



Rules Supplement

Nightwalkers



foreword

Many years ago when we released **Chivalry & Sorcery** 4th Edition (The Rebirth) we published two racial supplements, the Elves Companion and the Dwarves Companions (Still available and relevant). These allowed players to expand on the rules for Elvish and Dwarvish characters. We now continue this series for 5th Edition with this volume, Nightwalkers. We expand on the rules for having Lycanthropes and Vampires as Player Characters.

So join us and enter the realms of the denizens of the night and play a different style of **Chivalry & Sorcery**.

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Brittannia Game Designs and the designers of C&S 5th Edition celebrate diversity among gamers and in our games. In this edition of the classic medieval fantasy game we encourage you to break away from the bland white, male Middle Ages of yesteryear and make your game as rich and varied as the Middle Ages really were.

If this does not reflect your vision of the Middle Ages, this is not the game for you.

Cover artwork by Andrew Hepworth coloured by Gordon Napier

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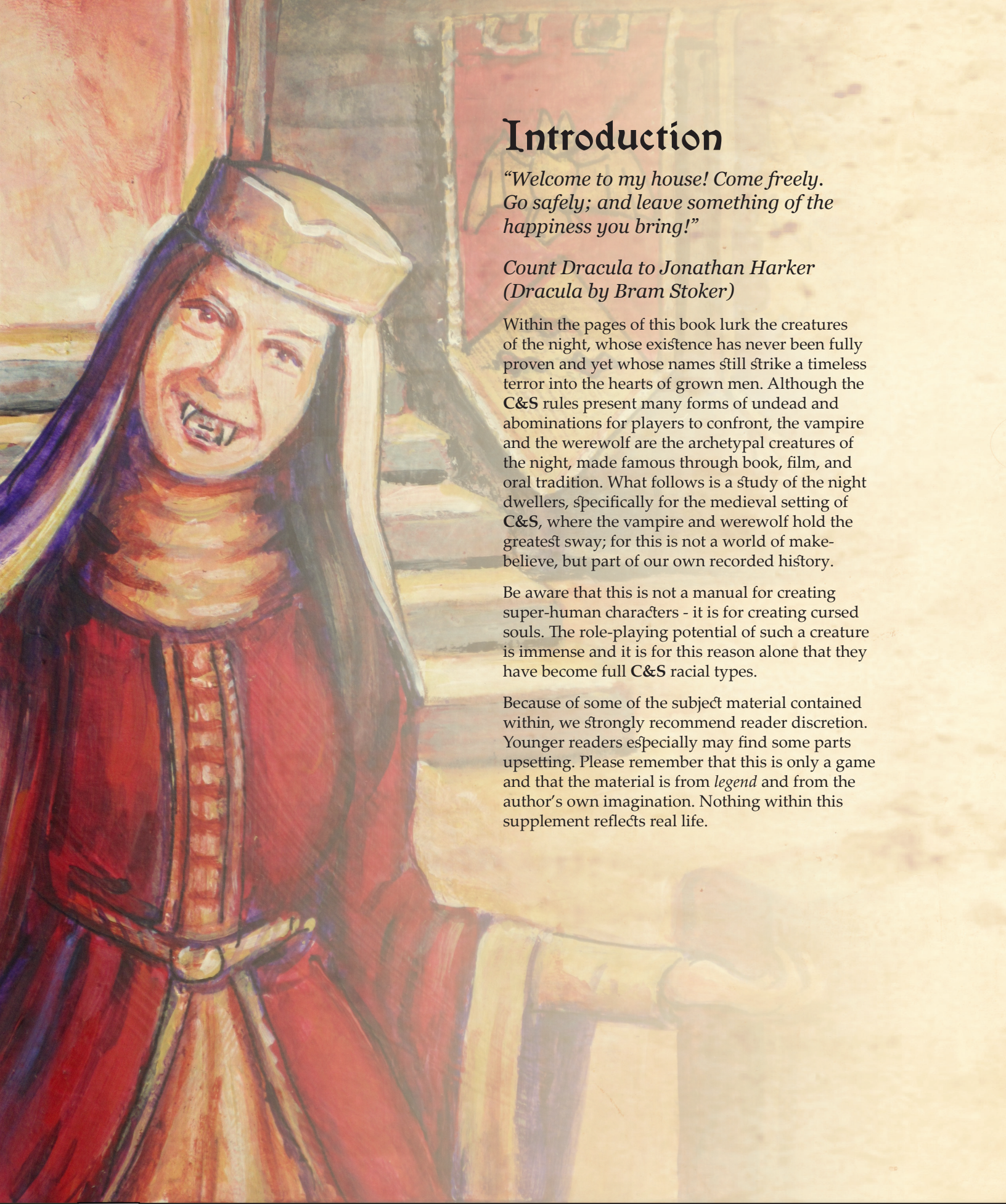
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Introduction

*"Welcome to my house! Come freely.
Go safely; and leave something of the
happiness you bring!"*

*Count Dracula to Jonathan Harker
(Dracula by Bram Stoker)*

Within the pages of this book lurk the creatures of the night, whose existence has never been fully proven and yet whose names still strike a timeless terror into the hearts of grown men. Although the C&S rules present many forms of undead and abominations for players to confront, the vampire and the werewolf are the archetypal creatures of the night, made famous through book, film, and oral tradition. What follows is a study of the night dwellers, specifically for the medieval setting of C&S, where the vampire and werewolf hold the greatest sway; for this is not a world of make-believe, but part of our own recorded history.

Be aware that this is not a manual for creating super-human characters - it is for creating cursed souls. The role-playing potential of such a creature is immense and it is for this reason alone that they have become full C&S racial types.

Because of some of the subject material contained within, we strongly recommend reader discretion. Younger readers especially may find some parts upsetting. Please remember that this is only a game and that the material is from *legend* and from the author's own imagination. Nothing within this supplement reflects real life.

Lycanthropes

"Even a man who is pure of heart and says his prayers by night, may become a wolf when the wolfsbane grows and the moon is full and bright."

Traditional

Lycanthropes are shapechangers, albeit normally involuntary ones; humans who, at certain times and under certain conditions, can assume the form of a beast of prey. Although the term "*lycanthrope*" and "*lycanthropy*" both refer specifically to werewolves, we shall be using them to mean any form of shapechanger of this type. For those of an historical bent, the term "*werewolf*" is from the Saxon and translates, quite literally, as "*man-wolf*."

Whereas the C&S Bestiary lists nine separate species of lycanthrope, this work concentrates only on those commonly associated with medieval Europe; the werebear, wereboar, wererat and werewolf. More exotic species, such as the werejaguar (confined to South America) and the werelion (Africa) have no place in this setting, although a few dwell within the realms of Marakush. The werefox receives a full detailing in the **Land of the Rising Sun** supplement. I apologise in advance for those of you who wanted to know more of these creatures. The contents of this book apply just as well to those species not mentioned as they do to those expanded upon below.

For those interested in historical facts, there were over 30,000 cases of lycanthropy reported in Western Europe between 1520 and 1630!

Causes & Cures

Aside from a few mad wizards, no-one actively seeks to become a werecreature. The average man knows that becoming such a fiend is to hand the Devil one's immortal soul, a fate from which there can be no passage to Heaven after death. Common folklore lists only three methods for becoming a lycanthrope, although there is a fourth, which can be found only in the darkest of tomes in the deepest of Hell's dungeons. Whilst all four are covered here, only the first three are ever likely to be accessible by characters.

Note that no matter the method of creation, only humans possess the ability to become lycanthropes. Dwarfs, Elves and Haeflings all lack the ability. Some scholars argue that this is because only humans were made by God, along with the beasts and that somewhere the lines were crossed (a strange argument to say the least), others propose that the change is a by-product of the expulsion from Eden, that only humans have souls and thus only they can be swayed by evil, that the other races are not born but are created through various methods unknown to humans (similar to the previous argument), that weres will not attack them (a dangerous assumption at best) or that they possess strange magicks to protect them. Whatever the truth, the fact remains - no non-human weres exist outside of bard's tales and drunken discussions.

The terms "*mature*" and "*immature*" are used to describe lycanthropes. In general an immature werecreature is one that has either been bitten within the last five years or a born were that has yet to reach the age of 18. After this, they are termed mature lycanthropes as they are more able to understand their abilities and deal with the changes brought upon them.

Bitten

Even the most simpleton of peasants knows that to be bitten by a werecreature is to have one's fate sealed. This is by far the most common way of becoming a lycanthrope, although there are cures, if the bite is treated quickly enough. Most who are bitten realise too late what fate has befallen them and even priests rarely recognise the bite for what it truly is.

The bite of any lycanthrope is extremely painful, and is one sure way of deciding whether the beast you fight is a normal member of its species or something more sinister. Within seconds of being bitten, the limb throbs as if pricked with a hundred small needles. Although by itself never fatal, the sudden pain can cause momentary loss of concentration and even battle-hardened warriors have been known to drop their weapons, leaving them vulnerable to further ravages from their foe. A strange side-effect of a lycanthrope bite is that the wound does not bleed as much as one would expect, although their claws still cause massive tissue damage and blood loss.

Those who hunt these creatures believe that the saliva of the creature acts as a clotting agent, stopping the disease from leaving the body via the wound and ensuring that it travels throughout the entire body.

There are only two known cures for lycanthropy, and both have to be undertaken before the first change, which occurs at the next full moon. The first is to seek out a priest to perform a minor exorcism on the infected character, the second is to take aconite (wolfsbane).

The exorcism is different to standard demonic possession and involves a fairly lengthy ritual. Firstly, the wound must be covered in bandages that have been soaked in a mixture of holy water and aconite for 24 hours. The bandages must remain within the bounds of sanctified ground during this time and are spoiled if touched by anyone. Prayers are said over the bandages by the attending priest. Once the bandages are ready, they are placed on the wound, which, unfortunately for the victim, must be reopened to allow the dressing to reach the blood directly. The screams the victim gives voice to are said to be those of the demon that dwells within him reacting to the holy water, a sure sign that the victim is in danger of becoming a lycanthrope.

The priest then makes his sign of the cross with holy water on the victim's forehead and reads the sacred passages, forcing the demon to leave the body. Since the demon is not actually a spirit it cannot simply leave the body and must have an opening. Most priests prefer to slice open the victim's foot, allowing the spirit to sink back to Hell where it can do no more harm, whilst others prefer the hand or even the head. In the most extreme cases, generally if a full moon is imminent, the priest will recommend trepanning (drilling a hole in the subject's skull), although this can be fatal. Whatever exit is chosen, a silver blade must cause the wound. During the exorcism the victim will be wracked by spasms as the body fights to repel the infection and unholy screams of both pain and rage (the beast fighting back) are not uncommon.

Even with the exorcism complete, there is nothing more the priest can do until the full moon. The victim, if the priest is allowed his way, is taken to a secure place, such as the nearest castle dungeon or village jail, and chained securely. He is fed only bread and vegetables; meat is seen as fuelling the beast within and is thus strictly forbidden. If the full

moon passes without incident, the subject is released (although he is likely to be treated with suspicion). Should he transform, then the guards have plenty of time to skewer him and burn his body (still alive if necessary) before he can break free of his bonds.


The second cure involves ingesting aconite, itself a poison to the human body, but also the most powerful ward against lycanthropes of all types. The aconite must be picked at night and must be ingested while fresh (i.e. before the following dawn) to have any effect. Generally the leaves are eaten, either as they are or brewed into an infusion and drunk. A few folk remedies insist that they are stuffed into the infected wound and bound tightly to work their way into the bloodstream.

Within an hour the victim will break into sweat and, as the next few hours pass by, will begin convulsing and sweating even more profusely. Water can be given to him, but no other liquids must pass his lips or the aconite is ruined. Hallucinations and calling out in strange tongues may also take place, causing great concern amongst those watching over the victim. By the following dawn the worst of the effects of the aconite will be over, although the victim will be weak for another day afterwards.

There is a further more radical cure but this is not guaranteed to work in most cases and the cure is likely to be as fatal as the bite itself. Only the truly desperate would even try it. Within the first few seconds after being bitten the damaged limb can be removed with a suitable weapon, such as a sword or axe. Assuming the victim survives the blood loss and shock, the wounds must be cauterised immediately and a hefty amount of aconite taken (at least three doses).

In game terms, the chance of becoming a lycanthrope through a bite is 5% per Body Point of damage taken. Note that this is only through the bite, even if the lycanthrope has other forms of attack at its disposal. All of the methods can be combined as the roll is only made on the first night of the full moon. Note that only a **single** exorcism can be attempted and that the eating of aconite is based on the first doses taken. The various cures work as follows:

Exorcism - the chance of becoming a lycanthrope is reduced by the priest's Faith PSF%. This is actually a *Remove Curse* Act of Faith, as it is not true demonic possession. The re-opening of the wound causes one Body Point of damage and the exit wound another two points.



Ingestion of Aconite - for each dose of aconite taken the character reduces the chance of infection by 6%, although he must also make a Stamina AR test, reduced by 3% per dose after the first, to avoid taking 2D10 Body Points of damage from the poison he has just eaten.

Limb Removal - if performed within ten APs of the first wound being delivered, the chance of infection drops by 25% immediately, although the victim loses as many Body Points as the hit caused (at least ten should be needed to remove a limb from a "willing" subject). Any limb removal after this time has no effect, although on a lighter note, it will leave any lycanthrope that emerges with only three limbs.

Cursed

Curses are not things to be given lightly, nor should they be treated with contempt. From the right lips a curse can kill, or cause a lycanthrope to be created. There are only a few ways to become the victim of a curse; through gypsy mages, through ancient mages, or from a priest invoking God's wrath. Tunes, although often trapped with magickal protections, cannot invoke a true curse upon the reader.

A true curse is a horrible thing to inflict on a sentient life form, for it shows a deep hatred of that individual (or group) and places the curser at the feet of the Devil. God Himself invokes only one curse in the whole of the Bible; that which causes Cain to ever wander the earth and be marked aside from normal men and, whatever the justification, He does not repeat His mistakes again. Few mortals ever invoke a true curse, for the side effects can be truly dangerous.

Once uttered the curse cannot be revoked and on the next full moon, if not cured beforehand, the victim will fall prey to the lycanthropic effects. The only salvation for a victim of a curse is to seek the blessing of God, through one of his servants. Through prayer and blessings of forgiveness a cursed soul may find salvation, but only if he is found un-wanting in the eyes of the Lord. Most who are so cursed have inevitably deserved their fate and even God will not intervene in such cases.

The Act of Faith *Remove Curse* will work on a cursed lycanthrope, although it is not easy to relieve one of his malady. Firstly, and perhaps most importantly, the curse cannot be removed once the victim has had his first change. His soul is forever tainted by the act of transformation and no power on Earth or in the Heavens can change that.



To remove the curse before the change the victim must consult a priest of his own faith and explain his predicament. Some priests may refuse to cure the victim, especially if the victim is evil in nature. Most, however, will bring forth God's mercy upon the poor soul. Calculate the chance of successfully casting the ritual as normal. From this total subtract the PSF% of the curser, as well as other modifiers shown below. If the ritual is successful the character is free of the curse, otherwise his fate is sealed. Only one attempt at a *Remove Curse* may be attempted.

- Victim was cursed fairly (i.e. he committed an evil act against the curser) -13%
- Victim was cursed unfairly (the punishment did not fit the crime) +7%
- Victim truly repents his crime +7% (this is a GM call as to the veracity of the repenting character)
- Victim is a good church-goer +% equal to the victim's Current Spirit

Born

Although created or cursed weres cannot pass their heritage onto their children through reproduction, they can pass it on through their bite as normal. Only those who were born weres can produce children of the same lineage.

This raises an interesting question; if it requires one parent to be born a were for offspring to be weres, how did naturally born weres come into existence in the first place? Scholars, as is their ilk, have questioned and debated this perplexing puzzle for centuries. Some argue that the first were was Satan, others that it was a lesser demon, and a few that the Vargr ritual (see below) can produce natural weres. Even Cain, the first murderer, has been labelled as the father of weres, although the Bible gives no evidence to corroborate this theory.

Of all the forms of lycanthropy, this is the only one that has no cure. One can no more change oneself from being a Human into an Elf than one can change from a Werecreature to a normal Human. That said, most born weres possess a better understanding of their condition and come to terms with their heritage far better than those bitten or cursed.

A born were undergoes his first transformation around the time of puberty (somewhere around the age of 12 in most humans) and from that point is considered a true lycanthrope by his parents. Over the next five years the child is taught what it means to be a lycanthrope and, by eighteen, is

fully expected to leave to start his own family. Werereatures are rarely gregarious, even werewolves forgo the usual pack mentality.

A child born to weres that is not itself a were may find itself being dinner at some point, but these are the risks involved of being born to killer-parents. In legends the son of a lycanthrope often takes revenge on his parents by slaying them, but, even though common myth often says that lycanthropy can be cured by killing the sire, there is no truth to this.

Note that there is **no** chance of werereatures of different breeds mating and producing lycanthropic young of any sort. They may produce normal human children, as they are essentially still human, but a werewolf and werebear can no more produce "animal" offspring than a normal wolf and bear could. Likewise, a werewolf mating with a wolf produces no offspring for the same reason. *Either both parents must be of the same breed or one must be pure human for lycanthropic children to be born.*

If only one parent is a werereature then the chance of any offspring being a lycanthrope is 25%. Should both parents be weres then the chance rises to 75%. There is no cure for this form of lycanthropy.

Created

The foulest form of lycanthropes found are those who have actively sort out ancient rituals to become one. Whereas being bitten can give a certain chance of infection, it can also result in death or have no effect. For one whose strongest desire is to become something more than human these are not acceptable odds. Instead they perform the *Vargr* ritual. Although the word *vargr* originally meant 'wolf' in Old Norse, it can also mean an outlaw, one who is outside of normal society, and neatly sums up the final product of the ritual. No mage or priest knows when the rite first came into existence or even how it came into being, but most have heard of it and it is considered one of the darkest of legends.

Performing the ritual requires no magical knowledge of any sort - only the overwhelming, and unholy, desire to become a lycanthrope. If there is any doubt in the recipient's mind, at any time during the lengthy process, the ritual will fail. The rite is long, violent and the final stages are extremely painful for the recipient.

The recipient must first kill 13 victims, each under a full moon, and eat their raw hearts. No mere sword can be used for this killing, but the victim

must instead be dressed in the skin of his intended final form and use that creature's natural weapons (normally the claws). Although any human can be used as a victim, most who undertake this ritual prefer children, partly for the horror it instills and partly out of the belief that an innocent heart is more likely to give the desired final result. There is one major condition attached to the killings - the final victim must be someone extremely close to the recipient, such as a parent, sibling, or long-term lover.

Once all 13 hearts have been eaten, the recipient must kill a mundane creature of the sort he wishes to become, eat its flesh and dress himself in its still-warm skin. The final stage, after the eating is complete, must be performed under a full moon. The recipient, imbued with partial magical power from the foul deeds he has performed, must remove his own heart and replace it with that of the beast he has slain. Although his wound will bleed profusely and indescribable pain will wrack his body, he will not die so long as his belief holds. Once this final stage is complete the recipient is no longer truly human but has become a lycanthrope.

There is no cure for this form of lycanthropy, for a self-damned soul has no salvation.

In game terms, the chance for a successful outcome of the ritual depends on a number of factors, giving below. The recipient must roll equal to or under the total percentage gained.

- Each adult male heart eaten +2%
- Each adult female heart eaten +4%
- Each child's heart eaten (regardless of sex) +7%

The percentile die roll is made as the recipient removes his own heart. If successful, he becomes a lycanthrope, otherwise he dies immediately with no chance of resurrection or eternal salvation.

Lycanthropic Breeds

The following notes are revisions to the texts contained within the **C&S** 3rd Edition Creature Bestiary and replace the texts found there where there are differences. As well as presenting descriptions of a weres three forms, they also give a basic overview of their nature, allowing a player to portray a member of the species.



Werebear

Werebears are the most physically powerful of the lycanthropes, with their were forms rivalling even polar bears for size. Fortunately, they are also amongst the rarest of lycanthropes, due to their solitary disposition. Most humans are not ill-disposed towards the werebear, beyond their usual fear of any creature so great and terrible as a bear.

In human form, werebears are almost always very large individuals, with barrel chests, blunt features, and large hands and feet; males tend to have a great deal of body hair, and almost always go bearded. Werebears almost always seek out an occupation that gives them a great deal of time to spend outdoors, as it takes a great deal of territory to feed a werebear; their appetites, especially for sweets, are legendary. Born werebears tend to be large children, with outsized hands and feet; the bluntness of features develops at puberty (along with the lycanthropy). The werebear's were form is that of a bear native to the region the character was born in, while the man-bear form of a mature werebear can assume strong resemblance to that of the lycanthropic man-wolf, only larger and even stronger. Even a troll would hesitate to tackle an enraged werebear, in either bear or man-bear form.

Werebears are extremely solitary creatures, avoiding contact both with other werebears, and with most of human society as well. They tend to find a dwelling place far removed from human habitation if they can, living off the land as foresters or hunters; only rarely will they be found in the service of anyone in human society. Werebears meet one another quite rarely, except when they choose to mate; the one exception to the solitary life of a werebear is the great care he will have for his mate and children. Born werebears are almost always guided through their immature stage by their parents, setting out to find their own isolated home once they reach maturity. Made werebears, unfortunately, tend to be on their own, and often have trouble with their newly solitary impulses if they were relatively social to begin with.

Most werebears try to have as little to do with humanity as possible; they may well warn off travellers from their preferred hunting grounds, not wanting to see them hurt or killed should they stay in the region. Besides, most werebears are intelligent enough (at least in their human forms) to realise that slaughtering parties of humans is only going to get them hunted down and killed, and they desire that kind of contact with human society as little as they do any other.

Wereboar

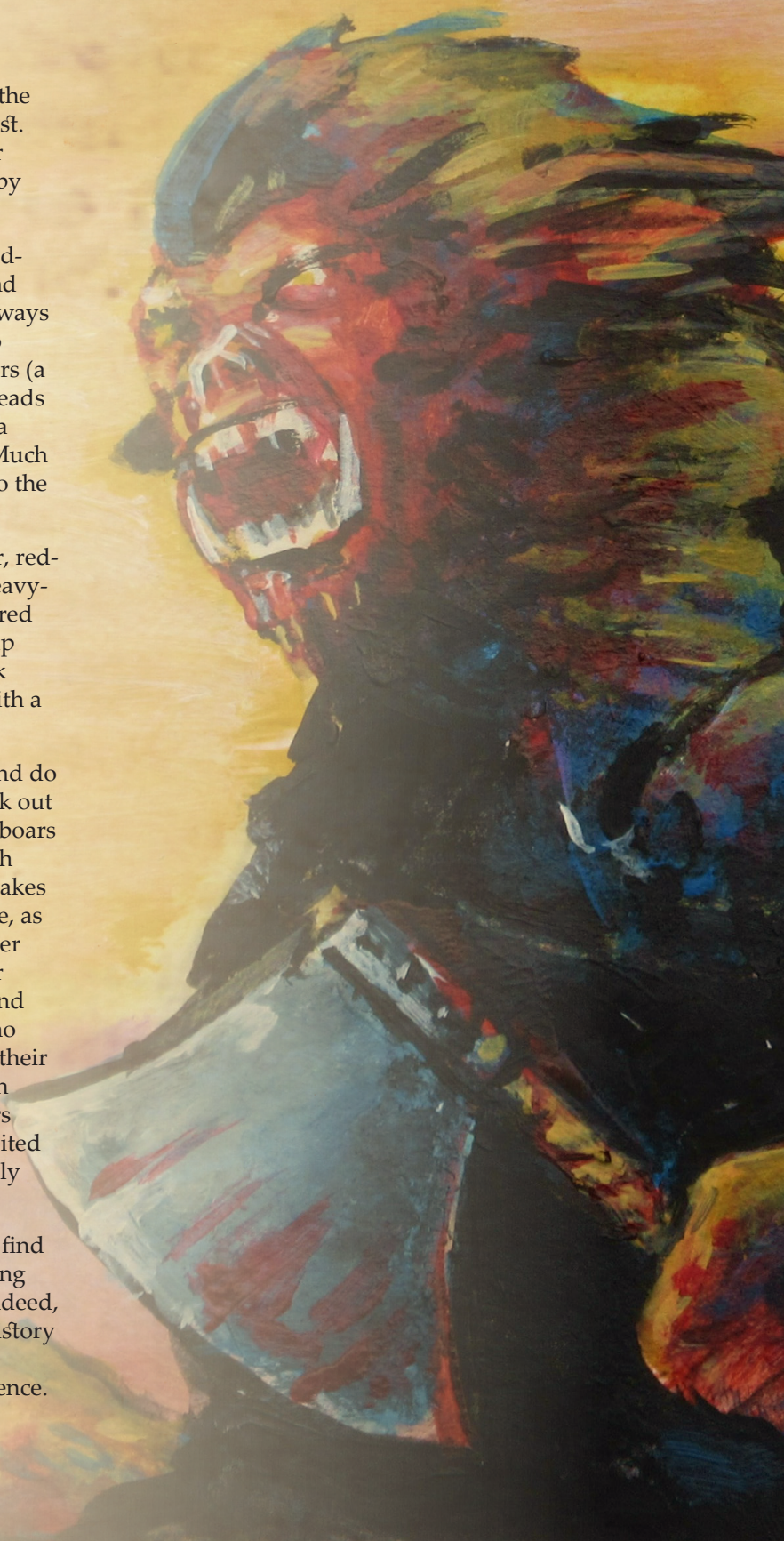
Wereboars are amongst the strangest of lycanthropes; their were form is the least carnivorous of all lycanthrope creatures, while the intermediate man-form is bizarre, to say the least. Wereboars are feared in human society for their blood-blind rages, but are otherwise not hated by men.

In human form, wereboars tend to be very broad-shouldered, with jutting jaws, crooked teeth, and deeply furrowed foreheads; they will almost always seek out occupations involving combat, so as to work out their terrible bloodlust. Born wereboars (a relatively rare occurrence) have wrinkled foreheads and enlarged jaws even as babies, giving them a relatively ghastly look throughout childhood. Much of the infamous wereboar temper may be due to the treatment that their bizarre look engenders,

The wereboar's were form is that of a great boar, red-eyed and enormous. The man-pig is that of a heavy-shouldered man, covered in boar bristles, with red eyes, a snouted face and six-inch tusks jutting up from the elongated lower jaw. Most people look upon such a monstrosity with horror, tinged with a little pity; it is not easy being a wereboar!

Wereboars are extremely antisocial creatures, and do not gather together in any numbers, save to seek out a mate. Even this happens fairly rarely, as wereboars are too short-tempered to be comfortable in each other's presence for very long (and pregnancy takes as long for a wereboar, or any other lycanthrope, as it does a human); thus, most wereboars are either male (also rare, as wereboars normally kill their foes), or born to pairings between a wereboar and a human. The typical born wereboar thus gets no help, or at least very little help, in dealing with their condition whilst growing up, and most are slain during their immature phase. Mature wereboars are rare and deadly, berserkers who have exhibited a talent for long-term survival (usually by simply being too tough to kill).

Given a choice, a mature wereboar will usually find work as a mercenary of some sort, while dwelling far away from the society of men as possible. Indeed, many of the great mercenary commanders of history may well have been wereboar lucky and strong enough to have reached this stage of their existence.





Wererat

Wererats are the smallest and weakest of all lycanthropes, and are universally despised both by humans and by the rest of their lycanthropic brethren. Cowardly and frail, they would have little chance for survival without considerable adaptability, and the innate ability to command their ordinary kin.

In human form, wererats are usually short and thin, with scraggly hair, staring eyes and a nervous, furtive manner. Born wererat children have a perpetual look of starvation about them, although they are usually in reasonable good health; they often have severe buck teeth, which they may well retain upon reaching adulthood. The were form of a wererat is a very large rat, about the length of a small to medium-sized dog, although very thin of body. The man-rat form is particularly hideous, a hunched and twisted caricature of a bipedal rat, with taloned hands and feet, a long snout and razor-sharp teeth, which fortunately are very small.

Although their were form is that of a pack animal, wererats rarely associate with another, preferring to live their lives almost entirely in paranoid isolation. A wererat's only friends are the rat that he commands, although he may pretend to befriend humans, usually in order to lead them into an ambush by his rat pack. Even mated wererats care

little for their children, often abandoning them shortly after they are weaned (at about two years of age) to fend for themselves on the streets of a human city or town. Most born wererats live in towns, or more often beneath the streets of some older and larger cities. There is no greater disinclination to sewer repair than the sight of a wererat leading its pack of servant rats in an attack upon men trying to perform maintenance!

Made wererats, whatever their profession might have been, usually find themselves gravitating towards the towns and cities if they are to survive; after all, with a pack of rats or giant rats to serve him, a wererat is actually relatively easy to destroy. Indeed, wererats often survive their immature phase simply because most humans in towns are so used to the sight of rats that they make little effort to exterminate them, beyond using poison that a wererat is immune to anyway.

Remember, when playing a wererat, really emphasise their paranoia; everyone hates wererats, and they know it all too well. Even other lycanthropes will always attempt to destroy the snivelling wererats, figuring that they are doing lycanthropy a favour by eliminating these pathetic specimens.



Werewolf

Werewolves are the best-known of the lycanthropes, and quite likely the most common as well.

Unfortunately, because of the undeservedly bad reputation of wolves among men, werewolves are also the most feared and hated of all lycanthropes, and are hunted down without pity or remorse by most human populations.

