

THE Unnaturals



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INTRODUCTION

It had only been a moment since he'd heard the girl scream.

Jack Deacon had trailed her from her family's estate in Vrenthar to a backstreet "photography studio" in Esler. Judging from the number of cat-breeds and Face-Shifters who crowded the block, he had assumed she wasn't there to be part of a *Better Homes and Glowstones* spread, but that was her business. His was to make sure she made it home in one alluring, if barely of age, piece.

The two hoods by the door were doing a lousy job of just lounging around. Deacon had barely made it three steps before they were going for their revolvers, but he was a little faster. He fired once, the bullet splitting in two just out of the barrel. Half of it tore through the throat of one gunman, the other took out the right eye of the second. They obligingly got out of the way.

Knowing who ran the 'Shifter shows and "snuff and reanimate" moviehouses in this part of town, he was pretty sure the guards were just gravy. The real first line of defense would be a ward on the wooden front door. He picked up one of the corpses by the scruff of the neck and tossed him through the entrance. The body splintered the cheap wood — the expensive ward splintered the body. Deacon followed the corpse inside, close enough to fool the spell and ensure a lecture from his dry-cleaner on getting blood out of a suit.

Jessica exercised her pipes again, loud enough to shake the light fixtures in the hallway. Deacon was tempted to take the stairs three at a time, but somehow he knew it wouldn't be that easy. Someone had to be waiting on the upstairs landing.

He flattened himself against the wall and edged his way up, straining to catch a glimpse of who — or what — might be up there. As it turned out, the yellowish-red glow streaming through the bannister railings was a dead giveaway. Deacon felt a chill go through him as his mind whispered, *Hollow Man*.

The thing hadn't seen him yet — if it had, they'd have heard its yell of rage in Selastos — so he had a few seconds to go over what he knew about these



Demons. Lead slugs would be next to useless, so would blades ... fire, that was the key. At least, if the conjurevids were right.

He moved up the staircase as quietly as he could until he found a better vantage point. Damn, that thing was ugly — a bad imitation of a Human, its skin all cracked and worn like old leather. Fiery light spilled from its eyes and mouth and every other tear in the flesh it wore. It carried an axe in its hands.

Deacon spun the cylinder in his revolver until he found the slug with the fire rune scratched into it. Then he turned and fired, the bullet finding the Hollow Man's side and exploding into flame. The Demon looked ... inconvenienced.

It screamed and swung, taking out most of the railing with one swipe of the axe. Deacon ducked a rain of wood and fired again, but not at the Demon this time. This slug was aimed at the floor beneath its feet, and the explosion on impact left the Hollow Man standing on air. It crashed through to the hallway below, and suddenly Deacon had the high ground.

Not that that was such prize territory. The first runslug had sparked a fire on the second floor, meaning there was no time left to play games with the Unnatural. Deacon vaulted over the flames and kicked in the door marked "Studio." Inside, Jessica was three-quarters out of both dress and mind, and the shutterbug had turned out to be a wolf in more ways than one. Two slugs in the chest — one lead, one lightning — sent the 'Shifter crashing through the window.

Deacon threw his coat around the girl and hustled her out the door ... just in time to see the Hollow Man reach the landing. It was doing its best to grin.

The detective thrust his client's prodigal daughter behind him and raised his revolver. *Should've paid more attention to those vids*, he said to himself ...

BEYOND HUMAN

Unnaturals — those beings beyond, below and other than Human — have a been a fact of life and death on Marl for centuries. They range from devastatingly powerful to not much more than annoying, from breeds just trying to get along and pass to Demons who stand out from any crowd. And they are an integral part

of the *Bloodshadows* universe.

In the pages of this book, you'll meet Shapeshifters, Breeds, Undead, Demons and things of the Wilderness. Some are suitable for use as player characters and can be an exciting challenge to the talents of the finest roleplayer. Others are recommended for use as gamemaster characters, enemies or obstacles for the adventuring party to overcome.

This introduction will take a look at "quick and dirty" designs of your own Unnaturals. But the first question that should be addressed is, how do you know if your creature is better suited to be a player character or a gamemaster character? Take a look at these few aspects of him to make your decision:

1) Attribute Levels: If your Unnatural is well beyond the standard 68 attribute points for beginning characters (see the "Necro-Rex" in Chapter Three of this book for an example of this), you might be wiser reserving him for a gamemaster character.

2) Intelligence: If the Unnatural has Intellect and Mind attribute values below 5, this lack of intelligence might hamper a player's ability to roleplay him satisfactorily. While you need not rule out brainless characters entirely, special provisions will have to be made to make them interesting for players to use.

BUILDING YOUR OWN UNNATURAL

There are hundreds of potential types of Unnatural characters that can be active in the *Bloodshadows* universe. And it's possible that you might have an idea for one not in this book, but whom you would like to introduce into your campaign. What are the basics of creating an Unnatural character?

1. CREATE THE CHARACTER CONCEPT

Figure out just what type of Unnatural you would like to create. Is he a Shapeshifter? A Breed? Or something completely different, a species all his own? If you need some inspiration, try reading horror or fantasy novels and comics, watching movies, or exploring the mythologies of different cultures.

One of the best ways to create an Unnatural is to start by determining what his powers are. If you want a creature who lives by draining

the life force from others, he's more likely to be some form of Undead or Demon than, say, a Breed. Right away, you have some idea of what segment of Marl society your character fits in and a better picture of what some of his other powers might be (for example, Undead are frequently immune to some form of attack, like non-enchanted weapons, whereas Breeds usually aren't).

2. ASSIGN ATTRIBUTE VALUES

If you are designing a player character Unnatural, remember that they start with the standard 68 attribute points, with values commonly in the 5 to 13 range. If the value is going to higher or lower than that range, it is usually the result of a Background Advantage or Compensation. Start out with your 68 points and then add or subtract as need be down the line.

If you are designing a more experienced gamemaster character Unnatural, distribute the 68 points and then add to them based on how veteran a character you want to have and how much of a challenge you want him to be. Remember that, when dealing with Unnaturals, a small number of points can make a huge difference, owing to the powers they already possess.

If you are designing a Wilderness creature, whose stats are commonly radically different from the majority of Unnaturals, you can use this trick to get going. Assign values of 9 to all attributes. Then work from the assumption that for every attribute you increase, you must decrease another by the same amount. Thus, if you want your character to have a Strength of 17, you must reduce one attribute by eight (so perhaps he winds up with a Charisma of 1). This is only an optional rule — gamemaster characters and Wilderness creatures are, in the end, the gamemaster's creation, and you can do with their stats as you wish.

3. ASSIGN SKILL POINTS

An easy formula to assign Skill Points, both to your characters and to the "standard" characters included in this book, is to add the Intellect and Mind values of the character. The sum is the number of skill points that character can have.

Next, divide the sum by three, rounding up. The result is the number of adds the Unnatu-

ral will have in his best skill. Then assign the rest of the skill points as seems fit for this character.

Example: *Miranda creates a new type of Shapeshifter with an Intellect of 9 and a Mind of 6. Adding these together leaves her with 15 Skill Points for her character. Dividing 15 by three, she knows that the character has five adds in her best skill (which, in this case, is persuasion). She then divides the 10 remaining points among the character's other skills.*

4. ASSIGN BACKGROUND ADVANTAGES AND COMPENSATIONS

One of the most frequently asked questions about Unnatural characters is how many Advantages to give them, as they are often significantly more powerful than Human characters. A good rule of thumb is to multiply the column number of the Advantage by the number of them that you are taking from that column (for example, 3CIV would equal 12, 2CIII would equal 6, etc.) Add the results of this multiplication together. Most Unnatural characters should not have Advantages that add up to greater than 12.

Example: *The Orris in the basic book has 2CI, 1CIII, and 1CIV. Multiplying these out leaves you with 2+3+4, equalling 9, and could have another Advantage if you really felt it was necessary.*

By contrast, the relkazar has 3CIV, which equals 12. He really should not receive any more Advantages, as he is already pretty powerful.

If you want the character to have more than 12 points in Advantages, you may allow him to — but it's advised that you add an extra Compensation into the mix to make up for this, and in the interests of balance.

Finally, when designing a player character Unnatural, keep in mind how well he will work with the party. If his powers will completely overshadow everyone else, it might be a difficult mix. One solution to this is to tack on some pretty severe Advantage Flaws to negate some of the character's powers or give him enough vulnerabilities that his comrades' presence is essential for the successful completion of the adventure.



CHAPTER
ONE

THE 'SHIFTERS

Shapeshifters have lived among the people of Marl for millennia, since long before the Godwar, and it's doubtful they'll be leaving anytime soon. Men have always had a problem with the whole idea of 'Shifters — maybe it's because they could be anyone and anywhere. Your boss; your best friend; the dame in bed next to you, they could all turn into something *other* when the mood is right. And that something might consider you a late-night snack ...

In some cities, 'Shifters are still hunted. Other places have werecreature sentinels, and 'Shifter whores are nothing new, though an acquired taste. They're considered "wild" and "unpredictable" and maybe that's part of their appeal. Don't expect any city government to admit to either being around, though.

But your average 'Shifter has more to worry about than just prejudice. There's the pain of changing shape, for one thing — I've never met a 'Shifter in any hurry to shift, know what I mean? Muscles twist and stretch, skin pulls and tears, joints pop and crack ... it isn't pretty to watch and it's extremely painful for them, especially if the shape is wildly different from their previous one.

It's even possible for a Shapeshifter to be knocked off his pins by the pain of changing and get stuck halfway between forms. The pain just gets worse and worse and finally the 'Shifter cracks up and can't go any further, but can't go back either. And a half-done shape can't walk, use its hands, or even breathe without straining poorly anchored muscles.

At least once a week in any major city, some hospital will get an unfinished 'Shifter. Sometimes they're crazy — sometimes they die from missing the right organs to do all the jobs that need doing. If they're lucky, the healers will load them up with enough painkillers that they'll relax and slip into one shape or the other.

The last and toughest problem facing Shapeshifters is their identity. When you're changing shape all the time, it's easy to forget who you really are. Sometimes, 'Shifters get trapped in a new form, forget about the old one, or just don't want to go back to it anymore. This is pretty common among 'Shifters who turn into animals. Running wild and free in the forests, they lose any desire to go back to the cities, and eventually start thinking like the animals they resemble. Spend enough time in a bar that caters to 'Shifters and you'll be certain to hear at least one story about some joker, who went "were" and never looked back.

SHAPESHIFTERS IN THE GAME

The attributes of a Shapeshifter come in one or more sets separated by "/." The first set of stats refers to the creature's natural form, the second is generally its altered shape. 'Shifters can usually take on more than one form; werecreatures are normally confined to only one, and perhaps a second that lies somewhere between Human and animal.

If a Shapeshifter really blows a *shapeshifting* skill roll, he may become stuck half-way to his new shape. Generally, an immediate and successful *shapeshifting* roll will allow him to finish changing shape. If this roll also fails, he is stuck, blinded by pain and unable to complete his change without outside assistance (usually in the form of painkillers).

If, in the gamemaster's opinion, a Shapeshifter character has spent way too much time in an unnatural shape, doing things that are enjoyable for that shape (such as a wolf running free through the woods), he may require the character to generate a *willpower* or *Confidence* total (base difficulty of 10, modified by how long the 'Shifter has been in his other form). Failure at this check means the 'Shifter is unable to return to his old shape.

For Shapeshifters that take on wild shapes which have no natural habitat (say, a three-headed lizard), the risk of getting lost in their new form is much less. It's much more common among werecreatures.

WERECREATURES

Werecreatures are Humans who are able to change into animals, either because of a spell

or curse or of their own free will. Your average Werecreature can still live something like a normal life — provided he can control the changes, or at least keep company with folks who know what he is and don't care.

The most common way to wind up a Werecreature is for you (or one of your ancestors) to get cursed. In this case, you change shape at a certain time or when something in particular happens. Some Werefolk change at the full moon, the high tide, or every second Tuesday. Others change whenever they get angry, aroused or just generally stirred up. (Later generations might learn to better control the change, but it takes a lot of work and sweat.)

Some Werecreatures have the ability to pass on their curse, usually through their bite. If you're not sure what bit you, get checked — it's worth the gold to know you won't go all hairy at the drop of a hat (or the rise of the moon).

There are even some Werecreatures who've mastered stopping the change halfway between man and animal. They get the benefits of their animal form — claws, teeth, whatever — but hold on to more of their own intelligence. And they're damn dangerous ...

WERERAT

"Listen, you don't want to mess with me. I run with the pack, and we protect our own. You mess me up and maybe the pack messes you up ... or maybe they just mess up your friends and family and you can read about it in the paper. The pack is everywhere. I don't care how powerful you think you are, we can get to you."

"See, we run under your floors, across your window sills, beneath your beds. We know who's screwing who and how they're doing it. When you talk to yourself late at night, we're there, watching, listening. But don't worry — you do as we like and we won't tell your dirty little secrets."

"Don't believe me? It's real simple. I just change into a rat — a tiny, insignificant little rat — and I go where I like. I'm not like some Werecreatures — I can control where and when I change shape. Sure, I feel the urge on nights of the new moon, but I can resist. In my line, you have to — lose control and you'll turn Human while you're inside a wall or something. What a mess."

"But that's not the end of it. I can change into



BACKGROUND NOTES: WERERATS

Advantages/Compensations

1CI, 1CIII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIII): Animal Control I (rats), Special Abilities (CIV): Natural Weaponry (HTH) (teeth), Natural Weaponry (HTH) (claws), Shapeshifting I (rat form).

Compensations: Advantage Flaw (CIII):

Infection I, Ability Loss III (lose all rat abilities when in Human form).

Recommended A/C

Advantages: Skill Bonus (Any Level) to perception

Compensations: Any that involve the loss of control over oneself.

