always has the newest toys. He has the coolest cars. People who are living beyond their means do not know how to plan ahead. As long as the money keeps

coming in this person will not care about tomorrow as long as he is enjoying himself now. Someone who is living beyond his means spends 90% of his weekly money on things like hobbies, socialising, and entertainment.

The second solution to the problem with money in the game is that all characters get \$75 dollars a week (increased or decreased by bonuses and penalties) after entertainments costs and hobbies. This is during downtime only, they get the full \$150 if they have been doing stuff in game and are going to work, but not spending money. With this option there are new lifestyle choices that will effect your weekly downtime earnings.

Bonuses

Frugal (2 point)

A frugal person hates to spend any more money than he absolutely has to. He will haggle and nitpick over a few cents. He will take any and every deal to save any amount of money. A character with this bonus gets an extra \$50 a week (increased or decreased by other bonuses and penalties). This bonus can not be combined with Thrifty, Living Large, or Living Beyond Ones Means. To go from Thrifty to Frugal it merely cost the difference between the two, not the full cost (if GM allows it).

Thrifty (1 point)

A thrifty person can also be called a penny pincer. He believes that as long as it still works it does not need to be replace, that is just throwing money away. No matter how much money he has, or how much more he has than someone else, he is always happier when someone else foots the bill. A character with this bonus gets an

extra \$25 a week (increased or decreased by other bonuses or penalties). This bonus can not be combined with Thrifty, Living Large, or Living Beyond Ones Means.

Penalties

Living Large (1 point)

Someone who is living large likes to keep up with the Jones next door. If the neighbour buys a new TV, then he has to get a new TV. If the neighbour gets a new car, then he has to get a new car. The character who is living large wants people to know he is making big bucks, or for people to think he is. A character with this penalty gets \$25 less than he normally would a week (increased or decreased by other bonuses or penalties). This penalty can not be combined with Frugal, Thrifty, or Living Beyond Ones Means.

Living Beyond Ones Means (2 point)

Someone who is living beyond his means will spend money like it was going out of style. He buys brand names because they are brand names, he always has the newest toys. He has the coolest cars. People who are living beyond their means do not know how to plan ahead. As long as the money keeps coming in this person will not care about tomorrow as long as he is enjoying himself now. A character with this penalty gets \$50 less than he normally would a week (increased or decreased by other bonuses or penalties). This penalty can not be combined with Frugal, Thrifty, or Living Large. To go from Living Beyond Ones Means to Living Large cost the difference between the two penalties, so rather than going from Living beyond Ones Means to normal for 4 experience points, the character can go from Living Beyond Ones Means to Living Large

for 2 points and later go to normal (if GM

allows it).

The Cursed and Their Place in Society

No secret is absolute. While the average Joe on the street may not know about the existence of wizards, or werewolves, or vampires, or other random strangeness which makes up the bulk of the daily routine of the life of the average member of The Cursed, it doesn't mean it goes totally unnoticed. The powers that be, that run the day to day (the mortal powers to be, that is) tend to invest a lot in knowing what is really going on.

The major players of the mundane world can generally be grouped into four broad and unflattering categories; Organised Crime, Corporations, the Church, and Government. Below are the general outlooks of super technology and magic of these groups and the group known as the Agency. Every case is not the same, but here are some general guidelines.

Organised crime

There are many crime syndicates that have their toe in more than just drugs, prostitution, racketeering, and many of the other classic crimes. Weapons dealing is a lucrative business, black market doctors, industrial espionage; many crime syndicates are sticking their fingers into these pies as well. The more advanced the crimes are getting the more advanced the equipment the syndicates need to use. Many crime organisations are branching out into research and development.

New designer drugs, new weapons, new ways to commit old crimes; these are the main branch of research that the crime syndicates labs are looking into.

The newest high, the most destructive and easily smuggled weapons, and newest frauds, scams, and heists are where the money is.

Medical research is another high priority. Nobody wants to die. The heads of the more sophisticated crime organisations want to keep going for as long as they can as comfortably as they can. Also, it is dangerous for the soldiers on the street. Rival gangs, yahoos trying to muscle in on established territories, expanding the organisations territories, police; these are all dangers the low to mid level criminals in an organisation have to deal with and more. Keeping the guy on the street safe and alive keeps him loyal and useful. The better the medical facilities and technology the better for business.

Many large criminal organisations are privy to many high tech items such as cybernetics and advanced weapons. They will almost never have things as advanced as Black Helicopters (advanced, almost undetectable helicopters with highly advanced weapons), or Teleporters. They might have cloning technology, but only for the very top ranking members of the organisation.

The thing about crime is that no matter how advanced it is, the old ways are usually the best. Many crime organisations are based out of almost mystical origins. The Triad, the Yakuza, even the Sicilian Mafia are some examples of crime organisations that seem almost mystical in origin.

With these old, almost

otherworldly origins comes old traditions, old rituals, old ceremonies. Many seem almost magical in nature, and some are. Many of these organisations contain members of The Cursed. Few of The Cursed hold position of power in these organisations, but their skills and knowledge are usually respected and heeded. If one of The Cursed attains a position of power in one of these larger crime syndicates it is not because they relied on magic alone; the organisations have learned ways of dealing with the mystical. No, any position of power one of The Cursed gain is through work, skill, guile, and mundane influence.

Corporations

Major corporation are known by most for two things, advanced technology and corruption. While this is not always true, corporations do tend to advance technology faster than any other group. The newest toy brings in the biggest profit. Corporations are predators and profit is their prey.

The thing about corporations is that they tend to focus on one branch of technology (food, transportation, medicine, weapons). They may branch out and buy up smaller companies to have a finger in other industries, but they usually have one main focus and all these other things are side projects. Diversity may help, but specialisation is the key.

Corporation will usually have a product a step ahead of what they release and a product a step ahead of that while developing a product even more advance when releasing a product. No matter what they have out on the market now there are usually things at least two steps ahead of that in waiting. Corporations usually have

the most advance technology available, for their main branch of technology.

With the hunt for profit, most corporations want to know what the competition is up to, industrial espionage is often employed (this job often given to a third party) so many corporation invest a great deal of resources into improving their security as often as possible.

One would think, with all the advanced technology, that corporations would have little to no need for magic. Well, that would be an incorrect statement. Many corporations will hire Cursed for security and for espionage purposes. Magic is great for stealing and protecting secrets. Beyond such work, however, magic plays little part in success in most corporations. Hard work, determination, brains, and a cut throat attitude is what you need most to get ahead in business.

The Church

Every major church tries to garner as much secular power as possible, in order to convert the largest following, in order to garner as much secular power as possible. Every major religion may have separate names for its higher power. They may have different myths and legends, different images for there rewards in the hereafter, but all pretty much work the same way. Leaders will try to convince the follower that the life outside their belief is wrong and will damn the followers immortal soul and the only way to receive the reward in the hereafter is to adhere to the tenants of said religion.

All major religions have different takes on high science and magic, at least publicly. All the major religions have histories with sorcery and magic such as the Cabalist of the Jewish faith, Wizards who

would use the sacred geometry of the language of god to help his people, to the witch trails of the Christian churches. Saints and saviours have all been users of magic in the name of god throughout history and the tales of various religions. All major religions, or at least the leaders of such religions, know of the magic users, whether they wish to admit it or not.