In human form, werewolves tend to be sharp-featured, shaggy-haired individuals; most tend toward occupations that will give them plenty of opportunities to be outdoors. A child whose eyebrows grow together in the middle, or who has hair on the palms of his hands or the soles of his feet, is said to be destined to become a werewolf, and all werewolves born of werewolf parents have these features. A werewolf's were form is that of a huge, shaggy-haired grey wolf, at least as large as the largest of natural wolves. The man-wolf form available to a mature werewolf is a hairy, fanged and clawed monstrosity, resembling a short, very hairy troll (and just about as strong).

In keeping with the nature of their alter egos as pack animals, werewolves, particularly born ones, will always try to gather together in small to medium-sized family groupings. Although they are not so obsessed with pack status as their wolfish brethren, a werewolf band will be led by the strongest male and female werewolves (the equivalent of the alpha male and female that lead a wolf pack); these two co-ordinate the activities of the band, assign duties to the others, and plan and execute expeditions into human society. Disliked as they are by most humans, werewolf bands tend to wander in desolate places, although there have been occasional adventuring parties that have stumbled across entire villages full of werewolves. Needless to say, such parties are usually destroyed upon discovering the nature of their hosts.

Made werewolves rarely have the support of a band of their brethren, although some bands will seek out such unfortunate individuals in order to help them through the difficult immature phase. Such lone werewolves are occasionally found at the head of ordinary wolves, as their physical capabilities and regeneration allow them to easily dominate their ordinary brethren.

The Transformation

The transformation between human-form and were-form is most often triggered by the rising of the full moon, although other stimulants can induce the change. Whereas the popular Hammer Horror films show a gentle transformation from human to hairy-human, the truth is completely different!

Upon sensing the rising of the moon, and this happens even if the were is located in a windowless room, he first begins to itch, as if his entire skin has become irritated. This is the first sign to a were that the change is imminent, giving him a few precious moments to remove armour and clothing or to warn his colleagues. Within a few minutes the actual transformation begins. Although the exact change affects different weres in slightly different ways, the following description bears true for all lycanthropes, regardless of species.

Wracked with immense pain, the body begins to physically warp, with muscles and bones stretching, contracting and distorting to suit the new form. The hands and feet often grow larger, as well as changing shape, to accommodate the new form. Nails grow rapidly and harden to form claws. Limbs contort into their bestial counterparts and fur sprouts from the skin. The entire posture of the creature alters. Body mass often increases dramatically, although it is muscle and not fat that makes up the difference. By far the most shocking aspect of the change to those viewing it is the transformation of the face. The skull reforms to suit the new form, causing sounds like knuckles being cracked over and over again, the nose and mouth extend from the face to form a snout, the ears mutate into longer and larger forms, teeth grow longer and sharper. Throughout this change a Mature Were can elect to hold the transformation at the Man Beast stage. All the while the weres eyes remain human, until the the full beast form in the last few moments, when they too transform into their bestial counterparts.

Throughout the transformation the were howls in pain, even though older weres grow to enjoy the sense of power and freedom the change brings to them. Immature weres have no control over the pain and scream as if their entire body was being torn apart by knives.

During the change the were is at its weakest, for it cannot attack or defend itself, although it does possess the hide of its beasts form, as well as its invulnerability to normal damage.

Be warned, for if you do not kill it quickly it will be able to use its teeth and claws to exact revenge on its would-be slayers.

Immature weres always change into their full beast form, without needing to pass through the man-beast aspect first. Indeed, such lycanthropes can never actually achieve the more powerful man-beast form. Mature werereatures change first into their man-beast aspect, but have the option of changing into pure were form if they so desire. This is one of the strengths of mature weres.

On the night of a full moon bitten, cursed, and natural born weres with less than five years experience of their alternate form automatically change form to either their beast or were form. Natural born weres with more than five years of knowledge may make a **Willpower** check with a -20% penalty to hold off the transformation - the length of delay being shown on the table below. Note that the first rising of the moon can often be before the sun has fully set!

The actual change process takes time to complete, the amount of time it takes depends on the difference in weight between the two forms. It takes 1 AP to change 10 lbs of body mass between forms (a typical werebear takes 23 AP to change from human). If changing from human to animal form, or vice versa, the lycanthrope must change through the man-beast form as well.

If heavy armour is worn whilst changing to a large form (i.e. heavier) then 1d10 damage is inflicted before the straps break.

Success Crit Die	Time Delay
10	1 Hour
07 - 09	30 Minutes
02 - 06	15 Minutes
01	5 Minutes

Table - Transformation Delay

Skill Use In Different Forms

The man-beast form of a lycanthrope retains a degree of manual dexterity and can manipulate simple tools, such as weapons. Although bows and crossbows are too delicate or complex to be wielded by a were, *mêlée* weapons present no problems and a full matured lycanthrope armed with a greatsword can cause immense damage to foes. Most prefer their natural weaponry as it allows them to shred armour more easily and does not encumber them. All craft skills are forbidden as they require too much dexterity for a man-beast's large fingers. Most knowledge based skills, such as Lores, are still accessible, but the man-beast has no ability to speak anything more than a few simple human words. No casting of spells or invoking Acts of Faith can be performed in this form.

However, in full beast form the lycanthrope has a very limited choice of his former skills open to him. Those that require any form of manual dexterity, such as using a weapon or crafting an item, are no longer usable as the beast lacks hands, whilst more "*natural*" skills such as Stamina, Endurance, or Climbing are still usable. A few skills that rely on knowledge, such as an awareness of battlefield tactics, can still be used, although only for giving the lycanthrope an overview of the situation - he cannot command troops when in beast form.

Remember, a lycanthrope in beast form is for all intents and purposes a standard member of that species. Ask yourself if a wolf (or bear, or whatever) could perform the task. If the answer is "*no*", then the lycanthrope cannot use that skill either.

Other Changes

Aside from the most obvious change, the physical transformation of the body, being inflicted with lycanthropy produces other changes in the victim. The most notable of these is the bloodlust so often associated with lycanthropes. The bloodlust is an animalistic urge and even mature lycanthropes cannot control their urge to kill and feed. Although not a state of berserk frenzy, it does drive the were with the same intensity.

Most wild animals fear man; even wolves do not actively seek out human prey, though there may be occasions when they attack a wounded man (such as if they are starving). Lycanthropes have no fear of man and, in fact, a few revel in the hunt of sentient prey, almost feeding off the terror they cause as they hound their chosen victim.

Such bloodlust may cause the lycanthrope to wander far and wide in search of prey. Immature lycanthropes are often at a loss to explain their presence so many leagues from their starting point, their nakedness, their torn fingernails, and the blood that covers their face and hands. Often the poor, unsuspecting victim will invent a plausible sounding explanation (at least to satisfy himself anyway) for his predicament.

A were may make a **Willpower** test to avoid killing its loved ones, but only for its loved ones.

The bloodlust often has the secondary effect of an increased appetite for meat. Most humans eat meat as a matter of course, but for the were it must be in large quantities and barely cooked. The act of sinking their teeth into a haunch of rare beef and feeling the juices run down their throat gives them an almost perverse pleasure. Whilst such behaviour may be a dead give away, most weres that have survived for any length of time manage to temper their appetites when in non-were company. Regardless of the type of meat, all weres prefer freshly killed flesh above all others, and they are equipped to maintain their dietary requirements on a regular basis.

Many weres are solitary, partly out of their (true) belief that civilised man will hunt them down and destroy them and partly out of instinct. Weres do not fit well into animal or human society easily, finding it impossible to control their bestial urges when the change comes upon them. Friends and family alike are left behind as the lycanthrope seeks not to harm them and, in human form, wishes them no ill. The exception to this is the werewolf, who often actively seeks out fellow werewolves for support and protection. The lone hermit living in the woods may well be friendly during the hours of daylight, but woe to his guests when the full moon rises!

Personal habits, as well as the diet, often change. Many weres do not care much for their personal appearance, seeing no point in dressing in fine clothes which may be torn asunder when the moon rises and they change form. Since most live in the wilds they cannot acquire such items easily, although they are still prone to possess a few human comforts and luxuries. Personal hygiene becomes less important as the lycanthrope ages, for the smell of man startles prey and makes it easy to be hunted by its enemies.

Misconceptions & Truth

As with any supernatural being, there are a variety of myths and legends associated with them, from what can kill them to how you can spot them. Below is a sample of the most common myths associated with lycanthropes.

Changing Form at Will

Every peasant knows that the full moon brings the risk of lycanthropes on the prowl and they wisely remain indoors during such nights, especially if werecreatures are known to inhabit the area. Armed with their trusty weapons they believe that they are safe within their homes, being able to venture forth in safety on other nights. Ignorant fools!

The mature werecreature, or at least those of more advanced years, possesses the fearsome ability to change form apparently at will during the night, except on the nights of the new moon, when no were can transform. Regardless of its age, all weres are compelled to change form on nights of the full moon. To the older lycanthropes every night can be a time for hunting.

The chart below details when a lycanthrope may change form, based on the years he has spent as a lycanthrope.

Years as a Were	Change
Immature	Involuntary change at full moon only
6 - 14	As above plus voluntary change on nights of the three-quarter moon
15 - 24	As above plus voluntary change on nights of a half moon
25 - 34	As above plus voluntary change on nights of the crescent moon
35 - 44	As above plus voluntary change during twilight
45+	As above plus voluntary change at any point during the day

Table - Times of Transformation

Hatred of Humans

Popular tales tell of the lycanthrope that attacks the unsuspecting lone traveller at night or that enters a village purely to kill humans. For the most part these are just tales, told by bards to entertain crowds and to earn them a meal and somewhere to sleep for the night. Few lycanthropes hunt humans as standard prey, but when the need to feed arises a man is as satisfying as a sheep, although harder work to bring down, especially if he is armed.

At their core, lycanthropes are still human and only those that were predisposed towards murdering their fellow man are likely to do so actively in beast form. Of course, weres are cursed by God (as far as the average peasant goes) and deserve to be destroyed whenever they are located. This treatment breeds resentment and a lycanthrope may seek revenge upon those who have sought to harm him. This does not make them fearsome beasts, for animals do not seek revenge. This makes them human.

Common Advantages & Drawbacks

Being a lycanthrope may involve involuntary changes and a craving to slaughter living creatures, but there are some positive aspects that need to be expanded upon. Most, from human view at least, serve only to make the creature more powerful as a killer. Of course, for every positive there is often a negative side, as weres have unique weaknesses.

Regeneration & Limited Invulnerability

No lycanthrope can be truly slain without the use of magically-enchanted, blessed, high-quality or silver edged weapons or through the use of magick. Solid silver weapons are too soft to be effective in combat. A lycanthrope can be hurt by normal weapons, although the wounds are rarely severe, and, indeed, in human form, the only advantage a were has is the near dismemberment needed to slay him. In were form or man-beast form all weres can regenerate normal damage and, to a lesser degree, magickal and silver damage. Even dismemberment is not a guaranteed method of destruction! Many a party has successfully beaten off a lycanthrope attack, only to be attacked hours later by the same foe who has completely regenerated!

Although susceptible to drowning and poisoning, most weres possess fantastically high constitutions, enabling them to hold their breath for some time and shrug off all but the most deadly toxins.

Even falling from great heights is little more than a painful annoyance to a were, who can regenerate the damage in his own time once he has escaped pursuers. All lycanthropes, even immature ones, can sense that leaping from great heights can actually save their lives rather than endanger them.

Wounds inflicted on a lycanthrope in one form are carried over proportionally to their other forms; thus, if the human form of a werecreature is badly wounded, so will its other forms be when it assumes them. Mature weres have the capacity of greater thought and will generally assume either were or man-beast form to allow them to regenerate damage.

All weres in non-human form possess armoured hides, many providing protection at least as good as maille would for a human, and in some cases even better. Combined with their ability to take less damage from mundane weapons, they are almost impervious to normal attacks!

Werecreatures take only half-damage from weapons that have not been blessed, enchanted or silver-inlaid before armour reduction. They suffer full damage from weapons of +4 or higher quality and from fire and magickal attacks and is not reduced after armour reduction. All other damage is halved after natural armour has been deducted from the total.

The armour protection of a specific breed of werecreature is shown on the tables under **Specific Advantages & Disadvantages** on page 22 as it is dependent on breed and on age as a were.

Note that the figures given in the Core Rulebook are for an 'average' lycanthrope aged between 15 and 24 years (as a lycanthrope that is. Not biological years).

In were or man-beast form a lycanthrope recovers damage based on the years of experience he has as a werecreature, as shown below. He also develops a limited ability to regenerate magickal or silver-inflicted damage! Fatigue points recover at **twice** the rate of Body Points, with the same conditions.

With regards to wound levels, if the human form has lost, for example, half its Body Points, then the other forms are likewise down by fifty percent. Changing forms does not recover Body Points.

Years as a Were	Normal Regeneration	Magickal or Silver Regeneration
Immature	1 Body per round	None
6 - 14	2 Body per round	None
15 - 24	3 Body per round	1 Body per round
25 - 34	5 Body per round	2 Body per round
35 - 44	7 Body per round	3 Body per round
45+	10 Body per round	5 Body per round

Enhanced Damage

As well as transmitting the lycanthropic disease, the bite of a werecreature can shred mundane armour as an axe tears wood into kindling. Even their claws, although not infectious, make armour next to useless. As well as their penetrative ability, the attacks are also highly damaging, and are more than capable of ripping skin and muscle from the bone and, in the case of their teeth, severing bone completely. A mature were presents a fearsome opponent!

Non-magickal, blessed, equivalent to +4 or higher quality or silver-inlaid armour only offers half protection against a lycanthrope's claw and bite attacks. Weres use their *Brawling* skill to attack with their natural weapons.

Nightvision

Weres may be human as their dominant form, but their bestial nature provides more than just weapons and armour. In were or man-beast form, all breeds possess Nightvision (exactly as per the **C&S** rules, page 91). Human were-hunters may possess specially enchanted weapons, but against a foe who can see them coming in the dark their advantage is moot.

If the human form possess Nightvision already then the range is doubled in were and man-beast forms.

Magic Resistance

The special nature of lycanthropes makes them more than just hairy killing machines, it also grants them limited protection from magick attacks. In animal or man-beast form the lycanthrope has no control over this resistance and even beneficial spells may be reflected. In human form, the lycanthrope has no such protection as he is Poorly Aspected.

All lycanthropes, regardless of any former Aspect, has a Magick Resistance of 15 in beast or man-form.

Heightened Senses

Imagine the were-hunter stalking his prey. His soft footfalls make barely a sound as he creeps towards his unsuspecting prey. His breathing, controlled through years of practise, causes his chest to gently rise and fall. He carefully raises his bow to fire...when his prey turns on him in a flash!

The senses of animals are more attuned than those of man, and those of the were are enhanced even further. A soft footfall to a human is much louder and clearer to a were, who can judge both distance and body weight from the noise. Their eyes can spot small details and movement at large distances, and wearing perfume would reveal your position as clearly as if you waved a burning torch around and shouted. The senses to a were are more than just sensory inputs - they are the keys to survival. If you can detect your foe before he detects you you have the chance to flee to safety or to turn the tables and ambush him.

All weres possess a +25% PSF modifier to their Alertness: Sight and Alertness: Sound when in were or man-beast form.

Silver

Silver. The metal of the moon. The bane of lycanthropes. Virtually every legend told mentions silver as the weakness of the lycanthrope, and they are right. Silver, a pure elemental metal and indeed representative of the moon, causes all lycanthropes pain when they touch it and most cannot bear to be in its sight for long periods.

Aside from taking full-damage from silver-inlaid weapons, all weres possess an innate hatred of silver. The touch of silver to a were is as painful to them as red hot metal is to a normal human. Prolonged contact causes the skin to smoke, eventually causing burns and blisters that can only be healed by lycanthropes of advanced years. Even the touch of someone who has recently handled silver causes them discomfort (but no damage) as the silver residue causes irritation.

This is the one true test for detecting a were, although without further knowledge the hapless lycanthrope-hunter may not realise that mature weres can assume man-beast form without there being a full moon.



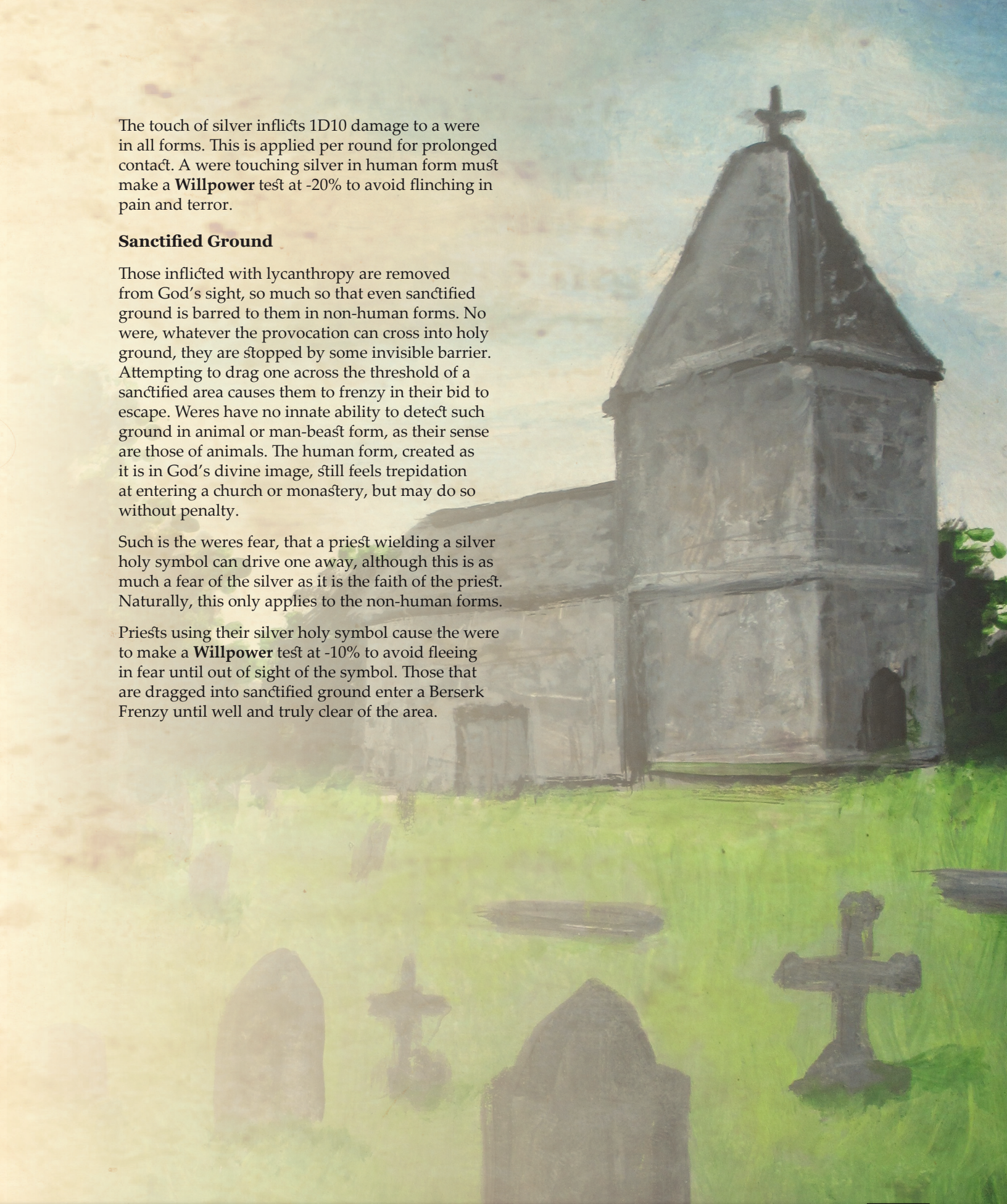
The touch of silver inflicts 1D10 damage to a were in all forms. This is applied per round for prolonged contact. A were touching silver in human form must make a **Willpower** test at -20% to avoid flinching in pain and terror.

Sanctified Ground

Those inflicted with lycanthropy are removed from God's sight, so much so that even sanctified ground is barred to them in non-human forms. No were, whatever the provocation can cross into holy ground, they are stopped by some invisible barrier. Attempting to drag one across the threshold of a sanctified area causes them to frenzy in their bid to escape. Weres have no innate ability to detect such ground in animal or man-beast form, as their sense are those of animals. The human form, created as it is in God's divine image, still feels trepidation at entering a church or monastery, but may do so without penalty.

Such is the weres fear, that a priest wielding a silver holy symbol can drive one away, although this is as much a fear of the silver as it is the faith of the priest. Naturally, this only applies to the non-human forms.

Priests using their silver holy symbol cause the were to make a **Willpower** test at -10% to avoid fleeing in fear until out of sight of the symbol. Those that are dragged into sanctified ground enter a Berserk Frenzy until well and truly clear of the area.



Specific Advantages and Disadvantages

Each of the were breeds possesses all of the advantages and disadvantages already discussed. They also possess breed-specific strengths and weaknesses that are described below. Note that not every breed evens out in the strength and weakness stakes.

Werebear

The werebear possesses an overwhelming sweet-tooth and will actively seek out sweet foods such as honey whenever and wherever it can. Normally this will only lead to bee stings from swarms protecting their honey, but wise were-hunters will take advantage of this knowledge to lure the beast into a trap.

When not under threat a werebear must make a **Willpower** roll at -10% to resist sweet foods.

Breed	Armour				
	S	C	P	M	E
Immature	8	14	7	11	5
6 - 14	10	16	9	13	7
15 - 24	12	18	11	15	9
25 - 34	14	19	12	16	9
35 - 44	15	20	13	19	9
45+	17	21	14	21	11

Table - Werebear Natural Armour

Wereboar

Of all the weres, the wereboar is the most violent, possessing a fearsome, and very short, temper. An insult to lesser creatures may result in a challenge to combat, but with a wereboar a fight will start before the comment is finished, and it will not be to the first blood! All weres have the ability to fly into a berserk rage seemingly at will, making them highly unpredictable foes and dangerous allies, as likely to turn on friend as to attack foe. In human history many Viking berserkers may have been wereboars, or at last inspired by their battle frenzies.

Once in a fight, no wereboar will back down, preferring to fight until one of the combatants is dead. Even out-numbered they know no fear and are more than a match for a handful of lesser opponents.

Wereboars in human form possess the Berserker Rage advantage for free.

Breed	Armour				
	S	C	P	M	E
Immature	4	8	2	4	1
6 - 14	6	10	4	6	3
15 - 24	8	12	6	8	5
25 - 34	10	13	7	10	5
35 - 44	12	15	9	11	6
45+	14	15	11	12	7

Table - Wereboar Natural Armour

Wererat

Rats have long been seen as harbingers of disease, spreading pestilence wherever they travel, and their wererat cousins are no different. Although immune to all non-magickal diseases, they often carry them. They also possess an innate fear of cats, even standard household felines can cause a wererat to turn in terror. Wise villagers keep cats not just to deal with normal rats, but also their larger kin.

The saying that where there is a rat there may be a wererat is better reversed. Wererats are universally despised by all but their mundane cousins, who they keep around as company, watchdogs, and when swarming, as allies in combat. The Pied Piper may have refused the task of clearing Hamlet if he had known what evil lay behind the rat invasion!

Wererats can command all ordinary and giant rats within 100 yards; up to 100 ordinary or 50 giant rats may be controlled at any one time, and the wererat must be in were or man-beast form.

Breed	Armour				
	S	C	P	M	E
Immature	0	0	0	0	0
6 - 14	1	1	1	0	0
15 - 24	1	1	1	1	1
25 - 34	1	1	1	1	1
35 - 44	2	2	1	1	1
45+	2	2	2	2	1

Table - Wererat Natural Armour

Werewolf

Werewolves are the most common of the lycanthrope breeds and invoke the most terror in humans. The howl of the wolf stirs primitive memories in man and causes a cold sweat to run and the hairs on the back on the neck to rise. Few humans possess the bravery, or foolhardiness, necessary to confront a werewolf face to face.

Werewolves, for all their strengths and powers, strongly dislike the smell of the herb aconite (also known as wolfsbane). Renowned as a lycanthrope repellent, only werewolves are actually affected by it, although it can cure infectious bites from any of the breeds. In were and man-beast form the werewolf is unlikely to approach anyone carrying it, whilst in human form they react with disgust at the pungent aroma it exudes.

One sure way to detect a werewolf if silver is not available, is to set a dog on it. All dogs, no matter how well trained, will react to the presence of a werewolf by trying to attack it.

A **Willpower** check is required if a PC realises that they are fighting a werewolf. If the test is failed the character fights at -10% to all skills through fear.

Werewolves must themselves make a **Willpower** check at -10% to approach anyone carrying Aconite; whilst in human form the test must be past to avoid attacking with nausea at the smell.

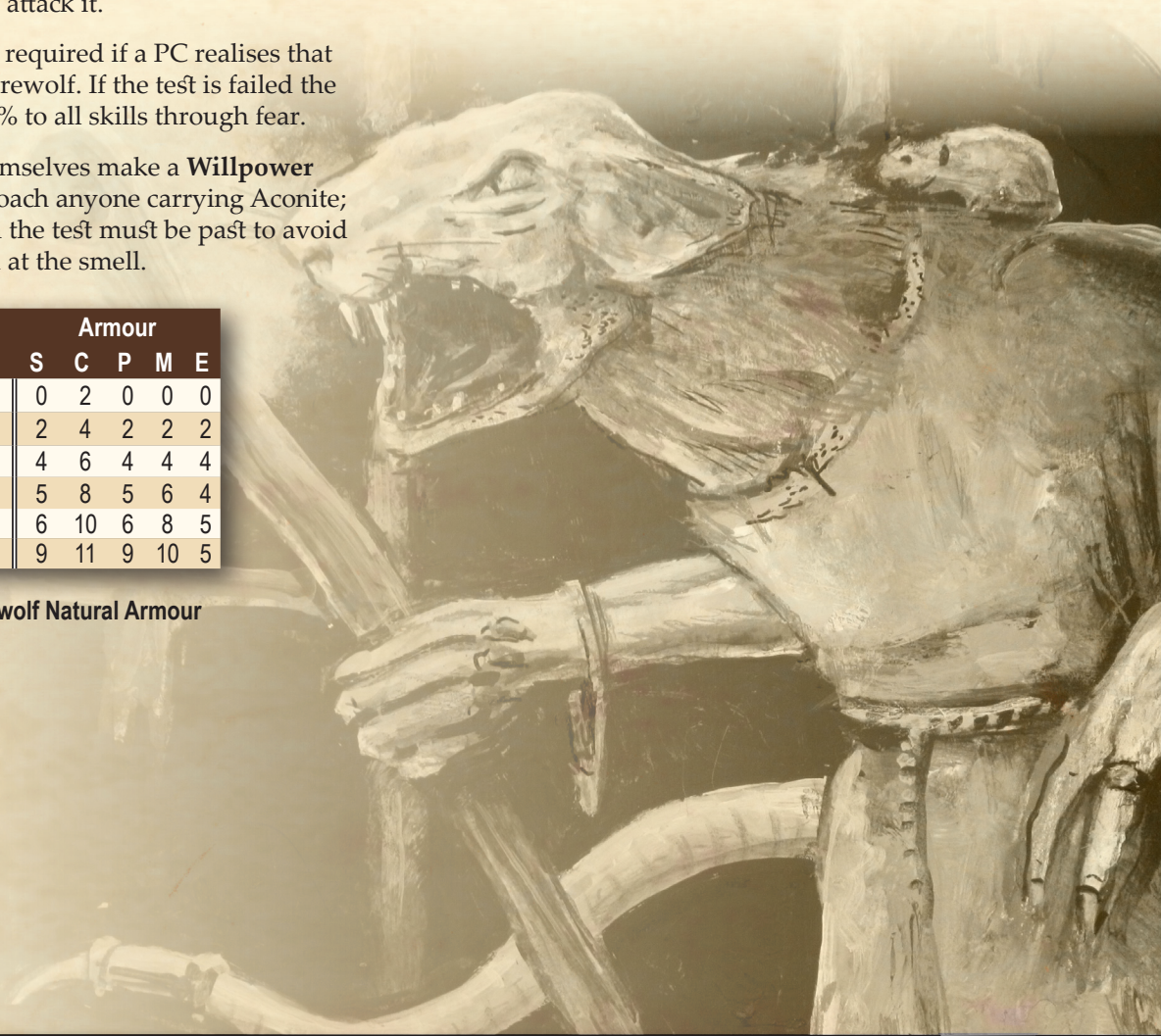
Breed	Armour				
	S	C	P	M	E
Immature	0	2	0	0	0
6 - 14	2	4	2	2	2
15 - 24	4	6	4	4	4
25 - 34	5	8	5	6	4
35 - 44	6	10	6	8	5
45+	9	11	9	10	5

Table - Werewolf Natural Armour

Were Spellcasters

Whilst in human form a were may follow any vocation he chooses, even that of priest or mage. Their curse presents them no undue problems, save for the changes that being of Poor Aspect may bring, so long as they are not transformed. In beast or man-beast form the were cannot cast spells, even if they require only a word. The mental capacity and vocal cords are bestial and preclude the use of any magickal arts.

Lycanthropes are Poorly Aspected and experience and bonuses because of Aspect must be recalculated to reflect this change. Although this should preclude them from the priesthood, if they are already ordained members they may continue practising as long as their faith holds out.



Werecreature Character Generation

Although C&S: Core Rules contains rules for generating lycanthrope characters, the rules in this supplement take precedence over those in the main rules.