Restricted A/C

None

a man-rat, too — ugliest thing you'll ever see — a short, twisted man with the head and tail of a rat. Keep my hands, too, so I carry blades, and as a half-rat I'm faster than lightning.

(See, we also know where you'll be and when, so you get in our way and you'll find a bunch of us waiting for you in your shower some morning.)

"And don't go looking for help from my brothers either. There's only one pack. Anybody who doesn't join when they get unlucky, well, then we don't teach them how to con-

trol their change and they wind up too much Human in too little tunnel."

Virtually every city has some Wererats in it.

In addition to the standard ways of becoming one, there's a rumor that some conjurer tossed a curse on garden-variety rats and made their bite pass along the curse. They can't change themselves, but they can change you ...

Wererats can often be found in gangs of various sizes, usually running con games or extortion rackets.

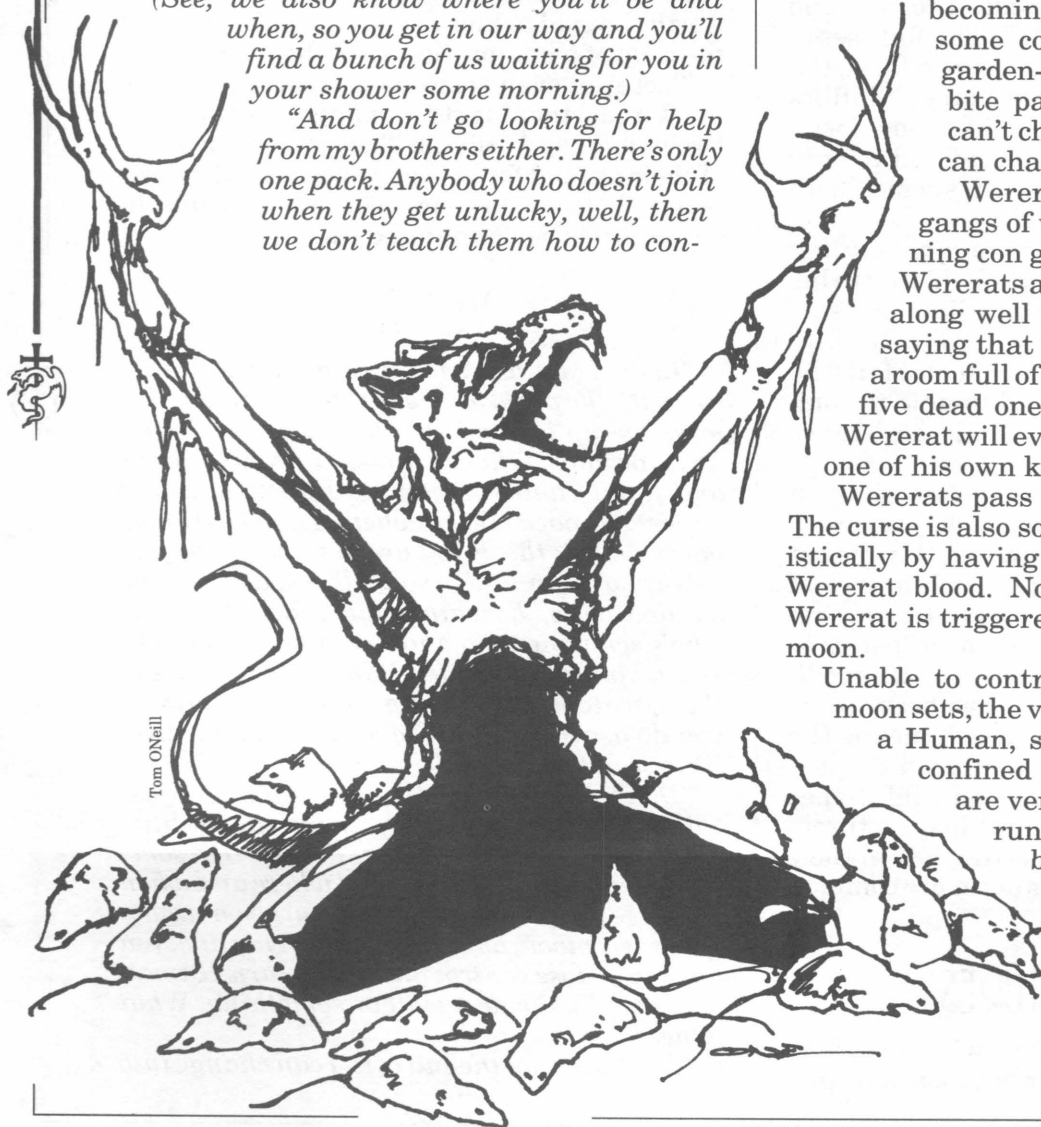
Wererats are notorious for not getting along well together — there's an old saying that if you lock six Wererats in a room full of cheese, you'll wind up with five dead ones and one fat one. But no Wererat will ever help an outsider against one of his own kind.

Wererats pass on their curse with a bite. The curse is also sometimes passed on ritualistically by having the victim drink a cup of Wererat blood. Normally, the change to a Wererat is triggered by the rising of the full moon.

Unable to control his changes when the moon sets, the victim will change back into a Human, sometimes while still in a confined space. This is why there are very few Wererats that don't

run with a pack. Elder members of a pack will teach ways to control the urge to shift, so that accidents like this don't happen.

Many Werereatures lose all reason when in their animal shape, and



rats are no exception. But more than any other Unnatural of this type, Wererats need to keep their wits about them. Besides their usual enemies (sentinels, other gangs), Wererats have to worry about traps, poison and larger animals.

Most Wererats live in sewers, spending a good part of their time looking for dry places on which to rest their heads. More successful packs might own townhouses high above the streets and only use the sewers to escape when in rat-shape.

Some Wererats have the ability to influence other rats and can stir whole hordes to attack their enemies.

STANDARD WERERAT

AGILITY 10/11
DEXTERITY 10/12
ENDURANCE 7/5
STRENGTH 7/2
TOUGHNESS 9/4
INTELLECT 9/10
MIND 9/5
CONFIDENCE 8/6
CHARISMA 8/8

Attribute Note: The numbers after the slash are for the Wererat in rat form, while the

prior number is for the creature's Human form.

Skill Notes: Wererats are often trained by their packs as pickpockets, con artists, or in other small-time rackets. Must have at least one add in *shapeshifting*.

Natural Tools: A Wererat's teeth in a half-man, half-rat form are STR+3/10, and its claws are STR+2/9; As a full rat, the Wererat's teeth do damage value STR+3/5, and its claws do STR+2/4.

Alignment: Wererats don't seem to care that much about the Godwar, but when they have taken sides, it is invariably on the side of Chaos. Wererats aren't very loyal to anything except the pack, so even Chaotics find Wererats untrustworthy.

WEREPANTHER

"Aye, I am hungry tonight. And this street is part of my territory ... but you don't look too tasty, so maybe I'll leave you alone. I don't usually hunt Humans, unless they foul my territory. You know, the ones who scare your kind, get them to lock their doors and only venture out with weapons. They make the hunt harder for everyone.

"Mmmm, I can smell my



Tim Bobko

prey now. Well, if you must know, I hunt other Shapeshifters. They taste far better and are more of a challenge. Wererats are particularly good — they're fast, cunning, and quite delicious.

"Sure, I know, now you're scared. Well, we've gotten a raw deal — poor public image, you know? What they don't tell you is that half the murders attributed to us Shapeshifters, and especially to us Werepanthers, we didn't do. But if we did, then there's probably something they ain't telling you about the victim — like he was a Wererat or something.

"The other thing they don't tell you is that the sentinels don't come looking for us as often as they pretend to. They know who a lot of the Were-Folk are. But it's too dangerous to try and bring us in, unless the murder's big news and they've got no way to weasel out of the job.

"In some cities, I hear, we even work as sentinels! Good hunters, you know. We know what it means to be predator and prey. We're also pretty handy in a scrap — nobody likes to fight a panther with the brain of a man. Yeah, I should've become a sentinel — then I could have hunted and gotten paid for it.

"That was a joke. How come you ain't laughing?"

Werepanthers are extremely solitary, rarely traveling with anyone other than their mates. Unlike many others of their kind, Werepanthers are incapable of passing on their affliction through infection. They're created solely by curses, which are then passed down through generations of a family, affecting both male and female children. (Werepanthers who breed with Humans create more Unnaturals, including some creatures permanently trapped between Human and panther form).

Werepanthers are great hunters, but are also smart enough not to hunt Humans and draw sentinel attention to themselves (Werepanthers retain enough of their minds to manage in dealings with Humans). Instead, they stick to ridding their neighborhoods of pests (criminals, bums, etc.) and hunting less desirable Shapeshifters (like Wererats). Humans who cause trouble in a Werepanther's hunting ground are courting trouble, though, and should be aware of that.

Some larger cities employ a few Werepanthers as a sort of tactical force, since

BACKGROUND NOTES: WEREPANTHER

Advantages/Compensations

2CI, 1CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Weaponry (HTH) (teeth), Natural Weaponry (HTH) (claws), Shapeshifting I (panther form).

Compensations: Advantage Flaws (CIV): Ability Loss III (lose all panther abilities when in Human form), Allergy II (gold).

Recommended A/C

Advantages: Skill Bonus (Any Level) to *stealth*

Compensations: Any that involve the loss of control over oneself.

Restricted A/C

None

they're both stealthy and excellent fighters. Just the sight of one can be enough to take the steel out of someone's spine (shortly before the Werepanther takes the spine out of someone's body, natch).

STANDARD WEREPANTHER

AGILITY 10/12

DEXTERITY 8/4

ENDURANCE 8/10

STRENGTH 10/12

TOUGHNESS 10/11

INTELLECT 8/8

MIND 8/5

CONFIDENCE 8/9

CHARISMA 8/8

Attribute Notes: The numbers after the slash are standard for the Werepanther in panther form, while the prior number is for the creature in Human form.

Skill Notes: In addition to substantial *unarmed combat* values, Werepanthers also place a high premium on *stealth*. Must have at least one add in *shapeshifting*.

Natural Tools: Claws, damage value STR+3/15; teeth, damage value STR+4/16.

Alignment: Werepanthers can take any side in the Godwar, but they tend to favor

Order. Chaotic Werepanthers tend to reveal themselves too often to the public eye and after that, they don't last long.

WEREBEAR

"Just look around you — see the yellow grain, growing in the setting sun. I could never live in the city, all those dark buildings towering over you, and the dirty rain pouring down on the blackened streets. No, I could never live there. I know most of the farmers have left here since the drought, gone to the city looking for work in factories and such. But that's not for me — I'll stay here on the outskirts, between city and Wilderness, and watch things grow.

"Come to me peacefully and I'll leave you be, maybe even point you in the right direction if you're lost. But remember, at night I am the bear. I am wild, free, and I may not know you from any other man. Unlike other Shapeshifters, I don't want to make you like me, unless you want to, and I think you're worthy. I am not cursed — I am privileged. I don't need

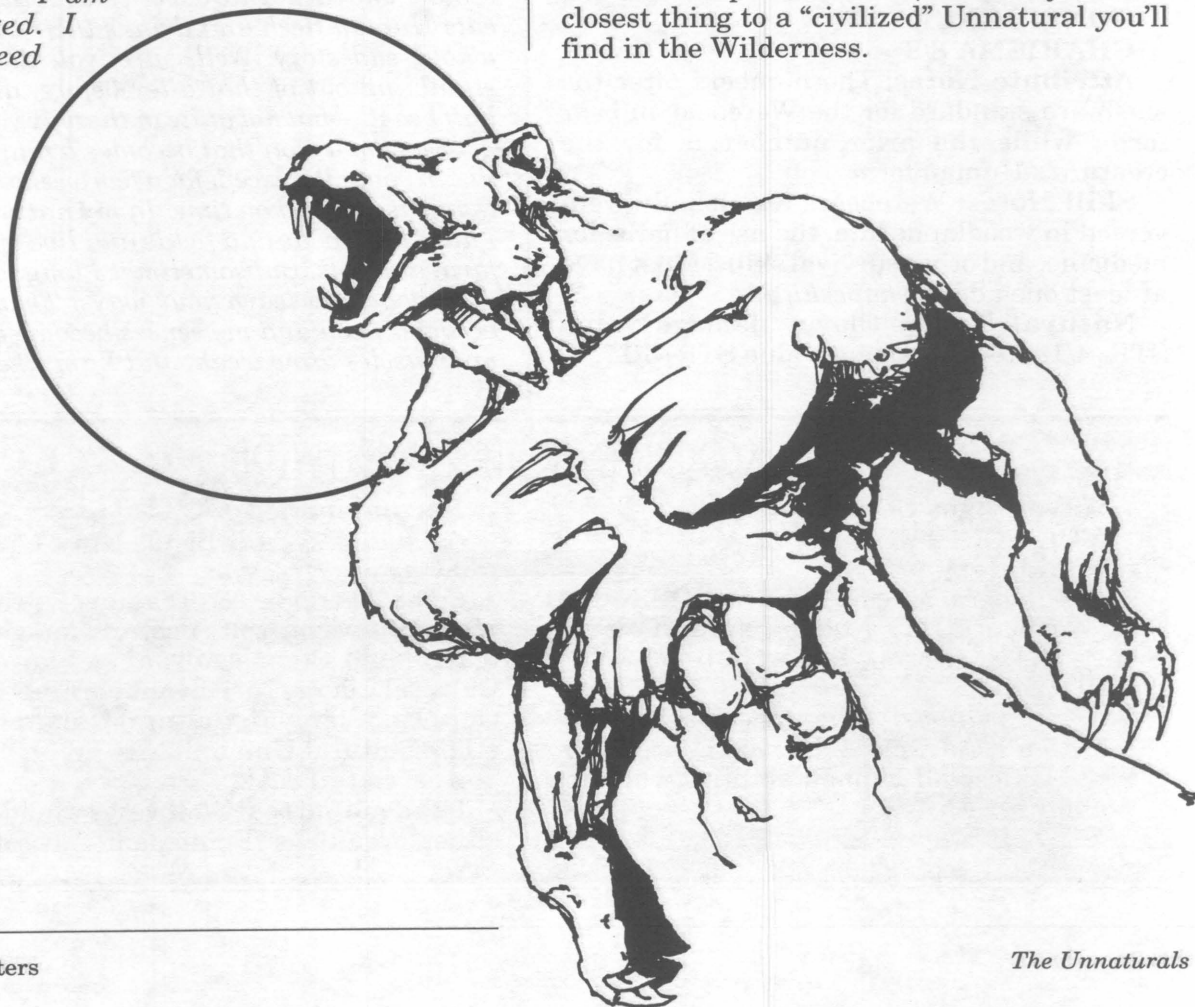
to hunt for victims, for my victims find me.