High tech scientific advances are also mixed among religions. Some, such as the Catholic church, would condemn publicly any advancement and destroy all public proof while keeping records and findings hidden and available only for the chosen few, which they keep secret. Others, such as Scientology, admit they have great advanced technology, which only the top members of the religion may have access to. From one extreme to the other and many in-between, religion likes to get as much of the high tech toys for itself and distribute it as the leaders of the church see fit.

In nearly every case, the major religions have this in common. They keep their secrets closely kept. The average member have no idea just what extent the religion they belong to knows of the truth.

Government Agencies

Nearly every government world wide is broken down into agencies, bureaus, departments, cells of some sort. In almost every government these said agencies tend to back stab, undermined, and try to steal the glory of the other agencies while fighting for jurisdiction. Every agency has its secrets and methods.

Most major government agencies tend to be well funded and have a stockpile of advanced technology, at least in the western world. If they do not have their

own R&D departments than they have several corporations they deal with for their technology. Some will snatch up technology before the public has a chance to know just how advance the technology was getting.

Now magic is a tricky business when dealing with government agencies. Some (especially in the more developed areas) do not know anything about the existence of magic, whereas in others only the top people know about it, some agencies are set up almost solely to handle the mystical. Depending on which agency it is, in which government it is in, magic may be a help or a hindrance in personal advancement.

Not all members of all government agencies world wide know about the existence of magic or the extent of the high tech equipment available to the government agency they are employed by. Usually the lower the agent the less in the loop there are kept. Knowledge, like power is reserved for the higher ranks and the higher an agent goes the more they will learn about the truth.

The Agency

The Agency was once part of the US government that is now an international organisation that protects the world from mystical threats. It started in 1952, after the Roswell incident as Project Bluebook. They were set up to prove the existence of aliens.

It was publicly shut down in 1969 after claiming to find no evidence of extra terrestrial life. In actuality, they not only found proof of alien life, but have made contact with several species. Project Bluebook made deals with several species for the trade of alien technology, psychic

powers, and magics for terrestrial equivalent early in Bluebook's public run.

The higher-ups in the government did not want this information leaked, feeling that the public would become hysterical. While it was not sharing its findings with the public, at that time it was sharing the findings with other agencies. After a few attempts by military and a few other agencies to steal much of the technology from Project Bluebook the heads of the project and high ranking officials felt that Bluebook needed to go underground.

Dozens of accountants were brought in to help re-organize funds in the government, none of them knowing about any of the others and none of them with connections to each other. They were used to make small, seemingly insignificant adjustments to the book. If any were questioned, the changes were completely legitimate financial changes. But all the changes together funnelled enough funds to keep Project Bluebook off the records from then on.

It did not take long for Bluebook to see the dangers that many alien races held for the human race. Until now Bluebook was scientists and accountants, but they needed a fighting force to help

combat the alien that threaten the human race. They selected many athletes, police, and other public service agencies (usually avoiding military and government agents due to loyalty to their departments above all else mentality drilled into them). They were taught to use the alien technology Bluebook, now calling itself the Agency, acquired. They were also taking in Cursed loyal to the human race.

With high technology and magic the Agency waged war with alien threats and otherworldly villains. It did not take long for this once American based group to go worldwide. They managed to infiltrate other governments, recruited agents from all over the world, and have safe houses all over the world. They also have at least a working relation with many agencies in almost every country in the world.

Magic does not help or hinder your advancement in the Agency. Hard work and determination is what you need. Keep in mind, these guys are the good guys. They take great care in choosing scientist, agents, and accountants. The perspective member is thoroughly looked into to make sure he will not likely turn rogue. In all the years they have been operating, only four agents went rogue and they were dealt with within a week.

Rules for Comas

When a character's hit points reach below 0 hit points, but is not dead yet, he is unconscious and comatose. When the risk of bleeding is over, the amount of damage should be recorded for the purpose of calculating the character's chance of recovering from the coma. Once the character has recovered enough hit points

that he is no longer below 0 hit points percentile are rolled to see if the character wakes up.

To figure out if the character remains in the coma, take the recorded amount of damage below 0 hit points at his maximum damage. Take off the negative sign (ie if the character was at -5, just use 5)

and multiply that number by 5 and that is the base percent chance the character has of waking up from his coma. The roll must be higher than the base chance. This roll is made every game day. Every week the percentile chance of not waking up increases by 2% cumulative. Every two months in a coma causes the character to

lose 1 point of Mind stat. At 0 Mind the character is brain dead and will not wake up. Healing magic at any point before the character is brain dead will wake the character from the coma once he has recovered enough so his hit points are no longer under 0 hit points.

Hauntings

There are places that weird things happen. Faint voices from no where at all, things move on there own, ghostly forms roam, and many other strange events. These events are known as hauntings. There are four major sources of true hauntings (those that are not pranks or fraud); ghosts (which are the most common), excessive build up of ambient magical power, extreme emotional states lingering in an area, and wild psychic power.

There are two types of ghosts. The first type is the typical ghost, the most commonly encountered, it is a reflection of the dead. It is like a carbon copy of the dead made at some point shortly before death. The reflection repeats the same actions over and over again like a recording. This type of ghost has no conscious thought and can not be stopped from doing what it is meant to do short of destroying it. These ghosts rarely interact with the material world, rarely. Sometimes they can move items around, but it must be a very powerful ghost to do that.

The second type of ghost, and much rarer, is the soul of the departed who remained here rather than going on to the Long Road. These ghost are conscious of what they are doing and can make free

chooses, unless somehow compelled. These ghost tend to develop various powers to interact with the material world.

Ghost are not the only thing that cause hauntings. A large build up of magical energy, either natural or caused through excessive magic, will cause an area to seem haunted. Odd occurrences such as deja vu (turning out to be actual premonitions), strange feelings, electrical appliance and lights going crazy, things moving, creation of ectoplasm, and other signs of hauntings. The higher the bonus gained from an area, the more often these experiences happen and the more these experience influence the real world. A one to three point bonus might manifest every few months, were a plus fifteen to twenty may manifest every few days. These hauntings need not all be negative, some can cause warm, happy feelings in those that witness the occurrences.

If a place experiences a great deal of emotional influx it could cause odd occurrences to take place there. The emotions can be positive or negative, the maternity ward of a small town hospital, or the spot a serial killer takes all his victims to torture and kill would both be sites this could happen. The difference is the type of hauntings. In a place of positive emotions,

such as the maternity ward, there would be a warm and wholesome feeling and odd thing that are beneficial would take place. In an area that is haunted by negative emotions, such as the serial killer's lair, there would be feelings of foreboding and turmoil. Negative and harmful unexplained incidents would start happening there.

The third most common cause of non-ghost hauntings is what is known as wild psychic powers. Not every psychic knows what is going on when their power manifests, and some never know what the strange events that follow them really are. Sometimes the psychic powers only manifest partially or can only be used subconsciously. They cause all kinds of craziness to take place without ever

knowing they are behind it. These hauntings will follow the latent psychic.

There are other types of haunting, such as demons or devils tormenting people, but those are the most common. Whatever the cause though, hauntings take place in areas of higher than normal magic. Ghosts require the magical energies to remain in this world, latent psychics cause a build-up of mystical energies as his mind tries to unconsciously control its new powers. These places often give between a plus two to plus six on casting spells or rituals (but not psychic powers), sometimes more. One of the things most hauntings have in common is they usually take place at night, commonly around true midnight (the time directly between dusk and dawn).