Character generation for lycanthropes is handled slightly differently to that of normal humans. Firstly, Table - Werereatures Creation Method should be consulted to determine the method by which the character became a werecreature. Those bitten or cursed then use the standard character generation methods presented in the main rules, checking only on Table - Werereatures Breed to see what type of lycanthrope infected them.

Naturally, characters only use this method when being created from scratch and should use the notes included in the main text to deal with characters bitten during actual game play.

Natural born weres must consult Table - Werereatures Breed to determine their breed, Table - Werereatures Social Status to determine their social position within lycanthrope society, and finally on the relevant Father's Vocation table. They may then progress to purchasing vocations, although any vocation must be cleared by the Gamemaster.

All werereatures are, by their very nature, Poorly Aspected (you do **not** roll on the Aspect chart, nor do you receive any points for being Poorly Aspected). The only other requirement for being a lycanthrope is a minimum CON 15 and no attribute can start above 19.

1D100%	Creation Method	Point Cost
01 - 55	Bitten By Werecreature	0
56 - 80	Cursed by Mage or Gypsy	0
81 - 95	Naturally Born, Single Parent Were ¹	15
96 - 100	Naturally Born, Both Parent Were ¹	30
¹ Naturally born weres roll on Table - Werereatures Social Status , to determine their social status. Those bitten or cursed are deemed to be of ' <i>normal status</i> '.		

Table Werereatures Creation Method

1D100%	Breed	Mature Form	Man-Beast Form	Point Cost
01 - 20	Werebear	As per Chivalry & Sorcery standard animal	CON +5, STR +6	20
21 - 30	Wereboar	As per Chivalry & Sorcery standard animal	CON +3, STR +5	15
31 - 45	Wererat	As per Chivalry & Sorcery standard animal	AGL +2	5
46 - 100	Werewolf	As per Chivalry & Sorcery standard animal	AGL +2, CON +3, STR +4	10

Table - Werereatures Breed

1D100%	Birth Status	Character Bonuses	Point Cost
01 - 10	Runt of the Litter	CON -2 & INT +1 in animal form only	-10
11 - 95	Normal Status	Normal	0
96 - 100	Alpha Status	CON +1, STR +1 & INT +1 in animal form only	20
STR & CON attributes of 15+ receive +1 to those attributes when in animal form.			
STR & CON <15 receive -1 to those attributes when in animal form			

Table - Werereatures Social Status (Natural Born)

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status ¹
01 - 15	Forester	Any 2 Outdoors Skills, Archery & Quarterstaff	10
16 - 54	Mercenary Man-at-Arms	2 Combat Skills & 1 Thievery Skill	08
55 - 65	Mercenary Sergeant	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	13
66 - 68	Mercenary Captain	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	19
69 - 78	Woodsman	War Axes & 1 Outdoor Skill	08
79 - 81	Fisherman	Fishing, Fisherman & Spear	10
82 - 87	Labourer	Endurance, Conditioning, Lifting & Carrying Weights	03
88 - 100	Hunter	Setting & Disarming Snares & Tracking Prey	08

¹ Applies to human society only. Wereboars have no formal hierarchy.

All natural born Wereboars begin play with Beast Tongue (Swine), Local Geographical Lore and Endurance at Basic Knowledge

Table - Werecreature Father's Vocation Wereboars

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status ¹
01 - 21	Forester	Any 2 Outdoors Skills, Archery & Quarterstaff	10
22 - 23	Rural Carpenter	Carpentry, Mace Combat & Quarterstaff	10
24 - 25	Rural Mason	Masonry, Mace Combat & Quarterstaff	10
26 - 45	Woodsman	War Axes & 1 Outdoor Skill	08
46 - 60	Fisherman	Fishing, Fisherman & Spear	10
61 - 74	Labourer	Endurance, Conditioning, Lifting & Carrying Weights	03
75 - 100	Hunter	Setting & Disarming Snares & Tracking Prey	08

¹ Applies to human society only. Werebears have no formal hierarchy.

All natural born Werebears begin play with Beast Tongue (Bears), Fishing & Foraging for Wild Foods at Basic Knowledge

Table - Werecreature Father's Vocation Werebears

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status ¹
01 - 04	Assassin	1 Combat Skill, Skulking in Shadows & Stealth of Thieves & Assassins	08 (15)
05 - 30	Thief	2 Thievery Skills	08 (12)
31 - 33	Master Thief	1 Thievery Skill & Con	08 (19)
34 - 55	Beggar	Begging, Con & 1 Thievery Skill	08
56 - 75	Peddler	Bargaining & Con	08
76 - 89	Warehouse Worker	Lifting & Carrying Weights & Endurance	08
90 - 96	Tinker	Bargaining & Tinker	08
97 - 100	Rumour Monger	Hearing Rumours & Bargaining	09

¹ Applies to human society only. Status in parenthesis is status within wererat hierarchy.

All natural born Wererats begin play with Beast Tongue (Rodents), Skulking in Shadows and Stealth of Thieves & Assassins at Basic Knowledge

Table - Werecreature Father's Vocation Wererats

1D100%	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Status ¹
01 - 07	Peddler	Bargaining & Con	08
08 - 11	Tinker	Bargaining & Tinker	08
12 - 14	Beggar	Begging, Con & 1 Thievery Skill	00
15 - 29	Labourer	Endurance, Lifting Weights & Conditioning	07
30 - 32	Cobbler	Leatherworking (shoes), Knife Fighting	10
33 - 35	Tailor	Tailoring & Bargaining	10
36 - 40	Blacksmith	Blacksmithing & Mace Combat	10
41 - 44	Tanner	Leatherworking & Knife Fighting	12
45 - 46	Rural Carpenter	Carpentry & Mace Combat	10
47	Cartwright	Carpentry, Cartwright & Mace Combat	10
48 - 49	Apothecary	Make Drugs, Make Poisons & Herbal Lore	12
50 - 62	Entertainer	2 Artistic Skills	08
63 - 66	Thief	2 Thievery Skills	08
67 - 70	Physician	Herb Lore, First Aid & Herbalism	15
71 - 84	Hunter	Any 2 Outdoors Skills & Archery	08
85 - 92	Poacher	Setting & Disarming Snares & Tracking Prey	00
93 - 94	Fortune Teller / Wisewoman	Divining the Omens, 2 Materia Magicka Lore, Any 2 Other Lore Skills	12
95	Headman	Diplomacy, Writing & Any 2 Lore Skills	16
96 - 98	Villager	2 Agricultural Skills, Quarterstaff & 1 Outdoor Skill	10
99 - 100	Outcast	1 Combat Skill & 2 Outdoors Skills	03

¹ Applies to all vocations, except villager, and outcast assumes the Werewolf is a part of a gypsy / wandering band

² Applies to human society only. Most Werewolves have no formal hierarchy.

All natural born Werewolves begin play with Beast Tongue (Wolves), Tracking Prey and Running (Distance Running) at Basic Knowledge

Table - Werecreature Father's Vocation Werewolves

Playing a Lycanthrope

So what does playing a werecreature get you as a player? Let's take a quick recap shall we? Well, the ability to assume a man-beast form with enhanced physical attributes is certainly a major boon (although the point cost is a little high for many tastes), especially when combined with resistance to normal damage, the gaining of natural armour (some of which equals that of chainmail!) and, of course, regenerative capabilities.

What is the downside then? The character will not touch silver because it burns him, has to assume beast form under certain conditions (such as when under a full moon) and, when in beast form cannot enter holy places! Barely equals out, does it? So where is the catch?

It is vitally important that the Gamemaster remembers that players should **not** be allowed to create lycanthropic characters just to have more powerful characters than an average human (or Dwarf or Elf come to that). Such "heroes" should understand the darker aspect of their eternal soul and the curse that weighs so heavily upon it. Regardless of their method of creation, all werecreatures are cursed and are outside of God's view, destined to burn in Hell when they die.

The player may not personally believe in God or a soul, but in the Middle Ages there was no doubt that God was real and that your soul could be imperilled beyond all redemption.

Do not let these characters dominate the game as superheroes - force players to act upon the bestial urges that afflict their characters! If he refuses, then cure him through a miracle or something similar, and without giving him back any character points. Now he does not have to play out the darker side. If he is happy to play the lycanthrope as a cursed soul, then make him suffer (but be fair) with lynch mobs, criminal charges, the slaughtering of friends and family, and naked strolls through the countryside at night.

A well played lycanthrope can actually add to the group's enjoyment and such role-playing should be rewarded with a small, but noticeable, experience bonus (roughly 0.5% extra) to reflect the player's hard work and dedication to a very hard role. Even when well played, do not let the character dominate every story or be chased every time they enter a town. It is possible to lead some semblance of a normal life at times and the pain will be even more intense when, after a few weeks break, the wereform manifests to tear open the new love of his life.

This is a role-playing game - play the role!

Vampires

The vampire has long endured in human myth and is found in almost every culture around the globe. For every different culture there is a different type of vampire (a 'breed' if you will) with a dazzling variety of superhuman abilities, but this supplement concentrates on the vampires of Europe, and more specifically the style of vampire brought to light by the release of the widely read Bram Stoker novel 'Dracula'.

Although the text reads as if all of the vampiric powers are commonly available, this is not the case. Vampires in **C&S** receive a different treatment to most other games in that they must purchase their powers separately, so leading to a wide variety between vampires. No two are the same, nor should they be treated so.

Because of the wide range of powers, many of which describe standard elements of vampirism, such as creating new vampires or how they feed, the sections are not organised in the same manner as with the Lycanthrope section of this supplement. Instead, players and Gamemasters are encouraged to read the entire text in order to be fully aware of all aspects of a vampire. Where possible there are still common sections, such as those on lairs and society.

On a final note to experienced role-players, the vampires presented within this book are not angst-ridden human-wannabees, but dark beasts that revel in their powers. There is no humanity left in them, but only the urge to feed, survive, and procreate. These truly are the masters of the night!

If the rules below contradict anything previously published for **C&S**, then this book takes precedence as it elevates the vampire from 'beast to slay' to a creature that players can use as a character.

Society

Vampires do not have a society to speak of, but there are several different types of vampire and some do hold fealty to others, in a twisted parody of human feudal society. The most common form of vampire is actually the bestial vampire (see below), which is nothing more than a bloodsucking fiend, possessed of limited intelligence and few powers. Such creatures are created when a vampire kills a victim without feeding him a drop of his own blood. Although under the control of their master, they are most often used as guards or simply left to terrorise

an area until they are caught and killed.

Fully sentient vampires come in two forms. The "common" vampire and the "vampire king". Technically there is no distinction between the two, as they can have a wide range of powers at their disposal and are created using the same method. What separates them is their sense of their own power and their ability to rule a domain.

Most vampires are happy to terrorise a small area, such as a town or city, moving on when they begin to become the hunted. They may possess a few thralls, either mortal or bestial vampires, but generally lack the self-will to declare themselves masters of their race. Those that term themselves vampire kings are often centuries old, have dozens of thralls, possess lands in which they rule absolutely, and have created other sentient vampires.

No sentient vampire is under another's will, but during the first decade they are inexperienced, having few powers at their disposal and have yet to become used to their new status. They often seek to serve with a more powerful vampire, not always their creator, in order to learn and to acquire a degree of protection. In this way, a vampire can form a small force of other vampires who are happy to do his dirty work in return for favours.

Vampires rarely make social calls to each other and never form anything resembling a human clan or extended family. Most prefer the solitary life, relying on their own powers and instincts to protect them from foes. Likewise, vampire kings never make agreements over territory - they are supreme rulers, at least in their eyes, within their chosen domains and view all others as threats.

At heart the vampire is a predator, and no vampire will tolerate intruders into his feeding grounds for long. Vampire kings may keep up to a dozen other vampires around, but are loathe to give them a free reign. The greater the number of vampires within an area, the greater the chance that at least one of them will be detected and hunted, placing the king in jeopardy. If a solitary vampire enters the territory of another there is often violence, as the current inhabitant makes his claim and defends his feeding rights. Vampiric combat is not chivalrous, but instead is animalistic, with much showing off of powers to intimidate the intruder. If he still refuses to leave, then only a show of actual strength will suffice.

Lairs

The domicile of a vampire is referred to as a lair, whether it be a simple cave or a castle. The term is used because vampires are predators, rather than humans with a murderous bent. They actively seek their prey and feed from it.

Most vampires, especially those of common stock, do not have access to the castles that vampires are famed for residing in. Most flee from human settlements to the surrounding lands, where they find caves, ruined houses, or empty graves in which to hide during daylight hours. These lairs are simple affairs, with few guards or traps to protect them, save for any thralls or controlled animals to act as guardians while the vampire sleeps. Finding such lairs can be easy if the occupant has not taken care to cover his tracks, but such vampires are often young, inexperienced and of weak power levels. Those that consider themselves vampire lords, or kings, would never be caught dead (no pun intended) in such abodes.

Vampires that were once nobles, or who have lived for many decades or centuries, prefer more elaborate lairs, such as manor houses or castles, which they can acquire by standard inheritance or by murdering the current occupants. These lairs are often well guarded, both by mortal guardians and by traps. The coffin often resides deep within the catacombs or dungeon and is the most protected area of the lair. Undead slaves make good guardians as they do not need much feeding and will not fall sleep or be easily tricked by hunters.

A vampire can rule over a domain undetected for many years simply by staying out of public view and by frequently “dying” and having a relative inherit the lands. In rural areas, far from powerful neighbours with standing armies or from settlements with large Church buildings, a vampire may openly rule his subjects, using fear to keep the locals from fleeing or revealing his true nature. Such vampires often have the begrudging support of many locals, who act as his guardians by sending travellers on the way (or to their deaths).

Only those that can walk around unhindered by sunlight will have any form of cover trade. These beasts may pass themselves off as merchants, as nobles, or even as clergy, and can earn an income the same as any other mortal. However, few ever take up residence as common peasants, for their egos refuse to let them lower themselves to such humble status. Vampires with town houses will also protect

them and may even hire the local Thieves’ Guild to protect them. Those that have earned high status within human society often have human guards that protect them without knowing their true nature, such as the mayor of a small town who has the entire militia or town guard at his disposal.

Whatever the lair, a vampire must take care not to attract undue attention to it, for even the mightiest castle can be stormed and raised to the ground by a determined attacker.

Non-Human Vampires

Unlike lycanthropy, vampirism can affect any sentient species, including, but not limited to Dwarves, Elves and Goblinoids. Even trolls can, in theory, be affected, but none have ever been reported. This section details the views of the major non-human races on vampirism.

The Dwarfs are one of the oldest natural races on Earth and consider themselves as its farmers, tending to its needs. Dwarves hold no particular hatred of vampires, even Dwarven ones, unless they are foolish enough to feed on members of their race (which, like all races, the Dwarves see as an open act of hostility and evil intention).



When Dwarves die their spirits go to the afterworld, where they continue to aid the earth, either by passing their wisdom onto future generations or by melting down sacrificed metals and re-sowing them into the earth's crust. A Dwarven vampire has been removed from this cycle and can no longer aid his people or the earth. He is treated simply as an outcast, being driven from his home and left to fend for himself as with any criminal. Only if he feeds on a non-outcast Dwarf does the vampire place his life in any danger.

Although as potent as human blood, Dwarf blood tastes very ash-like to vampires, who prefer not to drink it unless they have to.

Elves, being creatures for whom blood purity is a vital part of their culture, and indeed their very being, treat vampires with great hatred, regardless of their race. To an Elf, the purity of his blood is everything and having it taken by force or subterfuge is a great crime amongst their race. High born Elves, those of greater racial purity, abhor the idea that their blood may become tainted, even refusing medical aid in some cases on the off-chance their blood mingles with that of their healer. A vampire poses a grave threat to the dwindling Elf numbers and they are sort out and destroyed without mercy and at any cost.

An Elven vampire, aside from being immediately declared an outcast, has endangered his living relatives, as they will be arrested and executed without hope for reprieve. Their life force is now allowed to enter the earth in order to replenish it and their corpses are burnt to stop any chance of them rising as vampires.

From a vampire's point of view, Elves make a potent food source, as the purer the Elf's blood the more potent it is. The Pure Blood Elves are closely linked to the faeries, and their blood is extremely potent, giving the vampire more strength than is possible from other species. Even that of the lowly Half-Blood is better than a human's or a Dwarf's. Such blood can be intoxicating to even aged vampires, often becoming addictive as they drink more.

Elven blood is worth more points than the actual Body Points taken, as shown below. For example, every single Body Point of blood drawn from a Pure Blood Elf is worth the equivalent of 10 points of human blood.

This means that a single point is enough to sustain the vampire for a week and taking the full ten points is equivalent to taking 90 points of human blood (the first point being used to sustain the vampire)! Such a vampire would then gain an extra 23 Body Points for himself, at negligible loss to the Elf (see *Blood & Normal Food* below).

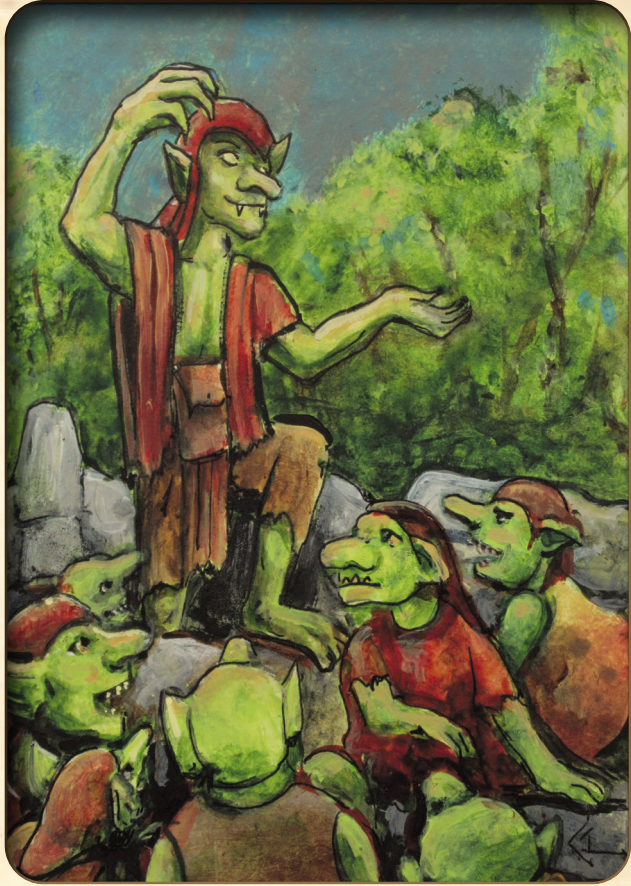
Elf blood also affects vampires as alcohol does a human, causing them to become drunk on its power. The standard intoxication rules should be used for a vampire who drinks Elven blood, with the alcohol-by-volume (ABV) being replaced by the potency percentage given below. The number assumes that a pint (10 Body Points) is drunk at any one sitting.

Elf Type	Body Points Gained	Potency
Pure Blood	10 Body / Body Point Drunk	20%
True Elf	6 Body / Body Point Drunk	12%
Great Elf	3 Body / Body Point Drunk	9%
Half Blood	1.5 Body / Body Point Drunk	4%

The Goblins and Orcs are a fairly primitive culture compared to that of most human races, but they still possess vampires amongst their number. The vast majority disdain vampires as a cursed creature that needs to be destroyed, but a few tribes actively follow such creatures, seeing them as strong leaders and being able to aid them in their wars against other races. Such creatures can often achieve a form of godhood, actively worshipped as a living deity. A Tribe supporting a vampiric leader tends to be more aggressive, take more prisoners to feed their lord, and are more willing to perform sacrifices amongst their own number when the need arises.

Any Goblinoid blood is as potent to a vampire as that of a human, although it tastes different to them. Goblin and Hobgoblin blood tastes to a vampire as a slightly-soured wine would to a human palate, whilst that of Orcs has a more coppery, and unpleasant, taste altogether.

Full details on the Elves' view of blood can be found in the **Elves Companion**. For more details on Dwarves see the **Dwarves Companion**.



Vampire Mages

Having, in theory, an eternity in which to live, drives some vampires to better themselves through the arts of magick. Whilst they possess superhuman powers, there is no harm in boosting one's abilities through alternate means. Learning magic is not easy for those not initially skilled in the arts, as they cannot easily attend classes under a mentor, unless they are held at night and suspicion can somehow be avoided. Since mages are often learned in knowledge of the undead most prefer not to take such unnecessary risks.

The easiest methods are to become self taught, which can take decades in itself, or to force or trick a mage to train them, not an easy task as most mages possess spells that can harm the undead. Ancient books are a self-taught vampire's best friends, as he can pour over them at leisure night after night until he learns to harness the power within them. Enthralling a mage is possible, if one can counter their strong wills and keep them enthralled long enough to learn from.

Woe to such a mage however, as the vampire often destroys him afterwards to cover his tracks and to stop the mage hunting him down for revenge if he learns the truth about his new friend.

Necromancy is the vampire's preferred magical art, as it gives them power over their lesser kin, such as skeletons, zombies or even ghouls. The lairs of such vampires are well protected and the most powerful can bring forth legions of the damned to combat intruders. Some dabble with conjuring demons, but few demons will actively deal with a creature that has no soul to offer for its aid. A rare few will trade aid and knowledge for living sacrifices, but these are a small minority.

Due to their rivalry, vampires rarely ever teach other vampires the magic arts. One never knows when a student will seek to become the master, and it is always best to keep your true strengths hidden from such rivals.

There are no special rules for vampire mages. They have the same access to Modes and Methods as their former species. Although they prefer Necromancy, they possess no stronger affinity to it than humans. No vampire may ever use Acts of Faith, as they are removed from God's natural order and he will not grant such beasts aid.

Misconceptions & Truth

Most of the tales of vampiric strengths and weaknesses are true and are dealt with elsewhere in this supplement, but there are still myths perpetrated amongst humans that endanger the would-be vampire hunter. These are dealt with individually below.

Garlic

Garlic is a powerful ward in occult circles. As a pungent herb it is used in cooking to flavour food, but it can also, so it is claimed, be used as a ward against vampires. Many cultures say that the smell of garlic alone is enough to drive away a vampire, nailed to a door or window it prevents entry, used as a necklace it keeps the wearer safe from a vampire's bite, and the oil can be used in a manner similar to holy water. Some myths say that stuffing a vampire's mouth full of garlic will destroy it.

All of these myths have one thing in common - they are wrong! Many vampires are quite good chefs, mainly as a leftover of their former life or for entertaining guests (or potential victims). They, as much as humans, use it in cooking, although they do

not eat the food for other reasons. Even Dracula, in Bram Stoker's original novel, was an accomplished cook and Jonathan Harker commented as such in his journal.

Bad Breath

One way to spot a vampire is, apparently, by its breath, which smells like a slaughter house or decaying meat. In the cases of bestial vampires this is likely true, as the vampire has no concept of cleanliness or of disguising its breath. Sentient vampires, however, are masters of subtlety and use other foods to disguise their breath, even though they do not digest food. No sentient vampire will be detectable through smelling its breath unless it has only recently drunk blood.

Stakes

It is true that a stake through the heart can, indirectly, be fatal to a vampire. The stake cuts the beast off from the negative energy that it relies on for part of its survival, but different types of wood are often quoted as being needed.

Ash wood is used in Northern Europe, and especially Russia and the Balkans, for it is believed, as quoted by Pliny the Elder, that all evil things fear it. In other parts of Europe the favoured wood is aspen, for it is widely believed that the cross on which Christ was crucified was constructed from aspen. The Slavs used hawthorn, as did the Romans, who saw it as a ward against any form of sorcery. The Greeks use buckthorn and the gypsies prefer juniper. Regardless of the wood it is constructed from, a wooden stake will cause a vampire harm, as will a blessed sword.

Unholy Nights

Throughout the calendar there are four nights on which vampires are supposed to have greater powers. These are, in order of importance to vampires, The Feast of St. George (23rd April), the Feast of St. Andrew (30th November), Walpurgis Night (1st May) and lastly All Hallows Eve (31st October). Legends say that on these nights the vampire is at his strongest, possessing greater powers and being able to stay awake into the day.

There is plenty of truth to these legends, although, as is wont with myths, not all the facts are true. The vampire does become more powerful on each of these nights, but only slightly on All Hallows Eve (believed by many mortals to be the main day for evil to walk abroad in the land) and with a fantastic

amount of extra power on the Feast of St. George.

On each of these nights mortals across Europe lock their doors and windows, and place whatever protective wards they believe in around their doors and windows. Extra prayers are said and soul cakes are made. Soul cakes are cooked for the dead to feast upon in the belief that they will then leave mortals alone. An extra place is laid at the dinner table so that the dead will have somewhere to dine, but vampires, and many other evil creatures, do not take much heed of such protections.

The table below shows the increase in power on the relevant unholy night. On the main two nights the vampire can literally double in power, but as with any of the unholy nights, the increase only applies between sunset and sunrise. If the vampire does not possess the number of powers listed that can be raised then he loses the extra bonus levels. Note that the listed maximum level of the power still applies (there is no fourth rank of *Strength* or *Endurance*, for example).

For example, a vampire with only *Strength* as a variable point power can only ever raise that by one level, no matter what night it is. If he also had *Transformation*, he could raise one or the other on All Hallows Eve and both of them on all the other unholy nights.

Feast of St. George	+2 to effective ML (max of 12); +28% to all skills; may raise four powers by one level.
Feast of St. Andrew	+1 to effective ML (max of 11); +21% to all skills; may raise three powers by one level.
Walpurgis Night	+13% to all skills; may raise two powers by one level.
All Hallows Eve	+7% to all skills; may raise one power by one level.

Common Advantages & Disadvantages

All vampires, regardless of their age, possess strengths and weaknesses. Whereas strengths can vary between different vampires, their weaknesses, for the most part, remain constant. There are always certain things that a vampire cannot tolerate, even though he may have been around for several centuries. What follows is a list of common strengths and weaknesses possessed by all vampires.

Damage Resistance

The vampire is a creature of special status. He is outside of nature to some degree, but still resides within its laws. The creature may be able to fly, to charm mortals into becoming slaves, and to control the elements, but it is still an object made from flesh and bone and it can be damaged.

Most weapons barely harm a vampire, causing nothing more than irritations and the wounds are never fatal. Even wounds caused by enchanted, blessed or high quality weapons, or those from magick and Acts of Faith, although extremely painful, can never be truly harmful. Indeed, there are only three sure ways to kill a vampire - sunlight, immersion in running water, and staking it through the heart followed by decapitation. These methods are all explained in more detail below.

When a vampire has taken damage to a sufficiently low level it is, however, forced to flee to its lair, whereupon it remains until healed. The creature must travel by its fastest method and cannot stop to engage opponents in combat, unless they specifically block its path and there is no alternate route.

Vampires suffer only half damage from unenchanted, unblessed or weapons of +3 quality or lower, or damage caused by magick or Acts of Faith. Enchanted, blessed or weapons of +4 quality or better do full damage. No matter how much damage a vampire takes it cannot be destroyed by any method save sunlight, immersion in running water, or by being decapitated after having been staked through the heart. Upon reaching zero Body Points the vampire must flee to its coffin at its fastest rate of travel. It takes no further damage unless from sunlight, immersion in water, or Fire Magick.

Damage caused by weapons that are unenchanted, unblessed or of +3 or lower regenerate at normal rates. Damage from weapons that are enchanted, blessed or +4 or higher quality is harder to heal, as are wounds inflicted by magick or by Acts of Faith.

In these cases, the vampire regenerates the damage caused at an ability rating lower than it possesses, to a minimum of standard human rates. For example, a vampire that could normally regenerate 1 Body Point per five minutes of inactivity heals wounds caused by the methods mentioned above at 5 Body Points per hour that he is in his coffin.

Claws & Fangs

"The Count smiled, and as his lips ran back over his gums, the long, sharp, canine teeth showed out strangely."

Jonathan Harker's Journal: Bram Stokers Dracula

A vampire's teeth are more than instruments for feeding with. They can be used to inflict terrible wounds, including the severing of the wind pipe. When not feeding or fighting, the vampire's teeth retract, similar to those of a snake, into his upper jaw, being invisible to normal detection. However, when the need arises the teeth grow to their full length, often enough to touch the bottom lip, within a fraction of a second. Most vampires possess extended canines or eye-teeth, but a few have developed the middle teeth of the upper palate into sharp fangs, similar to rats.

The teeth of the vampire have two purposes during feeding. Firstly they puncture the skin, allowing blood to flow to the surface of the skin, and secondly they contain small grooves along which the blood flows into the fiend's mouth. They do not actually suck the blood from the wound, but simply allow it to flow. For this reason, vampires prefer minor arteries, as the blood is under greater pressure, is richer to their taste, and flows more readily. Striking a major artery increases the blood flow tremendously, but is likely to kill the target as stopping the flow is difficult.

When a vampire has finished feeding he removes his teeth and allows the natural clotting system to take over and seal the wounds. Vampiric saliva is antiseptic in nature, and the wound never grows infected, although the puncture marks are highly inflamed and are hard to disguise. The same is true of a vampire's claws, which are in fact merely hardened and extended nails rather than true claws like those of a cat or wolf.

That said, it is the teeth which give the vampire the ability to feed. A vampire that drinks a pint of someone's blood from their neck gains power over that person as if they were subject to Entrhancement.

If they were aware of the attack they are first told to forget it, and then to cover up the puncture wounds in an inconspicuous manner until the damage heals naturally. The victim will make no attempt to seek curative medicines as he remains in the power of the vampire.