"I know the dark and secret places of the forest. I know where the shadower sleeps and where the dryads play. And that is enough for me."

The wildest of all the Werecreatures, the Werebear, lives almost exclusively on the outskirts of the cities, sometimes even in the Wilderness. Werebears are solitary, preferring to live alone. They can pass on their curse by biting another, but this is rare — a Werebear rarely leaves a victim alive.

Werebears are often members of woodland cults. On nights of the new moon, the 'Shifters gather in their animal forms for ritual hunts of deer and other animals. While Humans normally aren't the targets of these hunts, it's not smart to be out in the woods on these nights. Wild, hungry and caught up in a quasi-religious mania, a Werebear could slaughter you without realizing what he was doing until it was too late.

Some Werebears have gone so far as to become complete hermits, and may be the closest thing to a "civilized" Unnatural you'll find in the Wilderness.



Tom O'Neill

BACKGROUND NOTES: WEREBEAR

Advantages/Compensations

2CI, 1CIII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Weaponry (HTH) (teeth), Natural Weaponry (HTH) (claws), Shapeshifting I (bear form).

Compensations: Advantage Flaw (CIII): Infection I, Advantage Flaws (CIV): Ability Loss III (lose all bear abilities when in Human form).

Recommended A/C

Advantages: Skill Bonus (Any Level) to *perception*, *survival: forest* or *survival: Wilderness*

Compensations: Any that involve the loss of control over oneself. Quirk (CII), Werebears are often antisocial and sometimes become hermits.

Restricted A/C

None

STANDARD WEREBEAR

AGILITY 8/9

DEXTERITY 7/5

ENDURANCE 9/13

STRENGTH 10/14

TOUGHNESS 11/12

INTELLECT 8/8

MIND 8/5

CONFIDENCE 10/7

CHARISMA 8/8

Attribute Notes: The numbers after the slash are standard for the Werebear in bear form, while the prior number is for the creature's Human form.

Skill Notes: Werebears are usually well-versed in woodlands lore, the use of herbs for medicine, and other survival skills. Must have at least one add in *shapeshifting*.

Natural Tools: Claws, damage value STR+4/18; teeth, damage value STR+3/17.

Alignment: Werebears can be on any side of the Godwar. However, almost all of the tribes in the Wilds are Oathbreaker/Order.

WOLFWERE

"You think you've seen me before, don't you? A man who turns into a wolf, stalks the streets, eats Human flesh and drinks their blood, the whole, sad story. Well, sure, you did see me stumbling out of that alley before, and I am halfbeast — but not quite in the way you think."

"See, I'm a wolf that becomes a man. I don't live in your city, except for a few weeks here and there, as you reckon time. In my natural form, I hunt the woods and fields and live off of your farm animals. But sometimes I long to explore your dens and learn your ways. Then my fur becomes flesh and my senses become dull and my muscles grow weak, and I am like you."

BACKGROUND NOTES: WOLFWERE

Advantages/Compensations

2 CI, 1 CII, 2 CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Weaponry (HTH) (teeth), Natural Weaponry (HTH) (claws), Shapeshifting I (Human form).

Compensations: Advantage Flaw (CIII): Infection I, Advantage Flaw (CIV): Ability Loss III (lose all Human abilities when in wolf form).

Recommended A/C

Advantages: Skill Bonus (Any Level) to *tracking* or *perception*.

Compensations: Any that involve the loss of control over oneself. Also, Advantage Flaw (CIII): Minor Stigma, Advantage Flaw (CIII): Cultural Allergy I or Advantage Flaw (CIV): Cultural Allergy II, Cultural Unfamiliarity III or Cultural Unfamiliarity IV.

Restricted A/C

It is doubtful that Wolfweres would enjoy either "Wealth" or "Equipment" Advantages.

"Tonight I have come to experience the sights and smells of the city, the hundreds of tastes and flavors that float on the midnight air."

"Sometimes, of course, those like me find they cannot leave the city. They've lost touch with the wolf they once were. I don't know what happens to such as they — and I don't want to."

Wolfweres are a particularly strange breed of shapechanger and they're often confused with Werewolves. While both have two forms, a Wolfwere is a wolf who changes into a man. It's interesting to note that, in just about every other way, the two species are identical: both pass on their curse through their bite (though Wolfweres can curse both men and other wolves).

There's been some speculation that Wolfweres are nothing more than insane Werewolves, who have forgotten that their true form is Human, not wolf. While this might be the case in a few instances, there's no real proof of the theory.

What is known is that Wolfweres act like wolves, even when in Human form. They consume raw meat; go wild when assaulted with a great variety of scents, and bare their teeth when angry.

STANDARD WOLFWERE

AGILITY 10/8

DEXTERITY 7/8

ENDURANCE 10/9

STRENGTH 12/8

TOUGHNESS 11/10

INTELLECT 8/9

MIND 6/8

CONFIDENCE 6/9

CHARISMA 9

Attribute Notes: The numbers after the slash are standard for the Wolfwere in Human form, while the prior number is for the creature's Human form.

Skill Notes: Wolfweres are excellent trackers and strong in other skills one would expect

a wolf to have (*unarmed combat*, etc.) However, they often know little of Human culture (putting many *Intellect* and *Mind*-based skills largely out of their reach). Must have at least one add in *shapeshifting*.

Alignment: Wolfweres can have any alignment in the Godwar, yet as a species they have evidenced none.

GORSH

"No, I'm not like other wizards you know. Sure, they work their little miracles, be it weather control or making your car run. That's not the weak, pathetic kind of control I want. You see, I have complete control of my body — complete control. Do you understand what that means? Do you realize what I can do?"



Tim Bobko

BACKGROUND NOTES: GORSH

Advantages/Compensations

1CI, 1CII, 3CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Sorcery II, Shapeshifting II (multiple forms)

Compensations: Gorsh commonly have Quirk (CIII), as most are psychotic or on the verge of it

Recommended A/C

Advantages: Skill Bonus (Any Level) to shapeshifting

Compensations: Any that involve the loss of control over oneself. Infamy (CII) or Infamy (CIII)

Restricted A/C

Gorsh would be unlikely to have any Advantage that increases interaction skills or bonuses to same

"I'm not some tired scholar wasting my days in a library filled with musty tomes. I'm strong;

I spend most of my day exercising, endlessly. I won't be worth a damn after I'm 50, I know; the muscles just keep going and the bones, well, they get brittle and they break. Not

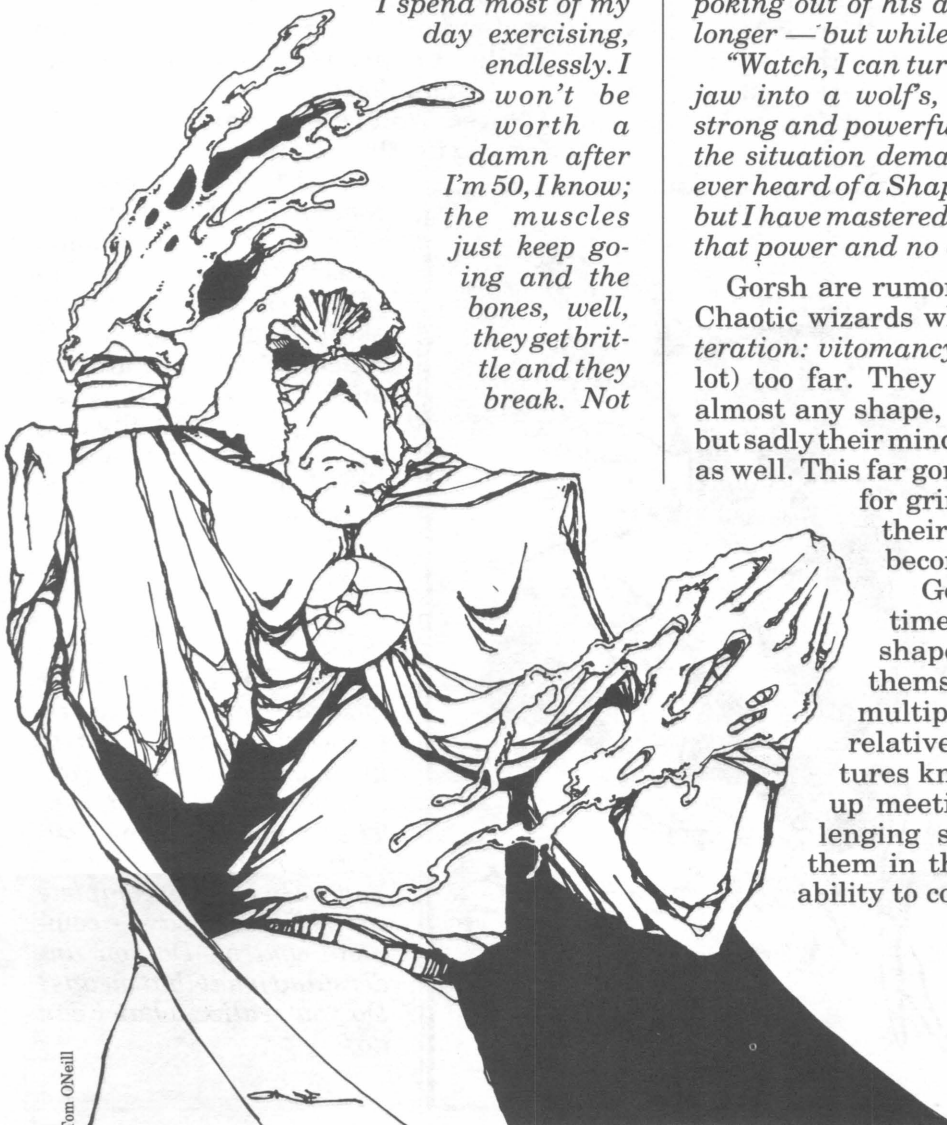
a pretty sight to see, a man halfway through becoming something else with a shattered bone poking out of his arm. No, I won't last much longer — but while I do live, I'll live fast.

"Watch, I can turn my hand into a blade, my jaw into a wolf's, and my legs can become strong and powerful; I can turn into whatever the situation demands. Sure it hurts — who ever heard of a Shapeshifter who felt no pain — but I have mastered my pain. No one can match that power and no one can defend against it."

Gorsh are rumored to have been powerful Chaotic wizards whose experiments with *alteration: vitomancy* spells went a little (or a lot) too far. They can twist their body into almost any shape, as if it were made of clay, but sadly their minds inevitably end up twisted as well. This far gone, they have no more need

for grimoires or casting spells — their shapechanging rites have become a part of their nature.

Gorsh spend much of their time practicing assuming new shapes, and working to keep themselves in shape (crucial in a multiple shapeshifter). There are relatively few of these now-creatures known to exist — most wind up meeting bad ends, either challenging someone too powerful for them in their madness or losing all ability to control their changes.



Tom O'Neill

BACKGROUND NOTES: FACE-SHIFTER

Advantages/Compensations

2CI, 1CII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIV):
Shapeshifting II (head and face only)

Compensations: None

Recommended A/C

Advantages: Additional Skill Adds (Any Level)
to *disguise* or Skill Bonus to interaction skills

Compensations: Any

Restricted A/C

None

STANDARD GORSH

AGILITY *

DEXTERITY *

ENDURANCE *

STRENGTH *

TOUGHNESS *

INTELLECT 8

MIND 7

CONFIDENCE 11

CHARISMA 8

Attribute Notes: Physical attribute values are dependent what form the Gorsh is in at the time.

Skill Notes: Gorsh make use of both shapeshifting and their "Natural Sor-

cery" powers to change shape. They commonly have high *alteration: vitomancy* values, although they no longer have much need for standard spellcasting. Must have at least one add in *shapeshifting*.

Alignment: Gorsh are Chaotics, through and through. Their small numbers means they are involved in the Godwar infrequently, but they are effective when they appear.

FACE-SHIFTERS

"Come on over, honey. What's your pleasure tonight? No, I'm not like those



Tim Bobko

other girls — I can be any girl you want. I can be anybody ... but it's going to cost you. It'll take me time to find the right shape if I haven't seen her before, and time is money.

"What do you mean, why do I work here? Gods and devils, I thought you were a paying customer, not some bleeding heart. Well, I don't need no sympathy — I do this job because it pays, alright? Sure, there are other jobs I could find, the kind your type considers honest work — but those jobs only go to the trustworthy, brother. And nobody trusts a 'Shifter — nobody.

"Only the actors got it made. But find a producer who'll admit his three big stars are all the same guy. Yeah, the money rolls in, long as you keep quiet about what you are.

"See, watch. Now I'm a girl ... and now my face looks just like yours. Scary, huh? You trust your eyes too much. Seeing them tricked scares you Humans pretty bad, doesn't it? Well, if you would look less with your eyes and more with your heart, maybe we wouldn't frighten you so much, and maybe you wouldn't hate us like you do.

"So, you looking for a good time or not?"