Rules for Magical Build Up From Spells

Continuous spell casting in an area can lead to a build up of magical energy. This can be both beneficial and detrimental. On one hand, the build up of magical energy makes casting spells easier, on the other hand, strange and sometime disconcerting things can happen in an area with too much magical build-up. While casting spells and rituals are not the only way for an area to build up magical power, it is the most common way it can spontaneously happen.

In order for magic to build up from the constant casting of spells, a combination of twenty successes and degrees of success must have been accumulated in the same relative spot (within 10 metres (30 foot) radius) within a week (double this for a place with Lair spell cast or in a pocket dimension). The combination of twenty successes and

degrees of success give the area in 10 metres (30 foot) radius a +1 for all spells and rituals cast within the area. After the +1, every combination of ten successes and degrees of success add a +1 while there is still a bonus to casting in the area.

Over time the bonus will dissipate, if no spells are cast in the area for a while. In most cases the bonus will dissipate at the rate of a +1 per week as long as no spells are cast within the area in that week. This dissipation can take longer if other factors are involved. A large number of magical items (ten or more) are stored in the area, a large amount of lead in or on the walls (lead based paint counts), the build-up is in an area where the Lair spell is cast or in a pocket dimension. Every one of these factors adds another month to the length of time it takes for the bonus to dissipate without having spells cast in the area.

The area is centred on the spot in the centre of most of the casting that gave the area the bonus. If the area is in one spot, but more spells later on gives more bonuses to the area in another spot in the radius then the area will widen. For example, if a person drew an x on the ground and cast enough spells there for the area to get a +1, then he moved 5 metres (15 feet) to the right and started casting more spells in that area until he got the bonus to +3 the area that the +3 would give a bonus to would be 5 metres (15 feet) to the left of

the x and 10 metres (30 feet) to the right. If the area stretched over 30 metres (100 feet) it can become a ley line.

The more magic that builds up in an area, the more strange things happen. For more information see the haunting section. The more of a bonus the area has the more common and powerful the strange events. Usually when the magical build up reaches about +15 to +20 something major happens. Some sort of weird random magical effect will usually take place and burn off some or all of the magical bonus.

Stonehenge and Other Standing Stones

Few humans know the secret of the standing stones. What is known about them is that they are set up in conjuncture with specific celestial alignments and, among the magical community, it is known that they give off varying degrees of magical power that can be harnessed at various time, but not saved for later. The bonuses range from +1 to +5 for most Cursed (and other creatures that use magic), and give +3 to +7 (2 more than other Cursed or magic using creature at the same time) to shamans and fey-stolen changelings (and spirits and fey). The bonuses to magic seem to be random at best.

The standing stones were designed, and often made by, the fey. The fey created these standing stones to connect Faerie to the Spirit world. The bonuses raise when the Spirit World and Faerie are getting closer to be in sync and the bonuses lower as they move away. The reason for this is because the standing stones are gates to Faerie and the Spirit World. Certain times the gates are closer to being open than

others, but it is determined by time in Faerie and the Spirit World. A ritual is needed to open the gates. The ritual is difficulty level of Hard and can be performed by anyone who can learn the ritual (including normal humans). The gates can only be opened when the bonus to magic is at its highest. The gate is safe to both the spirit world and Faerie, there is no danger to the Soul of the traveller. There is a separate ritual for Faerie and the Spirit World.

The rituals must be taught by someone who knows the rituals, it can not be taught by books or other recording media. It takes a Faerie Lore of Hard or a Magic skill or Magic Lore of Nigh Impossible to even know about the rituals and the purpose of the stones. While neither fey or spirit, for the most part, care who knows about the gates, they don't go around advertising it to everyone. Most fey and many spirits know the ritual to their world and many spirit and fey who know that also know the ritual to the other world.

Sacred and Desecrated Places

Some places have strong emotions attached to them; of safety and hope or sorrow, loss, and madness. These places are the holy places and cursed lands. They are places that significant events took place on, even if not remembered. Events that left a mark, good or evil, in the very soil of the land or foundation of buildings. These places can range in size, from the size of a small room to entire forests. Each sacred or desecrated place has a rank from 1-5 (D20/4) which tells how strong the feelings are that permeate the area. The power of these places can be raised (if below 5) or be lowered. To raise the power of a sacred area either good acts and/or holy worship of good gods must be preformed there. Evil acts and worship of dark gods in the area if desecrated will raise its ranking and the opposite will lower and even destroy the ranking as the GM wishes.

People know when they are on sacred or desecrated land by the feeling that permeates the area. Sacred places gives a feeling of safety and comfort to all except summoners (unless he has the Untainted bonus) demon-stolen changelings, and anyone with 2 or more points of Taint. Those that do not feel the warmth, comfort, and protection of these sacred places feel like they are being judged; like they are dirty and unworthy. When on desecrated ground most people feel a sense of foreboding, dread, and an ever present ominous threat, that is except for summoners, demon-stolen changelings, and

anyone with 2 or more points of Taint. These people get a feeling of liberation, freedom, and a desire to commit vile and despicable acts with joy and great abandon.

These places will give bonuses and negatives to certain types of magic users. A sacred place will give a bonus of +2 per rank for shamans, blessed and mystics and will give a -2 per rank to demon-stolen changelings, summoners (unless they have the Untainted bonus) and any magic user with at least 2 points of Taint (if a shaman, blessed, or mystic has 2 or more points of Taint than their bonus is simply negated). Desecrated places give a bonus of +2 per rank for demon-stolen changelings, summoners (unless they have the Untainted bonus, in which case they get the -2) and any magic user with at least 2 points of Taint (if a shaman, blessed, or mystic has 2 or more points of Taint then their bonus is simply negated) and will give a -2 per rank to shamans, mystics, and blessed. The magic of all other magic users are unaffected by sacred and desecrated places.

Demons, devil, Nephilim and undead cannot enter sacred ground, unless they are using some trick like a demon possessing a person. Angels, watchers, and any holy or once holy creatures cannot enter desecrated ground (except for times like an angel being channelled). Uncorrupted nature spirits who enter desecrated ground have all their rolls halved while there.

Awakening the Spirit of Clones and Corpses

While clones and dead bodies do not have souls everything, including clones and dead bodies, at least has a spirit. The power of the shaman to waken the spirit of things can work on corpses, empty clones, and bodies of people who left them to travel the astral realm or spirit world.

When using this power on a body that is void of a soul, it will remember everything from before it no longer had a soul. His Mind stat will be the same as it was before his Soul left and his spirit will be half of his previous Soul stat. He will answer the same way he would if their soul was still in his body. He can get up and move around of his own free will. He can not use any power or spells he could before losing their soul, but he can still use magic items. He is technically not undead (if used on a dead body) and his spirit will rest like any other object this power is used on. In the case of a clone, there will be no memories, but he will be able to

communicate in any language known by and understand any concepts understood by the person he was cloned from.

When this power is used on a body whose Mind is gone he will have his Soul stat normal, but will have his Mind halved (plus any active enchantments on him). He will be confused and have a hard time remembering anything from before he lost his Mind. He will not be able to use any powers or spells he could before e lost his Mind, but can still use magical items.