The negative energy that fills the vampire makes his natural weapons extremely dangerous, and mundane armour offers little resistance to their attacks. Only magick or Acts of Faith offer any real protection against the ferocious assaults of the king of the undead.

A vampire's claws and teeth are supernatural weapons and armour that is not blessed, enchanted or of at least +4 quality only offers half protection. Magick defence works normally, as do protective Acts of Faith.

When used to drain blood, the fangs cause damage each round equal to twice the result of the initial attack's Crit Die. Once drained of at least 10 Body Points of blood, the victim becomes subject to Enthralment until he completely heals the damage.

Nightvision

"He can see in the dark - no small power this, in a world which is one half shut from the light."

Mina Harker's Journal; Bram Stokers Dracula

Indeed, the ability to see in darkness is no small feat and it gives the vampire a distinct advantage over normal men, for when they are asleep he is awake and hunting for his next meal, scouting through the darkest night as if it were broad daylight. No amount of darkness, save that wrought by magick, can hamper the vampire's vision at night.

Unlike the cat or owl, the vampire does not see by small amounts of refocused light, but by seeing the world through the spirit world, where he can redirect the energy to reveal things hidden by darkness or shadow. Even in the deepest cave the vampire can see perfectly well, even enough to read.

Crossing Running Water

Vampires detest running water, for it symbolises the life that they have now left behind. They avoid it where possible and cannot cross it, so powerful is the meaning behind it. A vampire can fly over running water in animal or gaseous form, and even using the Flight Power, he may cross on a boat or bridge, and may be carried over it, but they will never wade through it.

Full body immersion in running water harms a vampire as readily as sunlight does, but placing a hand or foot into running water only causes them discomfort and a certain amount of pain.

Holy Items

"We are strong in the Lord and the power of His Might."

Abraham Van Helsing; Bram Stoker's Dracula

Like their lycanthropic "cousins," vampires are creatures shut off from the sight of God. They reside in a state of undeath that precludes them from entering Heaven or Hell. Certain holy items, namely the crucifix and holy wafer, have the power to keep a vampire at bay if held aloft by a man of the faith and directly targeted towards the vampire. Although vampires can learn to combat this aversion, most are forced away and cannot come closer than five feet. Be careful never to drive one into a corner, for if presented with no escape, the vampire will fly into a frenzy in its bid to escape the offending object.

Touching a crucifix, holy wafer, or drops of holy water onto a vampire's skin cause an altogether different reaction. The skin so touched immediately blisters and burns, smoking slightly. Prolonged exposure can cause tremendous damage and often leaves an imprint of the item behind after it is removed. Even this damage, though hard to heal, cannot destroy a vampire. Holy water poured into a vampire's coffin makes that particular coffin uninhabitable by the vampire, no matter what measures he takes to cleanse it.

Even if a vampire should be invited into a church or other sanctified ground it cannot enter, finding the way blocked as if with an invisible force field. Trying to force one in causes it to frenzy.

An ordained member of the clergy, or lay member with at least a 33 PSF% in Faith, can drive a vampire away with a crucifix or holy wafer. In order to do so he must succeed in a Faith test with a penalty equal to the vampire's Willpower PSF%. Success means the vampire cannot go within five feet of the person. Be warned - a vampire cornered by a holy item will enter a berserk state if he cannot escape the five foot radius. In this state he will attack anyone without regard, including the cross wielder.

A vampire struck by a crucifix or holy wafer, or splashed with a vial of holy water, takes additional damage equal to 1D10 + the level of Faith of the attacker. Simply touching a crucifix or holy wafer causes ½D10 damage per round.



This damage is considered Act of Faith damage and is not subject to damage reduction.

Entering Houses Uninvited

"He cannot go where he lists; he who is not of nature has yet to obey some of nature's laws - why we know not. He may not enter anywhere at first, unless there be someone of the household who bid him to come; though afterwards he can come as he please."

Mina Harker's Journal: Bram Stokers Dracula

Hospitality is something to be grateful for in the Middle Ages. Most nobles would accept other nobles as guests, even enemies, without hesitation as hospitality has its own rules. Even peasants would offer a stranger some comfort, although normally in return for simple chores. Whilst under a host's roof the guest may cause no harm to the lord or his household, and the lord must assure the guest's safety and comfort. Naturally these laws are very loose and can be slightly stretched and bent to suit the individual's view of his guests, but they are

pretty much immutable.

The vampire cannot be held bound by such laws, given as it is an abomination of nature that actively seeks to kill mortals for food and it cannot enter a house, or other property come to that, unbidden. Unless specifically invited in by a member of the owning family the vampire cannot cross the threshold. It may, however, use its powers, especially Enthrallment, to convince the owner to invite it in, but no power it possesses can force entry otherwise. In an area where vampires are known to reside few openly invite guests in unless they first prove themselves by crossing the threshold of their own volition.

Once a vampire has been allowed access to a particular building it may come and go as it pleases. Even revoking the invitation has no effect on the beast.

Be warned - vampires are very cunning creatures and can easily twist the conversation so that an invitation is unwittingly made.

Blood & Normal Food

"But he cannot flourish without this diet; he eat not as others. Even friend Jonathan, who lived with him for weeks, did never see him to eat, never!"

Mina Harker's Journal: Bram Stokers Dracula

Vampires feed only off the blood of sentient creatures and must do so with some regularity to avoid rapid decay. Once per week, the vampire must drink fresh blood or he quickly begins to weaken, eventually falling into a coma-like state. Whilst in this state of torpor the vampire cannot move, see, hear or even think. For all intents and purposes he resembles a normal corpse and is even immune to the effects of sunlight and immersion. However, the foul beast is not dead, merely cut off from the negative spirit world, hence the reason that sunlight and immersion fail to cause harm. The vampire can be awakened from this state by pouring a pint of fresh blood into his mouth, although the helpful servant, or foolish adventurer, often ends up as the next meal as the vampire will awaken in a state of berserk frenzy, seeking to feed as quickly as possible.

The amount of blood drunk must be at least a pint and drinking more does not extend the period before the next intake must happen. It does, however, temporarily boost the vitality of the vampire, making a recently fed vampire a more dangerous foe than usual. The blood of animals gives no sustenance to vampires, who cannot digest it effectively.

The temptation of seeing human blood is often too much for many vampires to take, and they will immediately begin trying to feed, even when doing so would endanger their lives. Even the great Count Dracula came close to drinking from Jonathan Harker when he cut himself shaving - only the Count's immense willpower saved Harker's life at that point. Blood is more than just food to vampires, it is a form of drug, the drinking of which gives them a perverse, and some might say unholy, pleasure. Unlike lycanthropes, vampires hold no one as family or friend and will take sustenance from any available source when the need arises. Standard mortal food is completely indigestible to vampires, who gain no strength or pleasure from it. Most cannot even hold it down for long before regurgitating it undigested, a sure way to detect a vampire. Most are wily enough to either refuse the food with excuses or to leave the table frequently to purge it from their systems.

A vampire must make a Willpower test whenever he sees fresh blood to avoid succumbing to his dark urges and begin drinking it. This is modified by +3% per witness and by -5% per day since the vampire last drank at least a pint.

For game ease a pint of blood is defined as 10 Body Points worth. Although the human body holds roughly 8 pints, most humans die from shock or 'blood loss' long before that amount is actually consumed. A vampire must drink blood from a sentient host once per week, otherwise he suffers the loss of 3 Body Points per day. When the vampire reaches zero he stops losing Body, but is effectively in a coma, capable of no thought or action. Pouring a pint of fresh blood into the vampire's mouth will re-awaken him, although he will immediately suffer from Berserk Frenzy until he reaches at least a tenth of his normal Body Points, either through blood gain or from regeneration.

Vampires gain temporary Body Points equal to one-quarter (rounded up) of the number of Body Points drained from their victim after the first ten. So a vampire draining a Dwarf of 25 Body Points of blood gains $((25 - 10)/4)$ or 4 Body Points. These last for one hour only.

A vampire that eats or drinks normal food must make a CON AR check at -20% to avoid being sick within an hour. A 10 Critical Fail result causes him to violently purge himself a few minutes after eating the food.

No Reflection

"He throws no shadow; he make in the mirror no reflect, as again Jonathan observe."

Mina Harker's Journal: Bram Stokers Dracula

Even vampires that can travel abroad in daylight loathe to do so because of this inherent weakness. The vampire, a creature that shuns the light and lives only in a world of darkness, has no shadow, nor does he cast a reflection in any surface. Scholars say that the shadow is an aspect of the negative side of humans, the dark side if you will, and that as a creature of pure evil and malice, the vampire is at one with its shadow. The lack of reflection is, simply, another sign that the vampire is a beast outside of nature's laws, for all mortal things have a reflection. In truth, vampires are no longer living or dead, they exist in a world that has no reflection on the earth and thus they themselves have no reflection.

Vampires do not keep mirrors or other reflective surfaces to hand in their lairs. Contrary to popular belief their lairs are not normally pitch black, especially those that try to maintain a semblance of normal life, perhaps being land owners or noble lords. Instead, they seek to provide as much illumination as possible and from as many directions as possible, so negating the shadow from everything.

The chance to spot a lack of shadow without specifically searching for one is based on a pure Alertness: Sight check (no bonuses). Actively searching for a shadow reveals, assuming conditions right, that the subject has none!

Sunlight

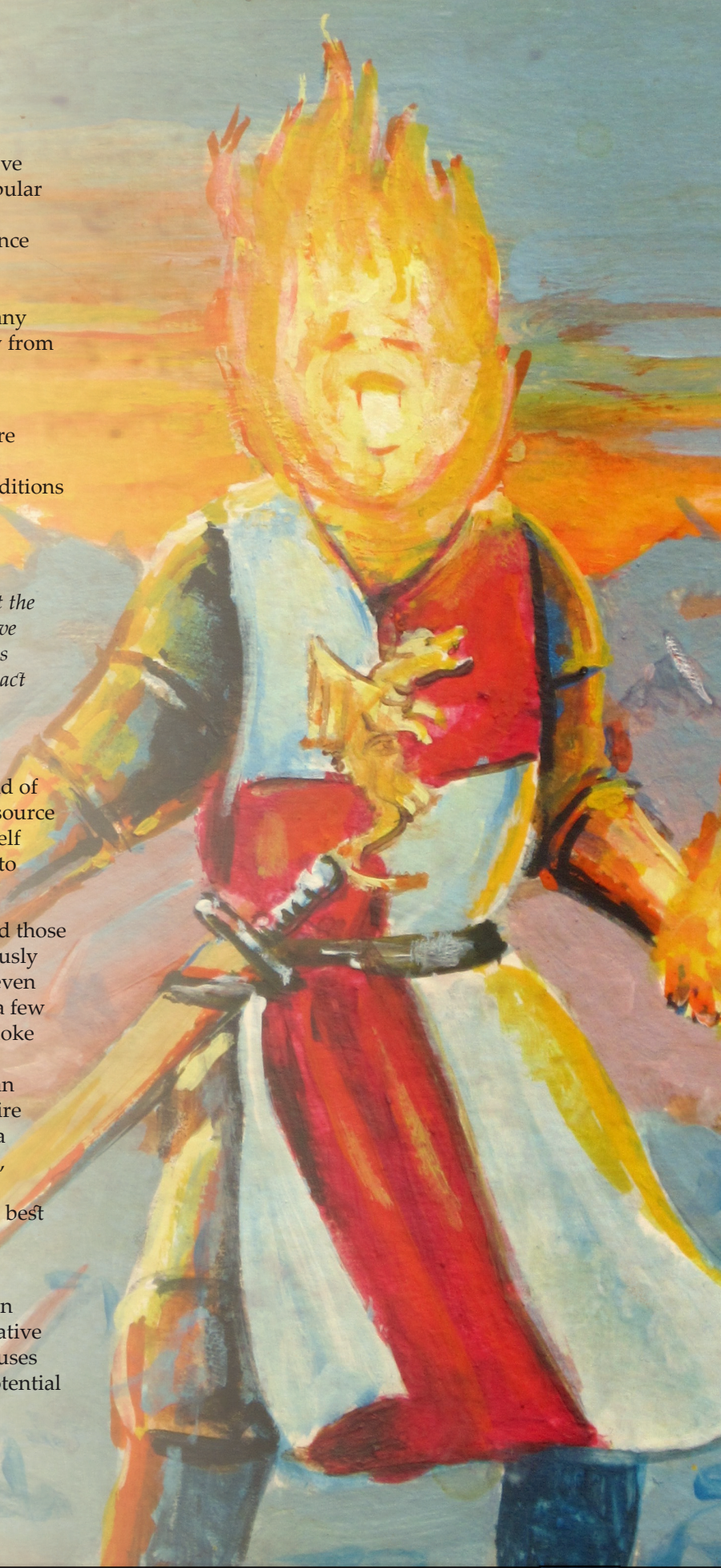
"His power ceases, as does that of all evil things, at the coming of the day. Only at certain times can he have limited freedom. If he is not at the place wither he is bound, he can only change himself at noon or at exact sunrise or sunset."

Mina Harker's Journal: Bram Stokers Dracula

Vampires are creatures of darkness, of evil, and of the negative side of humanity. The sun is the source of light and energy, the very essence of life itself one might say, and as such it is the anathema to vampires (and many other undead).

Vampires not capable of resisting sunlight, and those that can are a minute percentage, suffer hideously disfiguring burns when exposed to sunlight, even through clothing or heavy cloud cover. After a few seconds of exposure the vampire begins to smoke and, within a minute, the exposed areas burst into flame, burning with an intense heat and an unearthly green glow. All the while the vampire screams with pain and tries to flee into an area of complete darkness. If exposed long enough, the vampire turns into dust, his undead form extinguished forever. The sun is indeed man's best weapon against the vampire.

Even those vampires that can resist sunlight find that none of their powers function, the sun disconnecting them temporarily from the negative energy they need to survive. Although this causes no harm, it does greatly reduce their threat potential and few, if any, would start a fight when so weakened.



In game terms, the only powers that a vampire may use during the hours of daylight are *Agility*, *Endurance*, *Eternal Life*, *Improved Senses*, *Scale Walls*, *Seductive Appearance*, *Strength* and, obviously, *Sunlight Transformation*. Skill bonuses from *Enthrallment* still apply, but the power to actually *Enthrall* is lost. Vampires also lose 5 FP per hour when active during the day, losing Body when Fatigue is expended.

Coffins

"Thus, whereas he can do as he is will within his limit, when he have his earth-home, is coffin-home, his hell-home, the place unhallowed, as we saw when he went to the grave of the suicide at Whitby; still at other time he can only change when the time come."

Mina Harker's Journal#: Bram Stokers Dracula

The term "coffin" when used in the context of vampires immediately conjures up visions of a mahogany coffin, lined with red silk, and with squeaky hinges from which the vampire emerges at night to terrorise the innocent villagers that live nearby. In the Middle Ages coffins were likely to be simple wooden boxes, or for those with wealth, lead boxes. They are never lined, not do they possess hinges; the lid simply being nailed on after the occupant takes up residence.

The coffin is a vital part of the vampire's existence, for within it he may heal damage (if he possess the ability) and sleep soundly in his native soil. All vampires must sleep on the soil from their original grave, not just from the land they call home, as this provides the link to the negative energy that empowers a vampire's being. Removed from his soil, the vampire slowly weakens in a manner similar to that from blood starvation. Although vampires can sleep anywhere that their native soil is placed, most still prefer their coffin - a reminder of their status as masters of the dead.

Vampires forced to sleep on anything other than their grave soil lose 1 Body Point per night. They enter a coma similar to that for starvation when they reach -1/2 Body Points.

Vampiric Powers

The section on character generation lists the various vampiric powers from a game mechanic point of view. Within this section the powers are expanded upon and described more fully. Remember that contrary to popular belief not all vampires possess the same powers.



Accelerated Healing

Vampires are not technically dead and they are not technically alive either. They exist, instead, within an definable state known as undeath and are themselves undead. Living creatures regenerate tissue damage very slowly, often taking weeks or months to recover from serious wounds. The undead have strong links to the negative aspects of the Spirit World and can draw a limited supply of energy from it, which they use to heal themselves. Vampires with this power can heal damage at phenomenal rates compared to mortals, even when they have only a basic knowledge of it. Without this power, the vampire still retains enough humanity to recover at standard human rates of healing.

Vampires are more susceptible to wounds inflicted by enchanted, blessed or high quality weapons, and those caused by magick or by Acts of Faith. In these cases the vampire heals at a slower rate, and in most cases he must heal these at a rate similar to that of humans who have taken wounds.

Agility

The average vampire is as agile as he was in life, but a few have developed preternaturally fast reflexes, allowing them to avoid blows or walk along precarious ledges with a good degree of success. The exact method by which a vampire acquires this ability is unknown, as the corpse can no longer improve its physical development through exercise. Most scholars believe that it is due to their unearthly link to the Spirit World, granting them the ability to act faster than mortals through either a basic form of precognition, which enables them to avoid blows a fraction ahead of mortals, or through the energy that flows through them.

Causing Blights & Crop Failures

The state of undeath in which a vampire resides is not confined purely to itself. A few have been able to extend this field of negative spirit energy into the area surrounding their lair. In the case of this power it causes plants to wither and die slowly. At first the blight takes the form of mildew on the plant, but within a month it begins to spread, actively rotting the plant at a rate faster than it can grow.

Although often dangerous to possess as it can reveal the presence of a vampire to those with the correct knowledge, in more isolated areas it is a safe way to drive mortals from the immediate area without having to physically manifest in front of them and terrorise them. Those vampires that openly rule

mortals use this power as a form of control - so long as the mortals obey their lord their crops grow; if they fail him their crops wither and his more loyal minions guard the roads out and drive fleeing villagers back (or deliver them to their master).

Causing Plagues & Epidemics

As a power that kills its food source, many would consider this a strange power for a vampire to possess. Yet, the logic behind it is simple. If people across the city are dying of the plague, who will miss a few that die of less than natural causes. The majority of peasants would not recognise a vampire bite anyway and would likely attribute the cause to boils or weeping sores from the plague. Even if someone did recognise the symptoms of a vampire's bite, they are unlikely to attribute the cause of the plague to him.

This power is similar to that of Causing Blight and Crop Failure, in that it is caused by the undead state of the vampire being extended into the surrounding area. Once the disease starts, although some scholars argue that the disease is actually attracted to the area by the vampire's power, it runs its natural course, leaving the vampire free to move on if he so wishes. The exact disease that infects the area varies, and no vampire can be said to have any control over exactly what plague begins to spread.

Castles under siege by evil forces, may suddenly find plague outbreaks, as will large cities that can support a vampire undetected for many, many months. Many vampires simply enjoy watching others suffer and will inflict this power upon a settlement for no other reason. As a side-effect of this power, the vampire himself becomes immune to all forms of disease, magickal or otherwise.

Control of Animals

"It was almost as if the sound sprang up at the raising of his hand, just as the music of a great orchestra seems to leap under the baton of the conductor."

Jonathan Harker's Journal: Bram Stokers Dracula

The vampire's dominion over wolves and bats is, in the eyes of mortals, without question. As far as they are concerned all vampires possess legions of obedient wolves and flocks of bats, amongst which the vampire himself travels at night. Yet, as with all vampiric powers, those that possess this ability are not altogether common.



In order to control the animal the vampire must have direct line of sight and be able to gaze into the beast's eyes, if only for a few seconds. Through sheer force of will the vampire dominates the mind of the beast, bringing it under his control. An animal dominated in this way will obey any order its master gives it, even to the point of suicide.

Most vampires can only control an animal for a few days before they must re-dominate it. Although possessed of fairly weak wills, the animal slowly regains its own will, especially if separated from its master for long durations. Some animals, mainly those already possessed of weak wills, can be irrevocably controlled, but this is a rare instance and has little to do with the power of the controlling vampire. Each vampire can only project his will on a small number of animals at any one time, although this number grows as the vampire ages, and it is rare to find one with more than a hundred small creatures under his control at any one time.

Any mammal or avian can be controlled through this power, but not reptiles or fish.

Control the Elements

"He can, within his range, direct the elements; the storm, the fog, the thunder"

Mina Harker's Journal: Bram Stokers Dracula

The exact reasons a vampire has links to the element of Air are unknown to scholars, who argue that surely Earth would be their forte, being as they are creatures that have risen from it. Whatever the reason, there are vampires whose control of the weather is second only to powerful mages and witches.

Since this power grows as the vampire ages, newly created ones have only a basic knowledge, being able to summon breezes or mists, whereas the older ones can generate full blown storms and even tornadoes.

Most vampires use this power to delay potential attackers or to stop foes from escaping their domain, for few wish to travel in a raging storm, providing as it does extra cover for attackers. Travel by boat can be increased through control of the wind; likewise it can delay travel for others with storms or becalming effects.

Create Other Vampires

Within Europe, both Eastern and Western, there are a wide variety of myths as to how a vampire can be created. Although this section deals only with the most common method in Western mythology (or at least Hollywood mythology), that of creating a vampire through the bite.

Other methods include certain predispositions (being born at certain times of the year, having two hearts, weaned too early, sucked after weaning, death without baptism, received a curse, mother did not eat enough salt during pregnancy or mother stared at by a vampire whilst pregnant).

Actions committed in life (committing suicide, practising sorcery, eating sheep killed by a wolf, saying a mass whilst in a state of mortal sin, being a werewolf (!)), and death or after-death causes (having a cat jump over the corpse, having a shadow fall on the corpse, no burial, death by violence, death by drowning, being buried face up in the grave, or murder that is not avenged).

This power is, fortunately for mortals, fairly rare and so the number of new vampires created at any one time is very small. Most vampires do not seek to have slaves but feed only for sustenance and pleasure.

In order to create a new vampire, the vampire must drain his victim of blood to the point of death. This does not mean that he has to drain every drop of blood from a body, as some humans will die of shock long before the body has been sucked dry. There is no requirement for killing the victim over time; a single night will suffice. Once dead, the corpse appears, for all intents and purposes, to be nothing more than that. The sun will not burn the body any more than it would a normal corpse, nor do holy items or the like affect it.

However, on the third night after death the corpse rises from its grave, digging its way free if necessary, and rises as a bestial vampire, possessing only a limited, and yet highly cunning, intelligence. This bestial vampire is under its creator's full control, but can be left to its own devices. Sadly, these foul beasts know only how to feed, and follow no other pursuits. Most prefer to lure their prey into traps rather than attack them openly.

Vampires with the more powerful version of this ability can create full vampires, similar to themselves in that they grow more powerful with age, possess their full mental faculties, and have ambitions and

goals. The procedure for doing so is similar to that above, but the vampire must feed the victim a drop of his own blood just before death occurs. This drop of blood bonds the newly-created vampire to the Spirit World, filling him with the energy necessary to re-awaken as a full vampire.

Drain Life Force

Not all vampires are created equal. Some have stronger connections to the Spirit World than others and those possessing this gift have some of the strongest links of all. Through their icy cold touch these vampires can, quite literally, drain the life force from a living creature (though not plants), sucking its body energy into the Spirit World, from where it dissipates. It is important to note that the vampire himself does not benefit from this ability, it merely destroys his mortal opponents.

The power is not always in effect and the vampire can switch it on and off at will, although as with all powers his ability to do so grows as he ages.

Endurance

As mentioned earlier, vampires are undead and possess ties to the negative part of the Spirit World. Whilst all vampires can withstand large amounts of physical damage simply through their undead status, there are those whose ties to the spirit world fill them with preternatural levels of physical energy. No vampire actually breathes, taking all sustenance from blood and the energy of the spirit world, but physical exertion still tires them as it does humans through muscle fatigue. Those possessing this gift can withstand higher amounts of physical harm and can endure conditions where humans would be guaranteed to fail. As a side effect of their enhanced constitution, they gain an increased degree of resistance to drugs, poisons, and diseases.

Enthrallment

One should, according to legend, never look directly into the eyes of a vampire, for this gives them power over you and makes you their slave. Sadly, this is not the whole truth, for many vampires with this power can use their voice alone to control those of weaker wills than themselves.

The vampire may use his eyes to simply subvert a target's will, or he may use his voice to command them to obey him. The choice has nothing to do with the age of a vampire, but only his personal choice. The great force of will of the vampire hammers at the resolve of the victim, forcing the vampire's

will onto the subjects own. Once self will has been temporarily removed, for this power is not permanent, the victim becomes a willing slave to the vampire, eager to please his new master. An enthralled victim does not need to be in visual sight of the vampire to receive orders, for the master possesses a mind link to his new servant, enabling him to give orders at great distances. This way, the vampire can gather information from the safety of his lair, risking only his agents and not his self.

The seductive nature of this power affects members of the opposite sex better than it does the same sex, and most vampires prefer such servants as they are easier to control. Of course, the vampire and subject must be of the same species for this to work effectively, as very few humans find a Dwarf attractive, regardless of sex, and vice versa.

All vampires with this ability are inherently "charming," (+10 PSF to Charm Skills) in that their words are soothing and seemingly contain great truth. From the enthrallment of a slave to bargaining with a merchant, vampires with this power are great leaders and often possess many slaves; both enthralled and those willing to follow of their own free will.

Eternal Life

"The vampire live on, and cannot die by mere passing of time; he can flourish when that he can fatten on the blood of the living."

Mina Harker's Journal: Bram Stokers Dracula

Most vampires are, luckily for mortals, not truly immortal with regards to aging. The term immortal when used to describe a vampire is always in some doubt anyway, as they can be slain by certain means. Even vampires with this power can be slain, they have just cheated part of death.

Most vampires continue to age naturally, eventually dying of old age as do humans and the other races. This makes them dangerous only in the short term and patience will see death catch up with them. Those that possess stronger ties to the Spirit World can use the energy there to slow the effects of aging, in a manner similar to that of some faeries. Old age creeps up on them slowly, giving them an extended life span roughly equal to ten times that of a normal human. This also grants them enhanced resistance to diseases, poisons and drugs, but they can still be despatched through these methods if the substance is potent enough.

The true vampire, at least according to myth, is truly beyond aging and ages no further than the day he died. As centuries pass he maintains his youthful appearance and is also virtually immune to foreign substances within his bloodstream. These are the most dangerous of foes for they have the time to learn new powers and grow stronger.

All vampires that have at least a basic resistance to aging can show signs of old age if they do not drink regularly though. As stated elsewhere, vampires need to drink at least once per week to maintain their undead status. Every day that the vampire goes without blood after this he ages externally by five years, so a vampire that would normally look like a 30 year old man would resemble one nearer sixty if he did not partake of blood for a fortnight. This does not affect the vampire as old age does mortals, it is only the resemblance of age and once he drinks he assumes his normal appearance within two hours.

Fear

As if the vampire itself is not enough to cause fear in the hearts of mortals, many can extend the negative energy of the Spirit World to affect even those of stout heart. When invoking fear in mortals vampires use different methods, although all produce the same result. Some prefer to make their eyes change colour to either blood red, pitch black, or those of a wolf; whereas other will snarl and bare their fangs in a display of potential power.

Whatever the method, the affect can be truly terrifying to behold, causing mortals to run or cower from their assailant. The power is best used to warn mortals away or to cower them before launching a full attack, for in their fear and panic they are much less likely to stand and fight but instead run in terror to find shelter.

Those of strong Faith can combat this power, calling upon their belief in their deity to give them strength and courage. Likewise, hardened combat veterans often possess great Willpower, as do many mages. Even so, one should never count on these to provide total protection.

Flight

Some vampires can assume the form of a bat, others can turn into mist and travel against the wind, and a few can simply will themselves to fly without needing other forms. The vampiric power of flight is not particularly fast, but it gives the vampire an extra mode of transport, allowing him to cross running water safely or to fly behind attackers

or victims. Flying is simply a matter of willing it, without need for incantations. Most scholars believe that the vampire simply harnesses the energy fields of the Spirit World to cause him to rise above the earth and the stronger his tie, the longer his flight duration will be.

Distance is always a limiting factor, and vampires are no different. Most can fly only for a maximum of a few hours and even the most powerful can barely travel all night without needing to land upon the earth and rest.



Improved Senses

The vampire is a creature of the night, a time when sound carries and vision is fogged by night. Aside from being able to see in darkness, a trait all vampires share, there are also those that have a greater sense of sight and hearing than mortals. Unnatural as they are, the vampire's senses are almost as sharp as those of beasts, such as owls or birds of prey. The quietest sounds and the smallest movement are perceived by the vampire as clearly as words shouted or the waving of arms from close range.

As predators, their senses have greatly increased, and it is said that a vampire can hear a heart beating through a solid wall and sense the flow of blood over many miles.

These highly-attuned senses make it very hard to surprise a vampire when he is awake, and even when in his coffin the vampire's sense of hearing does not desert him. Many legends say that a vampire automatically knows all that goes on within

his domain and, whilst most information is brought to his attention by loyal spies, his own senses go some way to backing this legend with fact.

Misting or Vaporising

"He can come in mist which he create - that noble ship's captain proved him of this; but, from what we know, the distance he can make it through this mist is limited, and it can only be round himself."

Mina Harker's Journal#; Bram Stokers Dracula

Mist is commonplace in most parts of Europe and, aside from the creepy effect it can give natural phenomenon, it poses little harm to mortals. Unless a vampire lurks within it, invisible, for his form is that of the mist itself!