Often working as prostitutes or cheap entertainers, Face-Shifters are a common sight in the rougher areas of many large cities. They can easily pass for normal Humans, if they don't use their talents — but it seems that the temptation is too great, and once you're branded

a 'Shifter, the brand is there for life. The lucky few go into vaudeville or conjurevids, some even get jobs as sentinels. The rest wind up as grifters, whores or even in freak shows.

Whether the ability to face-shift is purely an inherited one, or the result of a curse, no one knows, and the Face-Shifters aren't talking. It's known with a fair degree of certainty that a Face-Shifter who mates with a Human has at least a 50-50 chance of creating another of his or her kind.

There are rumors that some Face-Shifters have joined a group called "The Hood," and are hiring themselves out as rub-out artists for the underworld. And it is true that a good Face-Shifter can pass himself off as just about anyone, making it easy to get close to a target. Remember, though, that the body stays the same, so padding, lifts or other disguises might be necessary, and trying to get by as something obviously non-Human is out.

STANDARD FACE-SHIFTER

AGILITY 8
DEXTERITY 8
ENDURANCE 8
STRENGTH 8
TOUGHNESS 9
INTELLECT 9
MIND 8
CONFIDENCE 9
CHARISMA 10

BACKGROUND NOTES: VORAKS

Advantages/Compensations

1CI, 1CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Possession I. The Vorak is capable of possessing the skin of a corpse — this, combined with its shapeshifting ability, allows it to appear as its victim. The Vorak will get the mental Attribute values of its victim after the brain is consumed, its own identity being submerged beneath that of its victim. It does not get the physical stats, nor need it make a roll to consume the mind — this is a simple action. Special Abilities (CIV): Shapeshifting II

Compensations: Advantage Flaw (CIII): Ability Loss I, the Vorak loses all knowledge of its own identity and its particular skills when possessing another's skin. Achilles' Heel (CIV): Vorak have a severe allergy to sunlight — when its true flesh is exposed to sunlight, the Vorak must make a successful Endurance total of 12 per round exposed or suffer two wounds; Infamy (CIII)

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

None

Skill Notes: Face-Shifters concentrate on improving their interaction and disguise skills, as persuasion is the name of their game. Those who work as gunmen are trained in *fire combat*, and sometimes *melee combat* as well. Must have at least one add in *shapeshifting*.

Face-Shifters may not enlarge or shrink their head or face by more than a third.

Alignment: Like many 'Shifters, Face-Shifters tend toward Chaos.

VORAKS

"I know, I frighten you. But never fear, it will be painless enough. I can see it so clearly now. I know what I am in this one moment ... soon I will lose it all again, and I will lose myself inside your life. Do not be deceived by this sagging skin of a young woman. See how loose and baggy it has become? I have had it for six months now, but it is not my skin. I have no skin.

"Yes, of course I am a killer. I take the flesh of my victim, as I took this woman's flesh, and as I will take yours. And then I consume the mind, learning who you are, how you talk, what you think. I know what you know.

"And when I am ready, I will wear your skin and I will become you, and nobody will know that you are long dead. But then I will forget, as I always do. I will forget what I am and I will start to think that I am you, that I have always been you and that I will always be you.

"Eventually, the skin will begin to fall from me, as this one does now. The dreams will get

worse and worse and I will remember what I really am — and I will have to look for another skin so I can begin again.

"I am so glad I found you. I wonder if I will like your life ... I hope I will. As soon as I take you, I will forget all about this woman, of course. Perhaps if I didn't consume your mind, I would remember her ... but then I wouldn't be a very convincing you, would I?"

"Now just relax, it only makes it worse if you struggle."

As Unnaturals go, Voraks have very few redeeming features. They live to kill Humans, whose hides they then take for their own. Consuming the brain allows them to adopt the personality of its victim. It then goes about living that person's life, fooling their friends and loved ones.

As time goes on, the Vorak loses itself in its new role

and actually believes that it is the person that it killed. Its memories of its Vorak existence become only vague but disturbing dreams. The Vorak lives its new life to the fullest.

But it all has to end sometime. After a period of anywhere from three to six months, the magically maintained flesh begins to sag and rip, revealing the Unnatural's blood-red form underneath. The dreams become more and more frightening, until the night the Vorak realizes they are not dreams at all, but its



reality. At that point, it's time to shed the old skin and go get a new one.

An unprotected Vorak — its own flesh exposed — is vulnerable to sunlight, which can burn it away. That is why it's so important to get a new, whole hide when the old begins to rot away.

In their true forms, Voraks are universally hated and killed on sight. It's doubtful that they ever interact with each other, since when disguised, they don't realize what they are. But there are isolated reports from Wilderness scouts that a cult of Voraks exists, who kidnap travelers and sacrifice them to a shapechanging deity (the nature of which is unknown).

STANDARD VORAK

AGILITY 9
DEXTERITY 10
ENDURANCE 10
STRENGTH 10
TOUGHNESS 11
INTELLECT 8
MIND 7
CONFIDENCE 7
CHARISMA 7

Attribute Note: Over time, the Vorak's mental Attributes will change to that of his victim, reverting to his original Attributes when it is time to find a new victim.

Skill Notes: Like Face-Shifters, Vorak's put great stock in interaction skills, for those times when they are aware that they're Unnatural and must lure in a new victim.

Alignment: Very few Voraks have an alignment, since it's so rarely that they are aware of who and what they are. (Agents so deeply undercover that they don't remember who they work for aren't of much use to any faction in the Godwar.)

GRANI

"I do not know where we came from. They say we're not Human, that we have never been Human. We are of the earth — even now, separated by the street, by dead stone, I can feel the earth, its blood rushing deep underground."

"Look at my hand, see the grey hardness; no, it is real stone. When I die, you can see that, I will turn to clay. I can change my shape into anything of stone, any bit of earth I can make. I am an artist. I am my own sculpture, but it is not for sale."

"Weapons? Oh, I suppose I could make weapons with my hands, but not very good ones. Obsidian daggers, perhaps, but obsidian (like most stone) is brittle. If it breaks, well, then, I may bleed when I change back into flesh and blood. Then there will be that much less of me when I want to change again. The pieces die when they come off, you know, they can't be reattached."

"One day, I hope to learn where I came from. Not knowing is the worst part. I am Human — I love, I hate, I know what beauty is, but I am alien to all of it. I suppose that is what makes me a great artist."

Made of a strange, stone-like material, the Grani can change the shape of their body or a portion of their body and are capable of motion despite being made of rock. They themselves are unsure of where they came from, but they have a great affinity for the earth, and many have theorized that they may be some sort of breed. Grani consume stone as food.

The Grani can sense how "healthy" the earth is beneath them. Places of great industrial activity seem toxic and dead to the Grani, and places where blood has been spilt are

BACKGROUND NOTES: GRANI

Advantages/Compensations

2CI, 1CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Armor, Shapeshifting I, Natural Sorcery I, Grani have the natural ability to sense the "health" of the ground on which they're standing

Compensations: Advantage Flaw (CII): Grani are incapable of regenerating lost

pieces of themselves, Advantage Flaw (CIII): Nutritional Requirements (stone),

Recommended A/C

Advantages: Additional Skills Adds (Any Level) to *artist: sculptor* or *scholar: stonemason*

Compensations: Any

Restricted A/C

Grani may not take the Special Abilities (CIV): Regeneration Advantage



frightening to them. Stone that has been mined from the earth and ground, mixed, or smelted into an alloy feels “dead” to a Grani.

It is this sense and the fact that many worship a creature called only “Deep” that leads many Grani and scholars to believe that the Grani are a race that originated deep within the earth and that some enemy or terrible cataclysm drove them out. They gather in large numbers in some cities and have formed stonemason unions (it is almost impossible for a non-Grani to become a member). This has led to violence between Grani and Humans, with the latter feeling these Unnaturals are taking work away.

In other cities Grani work as artists, using their superior feel and sense of stone to make wonderful, if bizarre, works of sculpture. They sometimes even sculpt themselves as a centerpiece which they do not sell, but which attracts potential buyers to a show.

STANDARD GRANI

AGILITY 6
DEXTERITY 8
ENDURANCE 12
STRENGTH 12
TOUGHNESS 18 (13)
INTELLECT 9
MIND 8
CONFIDENCE 8
CHARISMA 7

Skill Notes: Many Grani have *artist: sculptor* for a tag skill, or *science: construction*.

Natural Tools: Stone flesh, armor value
TOU+5/18

Alignment: Grani have, as yet, not evi-

denced an inclination toward any particular side in the Godwar.

HURKOR

“Sure, I’m a Hurkor. So what? Got another of those ‘how many Hurkor does it take to put in a glowstone’ jokes? Tell it someplace else — I helped build this town, and don’t forget it. I’m real sorry you Human workers can’t do what I can, but I’ve got to use what I’ve got, you know?”

“No, I can’t really change shape, that’s all nonsense. Yeah, I know what the union pamphlets say about us, but it isn’t true. I can’t really change my bones at all, just the muscles. I can move my muscles around however I like. That means I can have the perfect set for whatever job I’m doing. Makes me about three times as strong as you Humans — maybe four times as strong as a scrawny little guy like you.”

“Sure, it takes time to change ‘em and you can’t be moving around a lot when your leg muscles keep changing shape. You can stretch and tear your skin, too. See here? Right across my knuckles there, got those little scars when I bulked my hands up to hang onto a beam that got loose from two workers. Held it there for ten minutes until we could get it into position, but my knuckles weren’t ready for all those muscles and the skin just split open. What a mess that was.”

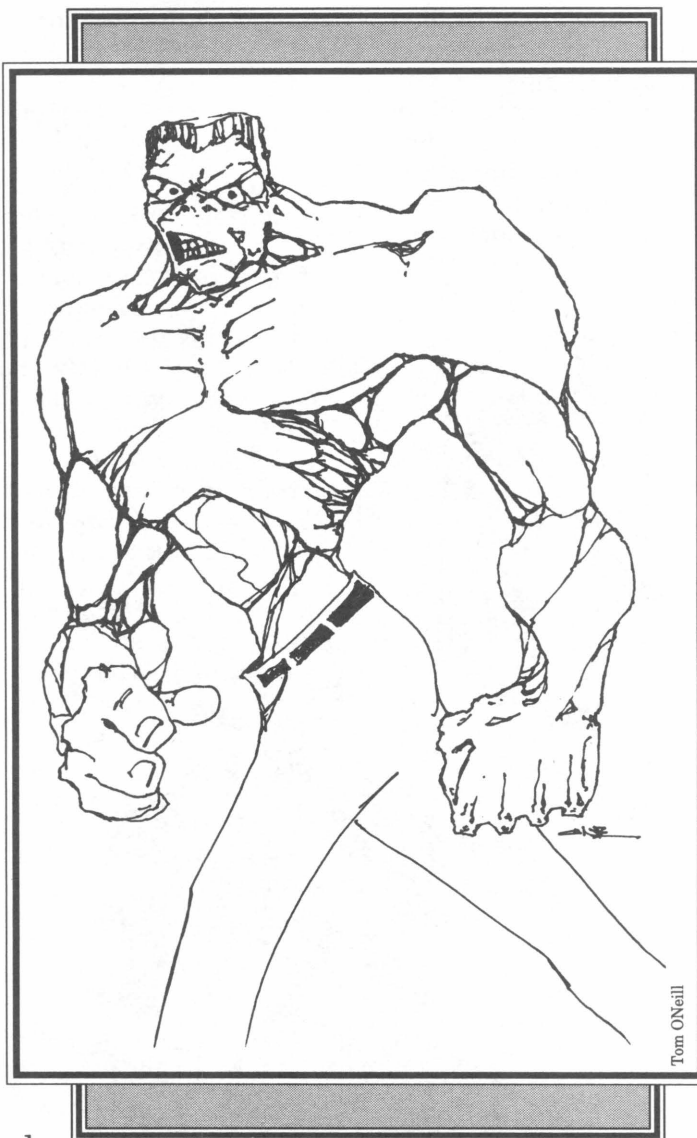
“You can hurt your bones, too. Bones are pretty strong, but you put too much muscle power on one of them and it’ll snap like a twig. So you gotta be careful. So I’m not all you think — just a regular guy trying to make a living, just like you.”



Tim Bobko

Hurkor are possibly the most accepted of all the Shapeshifters, simply because there's no intent to deceive in what they do. They can alter the shape and size of their muscles, but not their actual appearance. In fact, the average Hurkor stands out in a crowd, because his skin is often baggy or stretched and torn from the changes they make to their bodies.

Hurkor work in many cities as heavy labor, able to lift many times more weight than a man; they make wonderful construction workers. While their ability does not make them much better in combat than a strong Human, they are often used by law enforcement and criminals to intimidate and frighten their enemies. Hurkor have a reputation for being a lot tougher



and a lot nastier than they really are, and it's one they don't try too hard to discourage.

Hurkor don't have the attitude problems most other Shapeshifters seem to, mainly because they don't feel they've gotten a raw deal. A hard-working Hurkor can make a decent living, and maybe hope for something better for his kids (although Hurkor still don't get much in the way of education).

Hurkor are incapable of breeding with Humans and can only produce offspring with other Hurkors.

STANDARD HURKOR
AGILITY 10
DEXTERITY 7
ENDURANCE 12
STRENGTH 15
TOUGHNESS 12
INTELLECT 7
MIND 6
CONFIDENCE 7
CHARISMA 6

BACKGROUND NOTES: HURKOR

Advantages/Compensations

1CI, 1CII, 1CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Shapeshifting I, Attribute Increase II (STR+2/15)

Compensations: Advantage Flaws (CIV): Reduced Attribute III — subtract three

points from mental Attributes (due to incidents of inbreeding among Hurkors and lack of formal education)

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

None

BACKGROUND NOTES: SHADES

Advantages/Compensations

1CI, 2CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Attack Form Resistance (Non-Enchanted Weapons), Shapeshifting II

Compensations: Advantage Flaw (CIII): Nutritional Requirements (emotions), Quirks (CIII): Dependency (Major — Emotions), Advantage Flaw (CIII): Ability Loss

I (Shades lose the ability to shapeshift when in the presence of strong emotions that compel them to remain in their present shape. They can only change again when a stronger mind dictates a new shape.)