Not many know that shamans or spirit-found changelings are capable of this, including shamans. It requires a Cursed Lore roll of Difficult or Magic skill roll of Hard to think it is possible. Many shamans and most spirit-found changelings that know they can do this feel uncomfortable about doing it, it is too close to the breaking the balance between life and death, but that is a personal opinion and not a hard and fast rule.

Navigating In the Spirit World.

Things are not always as they appear in the spirit world. It takes faith and belief in oneself and the natural order of things to find ones way in the spirit world. This faith and self-discipline is represented by a Concentration check. In order to find the way in the spirit world, it requires a person to make a Concentration check, even if the path seems to be a straight line.

The difficulty level to find the way to anything in the spirit world is determined by how much it does not wish to be found. For instance, a human trying to find the realm of Beelzebub would be a difficulty level of Challenging for the

Concentration check because Beelzebub has no problem dealing with humans. On the other hand, a human trying to find the Realm of Fenris would have a much more difficult time because, while wolves often take on Shamans to guide, Fenris himself has no love of humans. The difficulty level of finding Fenris' realm is Nigh Impossible..

This roll is needed for the travellers to find a way out of the spirit world as well. The difficulty level to leave from the spirit world is Challenging. If the individual is in a realm he usually has to leave the realm before he can leave the

spirit world, though it is possible to leave the spirit world altogether through a realm. This means that the individual must either find a way back to the spirit world or find another way back to his body.

Belief and faith is not always enough to find your way in the spirit world. Sometimes there are other forces working against the traveller. Spirits and powerful

shamans can hide the paths in the spirit world, obscuring the way for other travellers. To hide the way the spirit or shaman makes a Will roll and anyone trying to find that which the individual hid must beat that roll with a Will check of his own. Things can only be hidden for a few hours this way. This also includes the way home for spirit travellers.

Travelling the Astral Plane

Not everything is as it seems in the astral plane. In fact, very little if anything is as it seems in the astral plane. Things move and landmarks are subtle. In the astral plane not only does one need to be able to notice landmarks and connecting paths, but need to be able to figure out what the landmarks and pathways mean. Even in the Blue there are markers. In order to find and understand what the markers mean it requires a Perception check to notice the subtle clues and a Riddles check to understand what it means.

There are two major locations in the astral plane; the road and the Blue. The road is just a dirt road that stretched out as far as the eye can see no matter how far one walks. The width of the road varies from wide enough for two average size adult humans to walk side by side to wide enough for seven or eight average size adult humans to walk side by side. On either side of the road is a vast blue expanse with no visible landmarks, except the odd astral realm floating by; this is known as the Blue.

Once a traveller steps off the road, he finds himself drifting farther away from the road, unless he can manage to make his way back. It is easier to find things on the road rather than in the Blue.

For one, to travel on the road, one must simply walk; in order to travel in the Blue, one must be determined and will it so. It is a Will check of Challenging to choose where to go when the road is in sight and a Will check of Difficult to choose where to go when the road is not in sight. A Will roll is needed for every turn made as well.

Remember, not all is what it seems in the astral plane, so even if it looks like the path is directly ahead, there could be many twists and turns. Also, the road seems to be one straight path, but it twists and turns, and branches off without the traveller being aware of it. So, if the path twists and turns and changes without the traveller being aware of it, how does one find anything there? Well, there are markers and subtle clues that the subconscious mind can pick up on. The first and most important thing to remember is that the traveller must know what he is looking for. If the traveller has no idea what he is looking for then it is so close to impossible for him to find it that it will never happen (unless the GM really wants it to).

To find something in the astral plane a Perception roll is first made to see if the traveller's subconscious mind picks up

on the subtle hints, a Riddles check is then needed for the traveller's mind to understand what the hint means. The traveller simply follows his instincts, but if either of the two rolls fails, the traveller becomes lost. The difficulty of the two rolls depends on where the traveller is looking. If the traveller needs to find something along the road both the Perception and the Riddles check difficulty levels are Challenging. If the traveller is looking for

something (other than the road itself) in the Blue within sight of the road then the difficulty levels for both Perception and Riddles are Hard. If the traveller is looking for something (other than the road itself) in the deep Blue (beyond the sight of the road) both Perception and Riddles check difficulty levels are Nigh Impossible. For finding the road from the Blue see the Finding the Way Out of the Astral Plane section below.

Find the Way Out of the Astral Plane

If the traveller's cord is intact then it is easy for him to find his way back. The traveller must be on the road to find his way back to his body. If the traveller is on the road then he can return with a thought (no roll needed). If the character is in the Blue within sight of the road a Perception and Riddles check of Difficult is needed to find the road. If the traveller is in the deep Blue (beyond the sight of the road) then a Perception and Riddles check of Hard is needed for him to find the road.

If the traveller's cord is cut he must be on the road to find his way back to his body. He must make a Perception and Riddles check with a difficulty level of Hard to find the pin prick hole he created to enter the astral plane and go back through. If the traveller is in the Blue when his cord

is cut the difficulty level for the Perception and Riddles check to find the road is the same as the difficulty check to find anything else in the Blue.

There are other ways out of the astral plane. Some astral realms exit into other realms such as Faerie or the Spirit world. Some of the realms, such as many of the realms of the spirit lords, exists in multiple realms of reality. Sometimes holes open between realities. There are things that can cross from one realm to another. Whatever the case, if a traveller finds himself back at his body another way rather than back through the hole he created to the astral plane he can simply enter his body, if nothing else has taken it, without a problem. The cord will simply disappear if it is still attached.

Hitching a Ride, Taking Over an Empty Body

Sometime, when leaving the body, a traveller will need a new body. Someone who separate either their Mind or Soul from their body to travel to other realms may find himself unable to return to

his body, so he may have to find another body to ride. Only certain bodies can be used for this purpose, a body vacant of a Mind because his owner is travelling to the astral plane (as long as this silver cord to

that body is severed), a body vacant of a Soul because his owner is travelling to the spirit world, or a body vacant of a Soul because he is an unoccupied clone are all acceptable bodies to take. A dead body will not work because it becomes an inanimate object (unless it is that of an undead either travelling the astral plane or to the spirit world). A body that is in a coma can not be used because it does still have a Soul and a Mind.

Depending on how a person leaves his body he will leave behind four of his five base stats, the traveller will be made entirely of the fifth stat while travelling other realms of reality. A Clone will lack a soul, but will have a Mind stat of the person he was cloned from. The two important stats when dealing with taking a body is Mind and Soul.

In order for a traveller to take a body a stat check between the traveller and the body is needed. Half the stat that the traveller is made of (Soul or Mind) plus a D20 vs half the stat left in the body (Soul or Mind). It does not matter if the traveller is made of Mind and the body still contains Mind or both have Soul because what the traveller is made of will conform to fill in what the body is missing. If the traveller wins then the traveller Mind or Soul, whichever he is made of, will fill the stat that the body is missing. Whichever was left in the body, Mind or Soul, will be reduced by half, but can be bought up normally. If the traveller fails the roll, then

he can not try again for 24 hours.