Turning into mist or vapour is a common vampiric power as it allows a great many benefits and few hindrances. In this form the vampire cannot be detected as an undead, he can only be harmed by certain magicks, namely fire, although he only suffers half the normal amount of damage from this. He can hide from attackers (even dogs detect nothing unusual), and he retains his ability to sense life forms, although he cannot see or hear per se. Instead, he senses the natural energy given off by all living objects.



Whilst subject to the movement effects of strong winds, the vampire can move against the wind if he chooses, although this can be tiring if used for extended periods or against particularly strong winds.

The vampire can also part materialise if he wishes, although he cannot move if he does so. This does not mean that he can be half mist and half man, but he can extend his arms back into physical form to attack a foe. This leaves him open to assault of course by normal means, but the effect can be truly terrifying to the intended victim.

Scale Walls

"But my very feelings changed to repulsion and terror when I saw the whole man slowly emerge from the window and begin to crawl down the castle wall over that dreadful abyss, face down, with his cloak spreading out around him like great wings."

Jonathan Harker's Journal#; Bram Stokers Dracula

The ability to climb sheer surfaces is a boon to those undead that cannot fly, transform into a bat, or turn their physical form to mist. Although most peasants live in only simple single-storey houses, many vampires live in ruined castles or towers and this gives them an optional means of entry. It also allows them to hide in places attackers would never normally look, such as on ceilings.

This is not simply a power enabling the vampire to climb walls like an expert, he can literally cling to any surface, as a spider does. The vampire does not secrete a substance to aid him, nor does he use claws, but instead bonds himself to the material he is scaling through subtle control of the element of Earth. He has no other Earth powers save this, and cannot use magick based on the element.

Seductive Appearance

Lucifer himself was described as a bringer of light, an angelic being with the face of an angel (which he was). Vampires come in many forms, from the hideously ugly, to the stunningly beautiful, and vampires with this power have walked the latter path. Their beauty can rise high enough to cause even chaste men's (or women's) head to turn and dark thoughts of pleasure enter the minds of lesser willed folk. Such a vampire can charm his way into households with a few simple words and a seductive smile.

Shadow Walking

"He can become so small - we ourselves saw Miss Lucy, ere she was at peace, slip through a hair-breadth space at the tomb door. He can, when once he find his way, come out from anything into anything, no matter how close it be bound or even fused with fire - solder you call it."

Mina Harker's Journal#; Bram Stokers Dracula

The vampire, as a creature of the night, has a certain ability over shadows. Vampires possessing this power at low levels can only elongate shadows to provide them extra cover when moving around in darkness. Even the simplest shadow can be altered to provide the beast with sanctuary from a hunter's sight.

At higher levels the vampire can perform astonishing acts, such as becoming a shadow's width in form, so that he can slip through minute gaps. Whilst in this form the vampire is immune to all attacks, save those caused by sunlight. Even holy items have no power over the beast and he is almost impossible to spot. Luckily, the beast can only use this power for short periods, generally no more than a few seconds, but it is a very powerful escape tool.

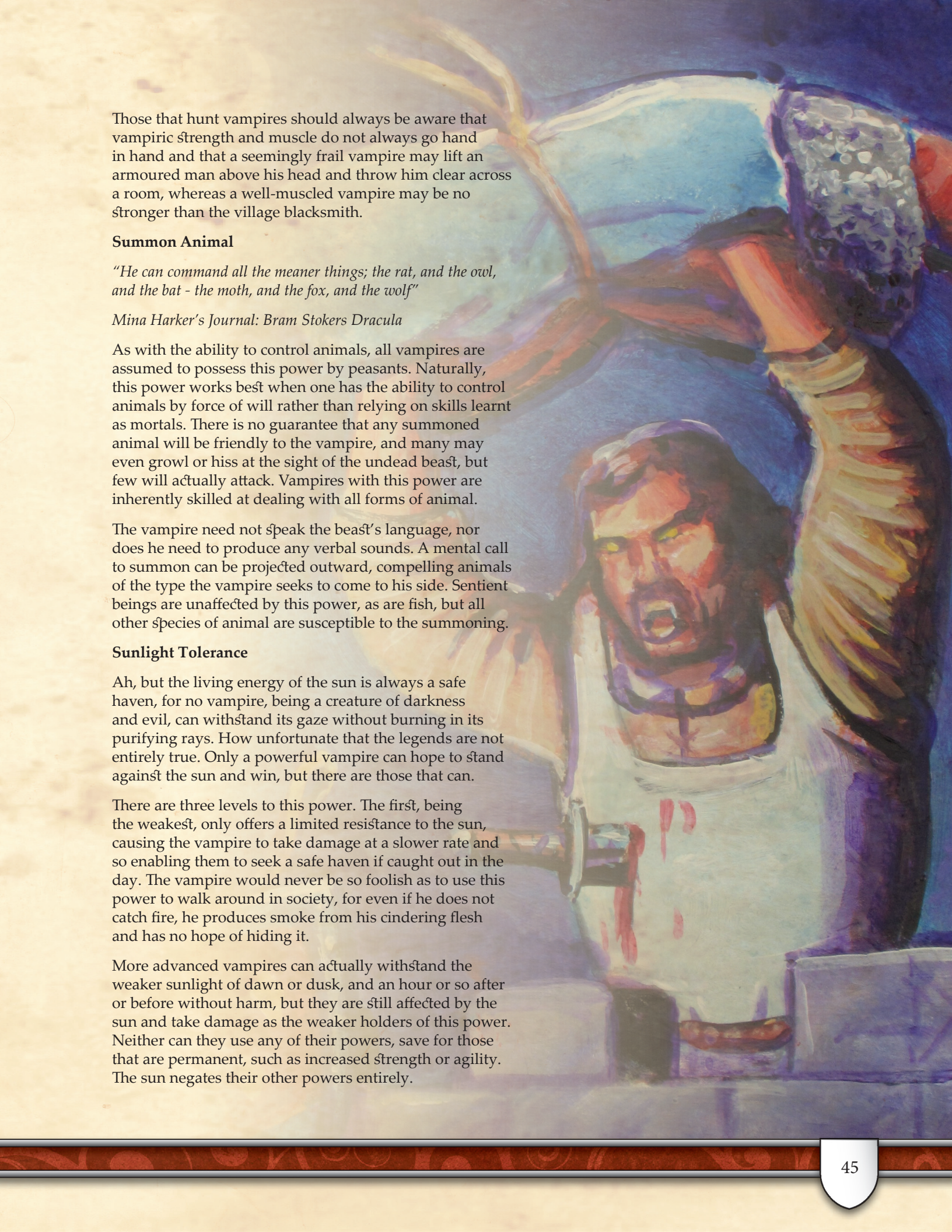
The most powerful practitioners of this power are said to be able to enter through one shadow and appear within another, even if this means passing through solid objects. The vampire must, however, have previously visited the location in order to enter it in this fashion. The time taken to travel the distance is negligible.

Strength

"He has the strength of many in his hand - witness again Jonathan when he shut the door against the wolfs, and when we help him from the diligence too."

Mina Harker's Journal; Bram Stokers Dracula

Many forms of undead possess fantastically high levels of physical strength, a clear sign of the link between themselves and the Spirit World that empowers their very being. Age has nothing to do with strength in vampiric circles and even the lowliest newborn may be stronger than the master, able to bend a sword or rip a door from its hinges with little effort.



Those that hunt vampires should always be aware that vampiric strength and muscle do not always go hand in hand and that a seemingly frail vampire may lift an armoured man above his head and throw him clear across a room, whereas a well-muscled vampire may be no stronger than the village blacksmith.

Summon Animal

"He can command all the meaner things; the rat, and the owl, and the bat - the moth, and the fox, and the wolf"

Mina Harker's Journal: Bram Stokers Dracula

As with the ability to control animals, all vampires are assumed to possess this power by peasants. Naturally, this power works best when one has the ability to control animals by force of will rather than relying on skills learnt as mortals. There is no guarantee that any summoned animal will be friendly to the vampire, and many may even growl or hiss at the sight of the undead beast, but few will actually attack. Vampires with this power are inherently skilled at dealing with all forms of animal.

The vampire need not speak the beast's language, nor does he need to produce any verbal sounds. A mental call to summon can be projected outward, compelling animals of the type the vampire seeks to come to his side. Sentient beings are unaffected by this power, as are fish, but all other species of animal are susceptible to the summoning.

Sunlight Tolerance

Ah, but the living energy of the sun is always a safe haven, for no vampire, being a creature of darkness and evil, can withstand its gaze without burning in its purifying rays. How unfortunate that the legends are not entirely true. Only a powerful vampire can hope to stand against the sun and win, but there are those that can.

There are three levels to this power. The first, being the weakest, only offers a limited resistance to the sun, causing the vampire to take damage at a slower rate and so enabling them to seek a safe haven if caught out in the day. The vampire would never be so foolish as to use this power to walk around in society, for even if he does not catch fire, he produces smoke from his cinderling flesh and has no hope of hiding it.

More advanced vampires can actually withstand the weaker sunlight of dawn or dusk, and an hour or so after or before without harm, but they are still affected by the sun and take damage as the weaker holders of this power. Neither can they use any of their powers, save for those that are permanent, such as increased strength or agility. The sun negates their other powers entirely.

The most powerful of vampires are immune to the effects of sunlight, taking no damage and producing no smoke. They may walk around as any other mortal may, although they too may use none of their powers that need activation. For all intents and purposes they can pass as a normal member of their species, giving them the ability to fool attackers and make useful contacts. These are the most powerful of the night fiends, for they have broken the boundaries of their eternal prison, at least to some degree.

All vampires active during the day tire more easily than normal, although they can pass this off as simply being unfit or unwell.

Transformation

"He can transform himself to wolf, as we gather from the ship arrival in Whitby, when he tear open the dog; he can be as bat, a Madam Mina saw him on the window at Whitby, and as friend John saw him fly from this so near house, and as my friend Quincey saw him at the window of Miss Lucy."

Mina Harker's Journal: Bram Stokers Dracula

The most common animal forms attributed to vampires are those of the bat, cat, dog, wolf, rat, bird or mouse. In reality the vampire is not restricted to any particular animal and could, if the need arose, change to the form of an elephant! It is important to note that not all forms are open to every vampire, for as the vampire ages so his control over the transformation improves, enabling him to assume a wider variety of forms.

When the vampire changes form he retains all his vampiric weaknesses (sunlight, holy items, etc.) but loses most of his vampiric powers. The vampire may only fly if his new form allows flight (no flying rats or dog!); he may not speak, except in the language of the beast whose form he assumes; he may not cast spells; or use any of his other vampiric powers, save for those which are permanently in affect (such as Agility or Sunlight Tolerance).

For most vampires the ability to transform shape is either to gain entrance or to escape an area without arousing suspicion. A rat within a town or city will not be treated as unusual, nor would a cat or dog. Certain forms, like rat or mouse, allow easier access into sealed areas through small holes, and obviously the bat or bird form allows flight.

Whatever the vampire's age, there are still certain forms the vampire cannot achieve. He cannot, for instance, change into the form of another humanoid, regardless of race or sex, nor can he change into mist or an inanimate object with this power.

Destroying A Vampire

Vampires are inherently evil and outside of nature, thus making them far worse than any beast, even a dragon. Their existence is a thorn in the side of man and a direct taunt of God's Creation. However, they are not easy to locate, nor are they easy to destroy. The following section covers firstly the methods by which one may attempt to locate a vampire and secondly the only methods guaranteed to destroy one.

A few of the more obscure methods of destroying a vampire (which are not used in the C&S setting) include stealing the left sock (only works on a few species), bottling (mainly used in Bulgaria), breaking the spine, using animals such as a cock, dog or white wolf, boiling the heart, extracting the heart (very messy).

Detecting A Vampire

In order to destroy a vampire, one must first locate one. The following list holds true as a means of detecting most vampires, but is not a guarantee of success. Some vampires have differing weaknesses and finding out which ones a particular member of the species has may alert it to the hunter's presence. Many can also apply to mages, mad hermits, or those suffering from certain illnesses (such a porphyria).

Fangs or long nails are, indeed, almost sure fire ways of spotting a vampire, but they are only visible when a vampire wishes them to be, otherwise seeming like normal teeth and nails. Red eyes are often attributed to vampires, but unless they are invoking a fear response they remain as they did when the vampire was alive. The lack of sunlight leads to a certain paling of the skin, but this can be the result of disease, or in the case of noble women, something that was sort after. In latter years especially, nobles preferred a light skin tone as a weathered look was the look of a peasant who worked the fields.

The possession of remarkable strength, endurance or agility may be traits attributed to some vampires, but not all possess them to the same degree, if at all. Many warriors, crafters and entertainers have at least some of these traits through training and their profession.



Even a quiet footstep, sometimes attributed to the undead, may belong to an innocent or one whose profession involves moving stealthily at night, such as a thief or assassin.

The reluctance to enter a house without an invitation is harder for a vampire to disguise and most prefer other means, such as Enthralling a member of the household or using trickery to gain access. That said, few would trespass anyway and an invitation is almost always forthcoming when someone arrives at your door. Once inside the house the host would normally offer some form of refreshments. Whilst refusing may be seen as rude, it does not mean that your guest is one of the undead. He may have recently eaten or simply not be hungry.

Even your subject not being seen during the day is not a guarantee of having found a vampire. Many mages work at night, preferring the peace and quiet in which to perform their strange arts, as well as being able to work magick away from prying eyes.

A lowly vampire within a town or city may even find work at night, such as a nightwatchman, giving him the excuse of sleeping during the day.

More esoteric methods, such as targeting anyone living in a house deemed evil by others or one who wears unusual forms of dress may result in false accusations being made against a mage, a foreigner, or simply someone who the locals dislike and would rather see burnt at the stake.

Indeed, sunlight, the only sure fire way to detect a vampire, is still not a 100% guarantee, as a small minority can move during the day. However, it is still the most reliable, but often involves great risk in bringing the suspected vampire into the sunlight.

There is, at the end of the day, only one true way to detect a vampire, at least in the eyes of Middle Ages Christians - have a man of faith touch a crucifix, holy wafer or drop of holy water to the skin of the subject.

No vampire can withstand the pain of such holy items, which burn them and leave tell-tale marks. It is important to note that a vampire that has no concept of Islam, Judaism, or even Christianity cannot be affected by their holy symbols. The power these objects have on a vampire is the vampire's own knowledge that he is cut off from his God and eternally damned.

Sunlight

Sunlight, as mentioned earlier is the great bane of the vampire. It burns their flesh and causes them immense pain and is one of the few methods that can be used to irrevocably destroy one. Even so, vampires in sunlight still have plenty of fighting potential left, although they are generally more interested in fleeing the area.

Vampires suffer 1D10 Body Points of damage per round of exposure to sunlight, regardless of its intensity. When reduced to $-\frac{1}{2}$ Body Points through sunlight damage (or immersion damage) the vampire is destroyed, crumbling to dust. A vampire may continue fighting whilst burning, but does so with a penalty equal to one-half of his PSF% in his skills.

Running Water

Water is a symbol of life, for all living creatures, including plants, require it to survive. The symbolism of running water is that of growing life and it, like sunlight, is an anathema to the undead vampires, severing their link to the Spirit World. Vampires are not drowning when immersed, they are being burnt by the water, but without the fire and smoke that happens with exposure to sunlight. They still develop the burns and sores associated with fire.

Vampires suffer 1D10 Body Points of damage per round of immersion in running water, so long as the vampire is completely immersed in it. When reduced to $-\frac{1}{2}$ Body Points through immersion damage (or sunlight damage) the vampire is destroyed, turning to dust and dissolving in the water. A vampire may continue fighting whilst 'drowning', but does so with a penalty equal to one-half of his PSF% in his skills.

Staking & Decapitation

By tradition a stake will render a vampire inert so long as it is constructed from hawthorn. Actually the stake can be made from any wood but must be thrust through the heart.

The heart is a fairly small object within the chest, is protected by the rib cage, and contrary to some people's belief lies in the centre of the chest, not on the left-hand side.

Once the stake enters the heart, and an untipped arrow can be used as a substitute, the vampire is made completely inert, unable to use his powers, nor move or speak. His thralls, however, remain under his control and even without orders will strive to defend their master from death.

A blessed sword, and only a sword, can also be used to pierce the heart and cause paralysis so long as it is of at least +4 quality or higher. The sword must remain in the vampire's body until the corpse is burnt, which often damages the sword beyond repair as well.

Targeting the heart specifically incurs a -75% penalty to simulate the moving limbs, twisting of the torso and so on in a combat situation.

Once the vampire has been staked, his head can be removed and the body burnt. This will ensure certain and irrevocable death for the undead. It must be noted that removing the stake before decapitation will cause the vampire to reanimate immediately, with its full powers restored. Likewise, after the beast has had its head removed it must still be burnt with haste or it can be reattached and the beast brought back to unlife.

To do so, the head must be placed back on the vampire's neck and ten pints of blood used to coat the body. An eleventh pint must be fed to the vampire, who then awakens with his powers intact but with only minimal health (regardless of his previous level). He may take many months to regain his full strength, but at least he still has existence.

Once the head is placed back on the vampire's shoulders, he reawakens with only 1 Body Point (regardless of his previous level before decapitation).

Vampire Character Generation

Although C&S contains rules for generating Vampiric characters, the rules in this supplement take precedence over those in the main rules. These rules contain several new Vampiric Powers.

In general, creating a vampire character is no different to creating a normal C&S character. Attributes must be chosen, default skills assigned, and family background determined as normal.

Even vocations do not change (unless otherwise mentioned in the main text). What does change is how the vampire gains experience points as a starting character and what special abilities he has. These are shown in the following tables.

Firstly, all vampires must determine their age, as shown on the Table - Vampiric Age to determine the length of time they have been a vampire. It is important to note that if you are using the points system you **do not roll** but must instead pay the points cost. Only those using the random system may roll. From this table the player will be able to see how many Power Points the character has to spend on Vampiric Powers and how many bonus starting experience points are gained. This table does not replace the usual age table, it supplements it (hence the reason the experience is presented as an additional award).

All vampires are, by nature, Poorly Aspected so you do not roll on the table, nor do you gain points for being of this Aspect and possess **Nightvision**.

No power requires any Fatigue to activate, although each power can only be used a number of times per night (or day) equal to the vampire's ML, save those which are a permanent ability or skill bonus, which naturally apply constantly. Each power may only be purchased once, but can be improved with age if a character pays **double** the point difference.

1D100%	Vampiric Age Years	Power Points	ML	Additional Experience	Point Cost
01-45	10	10	1	+1000	0
46-55	20	15	2	+2000	10
56-59	30	20	3	+3000	15
60-71	40	25	4	+4000	20
72-81	50	30	5	+5000	25
82-87	60	40	6	+6000	30
88-91	70	50	7	+7000	35
92-95	80	60	8	+8000	40
96-98	90	75	9	+9,000	50
99-100	100	90	10	+10,000	60

Table - Vampiric Age

Power ¹	Power Point Cost	Power ¹	Power Point Cost
Accelerated Healing	5 / 10 / 20	Enthrallment	10
Agility	5 / 10 / 20	Eternal Life	5 / 10
Causing Blights & Crop Failures	15	Flight	10
Causing Plagues & Epidemics	25	Improved Senses	10
Control of Animals	10	Misting or Vaporising	15
Control of the Elements	5 / 10 / 20	Scale Walls	5
Create Other Vampires	5 / 10	Strength	5 / 10 / 20
Drain Life Force	5	Summon Animals	5
Endurance	5 / 10 / 20	Transformation	5 / 10 / 20

¹ Each Vampiric Powers may only be purchased once

Table - Vampiric Power Cost

Description of Vampiric Powers

Accelerated Healing

Many vampiric species can heal at supernatural rates. For 5 Power Points the vampire can heal 5 Body Points per hour that he sleeps in his coffin. For 10 Power Points he can heal 1 Body Point per five minutes, so long as he is inactive. For 20 Power Points he can heal 1 Body Point per combat round, whether active or inactive.

Agility

Supernatural speed is also linked to several vampire species. The amount the vampire's Agility increases by is dependent on the number of Power Points he spends. Five Power Points gains him +2, 10 Power Points gains +4 and 20 Power Points gains +8.

Causing Blights & Crop Failures

The presence of the vampire acts as a blight on crops, causing them to fail. Similar to the Plant spell Blight/Wither, the vampire reduces the fruit or crop yield of any orchards or fields within a radius of 1 x ML miles by one-tenth per month that he stays within that area.

Causing Plagues & Epidemics

This is one of the vilest powers attributed to vampires. Those undead with this power are harbingers of death on a large scale. For every month within a settlement there is a cumulative chance equal to his ML, as a percentage, of an outbreak of a virulent disease. The Gamesmaster should work with the player to determine the exact disease. The vampire is immune to all diseases as a side effect of this power.

Control of Animals

The vampire gains +20 PSF% to the skills Calm & Attract Animals and Intention of Animals. He also gains a power similar to the Command spells Command Animals, except that his effective Targeting TSC% is that of his Calm & Attract Animals. The duration of the power is 1 day x ML and the power becomes permanent if the vampire rolls a Critical Success on his activation roll. The number of animals that can be controlled is equal to his 1 x ML for large creatures and 4 x ML for small creatures. Vampires with the Summon Animals power gain a further +10% to TSC% with the skill.

Control the Elements

One of the most powerful abilities known amongst vampires, it gives access to the majority of Basic Magick - Air spells and the Vampire learns the Method of Magick with a +20 PSF% and uses the method for casting and targeting. The vampire gains the powers shown in Table Vampiric Powers Control the Elements, based on his ML

ML	Power Available
1	Breeze, Still Light Winds
2	Fog & Mist
3	Rain, Still the Winds, Winds
4	Northwind, Southwind
5	Calm the Gales, Gale Force Winds, Heavy Rains
6	Weather Play
7	Torrential Rains
8	Calm the Hurricane, Hurricane Force Winds
9	Changeable Weather
10	Tornado

Table - Vampiric Powers Control the Elements

Create Other Vampires

Not every species of vampire has the ability to recreate and even then, those species that do propagate have different methods. For 5 Power Points, if the vampire drains a victim to the point of death they arise within three nights as a bestial vampire (a slave vampire under the control of the vampire (as per the Command spell Enthral). A vampire may control 10 x ML bestial vampires.

For 10 Power Points, the vampire can feed the nearly dead victim some of his own blood, creating a full vampire capable of learning powers as it ages. Such a vampire is an independent entity not under the control of its sire.

Drain Life Force

An insidious power, the deathly cold grip of the vampire drains 1D10 + ML Fatigue Points from any exposed flesh he touches. The Fatigue Points are not given to the vampire. Once all Fatigue has been drained the victim loses Body Points at the same rate.

Endurance

Many species of vampire are renowned for their ability to withstand large amounts of damage. The amount the vampire's Constitution increases by is dependent on the number of points he spends on the power. 5 Power Points gains him +2 to CON, 10 Power Points gains +4 to CON and 20 Power Points gains +8 to CON.

Enthralment

One of the better known vampiric powers, this acts exactly as the Command Spell Enthral in all ways. The effective PSF% is equal to his Charm skill PSF%. The vampire selects ½ D10 (rounded up) of the following skills and gains a permanent bonus of 10% to his PSF% for each skill selected.

He may choose from the following Charismatic skills: Bargaining, Begging, Charm, Con, Diplomacy & Politics, Intimidation, Leadership and Oratory; or the Noble skill of Courtly Love.

Any enthralled victims can be contacted by the vampire using Mind Speech.

Eternal Life

Eternal life is not guaranteed to all species of vampires. For 5 Power Points the vampire ages only one-tenth the rate of a normal human.

He also gains a bonus of 3% + 1D10% to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll. For 10 Power Points, he gains true immortality as far as ageing goes and grants the vampire a bonus of 6% + 2D10% to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll.

Note: if his CON ends up with 99% resistance he becomes virtually immune to all natural diseases and poisons!

Without this power the vampire ages normally and can be affected by diseases and poisons.

Flight

This is the power of flight without having to change into an animal form. The power is as per the Transcendental spell Flight. However, the vampire can fly for 1 hour x ML, rather than the duration listed under the spell description.

Improved Senses

The vampire gains a bonus of +25% to his PSF% in Alertness: Sight and Alertness: Sound.

Misting or Vaporising

As per the Transmutation spell Gaseous Form, the vampire can assume the form of mist or vapour. All notes under the spell description apply to the vampire. No roll is required.

Scale Walls

The vampire gains the ability to climb sheer surfaces far better than a human and gains a bonus of +25% to his PSF% in Climbing. He also cannot roll a Critical Failure, this will always counts as a normal failure.

Strength

Many species of vampire are renowned for their superhuman strength. The amount the vampire's Strength increases by is dependent on the number of points he spends on the power. 5 Power Points gains him +2 to STR. 10 Power Points gains +4 to STR and 20 Power Points gains +8 to STR.

Summon Animals

The vampire gains the ability to summon beasts, although there is no guarantee that they will obey his commands. The vampire gains the powers of the Summoning spells Summon Small Animal and Summon Large Animals. His effective PSF% is that of his Calm & Attract Animals (as applicable). If he also has Control of Animals power he gains +10% to Calm & Attract Animals and Intention of Animals.

Transformation

As per the Transmutation spell Shape Shift, the vampire can assume the form of a creature other than a humanoid. The ML of the vampire for this power is based on the points he spends to buy the power 5 Power Points gives ML 4, 10 Power Points gives ML 7, and 20 Power Points gives ML 10. The power lasts for 1 hour x ML. No roll is required to Transform.

Experience & the Powers

Vampires, like other sentient beings, can improve themselves as they age, not only in their skills but also their vampiric powers. When wishing to learn or improve skills vampires use the standard methods as presented in the main rules. However, when purchasing vampiric powers, the vampire must spend experience points at the rate of 1000 exp per single Vampire Power Point he wishes to gain. The vampire may store these points until he can learn a new power, or he may wait and spend them in one lump. A vampire may convert no more than 5000 experience points in this manner per year of campaign time.

To improve an existing power the vampire must pay not the difference in cost between the new level and the old, but as if he were buying the new level altogether. This represents the difficulty in achieving the higher powers (and acts as a game balance to stop vampiric characters taking over the game).

Playing A Vampire

So, you've read the rules and notes on being a vampire and you want to play one. First ask yourself why. If you want to play one simply to be more powerful than the other players in your group then think again. A vampire is very tough, and possesses, a vast array of special powers that can destroy entire adventuring groups. But he also has severe penalties, such as his vulnerability to sunlight and holy items, his lack of shadow, his inability to enter buildings unless invited by the owner (and how many barkeeps actually invite people into their establishment?), and, of course, their blood drinking habits. Most players prefer their characters to walk around in daylight and actually meet interesting people, rather than skulk around at night avoiding detection and attacking innocents.

Bestial Vampire

The bestial vampire is not a full vampire per se, lacking many of the special powers that make their masters so fearsome in combat. They are little more than beasts, possessing a cunning intellect but little in the way of actual intelligence. They know how to feed and how to use subtle plans to lure prey, normally stray children, away from any guardians. Bestial vampires suffer from all the usual vampiric strengths (claws, enhanced protection from normal weapons, , Nightvision, etc.) and weaknesses (sunlight, holy items, etc.) and possess only slightly higher strength and endurance as a bonus. They cannot learn any vampiric powers, nor do they have any of the usual powers found in the **C&S** Core Rules Bestiary Chapter

Vampires are also inherently evil creatures that exist to cause suffering to others and who feed from others of their own species (or any other sentient species come to that).

So why do we have vampires as characters then? Firstly, there is always the option of having a player vampire and his thralls, although not every player will want to be completely under another's control and it does require a large amount of maturity from the vampire's player.

Secondly, there is the role-playing element involved with playing a vampire. Maybe your character does want to regain his humanity and atone for his sins. In this case maybe the Church has given him a huge quest to complete and the other players are his '*guards*' or travelling companions. Naturally we must feed, but at least they can control him if he goes too far. Or maybe he can walk around in full daylight and only feeds when he has to, at night and far away from the others, who he stays with for protection and, if necessary, a quick snack if things get desperate. Do not just play a mindless thug. Build your vampire with a lot of thought as to how he will interact with the mortal characters in the group. And remember, the majority of common citizens will not tolerate a vampire in their mists.

Bestiary

The vampire in the **C&S** Core Rules Bestiary Chapter can still be used by the Gamemaster. When he wants a standard vampiric opponent he simply uses either the Vampire or Vampire King statistics from the book. Of course, a better option, especially if the Gamemaster wants the vampire to be a unique foe with powers that surprise the players, then he would be better designing them as a character and then converting them to a vampire, buying powers based on their age as a vampire.

Creature Type	Weight	Ht	F	B	BAP	DT/ Sprint	Attack (PSF%) + Base Damage	MR	Dodge (40+)	Stam (40+)	Will (40+)	Hon
Bestial Vampire	150 lbs	6'	31	45	17	10'/20'	Lgt. Bite (23) 5P; Med Claws (30) 12S	10	10	30	15	85



New Vocation & Sample Non-Player Characters

This chapter details a new vocation, one that specialises in hunting lycanthropes and vampires, and two sample characters, a lycanthrope and a vampire. The characters can be easily inserted into any existing game with a few changes to the background notes.

Monster Hunter

Monster Hunters are not common men who have taken up hunting extremely dangerous monsters for the fun or profit of it. Nor are they warriors with a side-line business. All monster hunters are members of the Church, although not necessarily ordained members. They have pledged an oath to seek out and destroy abominations that do not fit God's plans of Creation (at least as the Church sees it).

They are not scholars - they have access to those through the Church - but are the Church's strong arm.