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

None

Skill Notes: Hurkors normally concentrate on Agility and Strength-based skills, rather than those connected with the mental Attributes. Must have at least one add in *shapeshifting*.

Alignment: Hurkors are among the only Shapeshifters with more representatives aligned to Order than Chaos.

Gamemaster Note: If a Hurkor character suffers a setback when shapeshifting, or rolls spectacularly bad-

ly, the gamemaster may rule that its skin has torn or one of its bones has snapped as a result of too rapid shifting of muscles.

SHADES

"What am I? Good question. Well, I might be you, or some stranger I met today. I can be a wolf, or a bat, or even mist. I can be young or old, I can be any shape I want, for a little while at least. What's



Tim Bobko

my real shape? Don't know — maybe I don't have one.

"For years, I've wandered, taking whatever shape suited me and suited those around me. Everybody has somebody they want to see, somebody they expect to see when they walk into a room. I can feel the shape forcing itself on me before they even arrive.

"My power lets me hear what they want me to say before I have to say it. You can always tell what they want you to say — sometimes, even without this power, I can hear it. Hell, their thoughts almost force my lips to move, their desires flowing out of my mouth.

"I feed on their emotions. I am eating your fear of me right now. I thrive on them. The stronger the better. Oh, but now I've done it — you aren't worried that I'm going to suck your blood or something and you're losing your fear. Well, I can do that too, you know — just to feel the fear flowing from you, not for the blood."

Whether Shades are Shapeshifters or Demons is open to argument — they're as hard to classify as the Tulpa, and just as confusing to deal with.

Shades apparently have no natural shape of their own. It's assumed that at some point in their evolution, they lost their memories of it and/or their ability to return to it. Their shapeshifting is almost entirely dependent on those around them, as it's their expectations and emotions that dictate the shape the Shade will take. Shades reportedly have very little say in the matter.

A Shade feeds off of the emotions of others. Fear, love, and anger are all acceptable forms of "food" for him, so long as the emotions are strong. Shades can often be found at weddings, funerals and other places where strong emotions hang heavy in the air. Isolation is death for a Shade.

A Shade must feed on a strong emotion at least once a day or he begins to "fade." He starts to lose his ability to change shape, and when he does change shape, it looks less convincing. Shapes of a faded Shade lack detail and the colors are pale. Eventually, a Shade will simply fade away and disappear (this takes only three days without feeding).

Shades have been known to stay with the same person for several months if the person has very intense emotions. While it is rare for a Shade to maintain a shape for this long, as

long as the person they are with has a very clear image and a powerful emotion surrounding this shape, it is possible.

Victims of a Shade's feeding often feel drained emotionally and weak physically. The victim usually regains his emotional strength in a few hours. However, in extreme cases where a Shade can continue to feed off of someone with very powerful emotions for several days or weeks, the victim can grow sick and even die.

Shades are largely immune to attack by non-enchanted weapons.

STANDARD SHADE

AGILITY 8

DEXTERITY 8

ENDURANCE 9

STRENGTH 9

TOUGHNESS 9

INTELLECT 8

MIND 8

CONFIDENCE 10

CHARISMA 11

Skill Notes: Shades may have virtually any skills. They always have at least one add in *shapeshifting*.

Alignment: Their constantly shifting form and precarious existence makes Shades naturals for Chaos, and those who are involved with the Godwar tend toward that side.

TREXUS

"All right, now, don't move, and this won't hurt a bit. You're already numb — hell, you shouldn't even be awake. Real sorry for you and all that, but I gotta eat, you know, and, well, you'll last a long time. Don't worry, I'll keep you drugged; wouldn't want you to thrash around and bleed too much.

"We've been with you, oh, forever. We've been around Humans ever since you started congregating in big groups, so you never noticed if a few went missing. It's easy enough to catch you ... but then, you know that.

"We look Human enough when we want. One of us walks into a bar, makes a friend, buys him some drinks and offers him a ride home. Then the rest of us jump the mark, poison him, and we're off for dinner. Well, you don't want a recap of all that, I can see.

"The others will be here soon and then we can start to eat. Don't worry about the little ritual first. That's just for old time's sake, though you didn't hear that from me. Sure, we worship some pretty old gods, but a lot of it's just tradition now, right? And remember, none of this is personal, pal — just survival."

Nasty and vicious, the Trexus have been preying on Humans for almost as long as there have been Humans. Their natural shape is a large, bipedal lizard with great carnivorous jaws. It's in this shape that they worship their dark gods in hidden temples in the cities of men.

By day, they change shape into Humans and walk among mankind, going about their mundane business. Trexus often inter-marry with Humans, and the children produced in such a union are almost always Trexus, though the species considers such children "unreliable." The Trexus that were born to two Trexus parents have the most status in their closed society.



Tom O'Neill

These Unnaturals have a rigid social hierarchy, starting with the Lord-Dragon who leads all the Trexus in a single city (this Trexus usually has a prominent position in

BACKGROUND NOTES: TREXUS

Advantages/Compensations

1CI, 1CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Armor (hide), Natural Weaponry (Hand to Hand) (claws), Natural Weaponry (Hand to Hand) (teeth), Shapeshifting I

Compensations: Advantage Flaw (CIII):

Nutritional Requirements (Human flesh), Advantage Flaw (CIV): Ability Loss II (Trexus lose their reptilian abilities when in Human form)

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

None

Human society as well). Below the Lord-Dragon is the Provider, who acts as a high priest. The Provider brings victims to the altar and “feeds” them to the gods by ritual sacrifice.

There are many levels below Provider, but they vary from city to city, based on the number of Trexus in the area and on the wishes of the Lord-Dragon.

STANDARD TREXUS

AGILITY 8/10

DEXTERITY 8/7

ENDURANCE 9/9

STRENGTH 9/11

TOUGHNESS 10/12 (10)

INTELLECT 8/7

MIND 9/9

CONFIDENCE 8/6

CHARISMA 9

Attribute Notes: The numbers after the slash are standard for the Trexus in lizard form, while the prior number is for the creature’s Human form.

Skill Notes: Like many ‘Shifters, Trexus put some emphasis on interpersonal skills to help convince victims they are what they appear to be when in Human form. Must have at least one add in *shapeshifting*.

Natural Tools: Hide, armor value TOU+2/12; teeth, damage value STR+3/14; claws, damage value STR+2/13

Alignment: Trexus worship ancient Chaotic gods, and the majority of the species is Chaotic in alignment.

WILD-CHANGER

“Yeah, sure, some of us are cracked — some are even in nuthouses. We aren’t any other ‘Shifter you know. Maybe they can change into other Humans or dogs or wolves or whatever, but at least the things they wind up as are sane. What I change into isn’t sane.

“Like, maybe I change into a three-headed dog. I can’t even tell you what that is like, to feel your neck grow two new heads, to feel your consciousness split into three different parts, to see the dark blue fur push painfully through your skin. Is it any wonder I’m not all here?

“I don’t like changing. I used to have to when I worked protection for the mob. Used to change

to scare the store owners — that way we didn’t have to break any fingers or anything. But I got out of that. I was starting to like the other shape, and that scared me.

“Lots of Wild-Changers like their second shape, but that kind is usually far gone. Insanity claims us more often than anything else. You go nuts and start staying in the other shape until the sentinels catch up with you. And sentinels won’t try to arrest a three-headed dog, they’ll just gun it down — and who can blame them?

“I don’t know how we came to be, if we’re even all of the same species. Some Wild-Changers talk about wizard’s curses and that sort of thing. I always wondered if maybe all Humans could change shape into something terrible, but only a few of us are unlucky enough to discover it. The rest of you never try hard enough to find out.

“Besides my shape, I’ve seen half-scorpions, a crab-man, a two-headed snake, a walking fish, and a tentacled mass (I was never real sure about that one). I think a Wild-Changer can have any second shape — that’s what makes us wild.”

This Shapeshifter species is, in fact, not a species at all, but the offspring of hundreds of different types of ‘Shifters. Some ‘Shifter children are born deformed, mutated, or able to change into very different shapes than either of their parents ever could. In this way, many new “species” are produced, most of which never reproduce again or whose children mutate and look nothing like the parent in their non-Human shape.

To further complicate the matter, many Shapeshifters can mate with Humans and their children can be either Human, Shapeshifter or something else. In this way, thousands of different Shapeshifters walk the earth, each changing into some sort of strange creature.

Wild-Changers are often extremely disturbed individuals, their minds broken from so many years of hiding and from changing into such strange shapes. Many Wild-Shifters end up in asylums until the caretakers realize what kind of inmate they have inside their cell. Then the ‘Shifter is either moved to a cell well away from other prisoners or “disposed of.”



BACKGROUND NOTES: WILD-CHANGERS

Advantages/Compensations

1CI, 2CII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV):

Shapeshifting I

Compensations: Any

Recommended A/C

Advantages: Special Abilities (CIV): Natural Weaponry (HTH), Additional Attribute Point (CIII)

Compensations: Achilles' Heel (Any Level), Special Abilities (CIII): Ability Loss II

Restricted A/C

None

STANDARD WILD-CHANGER*

AGILITY 9

DEXTERITY 8

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 9

MIND 8

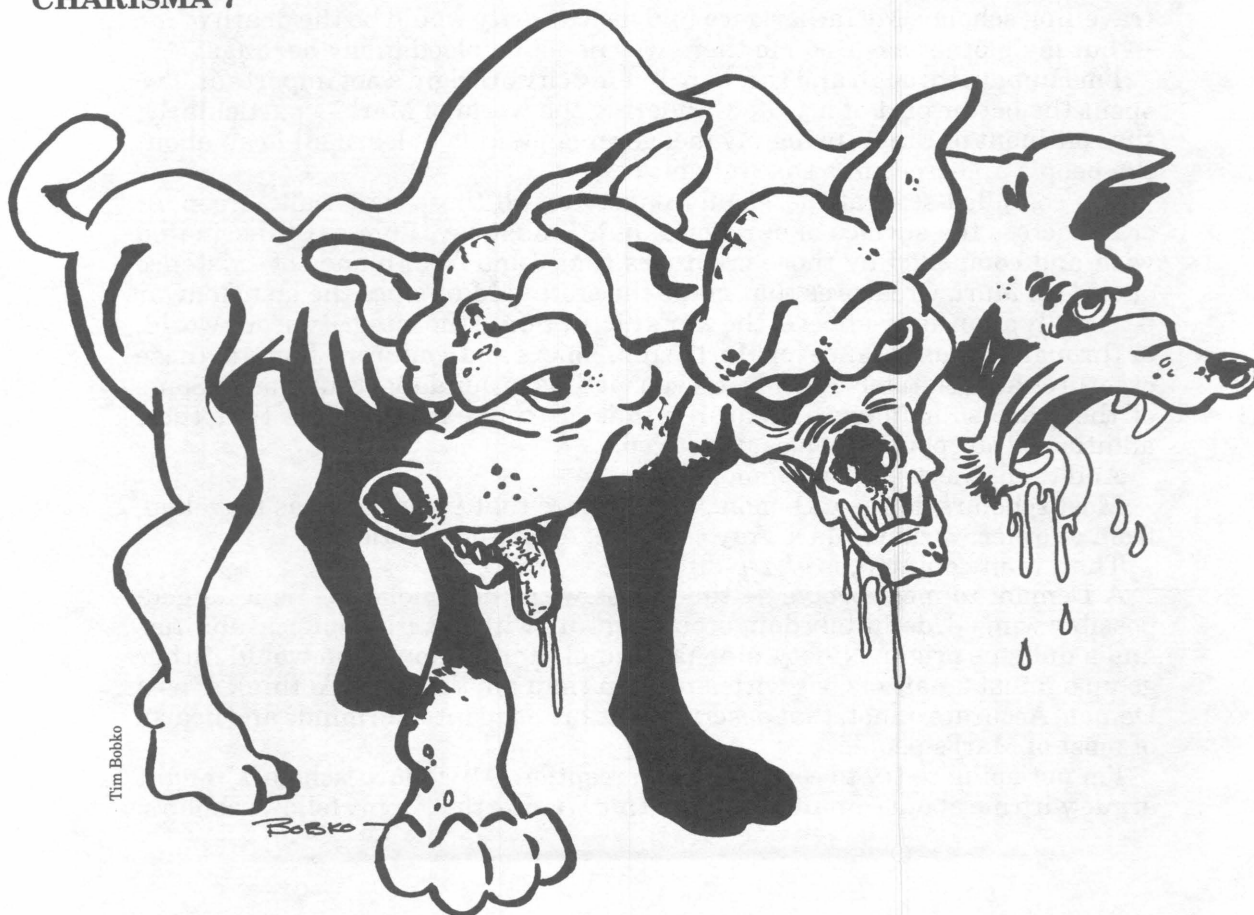
CONFIDENCE 9

CHARISMA 7

*It is impossible to describe all the hundreds of possible Attributes associated with a Wild-Changer's second shape. Attributes must be described on a case-by-case basis.

Skill Notes: Must have at least one add in *shapeshifting*.

Alignment: Wild-Changers are almost always Chaotics. After all, their world seems Chaotic, and even their bodies lack order.



CHAPTER
TWO

DEMONS

My name is Terrel E'Dyson, and I am one of Marl's rarer creatures: a travelling scholar. My father once told me curiosity would be the death of me — but my mother assured me there was no feline blood in my heritage.

I'm Human, through and through, but my city of origin's not important. I've spent the better part of my life wandering the world of Marl — particularly, the continent of Eln — using my meager magic skills to learn all I can about the people and creatures that inhabit it.