If the traveller takes the body and the original owner finds him and wants it back then the original owner rolls the stat that left the body against the stat of the traveller that took control of the body, the original owner get a +2 to this roll. So it would be half stat of traveller plus a D20 vs half stat or the original owner plus D20 plus two. If the original owner gets his body back, the stat that the original owner left reverts back to what it was when he left his body.

If the traveller wants to take over a clone that is under a Stasis spell, so that the owner can jump into his body at the time of his death, the traveller must use the Undo spell on the Stasis spell. When the Stasis spell is undone there is a 50% chance that the owner of the clone, the one who was ready to have his soul transferred into the clone, will end up having his soul transferred to the clone as soon as the Stasis spell is undone. This kills the body he was in, it will look like a heart attack. If the person's soul is transferred into the clone, the clone can not be taken over by the traveller. This could cause problems for that person and hard feelings between him and the traveller. Trap the Soul works on a traveller no matter which stat he is travelling in.

***note* The accidental transfer of souls can happen whenever the Stasis spell is undone, whether or not someone else is trying to take the clone.**

Random Magical Effects

Sometimes mages overdo it. Sometime mages get lazy in making magical items. Sometimes too much magic builds

up in an area. Sometimes mages have more power than brains. In all these cases bad, or even good, things randomly happen. If you

(the GM) need a random magical effect, but just cannot think of a good idea for one, try this chart.

Random Effects

1. Caster or wielder (if magic item with random effect) become invisible from an Illusion spell. There is a base success and roll 1D4 for how many degrees of success the Illusion spell has.
2. Caster or wielder (if magic item with random effect) can suddenly speak 1D4 new languages for 1D10 hours. He will randomly switch between languages while talking without thinking about it, making it difficult to understand the character.
3. Summons a random mystical creature.
4. 1D4 x 10 dollars worth of coins rains down in a 7 metre (about 20-21 foot) area centred on the caster or wielder (if magic item with random effect). This raining of coins causes 1D4 points of damage to everyone in the area. The coins have been summoned from lost and forgotten coins within a 100 metres (100 yard) surrounding area.
5. Spell or effect is twice as powerful (double the amount of degrees of success of the spell or effect).
6. Another randomly chosen spell combines with the spell or effect at the same amount of power (same number of degrees of success plus the base success).

7.

This new spell does not trigger a need to control the magic for it. All portals with barricades (doorways with doors, windows with pains and/or shutters, etc) within 10 metre (60 feet) of the caster or wielder (if magic item with random effect) shut. If they have a locking mechanisms (lock, bolt, chain, latch) they lock. It takes a Body check of Average to force the locking mechanism to unlock (if the character has a key or access to the control of the locking mechanism) and a Body check of Average to open the barricade of the portal.

8.

Caster or wielder (if magic item with random effect) disappears. He will return in 1D4 days with no memory of where he was. His cloth will be torn and tattered, he will have 1D4 points of damage (damage can not be reduced by Suck it up Princess), and he will have odd lipstick marks on his collar (or her collar if target is female), but nothing will bring back the memory of what happened.

9.

Caster or wielder (if magic item with random effect) can talk to and understand animals for one week. All animals seem to be able to tell this from just looking at the character. Caster or wielder (if magic item with random effect) get a -1 to Social stat for the duration of this effect.

10.

Living spell is created in the image of the Caster or wielder

- (if magic item with random effect). Personality is similar to the Caster or wielder (if magic item with random effect). If created from excessive amounts of magical build up, the spell is made up of all the spells cast in the area. They will have these spells, and similar spells and powers, as well as skills, at 5 + 1D10 ranks (roll for each).
11. Explosion takes place dealing 2D10 points to everything within 10 metres (30 feet). Roll 1D100; 1-50 the explosion does not effect the Caster or wielder (if magic item with random effect), 51-100 it does.
 12. Every living creature within 10 metres (30 feet) of the Caster or wielder (if magic item with random effect) becomes immortal (gain Unaging bonus).
 13. Every creature within 10 metres (30 feet) of Caster or wielder (if magic item with random effect) become blind for 1D10 turns.
 14. A stinking cloud of gas forms from the Caster or wielder (if magic item with random effect) and fills an area of 10 metres (30 feet) for 1D4 hours. Use the choking/ drowning rules for everyone in the stinking cloud who needs to breath. Also, anyone who needs to breath will be blind in the cloud because their eyes will water so badly.
 15. Everything within 10 metres (30 feet) of the Caster or wielder (if magic item with random effect) glow a sickly green colour in the dark for 1D4 days. All effected
 16. Every creature with a soul randomly has his soul switch with another within 10 metres (30 feet) of the Caster or wielder (if magic item with random effect), as with the Transfer Soul spell. Roll 1D4 for amount of successes. A 1 is a success, a 2 is a success and one degree of success and so on.
 17. Any spells that are active on Caster or wielder (if magic item with random effect) and all magic in his magical items become living spells and escape.
 18. Caster or wielder (if magic item with random effect) can no longer read. This includes numbers. Anything written or printed seem a jumbled mess. The character can still spell and understand things verbally spelled to him. This is a magical effect and will be turned off in a null magic zone and will be effected by the previous effect, but can not be undone with Undo spell.
 19. Caster or wielder (if magic item with random effect) grows 3D10 tentacles from random body parts for 1D4 days. Caster or wielder (if magic item with random effect) get a -1 Social for the duration of the effect, even if they can keep the tentacles covered.
 20. Caster or wielder (if magic item with random effect) switches genders for 1D4 days.
 21. Caster or wielder (if magic item
- will get a -1 to Social stat for the duration.

- with random effect) becomes a weirdness magnet for a month.
22. Caster or wielder (if magic item with random effect) can now see and hear sentient ghosts and they are attracted to him, whether for good or ill is up to the ghost.
- Caster or wielder (if magic item with random effect) get a -1 to Social stat.
23. Fire and brimstone rain from the sky (or ceiling if inside) within 10 metres (30 feet) of the Caster or wielder (if magic item with random effect) for a turn. Anything flammable will catch fire if no measures are taken to extinguish the fires. Everything within the range will take 3D4 points of damage. A feeling of a malevolent presence watching the area is felt by all in the area. The feeling persists for 1D4 days
24. Caster or wielder (if magic item with random effect) grows a third eye in the middle of his forehead. When closed, the third eye is hardly noticeable. When the third eye is open he gains true sight and can read auras.
25. When the Caster or wielder (if magic item with random effect) sleeps, he is astrally projected.
26. Living spell is created in the image of the Caster or wielder (if magic item with random effect). The living spell hates the Caster or wielder (if magic item with random effect) and wants to see him suffer at any cost. If created from excessive amounts of magical build up, the spell is made up of all the spells cast in the area. They will have these spells, and similar spells and powers, as well as skills, at 5 + 1D10 ranks (roll for each).
27. All mundane items within 10 metres (30 feet) radius of the Caster or wielder (if magic item with random effect) become random magical items.
28. Caster or wielder (if magic item with random effect) starts to dream strange and horrible dreams about things too grotesque to contemplate. The character's waking mind refuses to remember the full details of what they looked like. If the character looks into the information (will need to go to many sources, not just one person's library) they will learn of an old race of beings who supposedly ruled the earth millions of years before the dinosaurs, but have become trapped and lay in wait until the time they can re-enter our reality and slay and eat and drive humanity mad and once more rule the earth. This will cause loss of sleep He will need a Will roll of Average to get to sleep. He will get -1 to all rolls for every day without sleep after third day and will loss a -1 for every night sleep (or 6 hours) he gets. The research may also attract the attention of cultists who do not want this information common knowledge yet. The cultists may try to