Characters must possess a Spirit of 15+ to qualify as a Monster Hunter. They begin play with 25 x Social Status in pennies (modified by Status Within Family as normal).

Monster Hunter Vocational Skills	Monster Hunter Secondary Skills
Any Athletic Skills	Any Charismatic Skills
Any 2 Charismatic Skills	Any Lore Historical
Any Combat Skills (except K-Only)	Any 4 Thievish Skills
Faith	First Aid
Lore of the Dead	Any background skills
Magical Beast Lore	
Magical & Enchanted Race Lore	
Initial Number of Combat Skills	5

Giles 'the Black' of Winchester

32-year old Mercenary Captain and 'made' wereboar

Giles of Winchester was born into a military background. His father was also a mercenary captain and taught his son the arts of war from an early age, hoping he would one day replace him. Giles began his career as a cavalryman in his father's company, 'The Silver Dogs', soon becoming a sergeant through his own abilities. He also had a nasty side to him that loved the brutality of war and few prisoners survived a night at the hand of Giles and his most trusted aides.

One day whilst hunting boar Giles came across a particularly large member of the species and engaged it in hand-to-hand combat to prove his mettle. Although he won, it was at great cost, for the boar was a wereboar and Giles became infected with lycanthropy. Rather than stop his career, it drove him on further. His bloodlust was harder to satisfy and Giles began torturing men of his own company who disobeyed his orders. His father tried to bring him back into line but he was murdered by Giles, who then devoured him.

Afterwards Giles assumed command of the company, following the removal of his father's loyal lieutenants.

Giles now runs a smaller company of mercenaries known as 'The Bloody Tusk', whose emblem is a boar's head with blood-stained tusks.

His, and their, reputation is as hard fighters but with a penchant for excessive use of force and for torturing their prisoners to death. Even so, such men will always find a home somewhere so long as wars need to be fought. He has been a wereboar for 9 years now.



Social Status 19 4th Level

Height 5' 8" **Weight** 195 lbs
Body 40 **Fatigue** 52
LCAP 298 lbs **CCAP** 149 lbs
BAP 17 **Honour**: 130

Wereboar Abilities (apply to beast or man-beast form only): Nightvision; Berserk Frenzy; Magic Resistance 15; +25% Alertness: Sight & Alertness: Sound TSC%; Regenerate 2 Body per round; Natural Armour 6C, 10C, 4P, 6M, 3E

Attributes	Human	Man-Boar
Strength	18 AR 85%	23 AR 96%
Constitution	18 AR 85%	21 AR 92%
Dexterity	17AR 82%	
Intellect	13 AR 70%	6 AR 40%
Wisdom	14 AR 73%	
Discipline	16 AR 79%	
Bardic Voice	13 AR 70%	
Appearance	13 AR 70%	
Spirit	11 AR 62%	

Giles normally carries a longsword (+3 quality) and wears a simple chainmail hauberk (+2 quality).

Description	lvl	BCS	Human PSF%	Human TSC%	Man-Beast PSF%	Man-Beast TSC%
Alertness: Sight	1	07%	3%	10%	3%	35%
Alertness: Sound	1	07%	3%	10%	3%	35%
Battlefield Tactics (S)	2	20%	14%	34%	6%	26%
Brawl (V)	2	50%	18%	68%	26%	76%
Cavalry Lance (V)	1	20%	13%	33%	13%	33%
Conditioning (V)	4	--	--	--	--	--
Dodge (M)	3	60%	17%	77%	17%	77%
Endurance (V)	4	--	--	--	--	--
First Aid	0	50%	6%	56%	0%	50%
Greatsword (M)	3	40%	21%	61%	35%	75%
Heavy Shield (M)	4	50%	24%	74%	32%	82%
Leadership (S)	3	30%	15%	45%	15%	45%
Local Geographic Lore	0	60%	2%	62%	-8%	52%
Mounted Combat (M)	4	40%	22%	62%	NA	NA
Ride: Horse (M)	3	60%	19%	79%	NA	NA
Ride: Warhorse (S)	4	20%	22%	42%	NA	NA
Slashing Sword (M)	4	50%	24%	74%	32%	82%
Stamina	2	40%	18%	58%	32%	71%
Wear Heavy Armour (V)	--	--	--	--	--	--
Wear Light Armour (V)	--	--	--	--	--	--
Willpower	0	40%	8%	48%	8%	48%

Nicola Davenport

68-year old vampire (50 years as a vampire); former priest's daughter

This is an age before the Church forbade its priests to marry and Nicola Davenport was the eldest daughter of the priest of a small village parish. While her father was relatively wealthy compared to many of the parishioners, Nicola dreamed of marrying a knight and living like a queen. Sadly fate had made her rather plain, a fact the village girls took great pains to bring to her attention whenever she lorded over them.

Frustrated, she turned her attention to her father's library, where she discovered a book on the dark arts. Although the book itself held no direct means of achieving beauty, it did point her towards a possible means. Ignoring the warnings, she left home one day to visit an old tower that stood in the local woods. The tower had a sinister reputation but that suited her purpose fine. The owner of the tower, a vampire of some age, was amused by her pathetic pleadings for beauty and gave her what she wanted, but without first telling her of the terrible price she must pay.

Now Nicola Davenport is a vampire, an outcast from her village and terrified of her father's faith. She has achieved the beauty she so deeply desired but not her dreams of becoming a knight's wife, for her curse causes her to feed from her would-be suitors. Such is the price of the sin of vanity.

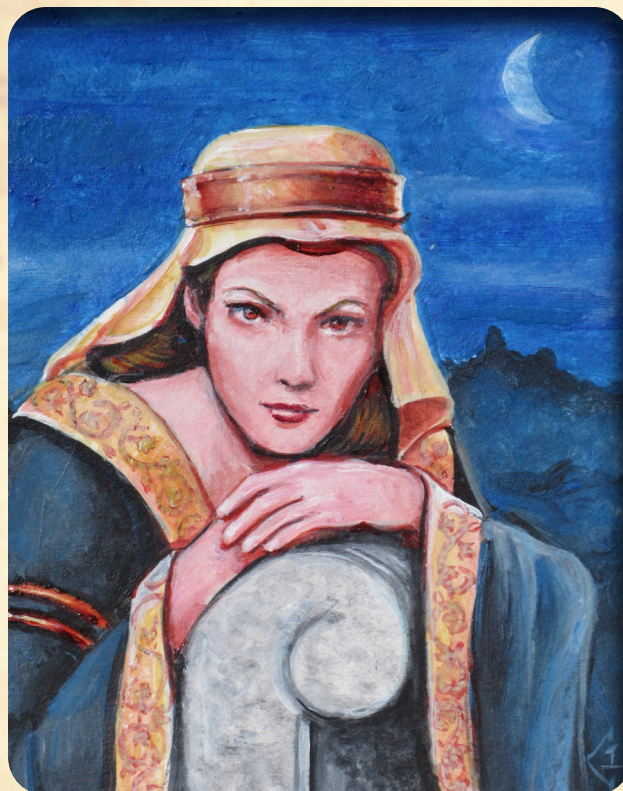
Social Status 19 3rd Level

Height 5' 3" **Weight** 132 lbs
Body 31 **Fatigue** 22
LCAP 111 lbs **CCAP** 56 lbs
BAP 14 (+3) **Honour:** 25

Vampiric Powers Nightvision [0]; Claws & Fangs [0]; Limited Damage Resistance [0]; Enthralment [10]; Seductive Appearance [20]. Effective ML 5

Attributes

Strength 10 AR 58%
 Constitution 9 AR 54%
 Dexterity 13 AR 70%
 Intellect 15 AR 76%
 Wisdom 16 AR 79%
 Discipline 13 AR 70%
 Bardic Voice 16 AR 79%
 Appearance 20 AR 90%
 Spirit 8 AR 50%



Skills

Description	lvl	BCS	PSF%	TSC%
Alertness: Sight	0	07	0	07
Alertness: Sound	0	07	0	07
Brawling	2	40	6	46
Charm (M)	3	40	29	69
Clothes: Sewing & Knitting	2	50	8	58
Courtly Love (M)	3	40	25	65
Courtly Manners (M)	3	40	15	55
Diplomacy & Politics (M)	3	40	26	66
First Aid	1	50	7	57
Heraldry	2	40	14	54
Knife & Dagger Fighting	2	40	8	48
Local Geographic Lore	2	60	12	72
Local History & Legends Lore	2	60	12	72
Lore of the Dead (M)	3	50	15	65
Read/Write Latin	1	50	14	64
Read/Write Own	1	60	14	74
Ride: Horse	1	40	5	45
Speak Latin	3	50	38	88
Stamina	0	40	-2	38
Willpower	2	40	8	48

References

Although there are many films and books that contain werewolves and vampires, the few that are listed below are the ones I consider the best, mainly for their excellent portrayals of the creatures as required for playing the role in an historic setting. Most of the films are rated 18, mainly for their gory content. Both the films and the books are fairly old and may not be available for purchase from anything but second-hand stores or car boot sales.

Films

An American Werewolf in London

The Howling - (first film only)

Hammer Horror Films

Bram Stoker's Dracula

Nosferatu

Salem's Lot - the TV Mini-Series

Books

The Werewolf, by Clemence Housman

Dracula, by Bram Stoker

The Keep, by F. Paul Wilson

Vampire Encyclopaedia, by Matthew Dunson

Magic Items

Primer

Magic items in the Chivalry and Sorcery world are primarily of three types: Everyday, Outstanding and Mythical.

An everyday item, is the potion or wand, the trinket and token you give to a minion, powders and talismans. These are items that are either one shot, or contain very utilitarian lower level powers. They may have a fixed number of uses and usually are not capable of being recharged, these are simple magical devices.

An outstanding item is a device of power that has lower level spells, often these are attacking and defensive in nature, though some well known examples have higher level spells of a utilitarian nature for travel and summoning. They tend to be the usual things, staves, crystal balls, winged boots etc.

Mythical items, are also items of power, but usually have a great deal of age to them. They have most likely been added to over the years, to give them additional capabilities from the original design. These items tend to have an ego attached to them, and often can form another member of the adventuring group; as a personality played by the Gamemaster.

When designing an item, if it is a simple device that has a simple use, then its form and function are probably all that is required; these types of items are not usually the focus of an adventure. A Gamemaster need not spend much time on their background. However, if the item or items are playing a more important role in the game and will be an adventure focus: perhaps the Mage wants to recreate a variant, or seek out the original from clues he has found in his research; then it is useful to have some knowledge as to the creation methods, the origins and where such things might have once been.

To this end we have provided a catalogue of themed magickal items using what we recommend as sufficient 'detail' for an interesting power item.

Common Name

The name that the items is known by in the modern time of the player characters and in the region they are adventuring in.

Other Names

What other names has the item been known by, perhaps regional or time period variations?

Power level

What is the number of spells and the total level of spells contained in the item? What is the maximum level of spell? Is this classed as a focus? Does it require nested complex spells?

Charges

How many charges does the item have, how many spells can be stored in the item?

Recharge Rate

How many charges does the item recover each day?

Formula for creation

List and details of the items required and the enchantment method to create the original item.

Description

What form does the item take, what does it look like, what adornments does it have, has it suffered damage in its lifetime that gives away its true nature? Is the item obviously magickal or does it have a mundane look to it?

Powers and activation

What can the item do, how does it do it and how can the user activate these abilities? Can anyone use the item? Can only those who have a correct method and form use the item? Is the item coded to a certain race or family line? These are some of the questions that should be addressed in this section.

Original creator

Who was the first creator of the item? Is this information lost in ancient history? Was the creator even human, perhaps the item is created by other hands: Djinn, Elves, Dwarves or perhaps more demonic magic? Perhaps the item is an artefact and was created by the gods, its first user would be listed here.

Date of creation

When was the item originally made, what year or epoch did it come from?

Number of copies

Are there other copies out there, is this part of a set or combination item?

Last known owner and location

Where do the sages and tomes point to as the last known location and owner?

Variants

Are there more modern variants of the item? What can they do that is less or greater than the original? How does one tell a variant from an original? Are there cursed versions?

Research Notes

If someone was looking for the item, or looking to make a copy or variant of the item, what resources are out there? This section should have information that gives reading sources, legends, tales of the adventures of one of the users of the item.

This section is basically where you put hooks to mini-adventures / sidebar games so that the world continues to live though this usually abandoned or trivialised part of the game. The feeling for the player is that their character, has been active and earned his knowledge. The item will have meaning, it will matter, it will be worth making an effort for and cause sadness or trouble if lost or stolen.

C&S is about forging bonds that are worth something greater than just wealth.

For this section I usually run a research session in 'QuickTime'. Players make fast decisions and things that take weeks happen in moments. Rolls are made where needed and more or less information is gained. At anytime the player may call Stop and move into a more normal flow of time when he thinks it's getting too dangerous or perhaps feels confident to bring in the other players.

If time is an issue then, I normally table this part of the game and ask the player if he will be available for a sidebar session; either in person, skype or phone call. This can be run in 'Quick Time' like before or played out as fully as the time allows. Bringing the results to the table taking into account the time that has passed.

Body of Silver

Other Names

Bane Oil, Tinsel Rub

Power level

This is a simple item with a single spell

Charges

Each vial will hold 8 uses of the body oil

Recharge Rate

None - Consumable

Formula for creation

Materials Required:

Silver, Moonstone, Aconite (also known as monkshood or wolfsbane), Myrrh, Tears of a Lycanthrope, Fur of a Lycanthrope, Teeth of the wolf, the boar, the rat and the bear, a garnet. Then a clean crystal decanter of good quality

Construction

The mage must first purify himself with seven days of water fasting, each day at sunrise, midday and sunset he must bathe and scrub himself clean. This must be timed so that the last day of his cleansing falls on the eve of a full moon, for the next day his work begins.

All the materials (not the decanter) must already be enchanted to MR 0

The Myrrh and other fluids are purified using the standard methods of Alchemical purification.

The other materials are crushed and ground to a powder except for the garnet.

The ground components and the purified liquids are combined into a clean decanter, while performing a set 3 hour ritual; the mage must be naked and under an unobstructed full moon. The combination of the ground and fluid materials are activated at the end of the ritual by the dropping of the garnet into the decanted oil.

The garnet may be reused for other preparations.

The Spell cast during the ritual is Shower of Stones (Core Rule Book p328 with the noble metal density).

Consequences

If the spell has not been cast by the time the moons sets then the work is ruined. The cleanse must begin again.

If the ritual is interrupted then not only does the work fail but the caster is in trouble, he has a chance of turning into the very thing he was trying to protect against. Roll a resist disease check. Any failure and he will spend a year and a day as a random werecreature. On a critical failure with his resist disease check he carries the curse permanently or until cured.

For this reason most mages will perform this ritual out in the wild woods.

Description

The oil is a ruddy brown colour and of a loose consistency, in the light the silver shines brightly through the liquid. It has an earthy smell to it.

Powers & Activation

The oil is applied to the body liberally and will stay on the body for a number of days equal to the creator's ML.

When a person that has been coated in the oil is bitten or clawed by a lycanthrope the magick of the oil will affect the attacker.

Not only does the oil protect the wearer from being afflicted with lycanthropy from the attack, the attacker takes 15 energy damage with each bite or claw that hits.

Original creator

No one knows, it is lost in time. However, most believe that it was a mage whose apprentice turned into a werecreature and was hunting him down. He created the oil as a defence against his attacks.

Date of creation

Lost

Number of copies

The formula for the oil is common and has been copied and spread across the globe

Variants:

None

Research Notes: None

Gaze Goggles

Other Names

Eyes of Athena (Faern), Shades of Peruser or Show Stoppers

Power level

These are a greater magick item with a single high level spell in them

Charges

The item functions continuously without the experience of charges.

Recharge Rate

Does not require recharging

Formula for creation

No one knows how to make this item, some say that it came from the gods in a time of need

Description

This takes the form of a red ribbon of cloth, tattered and stained with the sweat of heroes. Suspended in the cloth are two lenses of smoky coloured glass, placed where the eyes would be. The item is wrapped around the head and worn like a blindfold.

Powers & Activation

The one who wears this item is protected from the effects of any gaze attacks or mesmerism relying on sight and cannot be charmed, commanded, suggested or dominated in any way.

They have a constant True Sight (Core Rule Book page 369).

There is no activation this is a constant item.

Original creator

Unknown but many say that it was the goddess of wisdom herself.

Date of creation

Back into the past a few thousand years.

Number of copies

None, this is a unique item.

Last known owner and location

Deep in the Carlegg mountains there lies the Arthork Tower, the abode of the Mage Couldman, the Leader of the Elder Brotherhood at that time (612 AR), a Hex Master of considerable skills. He was known to have been at war with the chaos masters for some time. It was in this year that he fell doing battle with outside evil forces that had been brought against the tower. The fight was gruesome and the Brotherhood and the tower lay in ruins for many centuries. After centuries of plundering by the local tribes of humanoids, the location of the item is hard to fathom.

Variants

None known.

Research Notes

The Journal of Mage Couldman, held in the library of the Guild of Arcane Lore at the City of Constitution in Anderia. This is the original campaign journal of the Mage.

Chance to Find: 5% per day searching the library with full access.

Encryption: The Journal is written in an old dialect of Old Horngolish, and is also in a code that needs to be broken.

Clues: The journal tells of the last days of the campaign against the masters of Chaos, they had summoned evil creatures from the realm of darkness and chaos and all around the landscape was changing and shifting under their influence. Caves would appear in the mountainside and all manner of unnatural creatures would pour out and attack the Elder Brotherhood mages and their retainers.

This fight to find the centre of the chaos lasted several days as the group worked their way up a box canyon in the mountains. All the time things were getting stranger and the troops were suffering from mass hallucinations.

During the attacks and subsequent after-effects, the retainers numbers had fallen dramatically either from falling into madness, wounds from the strange creatures or from being lost in the ever changing landscape. At this point the mages themselves were engaged in melee with the creatures. The group knew that they were close to the source of the chaos as the creatures were fewer in numbers but stronger in their attacks.

The end of the canyon was shaped like a spade and the walls were red with yellow bands, a water source flowed down its left wall in a trickle of green that slowly lost its colour the further away from the source it flowed. Its source was a cave entrance some 5 feet high and 5 feet wide with the top being a sharp triangle shape. This is where the chaos was most strong.

The wizards left several retainers on the outside of the cave with the heavy equipment as they entered the cave to do battle with the source of the chaos. Of course they never returned from out of the ground.

The retainers outside were also slaughtered.

The Journal was found washed down the mountain decades later.

The Journal contains a map that seems to make no sense.

The Gamemaster should create a Skill Challenge for the research of this and make the Cave of Chaos an adventure where the characters can find the Gaze Goggles and much more. Though this should be a challenge for a high level group.

Night Mantle

Other Names

Batwing, The Dark Cloak, Blackskin

Power level

This is an artefact of power

Charges

The item contains 84 charges

Recharge Rate

Recharges at 7 charges per day

Formula for creation

Materials Required:

Base: 13 lots of Bat Wings;

Metal: Electrum, Gold & Copper

Gemstone: Sapphire, Ruby & Opal, Lapis Lazuli

Wood: Palm, Sunflower Yew

Essence: Horehound, Frankincense & Mint

Liquid: Wine, Blood & Tree Sap

Skin: Squirrel, Lion & Hare

Bone: Bear, Salmon & Dove

Other: 8 lots of Wolf Sinew

Construction:

The Mage seeks out a Diviner or uses the Divination skill himself to determine when the stars are right. On a specific day (as determined by the Gamemaster) the Mage must make a skill roll against each Method of Magick used in the placing of spells into the device. If the roll fails the spells of that method fail until they can be checked on the same day in a year's time. If all methods fail then the item cannot be used for a year.

Description

The mantle is a dark item, those who wear it have a stench about them. It has a collar of lion's mane fur and the main part is three sections of bat wing leather, split by strips of bear fur, the whole being stitched together with wolf sinew.

Powers & Activation

Activation is through command words that must be successfully researched for each power to be used.

(JODMIRE) Cloak of Shadows MR 3, p348

(PEK) Summon Birds of Prey (owls and large vampire bats), MR 2, p384

(FIGAR) Summon Greater Undead, MR 6, p382

(SWOOSH) Fly, MR 4, 388

(KEARGER) Armoured Skin of Guard, MR 4, p 389

(CODOB) Night Vision Darksight, MR 5, p390

(BIDE) Mesmerise, MR3, p358

(ERIM DOJ) Area Darkness, MR 6, p349

(OU' DARE) Detect Enemies, MR3, p 367

Original creator

The original creator of the item was a northern mage from the land of ice and snow, Kristjan Magnuson. His home was attacked by Vampires and the relentless taking of people over the year almost sent the mage mad. During this time he witnessed many of the Vampires powers and came up with the idea of a cloak to mimic some of their abilities.

Date of creation

The year of creation is well known from the writings of the Mage Kristjan Magnuson, 940AR.

Number of copies

The Cloak has two copies that are out somewhere in the world. The first copy was made 50 years after the first one went missing and was made by a descendant apprentice of the Mage Kristjan a keen wizard by the name of Sigurður Eloman. This copy remains within the Magnuson mage / apprentice line and currently sits on the shoulders of the 11th Level Mage (necromancer) Gunnar Gunnarson.

The second copy was made by a female wizard Malja Enderman, who it is said, charmed the formula out of the old and dying mage Sigurður Eloman. She made the cloak and then travelled to Urtind to find training and adventure, having learned much about necromancy from the old wizard.

Last known owner and location

The original was lost, along with the mage Kristjan Magnuson, Some say that his research into the undead got him into trouble and was slain by heroes and his corrupt body burnt along with the night mantle.

Others say that Kristjan himself became a vampire and had no further use for the item. It is believed that it lies in a chest somewhere in his tower of stone in the land of fire and ice.

The Second is with Gunnar Gunnarson currently in Sverland.

The last was seen in Cadanbyrig some 100 or so years ago. It was being worn by a female mage who claimed her name was Maria Enderman, as well as Anita Enderman some 50 years ago. Is this the same person? A relative? Or an apprentice who stole a name?

Variants

None

Research Notes

There are several avenues of approach to finding the item, or how to create it.

Find the lost Magnuson and his tower. Find who Enderman was or is. If she had dealing with the guild in Cadanbyrig then there will be records.

Steal or charm the details from Gunnar.

Werebane Spear

Other Names

Silverslayer, The Moon Punisher, The Fixing Spear

Power level

This is a greater magical Device

Charges

The item contains 210 charges

Recharge Rate

Recharges at 7 charges per day

Formula for creation

Materials Required

This requires 13 base Material and 8 others

Base Materials: -

Haft

Elm, silver, wolf bone, boar bone, rat bone, wolf skin, boar skin. A tincture of Aſtafoetida, Angelica, Biſtort, Aconite (MR 2 herb 1oz).

Spearhead

This is crafted from forging together, silver, load stone, gold, Mercury (cinnabar), 2ct of crushed amber, 2 ct of crushed Fire Opal. A quench of a solution containing the mages own blood, and the blood of wolf bear and rat.

Method

The mage needs to gain the serviecs of a craftsman skilled in the art of carving. Each bone needs to be carved into the form of the relevant beast.

The spearhead is crafted by a weaponsmith with a PSF of 50+. All of the materials for the spearhead are forged together into a spearhead (the enchantment to MR 0 permits some of the materials to be forged). The forging must take place on the night of a full moon, once forged it is quenched.

On the night of a new moon the haft is assembled the bone images the Wolf, Boar and Rat are inlaid into the haft. There is a wrapping of Wolf and Boar Skin at the centre of the shaft. The whole wooden shaft is anointed with a tincture of Astafoetida, Angelica, Bistort, Aconite (MR 2 herb 1oz).

This contains a specific combination spell: -

Prepare combination > Detect Supernatural > Link > Ward vs Lycanthropes > Link > Create Dragon Fire > Affix Element > Intensify Dragon Fire > Trigger [When a Lycanthrope is wounded with the spear, the fire effects are trigger upon the creature]

Dealing 14 Energy Damage in addition to the melee base damage of the boar spear. A spear attack Crit Die 8-10 deals an extra 10 Energy and will burn for 22 minutes causing 10 Energy damage every 15 second. This Combination spell is a sorcery of MR 10 and 15 FP to cast.

Description

This is an old style boar spear, with a silver tip. The wooden haft is made from lightning struck Elm and is inlaid with silver runes and images of Wolf, Boar and Rat.

Powers and activation

When the wielder of the spear makes a successful attack with this spear, against a lycanthrope, the stored combination spell is automatically triggers at a cost of 10 charges. When you do so, the triggered spell is activated and the creature is encompassed in Dragon Fire, that burns with a bright silver blue light of intense heat. If the characters attack roll Crit Die was a 8-10 then the intense fire is affixed to the creature for the duration, usually levelling the critter to ash.

Original creator

Lost in Time

Date of creation

Legends speak of a great hero named Sgarfred from the bitter north probably Svermark. Legends of his deeds in those frozen realms certainly include him using the Moon Punisher and are our earliest records.

Number of copies

Number of original copoies is unknown.

Only two other variants of the spear are known to exist, one is in the stores of the Guild of Esoteric Lore in Cadanbyrig. The other has been rumoured to be included in the horde of the Dragon Ashgrond the Red.

Last know owner and location

One old version of this spear is know to be in the hands of the Mountain Troll Queen Greattle in the Lands to the West of Frostland in Svermark. The spear was originally a family heirloom of Dawn of Snow, but the spear was lost to the troll in Dawns' last great battle with Queen Greattle.

Variants

Variants exist with different animal motiffs and they affect those Lycanthrope creatures instead.

Research Notes

Dawn of Snow's family archive is thought to have details about the spear. The Guildhall of the the Guild of Esoteric Law in Cadanbyrig has a codex detailing the Dragon Ashgrond and his Lair.

Secret Societies

Primer

A collective. They call themselves many things: Society, Organisation, Cult, Cabal etc. Many operate out in the open and garner people with promises of power or redemption from some perceived punishment. Others however, operate in the shadows.

There are two primary reasons a collective will chose to operate in secret. They are doing wrong as judged by their society, or they feel that their society is not ready to have what the society seeks or has.

The social status, race or bloodline of those involved in such collectives can vary wildly and be almost anywhere on the scale. There are no limits to where a secret society might be hiding: within the kings court, inside the clergy, a guild or even the already secretive thieves guild and arcane guild.

As with Magick Items above it is important to give these collectives proper treatment in your game. Should a player get rumour of one of these that they would like to join or destroy then it must be made important, it must be earned. In accomplishing joining or routing out the collective the player should feel their achievement.

We have given some themed examples here so that a Gamemaster can see how to develop there own collectives either secret or open. As always this is about making things feel important to the players, the people and the philosophy of the game. The rewards and sacrifice should be something they really want and have worked for.

A group is represented by a pyramid (as shown on following page). Each level of the pyramid must be walked using influence, to skip a tier might be quicker but the walk to the top may come with some bitter resentments and long term enemies for stepping over them on your way into or up the social tree.

Remember always, as a Gamemaster, things are under your control. These society details, indeed anything in this or other books, are starting points; suggestions of how things might be. Please take them and be creative with them, use them as they were intended, as a flame to ignite your imagination. If you do not like something, do not use it, if you want to change some sections, be free and creative with your changes. We only ask that whatever changes you make, make sure that they are interesting and fun.

Common Name

The name that the organisation is known by in the modern time of the player characters and in the region they are adventuring in.

Other Names

What other names has the organisation been known by, perhaps regional or time period variations?

Date of creation

When was the collective formed? What year or epoch did it come from?

Creation / Foundation

Who, how and why was the collective was created? This could be three listing, the truth, the myth and what the group want people to believe.

Aims & Goals

What are the aims and goals of the collective?

Organisational Chart The Outline for a Collective

When you are designing your own collective use this basic heirarchical tree as a starting point. You can add other levels, or take them away. You may need to add in other leader types for instance. The Buck and the Gatekeeper are usually singular, however you might have shared power at these elvels and need to list two or more.

THE BUCK
Everything stops here. The Buck has fingers in all of the pies of the collective. Not much goes on that the Buck hasn't signed off on, authorised or directly ordered to happen. When things go badly, it's usually the Bucks head that rolls down the street.

THE GATEKEEPER
This is the person who insulates the Buck from the whining of his lessers and also protects him when tough decisions have to be made and the Buck needs to have distance or deniability.

DEFENSIVE DECISION MAKERS
Seeking out spies, protection of the Gatekeeper and the Buck. They have the ultimate responsibility for the workers of the Collective.

OFFENSIVE DECISION MAKERS
When someone needs to be dealt with in a way that would expose the collective, or lead to some form of investigation this is the person who brings the offensive section of the collective to bear on the subject

OFFENSIVE LEADERS
When word comes down that action needs to be taken, these are the tier that gets the job done. Of all the members of the collective these have the most blood on their hands

DEFENSIVE LEADERS
Often paranoid and always inquisitive they are on the lookout for those who are malcontents or outsiders who are acting against the interests of the collective in some way. They are the police force of the Collective.

WORKER LEADERS
These are the collectives quality control people. They keep a close eye on the Drones to make sure their work doesn't suffer and they are not overspending or extending where they have no right to

OFFENSIVE DRONES
These are ordinary workers who have some ability to knock heads or make vocal attacks on other groups or persons.

WORKER DRONES
These keep their heads down, they just want to do the best work they can. They are often pulled into one of the other Drone boxes either Defensive or Offensive when an need arises.