I've compiled several theses and papers on all those that walk, creep, or crawl across the surface of our world, but, I must say, I am most fascinated with and compelled by those creatures that come from planes of existence *outside* of Marl. Creatures that made the shift to Marl since the last Godwar — usually as an after-effect of the war's disruption of the integrity of our world, or through the “assistance” of Marl's summoners and conjurers. Some of these creatures are relatively harmless, even victims in our dangerous world. Some of them are so similar to creatures that already exist on Marl that their addition to our populace goes unnoticed.

And then, there are the Demons.

Most scholars define a Demon as a creature that travels, or has travelled, from another world to Marl. Any creature, of any description.

That, in my opinion, is *gharb* dung.

A Demon, to most *people* — the blazes with the scholars — is a fanged, possibly winged, definitely dangerous creature with natural, magical abilities and a dubious origin. Ninety-nine percent of Marl's population would rather go up against a pair of Gris with a mad on than anything they'd think of as a Demon. Accurate or not, that description is branded into the minds and hearts of most of Marl's people.

I'm not going to try to correct that perception. My fellow “scholars” might argue with me about semantics, but I'm not writing this for my fellow scholars.



This is a "Demonic Survival Guide" if nothing else. So, go ahead, *believe* that all Demons are ravaging, deadly, dangerous creatures. Some of them aren't. So what?

I'd rather be *alive* than right, any day.

GYAKI

"The creature was bloated and its belly was enormous. Its legs and arms were spindly and almost comical, but the fingers gripped with a terrible, clinging strength. Its white eyes were saucer-like orbs, and the tiny, red pupils burned like fire. The entire time I saw it in its natural shape, its large, blood-lipped mouth gasped and gaped like a man desperately sucking in air.

"But the creature could move with astonishing speed. The first of my party to move, the sentry, started to raise his rifle at the creature, but it ducked under the barrel as the man fired, and seized him in its long claws. At first, I thought it would tear him apart, but it just clung to him as he struggled. His face turned gray, then hollow, and his stomach thinned, then paunched, as if from starvation. Within moments, he was reduced to skin and bones, and the creature discarded his shrunken form like a child's stick-doll.

"The other sentry attacked then, firing repeatedly into the creature's belly. It turned and looked at him, seemingly not noticing his well-placed shots. He emptied his rifle into its stomach and its chest, and blood streamed from the creature's bloated body but, still, the creature seemed not to notice. Only when he had emp-

tied his rifle did it act.

"The sentry discarded his rifle, drawing his pistol. But, before he could fire again, the creature's form seemed to turn inside-out, its internal organs visible momentarily in a horrific display. We all recoiled, and the sentry almost dropped his weapon. Then he gasped and I looked up. The Demon had assumed his form, down to his startled, disgusted expression. It moved toward him.

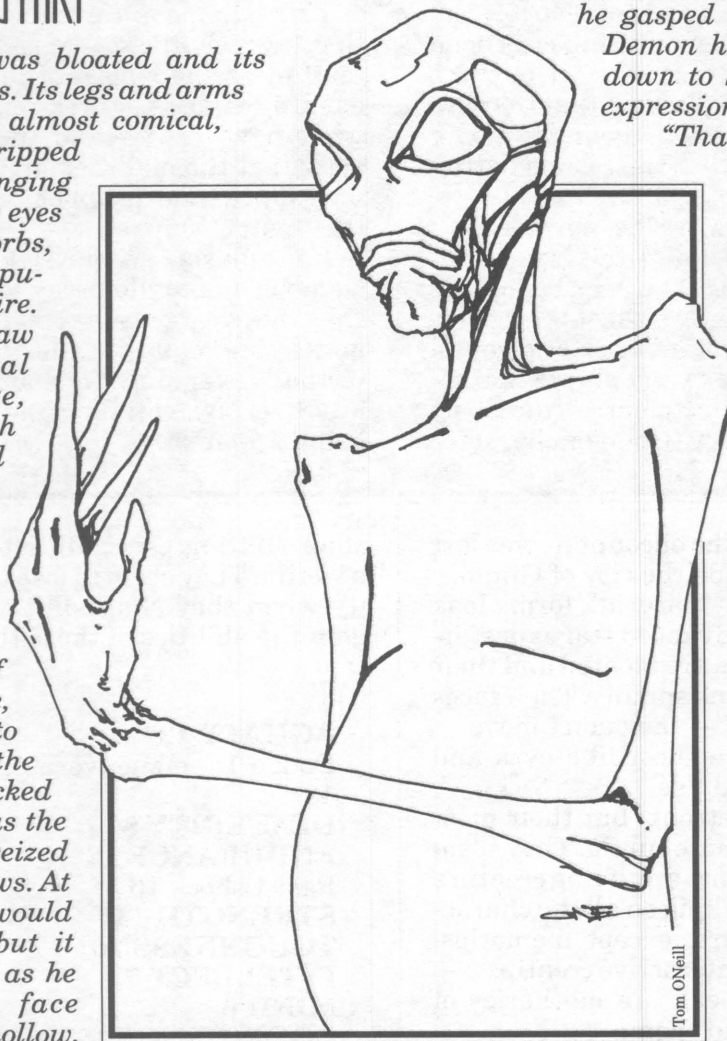
"That shook me, but also spurred me to action. As the Demon's now-Human hands reached out for their helpless victim, I brought up a spellstone I'd prepared the day before. I did not think its small charge would be of any great effect, but I knew I had to do something.

"The discharge from the stone caught the creature in the right shoulder. To my surprise, the arm was torn off, and black blood—far different from the red blood that had streamed moments ago from its belly—spewed out. The creature howled and started to shapeshift again, but the sentry, stirred from his stupor, fired point-blank into its face. The bullet tore through the

back of the now man-shaped head and the creature collapsed. By the time it hit the ground, it was a mass of stinking offal, like the discard from a butcher's shop."

— Meredith Billings,
Freelance Scout

The account above was related by a traveling mage I know, and verified by the surviving sentry and one of the passengers from the convoy. Another passenger, who reportedly



DEMONS, DEVILS, AND STATS

With a rare few exceptions in mind, all Demons listed in this chapter probably should not be used as player characters. There are several reasons for this, the first of which is the rarity of their appearance on Marl. Most of these Demons have only been seen (by surviving witnesses) once or twice since the last Godwar. The fact that they are appearing more and more frequently only emphasizes the fact that the cosmic battlefield has shifted once again.

The second reason is the power level. Most of the Demonic Unnaturals are considerably more powerful than any beginning player character. In fact, most of their abilities easily eclipse the standard Background Advantages available to any player characters. Likewise, their attributes cannot be allocated in the same way player character

stats are allocated. The Gyaki, for example, has a total of 80 attribute points, plus a Toughness value of 20 — well out of player character range.

Third, Demons are “super-opponents” for the player characters. Most often, they come to Marl at the behest of higher powers — deadly mages, Godwar-related events, or what have you — and they are, to some extent, at the mercy of circumstance. They may appear and disappear under conditions they cannot control.

If the players absolutely insist on playing Demons, make them pay for it. Remember that they can be summoned away with no notice; be bound by the right spells; and virtually everyone they encounter will try to kill them on sight. Play up the downsides of being a Demon.

went insane soon after the encounter, was lost in the Wilderness outside the city of Gimm.

The Gyaki, in their “natural” form, look much like Humans in advanced stages of starvation — their stomachs are bloated and their arms and legs are thin and spindly. Their faces look like plaster masks — they don’t move — except for their white, saucer-like eyes and their gasping, thick, red lips.

They are quick and strong, but their most terrifying abilities are more subtle. They seem to be able to shapeshift into any living creature they’ve seen recently, taking on all the characteristics of that creature, except memories. They do not seem to be interactive creatures — the only words they speak are mockeries of speech they hear around them.

When the Gyaki shapeshift, they seem to turn inside out. This has the effect of intimidating those around them, paralyzing them with disgust and fear.

If the Gyaki can get their clutching hands on a living creature, they seem to drain all nutrients and proteins from that creature, effectively starving that creature to death. This is their most devastating and preferred attack.

The Gyaki have one weakness I have been able to determine. They cannot seem to help

shapeshifting, especially after they have killed a victim. They seem to lose their invulnerability when they shapeshift, even though they gain the abilities of those they shift into.

GYAKI

AGILITY 12*

Dodge 14, maneuver 16, unarmed combat 18

DEXTERITY 8*

ENDURANCE 12*

Resist shock 16

STRENGTH 14*

TOUGHNESS 20*

INTELLECT 7

MIND 6

CONFIDENCE 12

Intimidation 14, willpower 15

CHARISMA 9

Shapeshifting 10 (involuntary 16), taunt 16

*These attributes change when the Gyaki shapeshifts

Life Points: 3–5

Roleplaying Notes: The Gyaki can shapechange into any living creature they have seen within the last hour. They gain all the creature’s physical abilities, but not their



interactive skills or special abilities (such as might be garnered from Background Advantages or Compensations). The Gyaki do not seem to communicate with their prey, except to mock and unsettle them. No Gyaki has ever had a “discussion” with a native of Marl — at least, not one that’s survived.

The Gyaki can also drain the Strength and Endurance of their targets. On a successful *unarmed combat* attack, they automatically generate a *willpower* total versus their target’s Endurance or *resist shock* skill value. If the Gyaki’s skill total is higher, read the result points on the “Push” column of the Success Chart. The push value is subtracted from the target’s Strength and Endurance attributes.

Finally, the Gyaki have an extremely high Toughness attribute value — but they always assume the physical attributes of those they shapechange into. While this is usually their only weakness — they seem to be unable to resist shapechanging, especially after making a kill — anyone who witnesses a Gyaki shapechange is automatically *intimidated* at a value of 18. Witnesses can actively resist as an action, however.

WITCH-RIDERS

“I was only a kilometer outside the city walls. I mean, I was less than a kilometer outside. It was late, and I wanted to get back inside before the Bailiffs shut the doors. I didn’t think I would, so I was running.

“I guess I was pretty winded. I didn’t even notice the woman by the river ’til she called out. I whirled, and my knife was in my hand before I knew it. T h a t

embarrassed me — she was an old woman, it looked like. Sixty or seventy at least.

“I know, I know; she wasn’t a real woman. But she seemed so real. She jumped and looked like she was going to run back into the woods. But I held out my hand and put my knife away. I was able to calm her down pretty quickly.

“Calm her down.’ That’s a laugh. She was pretty damn calm, all right. She said her husband was a lumberer, and they’d been working up-river day and night to get ready for the spring ships. She was lonely, and she was scared, and she had hot stew and a bed for me.

“What can I say? It sure as hell beat running back and getting turned out — the night was falling faster than my drunken uncle. I went with her and she chatted up a storm — I guessed she was lonely and happy to have someone who’d listen.

“Well, the stew was good and hot, and the bed was soft. I can still remember her talking up a storm and chatting my ear off. It wasn’t ... unpleasant — you know, how those old gaffers and gammers drone on and on about ‘the bad old days.’ It was kind of comforting.

“The next thing I know, I’m in dreamland. But it wasn’t like a real dream. I mean, I was unconscious but aware. I saw the woman standing over me, grinning like a wolf. She was still the same old lady, but she looked ... scary. She put something leather in my mouth



Tim Bobko

and pulled — I couldn't do anything but follow.

"When we're outside, she climbs on my back and I start to run. I feel her heels goading me — like fiery spikes, jabbing into my sides. I can't think of anything but running — on all fours — over the land, the water, the rocks, and the roads. I ran and ran and ran, like a panicked beast.

"I must've passed out around daybreak. I woke up, and I felt numb and sore all over. See my hands? They had to amputate four fingers off my right and all I've got left of the other is a stump. I was lucky they could save my feet. And my back? Well, I don't walk around hunched over like this for nothing."

— Grill Baker,
Ex-Furskinner, Guildsport

For the longest time, there have been legends of old hags, bewitching travelers and riding them through the night until they collapsed and died. Corpses have been found on lonely roads with blood-soaked hands and torn feet ... and broken backs.

Most assumed that the survivors who told of these ancient women were talking about insane witches, cultists, or pure sadists. Only recently did I learn that these creatures are not from Marl at all, but from someplace beyond our world.

WITCH-RIDER

AGILITY 7

Dodge 9, stealth 15

DEXTERITY 10

Prestidigitation 13

ENDURANCE 12

Resist shock 15

STRENGTH 6

TOUGHNESS 10

INTELLECT 10

Camouflage 16, cantrips 16, divination: vitomancy 20, linguistics 16, perception 13, trick 18

MIND 8

Conjuration: vitomancy 20, hypnotism 28, medicine 16

CONFIDENCE 10

Alteration: vitomancy 22, con 19, willpower 10

CHARISMA 8

Charm 18, persuasion 22

Life Points: 5–8

Spells & Cantrips: Witch-Riders often possess some powerful spells and quite a few cantrips. Most often, their magical abilities are directed at subtly attracting their prey — they dislike overt “power” spells. Most Witch-Riders have built their own spells so that their knowledge cannot be easily traced ... but they leave their mark on an environment.

Roleplaying Notes: By day, the Witch-Riders are, for all intents and purposes, old Human women with unusually high *charm* and *persuasion* skills. They are personable and friendly — especially to lone travelers — and always willing to share what they have.

Apparently, in order to keep from being transported back to whatever hellish world they come from, the Witch-Riders must ride a sapient creature near to death (or to death) during one, desperate night. At this time, the Witch-Riders change — they become incredibly strong and tough, and they have the ability to *hypnotize* their victims at a level of ability equal to their Mind +20 (as listed in their stats). They will convince their targets that they are helpless within the Witch-Riders' grasps, and they will also force their targets to run on all fours — whether this is natural for them or not.

A witch-ridden creature must depend on his Endurance to survive. The target of the Witch-Rider must make an Endurance roll every hour the hag is on its back — usually a ride lasts eight hours — versus increasingly hard difficulty numbers. The difficulty numbers start at 15 and go up by +3 every hour of the ride. If the character fails in the skill check, read the negative result points on the “Damage” column of the Success Chart. If a target takes three wounds or more, he loses a hand. If he takes four wounds, he loses both hands. At five wounds, he loses a foot. At six wounds, he is dead.