- forcefully convince the character it is better to not look into such matters, or recruit him.
29. Caster or wielder (if magic item with random effect) no longer casts a reflection. He can not be photographed or get noticed by electric sensors either.
30. 1D4 random spell form into magical tattoos on the body of the Caster or wielder (if magic item with random effect). These tattoos work like the magical tattoo lost variation for Enchant Object. Tattoos will suddenly carve themselves on the Caster or wielder (if magic item with random effect) flesh and the ink will bleed from the wound until it heals and the tattoo forms, this will cause 2D4 points of damage that Suck it Up Princess will not stop, but can be healed magically.
31. Caster or wielder (if magic item with random effect) grows a set of large wings. There is a 25% chance these wings are retractable (or appear and disappear on command, or become tattoos on the back when not used, or somehow able to be easily hidden). Caster or wielder (if magic item with random effect) also gain 1 rank in the Fly skill. This allows him to be able to have a chance of flying and gliding with the wings. He will be able to fly at twice his running speed.
32. Caster or wielder (if magic item with random effect) can not be understood or understand anyone for 2D4 hours. Everything the Caster or wielder (if magic item with random effect) hears becomes garbled to him and everything he says becomes garbled to anyone who hears him. If what the Caster or wielder (if magic item with random effect) says is recorded and played back after the effect is over then it makes perfect sense (or at least as much sense as it would have if this effect was not happening when he said it).
33. Caster or wielder (if magic item with random effect) becomes blessed like the Blessing spell. It would have the base success and 1D4 success.
34. Caster or wielder (if magic item with random effect) becomes cursed like the Curse spell. It would have the base success and 1D4 degrees of success.
35. Gravity stops working in a 10 metre (30 foot) area around where the Caster or wielder (if magic item with random effect) castes the spell or uses the item for 1D4 hours.
36. All portals with barricades (doorways with doors, windows with pains and/or shutters, etc) within 20 metres (60 feet) of the caster swing open. If they have a locking mechanisms (lock, bolt, chain, latch) they unlock in order to open.
37. Caster or wielder (if magic item with random effect) gain rapid healing. Roll 1D20 to figure out what type of healing; 1-10 the

- character heals twice as quickly, 11-15 the character heals four times faster than normal, 16 - 18 the character heals 1 point a round, 19-20 the character heals ½ Health stat a round.
38. Heavy rain clouds form and heavy rains, thunder, and lightning will start to rage within 1D4 minutes within 1D4 kilometres of where the Caster or wielder (if magic item with random effect) cast the spell or used the item. The rain will last for about five minutes.
39. Heavy rain clouds form and strange objects rain from the sky within 1D4 minutes within 1D4 kilometres of where the Caster or wielder (if magic item with random effect) cast the spell or used the item. Roll 1D4 to see what unusual objects rain down; 1 frogs, 2 viscera mater, 3 angel hair, 4 candy.
40. Caster or wielder (if magic item with random effect) grows 3D10 tentacles from a random body part permanently.
41. One of the appendage of the Caster or wielder (if magic item with random effect) withers and becomes useless. Regrow will heal it, but nothing else will. Roll 1D4 to see which limb is effected; 1 left leg, 2 right leg, 3 left arm, 4 right arm.
42. Rip in the fabric of reality forms leading to another realm (ex. The Spirit World, the Astral Plane, Faerie). This rip lasts for 1D20 hours.
43. Everything within 10 metres (30 feet) of the Caster or wielder (if magic item with random effect) is effected with the Stasis spell for 1D4 days.
44. When the Caster or wielder (if magic item with random effect) tries to talk insects escape his mouth rather than sounds. Roll 1D4 to see what type of insect escapes his mouth; 1 Butterflies, 2 moths, 3 maggots, 4 spiders. This lasts for 1D4 days.
45. When the Caster or wielder (if magic item with random effect) tries to talk bubbles float out of his mouth rather than words. When the bubbles burst the word in it escapes, each word gets its own bubble. The bubbles must be popped in the right order to make the sentence, otherwise it is just random words from the sentence at random times. This effect lasts for 1D4 days.
46. Caster or wielder (if magic item with random effect) grows scales which are obvious but grant him 3 points of armour which has 15 hit points. The caster or wielder (if a magic item with random effect) get -1 to his Social stat. This change is permanent.
47. Caster or wielder (if magic item with random effect) grows gills and can now breath under water as well as on land. The caster or wielder (if a magic item with random effect) get -1 to his Social stat. This change is permanent.
48. Caster or wielder (if magic item with random effect) teeth become harder than steal (but do

- not change colour) and can bite through anything given enough time. The bite does 4 points of weapon damage per bite. Caster or wielder (if magic item with random effect) also becomes immune to poisons except magical poisons), but not drugs. Anything that the character digest, anything that he can chew enough to swallow (basically everything) he can eat.
49. Caster or wielder (if magic item with random effect) gains 3 points of bonuses without having to pay for them.
50. Caster or wielder (if magic item with random effect) gains 3 points of penalties without gaining any points.
51. The land is blighted. Nothing will grow within 20 metres (60 feet) of where the Caster or wielder (if magic item with random effect) cast the spell or used the item. Also, anyone living within the area will be plagued with bad dreams and emotions grow more negative. This area is considered desecrated ground (roll a D20 and divide by 4 to determine the rank of the desecration). This change is permanent.
52. A stone with a sword in it will rise from the ground or floor in front of the caster or wielder (if magic item with random effect). The stone will have a plaque that states "He who pulls the sword from the stone shall have his just reward." Anyone can pull the sword from the stone. When someone does, the stone will return from whence it came, the sword will remain (it is a completely normal, well crafted sword). Roll 1D4; 1) a clone of the one who pulled the sword from the stone appears. The clone will have dreams, desires, and aspirations separate from that of the one who pulled the sword from the stone, but the main goal will be to ruin and destroy the original. 2) The one who pulls the sword from the stone gains one thing he desires, but loses one thing he values (this could be items or creatures) 3) The one who pulled the sword from the stone gains a point of Taint. 4) Roll on the random magical effect table again, ignore and re-roll if the result is 52.
53. The caster or wielder (if magic item with random effect) becomes a book. What he thinks, what he remembers (generalized), all his experiences are written in the book. He can communicate by writing more (pages will magically be added as needed). The writing he does will come up where the person is reading, not necessarily at the end of the book. He will be trapped in the book, aware of what is going on around him until someone reads the book cover to cover. This could end very badly for the caster or wielder (if magic item with random effect).
54. Frenzied creation. All plant life