DEFENSIVE DRONES
These are ordinary moneber workers who always have their ears to the ground, they are chatty and affable but always reporting the news they gather upwards in the collective.

GATHERER DRONES
All Collectives have the need for things, be they people or materials or information. These are the boots on the ground that bring into the collective the items that are needed.

Power level

This gives the average experience level for members at the various levels. This will give you an idea of how the player's character will rate in competition with the collective.

Position in Collective	ExL of Person
Drones	2
Leaders	4
Decision Makers	6
Gatekeepers	8
Buck	12

Experience

Organisations can have experience, this is a measure of the group's ability to respond to events. It should be about 10% of the total experience of the Buck. It can be used by the Gamemaster to have members turn up when required, equipment or knowledge that is needed already at hand.

Recharge Rate

How many experience points the collective regains each year

Description

What form does the collective take, what does its Headquarters look like, where is it located, has it suffered damage in its lifetime that gives away its true nature. Is the collective magickal or is it mundane.

Powers

What can the collective do, how does it do it and how can the members call to activate these abilities? Can anyone call on the collective? Can only those who have a correct secret symbol or pass-phrase use the collective? Is the organisation part of a certain race or family line? These are some of the questions that should be addressed in this section

Distinguished Members

A list showing the name, vocation, ExL, Social Status, Collective Standing should be done for the main members of the organisation. So the Buck and the Gatekeeper at a minimum and a few leaders if possible.

Number of Chapters

How many of the collective are out there, are they all friends or perhaps all is not bliss within the overall organisation? Do they have substantial holdings or are they scattered and not well organised?

Joining

So you want to join...

What is the process for joining, are people chosen, do they apply and have to take a test, can only certain types be members?

History / Research

If someone was looking for the society, collective, organisation, what resources are out there? This section should have information that provides reading sources, legends, tales of the adventures of one of the members of the group.

Allies:

The name of one or more of the collectives allies, perhaps with an adventure hook or short story to highlight the cooperation between the two groups.

Rivals:

The name of one or more of the collectives rivals or full on enemies, perhaps with an adventure hook or short story to highlight the hostility between the two groups.

The HellSong Society

Other Names

The Stake House, The Pullers, Torpmasters

Date of Creation

480 AR

Creation / Foundation

Founded by Hellman and Songson. In an old caravan they came up with the HellSong society. They knew that they needed each other to be effective against the vampire menace, they decided to recruit throughout the lands others who were fighters of sturdy mind and those of education who knew how to research and see the signs.

Aims & Goals

The Hellsong Society has as its primary goal the destruction of Vampires everywhere and to find and destroy the Duke.

Its secondary goal is to free those who have had their minds touched by the powers of the vampire from the control of their masters.

Thirdly it has the goal of recruiting those who are best suited to fight the menace of vampires to their cause and arm them with the correct knowledge and tools.

Lastly, a sub-group have begun to leave the vampires alive, pulling their fangs and performing a ritual to stop them growing again. The Vampire dies a slow and agonising death from starvation.

Power level

Position in Collective	ExL of Person
Drones	2
Leaders	6
Decision Makers	10
Gatekeepers	10
Buck	13

Experience

13,000 Exp

Recharge Rate

1,000 Exp per year

Description

The HellSong Society has its headquarters in the city of Solda, it is a villa in the shape of a cross and is well fortified. Inside, it is a training ground, the fighting arm of the society against the vampires; both physical training and also mental training take place here. Inside the villa, it has been set up with many traps and divine rituals, to stop the headquarters being infiltrated by servants of the vampires and, of course, against attacks by vampires themselves.

In other areas, the HellSong use large wooden caravans, as their roaming meeting places, much as did their original founders all those years ago.

Powers

When joining the society, the member is given instruction over a period of three months in the lore of vampires and gets training in methods of resisting the mind control of their enemy.

+1 Level in Lore of the Dead

+1 Level in Willpower

In addition, they are sent on their way to hunt vampires with a talisman that has the Ward against Undead within it. This Ward's power varies dramatically based upon what level the member is. Those starting out get a very basic ward (20 PSF% in the Lesser Ward against Undead). Later as they collect vampire kills, they are awarded more powerful talismans and the PSF% increases. Its level is very dependant upon where in the world the member is located. The society is strongest in the south east and gets weaker the further north and west one travelled.

Distinguished Members

The Buck: William Abernath 13th Level Priest of the Church of Urto, Located in Solda but originally from Cadanbyrig

The Gatekeeper: Angelica Wanston 10th Level Warrior, she was recruited after having been bitten and mind controlled by a vampire. She seems to be somewhat more resistant to their mind control and has been left with supernatural strength (STR 25).

Offensive Decision Maker: Nathan Bore 11th Level Warrior, a veteran of the Vampire Wars of 590 AR when the vampire lords decided to make as many vampires as they could and command them to attack the HellSong headquarters. He has seen terrible things and while his mind is strong against the will of the Vampire, he seems to have lost his own humanity in his struggles.

Defensive Decision Maker: Magus Arturio 10th Level Elemental – Fire, he has great knowledge of the Lore of the Dead and is dedicated to keeping the headquarters and any of its members intact. He uses his magical fire to great use in making magical items for the members to use in raids and, of course, protecting the headquarters.

Number of Chapters

The Society has two chapters for each country, each chapter is a large roaming wooden caravan, with all the equipment needed to fight the vampires. One of the caravans is specialised in the use of martial powers and the other is specialised in the use of knowledge, magic and religion against the vampires. Once a threat has been spotted, if it is a weak lone vampire, they will deal with it directly. If however, it is a master vampire controlling other vampires and many human minds, then they come together to fight.

Joining

Joining, is usually a matter of having had one's life touched by a vampire in some way. The Society seeks out those who have had and survived encounters with the vampire kind. It seems that those who have been bitten or had their minds touched by vampires and then survived, and shaken off the influence, are more resistant to their powers.

A person must go through a complete magical scrying for influence and also a thorough divine blessing. This makes sure that the person has no residual influences from their contact with a vampire. They also swear the HellSong oath upon a holy item. If they pass these trials then their training begins at the headquarters in Solda.

History / Research

In the year 350 AR, from a distant land, there came a most powerful vampire they called the Duke, his age stretched back into ancient memory and his powers and control over the creatures of the night became legendary amongst his own kind. Other vampires, flocked to him as his ancient blood called to them. His invasion started in the south east and slowly but surely his control moved North and Westwards, into other Kingdoms.

Before his arrival, the vampires that inhabited the lands were feral, taking lives here and there, leaving the drained bodies of their victims wherever they fell. These feral vampires, were easy to deal with and most were slain or forced to live off animals out in the wilderness, occasionally feeling brave enough to feed upon a peasant here and there.

The Duke however, changed all of this. His powers and the call to the feral Vampires made him a more organised threat. Now, they were turning more and more of the populace into their kind - vampire. Often, they would drink from their victims and leave them alive, somewhere between life and undeath, they easily fell under the mind influence of their new master, who promised them wealth and powers and eventually perpetual existence like his own.

In the year 480 AR, everyone in towns and cities was paranoid, rightly so, about being bitten by a vampire. The garlic, holy symbols and holy water, was on everyone's buying list, to protect themselves. One man, Chriton Hellman, was at the front-line of the battle against this new threat. He had knowledge of the vampires and their weaknesses and had been fighting them alone for some time. He was old though and had suffered too many close calls, due to his age slowing him down. His wits were still as keen as ever.

At the same time, with no training and just brutal power of arms and his father's heirloom magical sword a young man, called Alan Songson, was fighting the new threat too. His battles, were fraught with different dangers than the clever Hellman, it was Songson's danger of rushing in, not knowing the weaknesses and strengths of his enemies, that was his failing.

It was late in the year; the nights were long and even the days were dark and dismal enough for the stronger vampires to wander around during the day.

Unbeknownst to each other, Hellman and Songson were both tracking the same vampire, a powerful day-walker, who had been terrorising the town of Cadsburgh, in the Carlegg Mountains. When the sun broke through the clouds and darkness, they knew that the vampire would retreat to its lair. They made their move on the tower separately but found themselves face to face.

At first, each thought that the other was a puppet sentinel, left by the vampire to protect it while it slept. After several awkward moments, they finally realised that their goals were aligned.

Bloody and weary, they left the tower and headed back to the sanctuary of Hellman's wagon. A large wooden caravan, he had fitted out with all of the needed equipment to destroy vampires. In here, they drank together and came up with the HellSong society.

Allies

The River Folk of Urtind:

These roaming, highly spiritual and suspicious people are a great ally to the HellSong Society. They have their eyes and ears open to any stories from the places they visit and are a good source of information and movement for coordinating attacks. Anyone who carries a talisman of the HellSong society, can gain transport, healing, food and safe shelter from the River Folk.

The River Folk of Urtind Adventure Hook:

A dirty and unkempt man enters the tavern, looking around, he spots you; touching his chest with two fingers he gives you the sign to let you know that he is a riverman. He approaches and begs to be heard in private. He tells you of a young female, the next village up from the town you are in. She has begun to hiss at the sunlight and does nothing her parents tell her to. Her father is Harrow Ulma, the Knight of the manor. The road through the village is important to trade travel. It has a single inn there 'The Cats Meow' and the young lady Dorthia Ulma has taken to spending the nights there being very seductive and asking many probing questions. As per the Societies oath, it is your duty to try to free this lady from the control of these evil powers.

The young lady is having blood taken from her, each night just after the sun goes down. Her mind, is being controlled by her new master, who is using her to find out the movements of the wealthy and influential along the road.

Her master, wants to turn someone of import. He has yet to make a choice on who to take, so if the characters move quickly, they could stop his plan and maybe save a young soul and gain a recruit to the HellSong Society.

Rivals

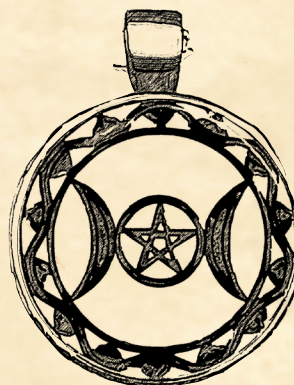
The Red Banner:

This is a collective of men and women, who while free of the supernatural influence of the vampires, have been seduced by the thought of having powers and eternal un-life. Either through seduction, clever manipulation or monetary rewards their members serve the aims and goals of the Duke. It is essential for the Duke to have a human force who can move around and be unseen servants. Some have been given gifts, such as supernatural strength, or the ability to move at incredible speed or sense the future. If they do not do the bidding of their master these powers are taken away, the owner then suffering a debilitating and painful flu like withdrawal lasting a couple of weeks.

The Red Banner Adventure Hook:

A known puppet you have been following has been having many liaisons with someone who is far out of his social status. The puppet is a young master Karlan Brae, in the town he is a tailor, nothing noteworthy about him, however your talisman gets heavy whenever he is around, so you know that he has been controlled somehow by a vampire. He is meeting at regular intervals with the Lady Everam, wife of the Earl of the area and a powerful figure. At first you thought that perhaps the meeting was something to do with fitting of a garment; however, the meetings are long and he takes no items with him. The meetings are stealthy and at night.

Is this a love tryst? Bribery? Some other natural secret perhaps? Or, is the wife of the Earl, maybe even the Earl himself, under the Red Banner.



The Outline for The HellSong Society

Headquartered in the city of Solda

Inside the villa, it has been set up with many traps and divine rituals, to stop the headquarters being infiltrated by servants of the vampires and, of course, against attacks by vampires themselves. HellSong use large wooden caravans, as their roaming meeting places, much as did their original founders all those years ago.

THE BUCK

William Abernath 13th Lvl Priest of the Church of Urto, located in Solda but originally from Cadanbyrig. He likes to be very hands on with the research and oversees many of the assaults on vampire strongholds.

THE GATEKEEPER

Angelica Wanston 10th Lvl warrior, she was recruited after having been bitten and mind controlled by a vampire. Shee seems to be somewhat more resistant to their mind control and has been left with supernatural strength. (STR 25)

OFFENSIVE DECISION MAKERS

Nathan Bore 11th Lvl warrior, a veteran of the vampire wars of 590AR when the vampire lords decided to make as many vampires as they could and command them to attack the HellSong HQ. He has seen terrible things and while his mind is strong against the will of the vampires, he seems to have lost his own humanity in his struggles.

DEFENSIVE DECISION MAKERS

Magus Arturo 10th Lvl Elemental - Fire, he has a great knowledge of the Lore of the Dead and is dedicated to keeping the HQ and any of its members intact. He uses his magical fire to great use in making magical items for the members to use in raids and of course in protection of the HQ

OFFENSIVE LEADERS

Magus Filio Bluff 6 Lvl Elemental
Father Animus Fad 5th Lvl Priest
Sir Redmand Arch 6th Lvl Holy Knight.

DEFENSIVE LEADERS

Master William Green 7th Lvl Thief
Master Pensiva Tab 6th Lvl Alchemist
Sir Roger Boar 6th Lvl Knight

WORKER LEADERS

Hellian Danger 7th Lvl Assassin
Master William Troth 5th Level
Merchant Adventurer
Master Gideon Wolf 6th Level Merchant
Adventurer - Guild Syndic

OFFENSIVE DRONES

2nd Lvl with many varied vocations, scattered across the lands

WORKER DRONES

2nd Lvl with many varied vocations, scattered across the lands

DEFENSIVE DRONES

2nd Lvl with many varied vocations, scattered across the lands

GATHERER DRONES

2nd Lvl with many varied vocations, scattered across the lands

The Roar

Other Names

Date of creation

500AR

Creation / Foundation

The Society's foundation seems to be of divine order, the first member of the Roar was a knight of a fighting order, Sir Oswald Wickham, a person of great spirit and much holiness. His life had been pure and true since being born, joining a fighting order and living, what he felt in his heart, was everything he ever wanted. While out gathering wood for a camp-fire, he wandered far from the rest of the men and into an area of the woods that was held to be the bounds of a werebear. Instinctively, Sir Oswald attacked the bear, he was brave and valiant and fought the bear with all of his might and faith. He was soon losing the fight and realised this was no ordinary bear, despair began to set in as his wounds started to rob him of consciousness.

When he awoke, he was shocked, he thought that he would be welcomed by angels, for he was sure he was going to die. However, for some reason, the supernatural bear had left him alive. He walked back to the road, only to find that his companions had gone and the camp looked long abandoned. He must have lain in the woods for days.

It was in the next few months that he knew he had been infected with lycanthropy. He was now a werebear, he was transforming each full moon. With each turn, his location changed. With each change of location, he felt he was getting closer to something.

After four months, he awoke with a young female next to him, she too had been changed, Kara Devon was in training for the priesthood and she too had led a pure and exemplary life. Over the next several years the group began to grow and slowly coalesce into the collective.

Once the group numbered twelve no more joined their numbers, however, upon the next change, they were given a mission, a strange voice spoke to them, it was distant and commanding as though it had some sort of control over them. The missions they received, were all about routing out nests of wererats, wereboars and werewolves and destroying them. When one of their number falls, they change their location and are met with another werebear, always a young person of a pure life.

Aims and Goals

Follow the missions given to them by the strange controlling voice

Change locations to meet up with new members

Lead a pure and holy life

Do good, leave a place more pure than when they arrived.

Power level

7th ExL for all

Experience

11,200 Exp

Recharge Rate

1,200 per year

Description

The twelve members are always together and to the casual observer, they seem to be a mercenary unit of especially holy nature. They travel under a banner of green with the head of a bear roaring. They are well equipped and even when they are not following a mission from the strange voice, they travel the lands trying to bring law and peace to where good folk are under threat. As such, they have no headquarters and they are funded by the church and the wealth of the members who have been taken to the call of the Roar.

Powers

Lycanthrope Werebears

Distinguished Members

There does not appear to be a hierarchy to the group once a mission has been given, although in everyday matters the leadership is clearly from the oldest of members and flows down. Each member is distinguished in their own way and they hail from the many corners of the world.

Sir Oswald Wickham 12th Level Holy Knight

Lady Kara Devon 11th Level Priest

Adrian Moore 10th Level Forester (primitive talent)

Sir John of Lorde 9th Level Holy Knight

Sir William of Eyeham 9th Level Holy Warrior

Father Anderon of Sorver 8th Level Priest

Jack Lowdon 7th Level Holy Warrior

Iskabell Tamra 6th Level Druid

Sir Vance Epre 5th Level Holy Knight

Ibbadon ibn Almare 5th Level Holy Knight

Trizen of Pardore 4th Level Priest

Kantra um Tare 4th Level Forester

Joining

There is no joining, you are called. Only those who are young and have led an exemplary and wholly pure life are called.

History / Research

Over the years since their foundation, the group have travelled in just about every country, doing mighty and great deeds of good. Each time however, they leave with sudden mass murder of ordinary folk. The group makes every effort to keep their true nature unknown to the public, though there are several churches and bishops, who know of the group's true nature. These holy dignitaries, believe that the voice that these holy warriors are hearing, is the voice of a divine messenger. It is clear that The Roar, are a force for good, even though they can leave many bodies in the wake of their missions.

Over the years, they have managed to leave quite a trail, and a good researcher could easily put things together; after all, how many times are twelve bears seen together in the woodlands, followed by many deaths. An investigation into the bodies left behind by a competent researcher, would reveal their infliction with lycanthropy.

This has led to some legends referring to the group being evil, for if you did not know that those dead left behind were evil lycanthropes, you would just see local men and woman who have been slaughtered en mass.

It could be therefore, that research into this group shows it as an evil society of mass murderers. Only once the research becomes in-depth, would it tie to the Knights and priests. Only then, would their holy nature and the nature of their foe's become known.

Allies

The Fresheners

Organised and founded by the Right Reverend Lord Bishop Thomas Audilay BIF: 94 8th Level Priest from the City of Hope in Anderia, he reports in secret on the matter to Caltanovar Wolarty in Constitution. He knows and approves of the missions and mundane moves of The Roar. He has given them aide in money and spiritual assistance whenever they have called for it. The Bishop has set up a small society of priests, who he has brought into his trust on this matter. They are scattered around the Kingdom of Anderia and have the task of aiding The Roar should they come to their town.

The Fresheners Adventure Hook:

The characters have been told of the town of Lowlake, a town of some 2,200 souls, Their Liege lord Sir Robert Davenport 5th level Knight, has called in a favour from one of the characters father's and asked for help. This lakeside settlement of wattle and daub thatched hovels, hides a deadly secret, it has become infected with lycanthropy. There is a significant threat from a family of four werewolves who have recently moved into the area.

They live out in the woods, however at night, when they are hungry and the moon has taken them, they come and kill with wild abandon. Even the towns most excellent bowmen, with their re-curve bows, have been unable to stop them and attempts at trying to find their home in the woods has failed. It is believed, that they have some well-hidden underground den.

The Local Priest, Aden Muller 1st Level Priest, is in the know as to how to treat such supernatural things, he is a Freshener of the Bishop and has already called in The Roar. The characters come to investigate, only to come face to face with The Roar. Do they team up against the threat? If they do then they quickly discover that the family is an extended one and they fight more than four werewolves.

Rivals

The Black Paw

They portray themselves as a travelling group of entertainers; however, they are far more than this. They are the werewolf equivalent of The Roar. Some years after the actions of The Roar had reached many of the werewolf community, the Black Paw began. Their troupe number somewhere in the region of 20 werewolves. The number tends to fluctuate as some pups come and go, werewolves die in action or some new pups come to life.

The Black Paw travel the countryside tracking down The Roar and acting in opposition to them. They use all manner of actions, not just frontal assaults: they will murder, leaving evidence that The Roar were responsible for the deaths, leave rumours of evil doings, use their shows to portray them in the worst possible light.

As they travel, putting on shows for city, town and village alike, they do what werewolves do, they hunt and kill. Of course The Black Paw do not go by that name as a troupe of entertainers they are known as *'The Dog & Pony Show'*

The Black paw Adventure Hook:

Both The Roar and The Black Paw are in town at the same time as the adventuring group. Things are going as one would expect. The *'Dog & Pony'* are doing some wicked caricatures of The Roar, having them painted in a most evil light. The Roar are trying to hunt down werewolves not knowing that the actions were those of the Entertainer troupe. In the middle of this are your group of players.

Murder, intrigue, loyalty, holy quandaries and more, are all things that get thrown into the mix here. Do the group pick a side to support, do they mistakenly aid the werewolves?

The See of Brown

Other Names

The Rivermen, The Rafters, Water Gypsies

Date of creation

300AR

Creation / Foundation

When one says wererat, one instinctively gags and thinks of the black hybrid – human rat, with beady red eyes, stinking of the sewer, glowering at you with sharp needle like teeth. One thinks of disease, robbery, murder and plague.

All these are true; however, they are true of the city and town wererats, the black rats.

The See of Brown are a disperse Kingdom of Brown wererats, they live out in the riverside area of the lands and use barges and rafts to traverse the waterways.

From a family group, to a collective the brown rats knew that they were different to the black one's. After long centuries of striving and living in small family groups, they slowly formed their own kingdom.

Aims and Goals

Brown rats, do not fight and kill other brown rats!

The riversides, the wildlife and its ecology are to be looked after and protected.

City and town rats are to be putdown like the rabid mistake they are!

Humans are misguided, they are wasteful, filled with hate and desire to step over their own kind, they need to be helped to see the true way of living in harmony with each other and the natural world.

Provide intelligence and aide to those who would fight against evil were-creatures, undead and humans who destroy the natural world.

Remain secret as to the nature of their lycanthropy, only revealing themselves as such to save the life of rmen or goodly human.

Power level

Position in Collective	ExL of Person
Drones	1
Leaders	3
Decision Makers	10
Gatekeepers	9
Buck	15

Experience

15,000 Exp

Recharge Rate

1,500 per year

Description

The See of Brown are all over the land, wherever there are rivers and lakes. They work in their human forms as transporters of goods and citizens along the many tributaries of the great rivers. They live in ornate river barges or lake rafts; these are decorated with bright and vivid paintings. The King of the See of Brown lives upon a large raft on Lake Carlegg, it moves around often moored just off the shore of some place where he needs to be seen or act.

The city and townsfolk see the Rivermen as thieves and strange folk who practice odd magicks. They are generally distrusted and shunned by the civilised society.

The Rivermen come into towns to barter for things they can not make, usual metalwork goods, like buckets, knives etc. They also like to repurpose things, so they can be seen turning over rubbish tips to see what has been thrown away. They trade things like painting, scrimshaw work in wood, bone or ivory. The brown wererats seem to have a talent for fine detailed work.

Powers

Lycanthrope wererats

Distinguished Members

The See of Brown has stolen the feudal hierarchy for their structure, with the king at the top and dukes and earls and barons beneath him. These titles however, unlike the human world are not hereditary, they are elected from the wererats who live in the area to be governed, the King being elected from those barons, earls and dukes.

King Rolo Element 15th Level Beggar, Lake Carlegg raft

Otto Sweet '*The Gate Keeper*' 9th Level Druid, Lake Carlegg raft

Duchess Misso Falarn 10th Level Forester, Gargel River, Anderia

Baron Donal of Lorn 7th Level Cutpurse, The River Dan, Danford in Urtind

Joining

Yes, these are wererats, and you would think that to be part of The See of Brown you would need to be a wererat, well, while that is true, the See are not only Brown wererats. They also take in those of the humans world who have reformed themselves into what humans were meant to be.

If you are a Druid, Shaman, Witch perhaps a thief or a Forester and have saved the life of a Riverman, shown that you care about the wilds and are committed to the lifestyle, you can swear fealty to the King of the See of the Brown. You will be watched and suspect for some time, given only the smallest morsel of what the See are about, but over time, with trust developed, there is no reason that a reformed human could not hold an elected position within the See.

It is unlikely that a human would be told about their state of lycanthropy, it is more likely that the human has found out about their secret and has been given a choice.

History / Research

With much of the See of Brown's actions and history being kept through oral traditions, song and story, it is hard to get a clear picture of their history. To the outsider they are scruffy Rivermen who can be seen bartering for things or scavenging the streets and midden tips. To the merchants of the towns they are an invaluable resource to move goods around the lands.

To the thieves of the towns and cities, they are strange guardians of the sewers who save them from the black wererats they encounter down in the dark.

To the scholar they are an enigma. A known unknown. Their existence is known, but nothing of them is certain.

The only real action that can be placed was the Rat Wars in Cadanbyrig of 480 AR. It was a hot and steamy summer; the world of the black rats has dried up. They collected together into a sizeable force and came up through the sewers to attack and raid the streets and shops of the city. Everyone was in uproar; fights were going on in the street with rats and wererats taking folk down into the darkness.

That first month, many were killed and others who thought they had survived fell to disease, having contracted Vile's disease from the rats. Mobs were formed to patrol the sewer entrances, to try to stop the outpouring of this black menace. Thieves who knew the tunnels, were given amnesty for their crimes, if they helped to take the fight to the enemy. In that second month the humans managed to inflict casualties upon the wererats, but they were making more wererats and still they came out of the sewers. Looking for food, wealth and water.

The third month was the hottest and driest of them all with temperatures soaring and the rivers the lowest ever seen. Into the battle came the Rivermen, the See of Brown. They battled alongside their human allies, as humans. They battled alongside the thieves of the sewers as Brown Wererats. There were many cases where humans, in error killed a brown rat, for they did not know better. The Brown's mourned their loss but did not blame the humans for these killings.

It was the intervention of the See of Brown that saved the city from becoming a black wererat stronghold. However, even now the sewers are a domain for the black wererat.

Allies

The Thieves Guild of the Cities

Thieves Guild Adventure Hook: While the Thieves guilds of the cities know of the See of Brown, their perspective is that of friendly wererats, who are brown in colour. They do not know of the connection to the wererats and their human-side as the rivermen and lake rafters.

One of your players who has a thief character who is in the guild of a city, is down in the sewers. He will be attacked by a black wererat. As he fights for his life, he has a brown come to his rescue. After saving the character's life he will plead with the character to help him. He knows where the black wererats are laired and needs help to wipe them out and rid the city of their menace. He fears that it will take more than just the two of them and some magickal and divine support would be useful.

The Blacks are held up in a sewer terminus by the east gate, where an overflow leads out to join a small spring. Their numbers and strength will depend upon your group. An interesting twist in the story could be who one of the black wererats is in their human life, perhaps someone the characters have met before, perhaps someone of importance in the city. Wererats are notorious thieves, there could be a large amount of treasure they have collected, perhaps a magickal weapon or armour even. Maybe the wererat recognises the characters and after things look bad decides to give up and run, turning into human form just as he escapes to the surface. A follow up adventure could be curing this person of his affliction.

After the combat, the brown wererat will be grateful, he might share some token that will give the group favour with the See of Brown, perhaps passage with the Riverman.

Rivals

The Snouters

Every wererat family in the city will have a group that are call the snouters. These are the toughest of the wererats, those who are capable of taking the battle to the See of Brown. Generally, a black wererat will be cautious, preferring a fight that is in his favour with terrain, darkness or numbers. The snouters go against this trend and will take a fight to the Thieves of the city or if the Rivermen are in the area they will do commando missions to sink barges and tear apart rafts. The skilled amongst the Snouters will even set traps in the middens that the brown like to scavenge from.

The Snouters Adventure Hook: The characters have taken passage on a river boat to the city, as they approach their barge starts to sink, the barge tilting to one side and water flowing over the sides. As things turn from bad to worse, several black wererats leap over the side and begin their attack.

The Outline for The See of Brown

The See of Brown are all over the land

Wherever there are rivers and lakes. They work in their human forms as transporters of goods and citizens along the many tributaries of the great rivers. They live in ornate river barges or lake rafts; these are decorated with bright and vivid paintings. The King of the See of Brown lives upon a large raft on Lake Carlegg.

THE BUCK

King RoTo Element 15th Lv1 Beggar, resides on the Lake Carlegg raft. A think gaunt man who has kind eyes. He has been elected king and serves his people with honour and pride. Unlike the last king, he has pushed for peace and coexistence.

THE GATEKEEPER

Otto Sweet 9th Lv1 Druid, he resides on the raft of Lake Carlegg. A tall man with an excellent sense of dress and style. While he serves the king as Gatekeeper, he does not agree with his policies. He secretly plots against the king with the offensive Leaders.

OFFENSIVE DECISION MAKERS

Duchess Misso Falarn 10th Lv1 Forester, she resides on the banks of the Gargel River in Anderia. She is a cunning old lady who has lost none of her prowess in battle and has a fine tuned sense in the wild. She has come to see that the offensive leader have been acting out. She has set up 'The Whiskers' a task force to investigate what is going on.

OFFENSIVE LEADERS

Baron Donal of Lorn 7th Lv1 Cutpurse
The River Dan, Danford in Urtind

DEFENSIVE LEADERS

Juto Wen 3rd Lv1 Beggar, Hope, Anderia
Harold Burn 3rd Lv1 Cutpurse,
Cadabyrig, Urtind
Winedy Gort 3rd Lv1 Beggar,
Constitution, Anderia

DEFENSIVE DECISION MAKERS

Magus Arturo 10th Lv1 Elemental - Fire, he has a great knowledge of the Lore of the Dead and is dedicated to keeping the HQ and any of its members intact. He uses his magical fire to great use in making magical items for the members to use in raids and of course in protection of the HQ

WORKER LEADERS

Baron Misval 3rd Level Forester,
Urtind
Baron Arcovan 3rd Lv1 Druid
Baron Sitoban 3rd Lv1 Beggar

OFFENSIVE DRONES

1st Lv1 Thieves in various towns, cities and riverside settlements everywhere.