Note from Terrel E'Dyson: The Witch-Riders are especially insidious because they are able to live among us unobserved — much as Vampires and Wercreatures can — but they are less related to us emotionally and mentally. They don't just enjoy cruelty; they live on it.

As I was compiling this piece, I heard a rumor that the particular Witch-Rider that victimized Mr. Baker of Guildsport had been living in and around that area for years, preying

on miners in the summer and venturing *inside* the city walls during the winter. It was able to “make a living” as a seeress and a mage (and a healer!) for some time before its cover was blown.

DEATH-DEALER

“I was sick and I was dying. He saved me. No, I don’t care how he did it. No, I don’t think their deaths were my fault. Now shut up and leave me alone.”

— Name Withheld

This creature is attracted by the of death. It will approach a person, seemingly out of nowhere, when that person seems about to die. The Death-Dealer will then offer to save the person ... in return for certain allowances.

The terms of the “death-deal” are mutable, but they usually involve a trade. The Death-Dealer will do whatever is necessary to save the dying person and return him or her to perfect health. The Death-Dealer will always act in good faith, but it expects to be paid in return.

Usually, the Death-Dealer will ask for “permission” to cause the deaths of people close to the victim it has saved. Why it needs this permission is unknown, but it may be a contingency set upon its stay on Marl. If the dying person refuses to give this permission, the Death-Dealer will not save him.

The Death-Dealer will not state the full nature of its terms at the beginning of the deal

— it seldom has to. It comes to those facing certain death, promising life. It will then periodically visit those it saves for the rest of their natural lives, asking permission to kill those near that person.

And it asks for help as well.

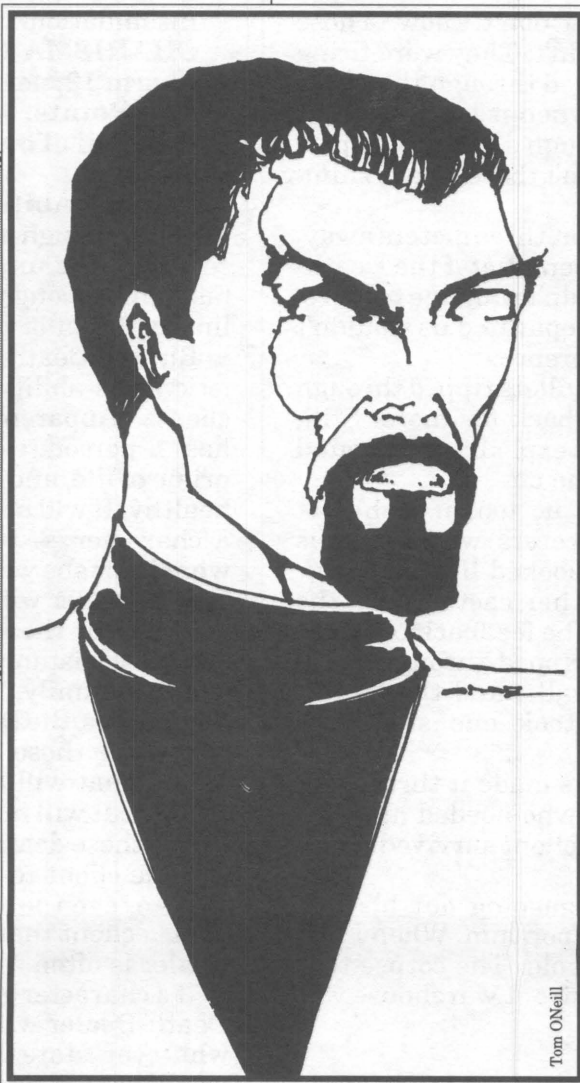
The Death-Dealer will seldom ask its “client” to kill a target ... but the client will almost always be involved in the killing — just enough that the client understands he or she is responsible for the person’s death.

The longer the client lives, the more deaths the Dealer racks up.

There has been one recorded instance of a Death-Dealer being destroyed — not *expelled*, destroyed. It was killed by the single-most determined output of firepower I have ever seen. Yes, I was there. A Death-Dealer’s client was remorseful, and desired to get out of his deal with the creature. When the Death-Dealer proposed the next set-up — it

wanted permission to kill the client’s new daughter-in-law—the client set *it* up. I was invited along as a Demonic expert (that’s how I was called; I prefer “an expert in the Demonic,” but that’s another story), and I arrived soon after a dozen or so of the local criminal elements’ “best and brightest”

piled into the abandoned warehouse the client proposed as the death site. They were armed to the teeth and ready for action.



Tom O'Neill

The Death-Dealer appeared out of nowhere — literally. It must have known what was going on — there were enough lethal objects pointed at the dark, tall, man-like creature that it could not have misunderstood. But it oozed politeness and protocol.

“Where is my reward?” it asked its client.

The man broke into a sweat and shook his head.

The Death-Dealer nodded, once. It seemed almost sympathetic. Then it leaped across the warehouse — nearly 12 meters — and attacked.

I may have blinked. I don’t know. Those hired killers, though, didn’t. They were firing on the creature as it moved through the air. It was hit and staggered when it landed, but it kept coming. It tore through a Gris and a pair of Hugors like they weren’t there, claws shimmering in the dim light.

I moved toward the door, three meters away. I know now, as I knew then, that if the Death-Dealer noticed me and didn’t want me to leave, the 18 meters that still separated us wouldn’t make a damn bit of difference.

Explosions rang out. Bullets ripped through the creature and came back for more. Still, with its component parts exploding all around it, the Death-Dealer came on.

It would have made it, too, if it hadn’t impaled one of the sorcerers while he was letting loose with what looked like a *fireball* spell. The sorcerer lost her casting and the spell got out of control. The feedback blew her to bits. Bone shrapnel ripped through three thugs, the warehouse walls, and the Death-Dealer. It staggered, took one step, and dropped.

I survived, three thugs made it through — one of them an Undead who needed his head sewn back on — and the client survived ... the attack, anyway.

He lay on the floor, gasping out his last breaths even as I came upon him. When I met him, he looked 40 years old. The corpse that gasped its last in a waterfront warehouse was 100 if he was a day.

DEATH-DEALER

AGILITY 16

Acrobatics 22, climbing 18, dodge 20, flight

16 (under 30 meters 22), melee combat 20, stealth 28, unarmed combat 22, unarmed parry 18

DEXTERITY 14

Fire combat 18, thrown weapons 19

ENDURANCE 20

STRENGTH 18

TOUGHNESS 19

INTELLECT 10

Deduction 16, perception 18

MIND 9

Business 12

CONFIDENCE 14

Intimidation 17, willpower 16

CHARISMA 10

Charm 12, persuasion 16

Life Points: 6–10

Natural Tools: Claws, damage value STR+7/25

Special Abilites: The Death-Dealer can teleport, though its fade-out rate is over twenty seconds. It is unnaturally stealthy, and very fast and strong. It seems to be capable of limited flight or great leaps.

But the Death-Dealer’s primary characteristic is its ability to heal and regenerate its clients. Apparently, it can instantaneously heal a person, rejuvenate that person to the prime of life, and make that person whole and healthy. It will not always do an optimal job on a character — the character has to ask for what he or she wants — but, in most cases, the Death-Dealer will do at least an adequate job.

Then, for the rest of its client’s life, it will ask for “assistance” in killing those close to the client — family, friends, business associates. Sometimes, the Death-Dealer will concentrate on killing those the client *doesn’t* like, if it thinks that will cause the client pain or discomfort. It will involve the client as much as it can in these deaths, though it will not usually ask the client to actually perform the killing act — or even do anything easily prosecutable. Still, a client that makes a deal with a Death-Dealer is often a marked man.

If a character goes back on a death-deal, the Death-Dealer will simply return the client to whatever state he was previously in — or would be in if the Dealer had never shown up. It will fight any creature that attacks it, but it will probably not actually slay its errant client. It will let natural law do that for it.

WATER IMP

"There are those who say gazing into a still pool is like gazing through a window into another world. There are others who believe that, when you throw a stone into the water and send out ripples, those ripples affect that other world as well as our own.

"Those people talk too much."

— Trevor Leo,
Ex-watermage, Gimm

young for the boring spells he was casting. But the man was always on time, always did his job, and didn't cause trouble.

Until that one time.

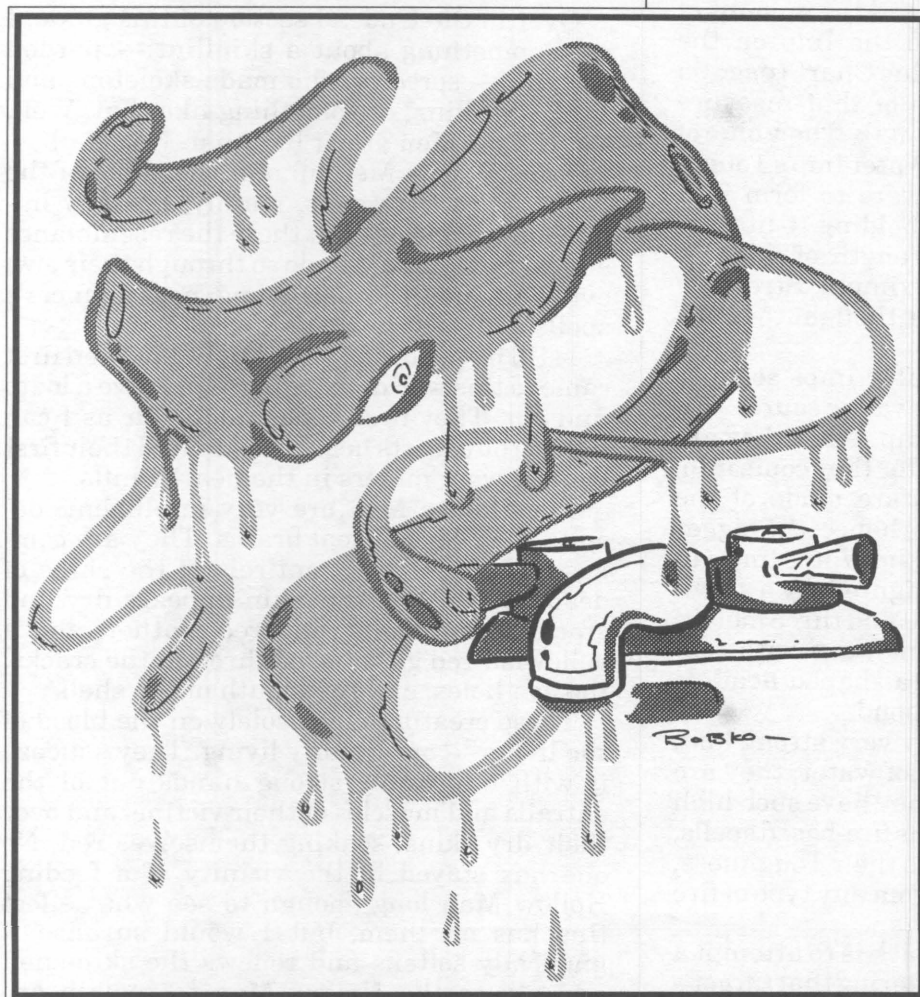
Seems Trevor got to wondering about this "other world" stuff and started playing around with his own spells. At first, he justified this by telling himself he was coming up with new and improved ways to purify the water he was working with, but it soon went beyond that. According to what I could get out of him, he actually "tapped into" another world through

his pools. He was able to see other beings through the liquid glass he stared at, day in and day out.

Once, when he was trying to contact these beings, he overestimated the time it was taking. He saw he was late in casting his latest *purification* spell, so he rushed it. As you'd expect, something went wrong. His *viewer* spell got mixed with his *purification* spell and he was horrified to see the results.

The beings on the other side were *dying*.

Trevor won't comment further, but the fact that, soon after, people in Gimm started being drowned with regular frequency—in their own bathrooms and kitchens, anywhere with running water—backs up my theory that he blames himself for opening up the gateway to a new world and, accidentally, using it to slaughter innocent creatures on the other side.



Tim Bobko

Trevor wouldn't tell me anything straight out, but I asked around the reservoir where he worked and I found out a few things. It seems Mr. Leo was in charge of water-purification and sediment straining at the local pumping area. He was good at his job, and his supervisor commented he thought Trevor was too

WATER IMP

AGILITY 10

Dodge 15, maneuver 14, unarmed combat 18, unarmed parry 14

DEXTERITY 6

ENDURANCE 10

Resist shock 15

STRENGTH *

TOUGHNESS *

INTELLECT 8

Perception 12, trick 15

MIND 8

CONFIDENCE 7

Willpower 12

CHARISMA 6

Life Points: 2–4

*These attributes are dependent upon the amount of water present. Read the amount of liters of water available to the Imp on the “Measure” column of the Value Chart (page 95 of *MasterBook*). The Value of that measure equals the Water Imp’s Strength. The Value of that measure +6 equals the Water Imp’s Toughness. So, if a Water Imp were to form in a bathtub that was currently holding 10 liters of water, it would have a Strength of 5 and a Toughness of 11. The maximum Strength/Toughness of a Water Imp is thought to be 20/26.

Roleplaying Notes: Water Imps seem to be able to appear out of any water source — a pool, a stream, a puddle, a tap — but they are limited by the *amount* of water they come into. In our world, their bodies are made of the water they “gate” through — hence, the bigger the pool of water, the larger the Water Imp can be. The largest Water Imp sighted (by a survivor) was over four meters tall and three meters across. It looked like a giant wave with tentacle-like arms and a manta-shaped head. It was “anchored” in a small pond.

Water Imps are generally very strong and, because they are composed of water, they are hard to hurt — that’s why they have such high Toughness attributes. Versus fire-based spells, they gain an additional +5 to their Toughness, but each *wound* they take from any type of fire attack counts as two *wounds*.