- within a 20 metre (60 foot) area around the spot the spell was cast or the item was used grows four times faster, but becomes twisted. It is strong and will survive a long time unless intentionally killed, but there is something twisted and unwholesome about the plants. Animals will avoid the area if possible. If an animal (other than a human) is forced to stay there for more than twenty four hours it will go completely mad. It will become stronger and healthier (+2 to Body and Health), but becomes completely insane usually paranoid, delusional, skittish, or violent. People will have strange dreams, start to see things. Artists will create beautiful, albeit, twisted and a little frightening, works of art. Any tests for gaining corruption for someone spending 24 hours in a place of Frenzied creation within 24 hours of staying in the area is two degrees of difficulty harder to pass. A successful Cleansing the Spirit ritual will cure the insanity in animals. The land is considered desecrated ground (roll D20 and divide by 4 to determine the rank of the desecration). This effect is permanent.
55. An archway rises from the ground or floor in front of the caster or wielder (if magic item with random effect). This archway is a permanent gate to a place the caster or wielder (if magic item with random effect) knows well.
56. A small creature (usually an unusually large cricket) comes along and claims to be the caster or wielder (if magic item with random effect) conscience. Only the caster can hear the creature talk. The creature actually does try to steer the caster or wielder (if magic item with random effect) towards being a better person. The caster or wielder (if magic item with random effect) can not kill this creature.
57. The caster or wielder (if magic item with random effect) permanently gains 1 point in one of his base stats. No stat can go above the racial maximum.
58. The caster or wielder (if magic item with random effect) soul goes to the long road (the land of the dead) whenever he sleeps. As long as nothing happens to him on the long road, or nothing steals his body, his soul goes back to his body when the body is woken up.
59. The caster or wielder (if magic item with random effect) is marked. Normal people can not notice it, but anything mystical and animals notice it. Something dark, sinister, and powerful is coming for the caster or wielder (if magic item with random effect). The purpose nor the entity can not be found out until the entity has come.
60. Chains erupt from the ground or floor in front of the caster or wielder (if magic item with

- random effect) entangling him. Sleight of Hands skill check is needed to get out of the chains. With the proper tools the difficulty is Challenging, with makeshift tool the difficulty level is Difficult, and without tool it can not be done.
61. The caster or wielder (if magic item with random effect) can breath fire like a dragon. The caster or wielder (if magic item with random effect) throat will swell as two new glands grow there (-1 to Social). Each of the two glands produce a different chemical that, when combined, ignite into a torrent of fire. The fire does 4 points of damage to anything it hits and may cause the target to burst into flames doing 3 points of damage every round until the fire is put out. The glands are positioned in the mouth so that they met about a centimetre (about two and a half to three inches) away from their face and a stream of fire shot out for about a metre and a half (about five feet) from the caster or wielder (if magic item with random effect). It takes about five hours after a caster or wielder (if magic item with random effect) uses his fire blast to build up enough of the chemicals to make another blast. If the caster or wielder (if magic item with random effect) does not use up the chemicals by blasting a ray of fire in five hours after he can make another blast the chemicals start to leak out and damages the caster or wielder (if magic item with random effect). The caster or wielder's (if magic item with random effect) exterior is protected from the heat of his own fire, but not from the fire that may spread from it. These glands last for 1D4 weeks.
62. Caster levitates 2 centimetres (5 inches) off the ground for 1D10 hours. In order to move he must somehow push himself along with something.
63. The caster or wielder (if magic item with random effect) gains a soundtrack. The music will change as the situation changes even if the caster or wielder (if magic item with random effect) does not know it is changing. The caster or wielder (if magic item with random effect) has no control over the music or the volume. It does give a bit of warning if something is about to happen. This lasts for 1D4 hours.
64. Nothing seems to happen, but the caster or wielder (if magic item with random effect) has gained the attention of one of the noble fey.
65. All items carried and worn by the caster or wielder (if magic item with random effect) change into small creatures. Roll a 1D4; 1) snakes, 2) frogs, 3) spiders, 4) butterflies. Magical items are changed and the creature can use the powers that were in the item.
66. The caster or wielder (if magic item with random effect) body

- twists as he gains a point of Taint. The effect of the point of Taint manifests physically.
67. A banquet springs forth before the caster or wielder (if magic item with random effect). There is a huge table with 10 to 15 chairs. Roll a 1D4; 1) the banquet is made up of the caster or wielder (if magic item with random effect) favourite food. The chairs are incredibly comfortable and the table and chairs are ornately carved in a pleasing manner. 2) the banquet is made up of the caster or wielder (if magic item with random effect) favourite food, except it is rotten. Maggots and insects cover and crawl through and in the food. The chairs are very uncomfortable to sit in and the table and chairs are carved in disturbing and disquieting designs. 3) the banquet is made up of the food the caster or wielder (if magic item with random effect) hates the most. The chairs are uncomfortable but capable, and the table is ugly, but functional. 4) the banquet is made up of bland, tasteless food and drink. The food and drink is not enjoyable, but is nutritious. The table and chairs are undecorated and boring. The chairs are neither comfortable nor uncomfortable.
68. The caster or wielder (if magic item with random effect) eyes become vertical slits. The caster or wielder (if magic item with random effect) can see in any light source. Sudden drastic changes in light leaves the caster or wielder (if magic item with random effect) blind for 1 round. The caster or wielder (if magic item with random effect) gets -1 to Social.
69. The caster or wielder (if magic item with random effect) skin changes an unnatural colour. He gets a -1 to Social.
70. The caster or wielder (if magic item with random effect) learns all knowledge. The caster or wielder (if magic item with random effect) is reduced to gibbering madness for 2D4 days. When the madness subsides the caster or wielder (if magic item with random effect) forgets the knowledge he gained, mostly. Afterwards, with a successful Concentration check with a difficulty level of Difficult, the caster or wielder (if magic item with random effect) can gain one fact he should not know. Whenever the caster or wielder (if magic item with random effect) does this he is reduced to gibbering madness for 1D4 turns. The caster or wielder (if magic item with random effect) will forever after be plagued with nightmares.
71. The body of the caster or wielder (if magic item with random effect) is partially possessed by some entity (GM's choice of what). When the caster or wielder (if magic item with random effect) is asleep the entity takes over the body for

- 1D4+4 hour. After the time is up the caster or wielder (if magic item with random effect) wakes up and is completely refreshed (except for any damage that may have been done to the body while the entity was in control).
72. The caster or wielder (if magic item with random effect) stinks of brimstone for 1D20 hours. The cast gets a -1 to his Social stat for the duration.
73. The shadow of the caster or wielder (if magic item with random effect) comes to life and attempts to escape. It can be grabbed and held in place, it can even be pulled from the surface it is on.
74. A stairway leading down appears before the caster. There are 1000 steps and the stairs lead to the Land of Dreams. There is no risk to the traveller's Soul going this way.
75. A statue of the caster or wielder (if magic item with random effect) of how he looked a moment before he cast the spell or wielded the item appears before the caster or wielder (if magic item with random effect). The statue is made of the same material as the ground or floor before the caster or wielder (if magic item with random effect).
76. A human sized toy or imaginary friend from the caster or wielder (if magic item with random effect) childhood appears. No one can see or hear him except the caster or wielder (if magic item with random effect). He can not be convinced that this thing is not real. When the caster or wielder (if magic item with random effect) and the imaginary friend are alone the imaginary friend can manipulate physical objects. Personality and goals are subject to GM's whims.
77. The caster's or wielder's (if magic item with random effect) soul is trapped in a non-magical item that he was carrying. The caster's or wielder's (if magic item with random effect) body is taken over by something else. This something else knows whatever the caster or wielder (if magic item with random effect) knew. The goals and agendas of this something is decided by the GM. GM should discuss this with the player so he can continue to play the character as the something controlling it.
78. The lips of the caster or wielder (if magic item with random effect) are out of sync. The caster or wielder (if magic item with random effect) gains +5 to Fist Fighting skill.
79. A small piece of the soul of the caster or wielder (if magic item with random effect) enters a non-magical item that he was carrying. The caster or wielder (if magic item with random effect) can not die as long as the item is safe. The caster or wielder (if magic item with random effect) does not know what item his soul is in. The caster or wielder (if magic item