WORKER DRONES

2nd Lv1 Beggars in various towns, cities and riverside settlements everywhere.

DEFENSIVE DRONES

1st Lv1 Foresters or Druids in various towns, cities and riverside settlements everywhere.

GATHERER DRONES

1st Lv1 in various towns, cities and riverside settlements everywhere.

This could lead to one of the characters becoming infected. It could be that the Rivermen having fought alongside the characters and judging them fair and honest, decide to bring them into their confidence and ask for their help in destroying the black wererats.

Of course the Rivermen have to protect their secret of being wererats too. This will make for some interesting scenes as you, the Gamemaster try to have the story come together without letting the characters know that the rivermen are the See of Brown.

What happens if they find out? What do the See of Brown do to keep their secret, are the characters now fair game? Is this a new battle against their once allies.

The Embedded One's

Other Names

The Nasties, The Freakshow, The Dark Tide

Date of creation

500 AR

Creation / Foundation

While such goals and actions as the Embedded One's aspire to have been going on for much longer than the official founding date of 500 AR it is the battles in the streets of the cities and towns of the world that truly mark their foundation. Those dark summer months when undead roamed the streets at night, doing all manner of evil upon the common folk living there. This caused the Guild Master of Arcane Lore to mark them as outcast from the guild and put a continual war upon any who were found to have joined their society.

Since then many of the Embedded One's have fallen in battles, many have been recruited to take their place. The quest for knowledge of life and death, especially that space between the two states is a powerful one. Necromancer mages are a passionate group, the call for knowledge is stronger in these mages than almost any other. It is easy for the Embedded One's to attract new members from this pool of wizards.

Aims and Goals

Develop new spells and magickal items that will shed light upon the spaces between life and death

Remain secret from the Guild of Arcane lore

Never act to stall the studies of a fellow Embedded Necromancer

Do not engage in war with wizards of the guild, flee.

Live with those who exist between life and death so that your knowledge will one day be complete.

Power level

Position in Collective	ExL of Person
Drones	1
Leaders	2
Decision Makers	4
Gatekeepers	8
Buck	14

Experience

14,500 Exp

Recharge Rate

1,500 per year

Description

The Embedded One's do not have a headquarters and meetings of all of the members are rare as they are so dedicated to their studies it is hard for them to leave the hive of undead, they are living with. Their structure is a simple one, the Buck is the longest serving member of the group. Any contact or meetings are arranged at his request. All of the members have a great respect for the Buck, his word is pretty much the final law for them.

As of today, the group have over 40 members across the civilised lands, with communication between them rare, they meet once a year to discuss their achievements and brag upon the topic of necromancy. The place and the date of the meetings are random and chosen by the elder.

Powers

Necromancer Mages

Distinguished Members

It must be understood that some of the members of the Embedded One's are members of the Guild of Arcane Lore, they have kept their Embedded lives secret, never revealing their new and unique spells and items to anyone other than a member of their secret society. However, some, like Pop, cannot show their face anywhere that a chantry house of the guild exists, for he is pretty much considered guild enemy number two.

Grand Master Nathan 'Pop' Popadopalus 14th Level Necromancer, resides in the tower of Misery in the Carlegg Mountains.

Because of the war that goes on between the Guild of Arcane Lore and the Embedded One's the turnover of mages at the lowest levels is high. Life expectancy is short unless one is cunning and clever at hiding their membership.

Magus Rook 8th Level Necromancer, lives in the small town of Evenlight in Anderia. He passes himself off as an ordinary person of the town. He works as the local grave digger and works hard to keep his true identity secret. The town has a nearby chomp of ghouls in an abandoned croft, he likes to spend his spare time living there with them. He is acting as Gatekeeper for the Buck, though it is a much more relaxed post than that of other societies Gatekeepers. His job is mostly to be a sacrificial goat, to protect Pop and the secrets of the Embedded One's

Joining

If one is outspoken about their subject at the guild moots, then one might get the tap on the shoulder. If one is curious and starts to look into the society then one might get the tap on the shoulder. If one has come up with a new necromantic spell, then one might get the tap on the shoulder.

Joining the Embedded One's is by invitation, it is for those necromantic mages who want to move beyond the usual teachings of their master. The petitioner is warned of the dangers of joining, they are told of the miseries and loneliness that they will undergo in their searchers. They are also told of the wonders of the other realms and ideas they will potentially unlock in their studies.

If they agree then they are sworn in, at an oath swearing ceremony where the oath is enforced by magickal means.

Once sworn in they get to meet Pop and he informs them of their duties and how they can get in touch with each other using magickal spells.

History / Research

Many years before the foundation of The Embedded One's a Mage of some experience realised that his studies would only ever proceed so far with the methods of current thinking. Andolar Buff was a Necromancer, fascinated with life and death and that part that lies in between. The routes of study for this method were capture, dissection and study in the lab. Andolar thought that this was a limited way of thinking. He developed spells that would mask his living presence from the undead he wished to study, at first this was in the form of field trips into vampire nests. A few weeks, then a couple of months. Soon his trips had expanded to a chomp of ghouls (a chomp is a group of ghouls of four or more).

After several years his knowledge of the undead and the spells he had created were beginning to get noticed in the magickal circles of necromantic studies. He attracted the attention of several younger necromancers who wanted to step up against their peers. They came to him and asked to learn his new masking spells and his methods for living amongst the intelligent undead. Andolar was about the knowledge, the understanding and, he believed that mankind should know these things, it should be understood so as to help men move forward in their thinking about life and death. He therefore shared his secrets.

Now even the incorporeal undead could be watched and have every moment of their otherworldly existence monitored. Items were created to make the move over to their world and make sure that the mage was kept in that realm with little or no effort on their part. Finally, the connection between life and death could be studied.

The group of mages worked together, developing far beyond the basic levels initially created by Andolar. It was in the month of the new year of 500 AR that the group and its practices were labelled as 'Deviant' by the Guild Master of the Arcane. Outlawing the embedding of a mage into the un-life of the intelligent undead.

The Mages were outraged, they appealed and long debates were undertaken of the moral and magical right and wrong of their action. In frustration, the group turned to magical violence. First it was a standard magical conflict, but then the necromancers used the best tools they had at their disposal, the undead that they had been living with.

The battles with the necromancers and the undead took place in the open spaces outside of towns and cities, at first. Soon it was clear the Guild and its wizards were winning the war; their greater numbers and more general application of magic giving them a large advantage.

A few of the younger wizards, those who had spent the formative years amongst the undead with their masters, decided to take the fight to the arcane guild houses themselves. In the towns and cities, a terrible blight of undead occurred in the summer months of 500 AR. The action was intense but brief, the guild rolled out the Grand Masters and all of the power of the magical artefacts at their disposal to fight this menace. In the span of six weeks, all of the necromancers were defeated.

Well, almost. Several lived to tell the tale and keep the organisation going. Their group now had a name, The Embedded One's. They were still outlawed from guild society and new mages joining the Guild now have to swear to act against such necromancers whenever they can.

Allies

The Order of Chaos, Guild Enemy Number One

An order of mages who have had their minds altered by channelling powerful summoning rituals. They are crazy for sure, though within the chaos roiling around in their minds they have banded together into a group whose goal is complete and total anarchy. They justify this to their minions as 'Freedom First' - their war cry. The Order is directly opposed by the Elder Brotherhood, a collection of twelve of the highest-ranking mages of the Guild of Arcane lore.

The Order of Chaos liked the way that the Embedded One's took the fight to the streets of the cities and towns of the civilised world, throwing undead into the streets, tickled their crazy minds. Since that action there has been a sort of working trust between the two groups.

The Order of Chaos Adventure Hook:

The small town around Redford Abbey in Anderia has of late been the home of a chomp of ghouls, the locals in the surrounding fief are afraid to leave their houses at night. Livestock have been taken and evil undead have been seen in the towns streets at night. The local Abbey has called for help.

The Priest in your group has been called to Redford Abbey to assist in ridding the town of a grave threat. With the rest of your adventuring group you travel to the town, make the acquaintance of the Abbot and in doing some searching and research you find that the abandoned copse to the northeast of the town once housed a slaughterhouse for the area. Strange noises and even torchlight have been seen there over the last couple of years.

When the group investigate, they of course end up fighting ghouls, but also an Embedded Necromancer of an appropriate level to challenge the players. This Necromancer however, has been given a dimensional creature as a guard by the Order of Chaos. This is the apprentice of Magus Rook from Evenlight.

The Slaughterhouse

Most of the upper level was robbed out for the stone many years ago, some of the structure remains at waist height. It has fieldstone pens where the animals for slaughter were once kept. The centre of the place is dominated by the knocking stone, where the animals were killed. There is a large hole in the floor where the blood used to run down. Tied to the knocking stone is a rope, that leads down into the stinky dark hole.

The ghouls and Magus Brick, have settled in the lower area, a stone undercroft, where the blood from the animals used to run off through an old natural water tunnel to a stream. It is here that the ghouls bring their victims to eat. Bones are strewn everywhere and the smell of decay fills the air; the sight of Magus Brick is such that he would be easily mistaken for one of the ghouls.

There is another exit from the caverns, a tunnel that leads back over a mile towards the town and the Abbey; it is an old tunnel, now thick with black mud and disease.

There could be other threats to the group here, it is up to you to expand, make as much or as little of this adventure hook as you like. Your cavern map can be a beginning to an underworld exploration.

Magus Brick of Avenar

(4th Level Human Mage)

STR	09 (54%)	INT	17 (82%)	APP	12 (66%)
CON	10 (58%)	WIS	17 (82%)	BV	16 (79%)
DEX	12 (66%)	DISC	14 (73%)	SPR	9 (54%)
AGL	11 (62%)	FER	16 (79%)	CHA	12 (66%)

Height	5' 8"	BAP	14
Weight	150 lbs	BOD	35
		FAT	28
BIF	36	DT	5'
BMR	0%	SPRINT	8'
PMF	67	ML	4

Magick	Lvl	PSF%	TSC%
Necromancer	5	52%	62%
Arcane	4	37%	47%
Command	3	29%	49%
Illusion	2	36%	46%
Summoning	2	36%	56%

Combat Skills	Dmg	PSF%	TSC%
Staff	7C	30%	60%
Dodge	0	15%	55%
Stamina	0	20%	60%
Will	0	20%	60%

Spells

Dazzle MR 1, p347 (Focus)
Shadow Cast MR 2, p348
Necromantic Cloak MR 2, p346 (Focus)
Arcane Shield MR 5, p346 (Focus)
Shadow Arrows MR 2, p352
Shadow Bolt MR 4, p352 (Focus)
Sleep MR 1, p353
Area Sleep MR 3, p353
Hold Undead MR 4 p357
Command Lesser Undead MR 6, p360
Blurred Image MR 1, p371
Summon Ghoul MR 5, p382

Simple Focus (Ebony wood wand, tipped with Jet and bone inlay along its length) Charges: 12 / 4 per week
Gives +7% to method PSF% FAT cost -2 +5% to targeting.
Stored spell listed as (Focus) can be cast as cantrip with no FAT cost for the cost of 1 charge per MR

Description: He has been with the ghouls for two years now. Before his arrival they were calm and were happy to feast on the odd passer-by and forester who wandered into their area. Now he has shown them how to get to the town and they like the greater bounty there.

Necromantic cloak is the same as the spell Arcane cloak, however it is MR 2 and only works against undead creatures.

Honour: 48

GHOULS - (4)

Height	5'10"	BAP	14
Weight	170 lbs	BOD	49
		FAT	32
		DT	5
BMR	10	SPRINT	10

Relevant Skills	Dmg	PSF%	TSC%
M Bite	10S	16%	56%
M Claws	11S	20%	60%
Dodge	-	17%	57%
Stamina	-	20%	60%
Will	-	17%	57%

Armour - Hide (1 / 0 / 1 / 1 / 3)

Ghouls stink of the grave, most animals will refuse to go near them, and anyone adventurous enough to enter the ghouls presence (10' radius, more downwind, less upwind depending on wind speed) must make a stamina -10 roll or be at a -20 PSF% penalty to all actions due to the stench.

The stench leaves a foul decaying taste in the mouth for the remainder of the day but has no additional effect. Any wounds inflicted by the ghoul have a 30% chance of becoming infected (80% chance with a critical hit) unless the wound is successfully cauterised within 4 rounds; infected wounds require a stamina roll each day to see if the wound heals normally for that day, a failed roll leads to the loss of one point of body as the infection spreads, a critical failure causes 1D10 points of body damage.

Dimensional Abomination

Height	7'	BAP	17
Weight	330 lbs	BOD	66
		FAT	44
		DT	8
BMR	0	SPRINT	14

Relevant Skills	Dmg	PSF%	TSC%
Flurry of Tentacles	15C	41%	71%
M Beak	10S	20%	60%
Dodge	-	0%	40%
Stamina	-	56%	96%
Will	-	15%	55%
Stealth	-	45%	75%

Armour - Hide (5 / 7 / 4 / 5 / 6)

Flurry of Tentacles +1 Crit Die, 7 Bash

The beak carries an hallucinogenic toxin that acts much the same as *'Offends Thee'* A powerful hallucinogenic agent

Vector.....Open Wound
Onset10 min
Damage 9 Body / Turn
Duration 3 Turns

Description

A purple and black floating squid like creature, larger than a man. It has two large dead shark like eyes and can see easily in the darkness. It recoils from light and will never be encountered in the daylight hours, even on a dark overcast day.

This is a floating horror, equipped with a dozen or more 7 foot long tentacles that drape down to the floor. They are lined with gripping suckers and are meant to hold on and crush the life out of their prey. Once slain the Abomination moves in to devour with their cruel beak.

If they get a hold with their tentacles (STR 17AR 82%), then they often peck with the beak, knowing that if they retreat the toxins might just finish off what they started.

Rivals

The Ascendancy Initiative

This is a select group of fighting priests within the Church of Urto who have taken oaths to serve Romulda. It is their belief that within the undead creatures there is the crushed and subdued souls of the original living beings. Their souls, they believe, are being over ridden by the spirit of an evil entity. The host spirit being tortured and drained for information and its holy power being used to drive the invading entities powers.

The Ascendancy Initiative, are out and about searching for the undead and performing rituals to release the invading spirit, letting the host spirit finally be released to go be at its final resting place.

Needless to say, this activity is a dangerous one. Destroying the undead creature, only make things worse, they say; for when you destroy an undead creature, you have only destroyed the host spirit and its remains. The evil spirit departing the host, can easily flee to find another body to inhabit. For a true and holy ending, the evil spirit must be ritually removed from the body.

To this group of priests, necromancy is all about crushing the spirit of the host and placing an evil spirit into the body. Even calling back a spirit from rest, as the evil spirit cannot animate alone.

Even those undead who are incorporeal they see as save worthy using their rituals. Most of these Priests will have the Necromancer Mode and Necromantic Summoning spells as well as Necromantic Command Spells.

The group always work in teams. The teams will consist of an Ordained Priest who is pure of heart, an Ordained Priest who has made a sacrifice and learned the necromantic spells the group needs. A knight of a fighting order who has been chosen for the calling to the Initiative. This will usually be a knight who has had some tragedy in his family with undead involvement. It is easy to recruit a knight whose mother, brother sister was turned. Finally a graver robber (Thief Burglar) who has repented his evil ways and now serves the church.

Are the Ascendancy Initiative correct in their beliefs? Does the host spirit survive in some subdued form? Can holy ritual destruction of the evil spirit controlling the undead be banished to release the host to their final resting?

To the fanatic and ultra faithful, your questioning of their beliefs is irrelevant. Your understanding and belief is not required for them to follow their truth.

While the Ascendancy Initiative is frowned upon by the church elders, it is allowed to continue and seen as a training ground, if a real all hands on deck apocalypse is at hand, then the Initiative will be a wonderful asset to have around.

The Ascendancy Initiative Adventure Hook:

Perhaps someone, that one of your characters cares about is being used by a vampire, the local priest has heard of the Initiative and calls them in to help. However, they tell the group that their, *"ritual will free the relative of the influence and let them go be at rest"*. How does the character react to having their loved ones killed? Is there another way? What will the arguments be like over this matter with the Initiative's team. Now they are there they might very well insist, for the good of all, using canon laws against the family to get them to accept their rituals.

Could the relative be freed if the controlling vampire is destroyed. Maybe such an idea would appease the Initiative team for a while, maybe it works. Perhaps after everything they try to recruit one of the characters into the Initiative as an agent abroad.

The Guild of Arcane Lore

These are the main enemy of the Embedded One's, details of the guild will be fully explored in another, upcoming module.

The Guild of Arcane Lore Adventure Hook:

A senior wizard of the guild, maybe even an Elder Brother, comes to the mage of the group and tells him that a local Barrow has suddenly become active, they believe that it is the work of the Embedded One's. He calls upon the service oath of the wizard to aid in taking down the outcasts and destroying the wights that live there.

However, perhaps the intention of this high level guild wizard is to capture the Embedded One's. He wants to learn some of the necromantic secrets by torturing him. This way he can get their spells and secrets without himself having to do the hard and dirty work.

Perhaps, he has intentions upon a certain magick item, that his research has revealed is buried within the barrow. Perhaps, there is no Embedded One, the whole thing a ruse to give him bodies to use, to get the magick item he wanted all along.

If you decide that there is in fact an Embedded Mage coordinating everything you could use the stat block for Magus Brick on page 77 or make up another NPC with full stats as per a character, this way if he survives he could become an ongoing menace to the group.

Perhaps one of the items the wizard is after is one of the items that has been detailed in this supplement. Most likely he would be seeking the Gaze Goggles, but the Night Mantle is also a good fit for a wizard who is dancing on the edge of what is considered respectable.

As always, please be free to add or subtract from any of the narrative as fits with your vision of the world. The Barrow could contain many tricks and traps as befitting the barrow of a king. Other undead creature may be serving the wights.

Perhaps the king of the Barrows is in fact a Wraith who has been awoken by the Embedded One and is not very happy about it. However, the spells the Embedded one is using are stopping him from taking his wrath out on the wizard. Given no other targets he and his wights have been out raiding and making havoc.

If the King is given a chance to return to his slumber he will take it, preferably with the option of slaying the insolent cur who had the audacity to awaken him.

There could be more role playing solutions to the adventure rather than ripping through the undead in an extended fight to the kings tomb. Perhaps talking might give up another option? What would the instigating wizard think though, taking a peaceful route would mean he would not get his magick item.

This has many levels a clever Gamemaster could explore. As well as the barrow, the larger area around and the people living in it should be thought of too. After all whatever happens it is usually the common folk who end up suffering and dying.

They might not like the idea of wizards and adventurers in the area, they might decide it is all their fault and start to take their grievances up with the party.

Wights (6)

Height	5' 9"	BAP	12
Weight	160 lbs	BOD	48
		FAT	31
		DT	10'
BMR	0%	SPRINT	20'

Relevant Skills	Dmg	PSF%	TSC%
M Claws	13S	25%	65%
Dodge	0	20%	60%
Stamina	0	35%	75%
Will	0	40%	80%
Longsword	11S	28%	68%

Armour - none

The have innate magick powers (PMF 37, ML 3, PSF 36%) and have access to Basic Magick Air - Fog and Mist, all Command spells that relate to illusions and fear to MR 2. They can see in darkness. (See **Chivalry & Sorcery** 5th p555)

Honour: 56 Each

Wraith

Height	6'	BAP	19
Weight	n/a	BOD	-
		FAT	60
		DT (Fly)	10'/30'
BMR	0%	SPRINT (Fly)	20'/60'

Relevant Skills	Dmg	PSF%	TSC%
Touch	crit x3	30%	60%
Dodge	0	33%	73%
Stamina	0	27%	67%
Will	0	43%	83%

No Armour

Each touch hit ignores armour.

It also drains 1 FP at the end of each round from every living creature within 50 feet.

See **Chivalry & Sorcery** 5th Edition Bestiary section p555 for all its special abilities.

Honour: 63 Each

The included map has locations listed, it has been left purposely not described leaving the details of the contents of the room and chambers and traps to the game master.

Dean of Cultar

2nd Level Forester Vampire

Vocation: Forester **Age:** 20 **Horoscope:** Well Aspected Leo

Father's Social Status: Landless Knight (29) **Height:** 5'7"

Build: 9 **Wt:** 264 lb

Hair: Blonde **Eyes:** Blue **Complexion:** Fair

BOD: 52 **FAT:** 33 **LCAP:** 384 lb **CCAP:** 182 lb

BAP: 13 **Jump:** 8'

STR 16 (79%)	INT 12 (66%)	APP 11 (62%)
CON 17 (82%)	WIS 12 (66%)	BV 12 (66%)
DEX 15 (76%)	DISC 11 (62%)	SPR 10 (58%)
AGL 16 (79%)	FER 12 (66%)	CHA 11 (79%)

DT 5
SPRINT 8

BMR 15

Base Skills

	PSF%	TSC%
Alertness-Sight	3%	8%
Alertness-Sound	3%	8%
Stamina	9%	49%
Dodge	11%	51%
Will Power	5%	45%
Language(Own)	4%	64%
Faith	0	20%

Relevant Skills

	PSF%	TSC%
Calm & Attract Small An	29%	76%
Intention of Animals	29%	76%
Knife Fighting	33%	73%
Slashing Swords	8%	38%
Courtly Manners	23%	63%
Archery	30%	50%
Local Geography	28%	88%
Regional National Geo	15%	65%
Herbalism	15%	45%
Blending in Surrounding	40%	70%
Covering Tracks	30%	60%
Foresters Stealth	31%	61%
Tracking Prey	31%	61%
Axes	11%	41%
Cooking	5%	45%

Wear Light Armour

Wear Heavy Armour

Maille Hauberk (9 / 9 / 8 / 9 / 7)

Weapons

Longbow 30% PSF% 50 TSC%

Base Damage +14M

Range (crit), S:20' (+2) M:40'(-2) L:125' (-6) EX: 250' (-12)

Axe 11 PSF% 41 TSC%

Damage 16S Crit +1 Bash 7

Dagger 33 PSF% 73 TSC%

Damage 6P

Naturally Charismatic

The NPC enjoys a bonus of 10% to all success chances when using or countering any Charismatic skill.

Vampire Age: 40 **Power Points:** 25 **EML:** 4

Powers

True Eternal Life: 10

True immortality as far as ageing goes and grants the vampire a bonus of 6% + 2D10% to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll.

Control of Animals: 10

The vampire gains +15% to Calm & Attract Small Animals and Intention of Animals, and +10% to Calm & Attract Large Animals. He also gains a power similar to the Command spells Command Animals, except that his effective PSF% is that of his Calm & Attract Small Animals or Large Animals (as applicable).

Transformation: 5

As per the Transmutation spell Shape Shift, the vampire can assume the form of a creature other than a humanoid. The ML of the vampire for this power is based on the points he spends to buy the power. 5 Power Points gives ML 4.

Honour: 113

Dean is a vampire who has made a home for himself on the outskirts of the town of Boslon in Anderia. He has been fighting with the loss of his humanity for many of the years he has been a vampire. His master slain, his early years were horrific to him, consisting of draining the life of any travellers who came through the paths in his woodland.

Now he is the subject of study from a member of the Ascendancy Initiative. The burning questions for the father is: how has he held on to his humanity? How

long can he keep it for? Is this person really Dean of Cultar or the evil spirit using its knowledge of the host in a new and cunning way.

Dean now only feeds on the life of those about to die, animals in a pinch and criminals. He guides people through the woods for a few pennies, the light there is dark enough for him to walk around. Of late it has been getting more and more tempting to dine upon them. He has taken to travelling and spending nights at the inns and taverns.

Tomb of the Barrow King



Scale
1 Square = 5 Feet



The Vampire Dean, has been included so that a player can use the detail to play a vampire and another player can play the Priest of the Ascendancy Initiative. The idea is that between them and the Gamemaster they can explore the slow and steady loss of humanity, the priest's research into the affliction and his attempts to cure the host spirit.

The consequences of being close to a vampire and becoming a friend could be an interesting game with a just two players. This could be a cat and mouse situation, where one players tries to keep ahead of the other.

Does the vampire con the priest or does the priest out con the vampire.

Ultimately will the priest be accused of being nothing better than the Embedded One's they swore to fight?

How things end up is down to you and your players, it is an advanced game that explores some interesting but dark themes. While it could be a rewarding role playing experience the Gamemaster must stay on top of the game and make sure things stay fair and also that the competition is squarely in the role playing world.

Farther Shenton Lymes

2nd Level Ordained Priest

Vocation: Priest **Age:** 21 **Horoscope:** Well Aspected Cancer

Father's Social Status: Landless Knight (29) **Height:** 5'8"

Build: 8 **Wt:** 150 lb

Hair: Blonde **Eyes:** Blue **Complexion:** Fair

BOD: 38 **FAT:** 28 **LCAP:** 105 lb **CCAP:** 52 lb

BAP: 15 **Jump:** 8'

STR 09 (54%)	INT 20 (90%)	APP 17 (82%)
CON 14 (73%)	WIS 20 (90%)	BV 10 (58%)
DEX 12 (66%)	DISC 14 (73%)	SPR 17 (82%)
AGL 12 (66%)	FER 17 (82%)	CHA 14 (73%)

PFF: 41	DT 5
BMR 0	SPRINT 8

Base Skills	PSF%	TSC%
Alertness-Sight	0%	5%
Alertness-Sound	0%	5%
Stamina	0%	41%
Dodge	11%	51%
Will Power	25%	45%
Language(Own)	4%	64%
Faith	49%	69%

Relevant Skills	PSF%	TSC%
Local Geography	28%	88%
Regional National Geo	15%	65%
Herbalism	15%	45%
Cooking	5%	45%
World History & Legend	13%	43%
Lore of Correspondences	23%	43%
Sing	38%	68%
Pharmacology & Medicine	49%	79%
Meditation	31%	71%

He wears a blessed holy symbol of Romulda

Clerical Acts of Faith

PFF 5 Blessing
PFF 5 Common Prayer
PFF 5 Prayer for Forgiveness
PFF 5 Prayer for Guidance
PFF 5 Prayer for Insight
PFF 5 Prayer for Luck
PFF 5 Prayer for Protection
PFF 5 Prayer for Skill or Craft
PFF 5 Prayer for Strength
PFF 10 Courage of the Righteous
PFF 10 Bless Item
PFF 10 Bury the Dead
PFF 20 Sanctification
PFF 20 Holy Barrier of Guard
PFF 25 Prayer to Smite the Godless
PFF 25 Prayer for Strength of the Righteous
PFF 25 Prayer to Detect Magickal Forces
PFF 30 Prayer to Find the Open Way
PFF 30 Prayer to Recognise Evil
PFF 35 Ritual: Remove Curse
PFF 40 Prayer to Smite the Godless 2

Bless Item

Cost:-3 FP from Priest
This empowers a priest to Bless a religious object. The AoF takes 1 minute to perform and gives the following benefits:
• A supernatural being requires a Willpower roll - PFF of the priest to pick up a Blessed Item. Increases one's PFF by +5% when performing an AoF. Only one Blessed Item may give such benefits at a time.

Sanctification

Cost:-3 FP from Priest
This enables a priest to sanctify Holy Water: 1 pint x Faith skill level per week. The AoF takes 1 hour to perform. He will use ¼ oz of Holy Water to perform Blessings etc. Holy Water burns a demonic Spirit, Undead, Faerie or other supernatural being of Evil nature on contact and causes 7 + Crit Die of burn damage. A Willpower roll - PFF of the cleric is made to avoid fleeing.

The Outline for The Embedded One's

The Embedded One's do not have a headquarters

Meetings of all of the members are rare as they are so dedicated to their studies it is hard for them to leave the hive of undead, they are living with. Their structure is a simple one, the Buck is the longest serving member of the group. Any contact or meetings are arranged at his request.

THE BUCK

Grand Master Nathan 'Pop' Popadopalus, 14th Lv1 Necromancer, resides in the tower of misery in the Carlegg Mnts.

THE GATEKEEPER

Magus Rook 8th Lv1 Necromancer, the Small town of Evenlight in Anderia

OFFENSIVE DECISION MAKERS

Degarlo Miffan, 4th Lv1 Necromancer, Sol'da Sestand Anderon, 4th Lv1 Necromancer, Duchy of Maks

DEFENSIVE DECISION MAKERS

Preston Aimes, 5th Lv1 Necromancer, Milithar

OFFENSIVE LEADERS

2nd Lv1 Necromancers. Their names change often due to attrition of numbers.

DEFENSIVE LEADERS

2nd Lv1 Necromancers. Their names change often due to attrition of numbers.

WORKER LEADERS

2nd Lv1 Necromancers. Their names change often due to attrition of numbers.

OFFENSIVE DRONES

1st Lv1 Necromancers. Their names change often due to attrition of numbers.

WORKER DRONES

1st Lv1 Necromancers. Their names change often due to attrition of numbers.

DEFENSIVE DRONES

1st Lv1 Necromancers. Their names change often due to attrition of numbers.

GATHERER DRONES

1st Lv1 Necromancers. Their names change often due to attrition of numbers.

Nightwalkers

Racial Supplement

For those that dare to wander the lands at night they must be on their guard, for violent creatures stalk the shadows.

In this supplement we bring to you expanded rules allowing your players to create Lycanthrope and Vampire Player Characters. With information on character design, their social hierarchies, with a selection of magick items and rules for creating societies and cults, with some sample groups, each with adventure hooks and a couple of mini adventures.

Bring another facet to your Chivalry & Sorcery 5th edition game with this supplement and welcome the night and all its creatures.



BGD3200