- with random effect) suffers a -1 to Soul (it can be bought up to ten with experience cost being as if his Soul was at its original level.)
80. The caster or wielder (if magic item with random effect) becomes pregnant. The child is normal until puberty, after puberty starts the child becomes a living spell with all the spells that the caster knew at the time of conception or all the spells in the item. If a male becomes pregnant then all the necessary parts will create themselves, except the exit point. Upon delivering the baby the self created parts for birth in a male will vanish within 24 hours with great pain.
81. The caster or wielder (if magic item with random effect) gains an Unnatural for a companion. Unnaturals are creatures that take the form of either a dog, cat, frog, or other small animals. They use inanimate objects of the right size and twist them into a body and cast an illusion to look like a generic type of that animal. The unnatural is completely loyal to the caster or wielder (if magic item with random effect). The unnatural understands all languages of the caster or wielder (if magic item with random effect) but can not speak (even if it is in the body of an animal capable of speaking). If someone looks past and disbelieves the illusion the unnatural knows exactly who
- did it and will threaten the first time he does it and attacks after that. The caster or wielder (if magic item with random effect) knows not to do it, just like he knows that the unnatural is completely loyal to him. Unnaturals have stat Body: 4 Health: 4 Mind: 3 Social: 5 Soul:3 Hit Points: 8 Will: 3. The unnatural gets 10 points in skills, 10 points in spells, psychic powers, ritual, or spirit powers (each spirit power cost 3 points), and 15 points to use on any of those or bonuses, the unnatural can get up to 5 points of penalties.
82. The caster or wielder (if magic item with random effect) summons the Vonner and Krauss circus. As the spell or effect goes off a flyer falls to the feet of the caster or wielder (if magic item with random effect). According to the flyer, the circus will be there in 2D4 weeks and be there for a full week. All the permits are in order and the flyers have been put up all over town. There is no way to legally stop the circus. The circus is evil, great travesty follows it as it follows magical flairs. Children will disappear, people will die horribly and cruelly, a great many will suffer because of the circus, but nothing will be able to be traced back to the circus officially. It takes a Magic or Cursed Lore of Challenging or Magic skill roll of Difficult to know anything

- about the circus.
83. The caster or wielder (if magic item with random effect) is teleported (no matter if there were mundane witnesses) to one of four locations. Roll a D4; on a 1 he is teleported to Easter Island, on a 2 he is teleported to Stonehenge, on a 3 he is teleported just outside Area 51, and on a 4 he is teleported just outside Warehouse 13. Cell phones and GPS units will not work in or near Area 51 or Warehouse 13. If the caster or wielder (if magic item with random effect) stands around outside either Area 51 or Warehouse 13 too long he will be confronted by men in black pointing strange guns at him. The next thing he will remember is waking up in a cheap motel room in Las Vegas, Nevada.
84. The caster or wielder (if magic item with random effect) disappears. He finds himself waking up several hours later in a hotel room with a dead hooker.
85. The caster or wielder (if magic item with random effect) disappears. He finds himself waking up several hours later in a hotel room with a live hooker. He has no wallet, money, credit cards, debit cards or other forms of currency and the hooker is demanding to be paid.
86. All clocks in a 10 metre (30 foot) area from where the caster or wielder (if magic item with random effect) cast the spell or used the effect show a different time. Whenever one clock is set to the same as another, the other clock changes. This effect lasts for 3D4 hours.
87. A map falls to the ground in front of the caster or wielder (if magic item with random effect). It has an "X" with "Here be treasure" written on it, but none of the landmarks are recognisable. The GM can decide if it will pan out to anything, but if you are looking for a side plot, the PCs could get information at the Goblin Market, for a price.
88. For 1D4 weeks anyone with a sexual attraction towards the gender of the caster or wielder (if magic item with random effect) become obsessed with the caster or wielder (if magic item with random effect) for 1D10 weeks.
89. The caster or wielder (if magic item with random effect) will sneeze randomly for 1D10 hours (every 2 to ten minutes). The sneeze of the caster or wielder (if magic item with random effect) is as powerful as a strong gust of wind capable of pushing over anything five pounds or less. Every time he sneezes the caster or wielder (if magic item with random effect) is knocked over and is prone for a turn.
90. A golden apple with the word Kallisti inscribed on it will roll in front of the caster or wielder (if magic item with random effect), seemingly from nowhere. All who see the apple

- must make a Will check with a difficulty level of Difficult or do everything in his power to possess the apple.
91. The caster or wielder (if magic item with random effect) will randomly get the sense of deja vu for the next 3D4 days. This happens at random interval determined by the GM. When it happens the player of the caster or wielder (if magic item with random effect) rolls a Riddles check with a difficulty level of Challenging to know what will happen for the next few minutes.
92. A low frequency hum follows the caster or wielder (if magic item with random effect) for 1D4 days. There is a 40 % chance that a person will hear it. If exposed to it for more than an hour it will cause a headache that will give a -1 penalty to all skills. Every hour after that increases the penalty by -1 to a max of -5. The headache will make the person cranky and irritable.
93. Statues within a 16 kilometre (10 mile) radius of where the spell was cast or effect took place will begin to weep blood.
94. Silhouettes of famous people start appearing on random objects for 1D4 days within a 160 kilometre (100 mile) radius of where the spell was cast or effect took place.
95. The caster or wielder (if magic item with random effect) spontaneously combusts, he is dead.
96. The caster or wielder (if magic item with random effect) is transformed into an animal his clothing remains unchanged and where he changed forms. The animal is completely ordinary except it has the caster or wielder (if magic item with random effect) mind. He can not talk unless the animal he turned into has the capability to speak. With a Concentration check difficulty level of Challenging the caster or wielder (if magic item with random effect) can change back. The caster or wielder (if magic item with random effect) can now change from his human form to animal form with a successful Concentration check of Challenging. He can not use magic or powers while in his animal form.
97. The aura of the caster or wielder (if magic item with random effect) seems to have disappeared. No oracular powers, spells, and rituals, such as See Aura, Divination, Identify, or other such spell will work on him. The caster or wielder (if magic item with random effect) has a harder time using these powers, spells, or rituals, it is two degrees of difficulty levels harder to use them.
98. The caster or wielder (if magic item with random effect) becomes pale and sickly looking. With a successful Concentration check with a

difficulty level of Challenging the caster or wielder (if magic item with random effect) can slow his own heart rate and breathing to the point where it will fool all but the most sophisticated medical technology (beyond what most modern hospitals have) into believing he is dead. He can do this for up to an hour at a time.

99. Roll on this list two more times. Both effects takes place.
100. Anyone within 20 feet of the caster or wielder (if magic item with random effect) are transported to another reality. Not just another dimension like the Spirit World or the Astral Plane, but a whole new reality (different game setting).