The Water Imps’ best attack is to attempt a *trick shot* at an opponent, entering that target’s lungs and filling the victim’s respiratory system with fluid (if the Water Imp get one *wound* or better). If the target cannot somehow cause the Imp to remove itself, the victim will begin drowning *immediately*. The character takes two shock a round until he is unconscious and then, if the Water Imp cannot be removed from his lungs, he takes one *wound* a round until he dies.

HOLLOW MAN

“I swear I never seen nuthin’ like it. Y’could tell it weren’t Human as soon as y’could see it. An’ t’weren’t Undead, neither. No Undead glows like that — y’know whut I mean? I mean an unholy glow, like crypt-candles, burning t’get out. I know, I know — ’t sounds like some sorcerer’s daydream, but t’wern’t. ’Twas a demon.”

— “Coffin Jake” Jacobsen
Miner, Selastos

Over in the Undead section of this guide, I read something about a skinflint — pardon the pun — sorcerer who made skeletons and “walking skins” or something like that. Well, the Hollow Men aren’t like that. Not at all.

True, Hollow Men inhabit the skins of the dead — dead Humans, mainly, but any humanoid would do — but there the resemblance ends. The Hollow Men do so through their own evil will, not through some necromancer’s spells.

I still have no idea how the Hollow Men first came to this world, though I would give a lot to find out. They first appeared, as far as I can tell, in the deserts near Selastos and their first victims were miners in the nearby hills.

The Hollow Men are very intelligent, despite their lack of real brains. They are composed, on our world, entirely of the skins of dead people. But this skin appears dry and cracked, like badly-rendered leather, and a yellowish-red glow burns through the cracks, the eye-holes, and the mouth of the shell.

These creatures feed solely on the blood of the living — or formerly living. They squeeze it with impossibly strong hands out of the entrails and muscles of their victims and over their dry skins, soaking themselves red. No one has stayed in the vicinity of a feeding Hollow Man long enough to see what effect this has on them, but I would surmise it magically softens and renews the skin-shell and allows the Hollow Man to remain anchored to our world.

HOLLOW MAN

AGILITY 13

Dodge 16, maneuver 15, melee combat 17, melee parry 16, stealth 15, unarmed combat 18, unarmed parry 15



DEXTERITY 9

Fire combat 16

ENDURANCE 12

STRENGTH 19

TOUGHNESS 16 (see "Roleplaying Notes")

INTELLECT 11

Apportation: *any* 18, deduction 13, perception 17, trick 16

MIND 10

Conjuration: *any* 16

CONFIDENCE 10

Intimidation 14, willpower 12

CHARISMA 8

Taunt 18

Life Points: 6–8

Equipment: Hollow Men can, and do, use any sort of equipment they can find. Generally, they disdain armor (they like the feel of their enemies' blood on their bodies), but they will use it if they feel they will be overmatched. They love grenades, axes, sabres, and any other weapons sure to cause a lot of bleeding and gore. The combustion-powered hand-saw is a tool that seemed to be invented for the Hollow Men (damage value STR+12/20).

Roleplaying Notes: Hollow Men ignore shock, K, and O damage. In addition, many weapons are very ineffective against them — simple bullets go in one side and out the other (they are TOU+10 versus normal bullets), and rapiers and daggers, unless used specifically to cut, are only slightly more effective (TOU+5 versus such weapons).

Hollow Men do have their weaknesses, though. They seem to hate Humans and other humanoids completely, and are enraged when they see them (despite their high

mental attributes, they will tend to go berserk around Humans and humanoids), and, when they have not fed recently (within the last day or so), they take +5 damage from fire.

Note from Terrel E'Dyson: Just before this treatise was due to my publisher, I heard a disquieting rumor that I must give credence to.

I have long believed that the Hollow Men were seldom "summoned" to Marl singly. Indeed, a dimensional mage discussed with me the possibility that the Hollow Men must come in particular numeric combinations. I now believe this to be absolutely true.

The numeric combination is six. Any multiple of six can be used to summon Hollow Men (if, indeed, they do not do their own summoning), so they will almost always appear in a number evenly divisible by six.



Unfortunately, this numeric specificity undoubtedly means they are *easier* to summon in multiples than any other creature is to summon singly — that is usually the reason for a numeric combination, my dimensional mage friends assure me.

As a result, don't ever expect to encounter just one Hollow Man. Indeed, be prepared for an army.

One last note: the Hollow Men may have a weakness based on their numeric requirement. I have heard rumors that a small settlement was attacked by a dozen Hollow Men.

Unfortunately for the Demons (and fortunately for the settlement), a retired firemage was living in seclusion, posing as the town bartender. He was able to blast most of them into scraps and cause them to retreat.

He killed seven Hollow Men and the settlers, emboldened by his success, headed out after the creatures. The sun was just coming up, and they were willing to brave the Wilderness.

One of the settlers was scouting ahead of the others. She swears that, as she crested a small knoll, she saw five Hollow Men gathered in an incomplete circle. They were frantically passing a bleeding hare around the circle, but when it came to where the hole was, the next Hollow Man couldn't seem to reach it. Then the Demons' shells grew stiff and seemed to crack. When she finally dared to approach, all she found was the blood-soaked hare and a fine, grey powder.

GLIBBON

"It's a stupid name, I know, but that's what the creature is like. And I'm not convinced it's a Demon, even though it says so. The little bastard lies through its fangs, okay? And it could just have sorcerous leanings."

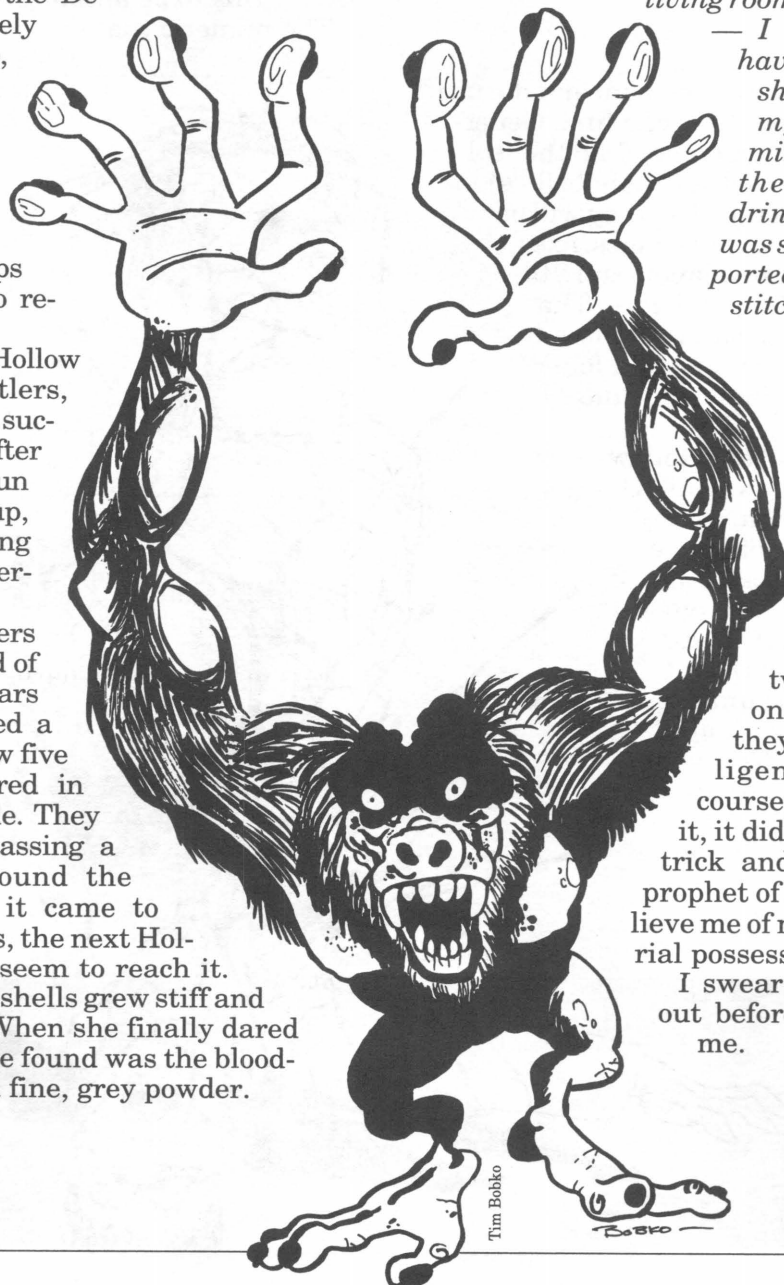
"Where'd I find it? I'd rather not say. Okay, it was in a jungle I accidentally gated into, but I'm not getting more specific. The critter showed me the way out, on the condition I'd take it with me. I did, and I haven't really regretted it — even when it crapped all over my living room. It's funny, I guess

— I never thought I'd have to explain why it shouldn't do that on my carpet. One minute we were sitting there, talking and drinking tea, the next it was squatting on my imported Guiyya double-stitch. I was horrified."

— Marcus Alyusha,
Retired Courier

The Demon known as a Glibbon maintains it comes from a world entirely populated by others of its species. It claims that there are over two billion of its kind on that world, and they are the only intelligent life there. Of course, when I first met it, it did its little levitation trick and claimed to be a prophet of Krias, come to "relieve me of my burden of material possessions."

I swear, I had my wallet out before Marcus stopped me.



The Glibbon looks like, well, a gibbon — except it insists on keeping its fur trimmed short — almost shaved. It also walks a little more upright than most gibbons I've seen (okay, I've seen all of two — and only after seeing the Glibbon). It says it is large and handsome for its species, but, after accepting that as gospel originally, I find myself doubting its veracity on virtually every detail about its character and its world.

The Glibbon I talked to does not know, or does not wish to reveal, how it came to our world. It does admit it comes from somewhere other than Marl, though it will not discuss much about its plane of existence. After reviewing my interview with the creature, I believe it may have been driven from its world, either by a natural disaster or by its fellows.

The Glibbon I encountered is, essentially, a glib and charming creature — though I do not think anyone should be too trusting of it or any of its species that might exist, since it insists it is not a remarkable example of its species (this sole point of humility makes me choose to believe it in this one case). It is not violent — though it grows upset when brought too close to running water and completely disbelieves any description of snow with an obstinance that borders on fear — but it is strong. I was there when the Glibbon had another ... accident on Marcus' carpet, and it was able to lift the sofa with one hand while scrubbing the floor with the other.

GLIBBON

AGILITY 17

Acrobatics 22, climbing 24, dodge 19, stealth 18, unarmed combat 20

DEXTERITY 15

Pestidigitation 17, thrown weapons 16

ENDURANCE 16

STRENGTH 20

TOUGHNESS 15

INTELLECT 9

Deduction 11, forgery 12, linguistics 13, perception 12, trick 15

MIND 10

Artist: painting 14, cartography 14, language: Human 17

CONFIDENCE 12

Bribery 14, con 16, gambling 14, willpower 15

CHARISMA 11

Charm 17, persuasion 16, taunt 18

Life Points: 6–8

Natural Tools: Fangs, damage value STR+4/24; claws, damage value STR+3/23

Roleplaying Notes: Since we only have the one Glibbon to use as a “standard,” we can only surmise that these abilities run true for the species.

Glibbons can naturally levitate, though they cannot fly. The creature will simply leap into the air — and hang there. The Glibbon's fur protects it from heat, though the creature may be vulnerable to cold (+2 to the damage value of all cold-based attacks). It cannot swim, or even float. It also gains +8 to any *charm*, *persuasion*, or *con* rolls it attempts, due to some strange pheromone it excretes. If it is familiar with the target, it also gains +4 to any *taunt* or *trick* totals, because of its biting, sarcastic wit.

Note from Terrel E'Dyson: Marcus has recently contacted me with a few new facts regarding the Glibbon, which I will add here:

† The Glibbon has revealed itself to be male (so I will now refer to him as “he”). The creature's genitalia, Marcus tells me, are not used for excretory purposes, and can completely retract when not in use. (Marcus told me he discovered this fact when the Glibbon was “experimenting at cross-species pollination” with the day-maid. Apparently, this had been going on for quite some time before Marcus found out.)

† The Glibbon has chosen a name. At first, it wanted to call itself “God,” but Marcus dissuaded it — excuse me, “him.” He chose the name Charles Aloyiscious Beeliahah, but answers to the name “Charlie.”

† The Glibbon — Charlie — has revealed another fact that seems to be true. He was in a particularly somber mood (unusual for him — discounting the fact he had just downed four bottles of '21 Refflesand out of Marcus' private stock), and he told his host about a “clan” structure favored by his people. Charlie claims that he was something like a “Chief Advisor” to his clan leader before he ... left his home dimension.

† The Glibbon has begun experimenting with magic and has taken a particular affinity to learningsmall *summoning* and *conjunction* spells (and the skills that go with it). So far, Marcus informs me that Charlie's experiments have been harmless and amusing, but he has upped the protection spells inside his house nonetheless.

WATCHING BEAST

"I was on my beat in the Wilds — you know, where the rich folks of Guildsport have their manor houses. It was two weeks past the Last Ship, so nothin' was goin' on. My partner an' I had to make sure no scum from Downriver got it into their heads to go reliev'in' the rich o' their valuables. Mostly, we ended up roustin' rich kids lookin' for a little 'park-'n-poke' on the side roads.

"We were beating the bushes around midnight when we saw a sedan with its lights on. My partner joked that maybe she couldn't find it — most kids're smart enough to switch off the headers and dim the dome when they want a little privacy. Anybody that stupid deserves to get caught with their panties on the rearview. So we decide to sneak up on 'em, give them a little surprise.

"Well, we were the ones who got surprised. When we came out of the bushes, there was this man standin' along the driver's side, one foot on the runnin' board, starin' through the window.

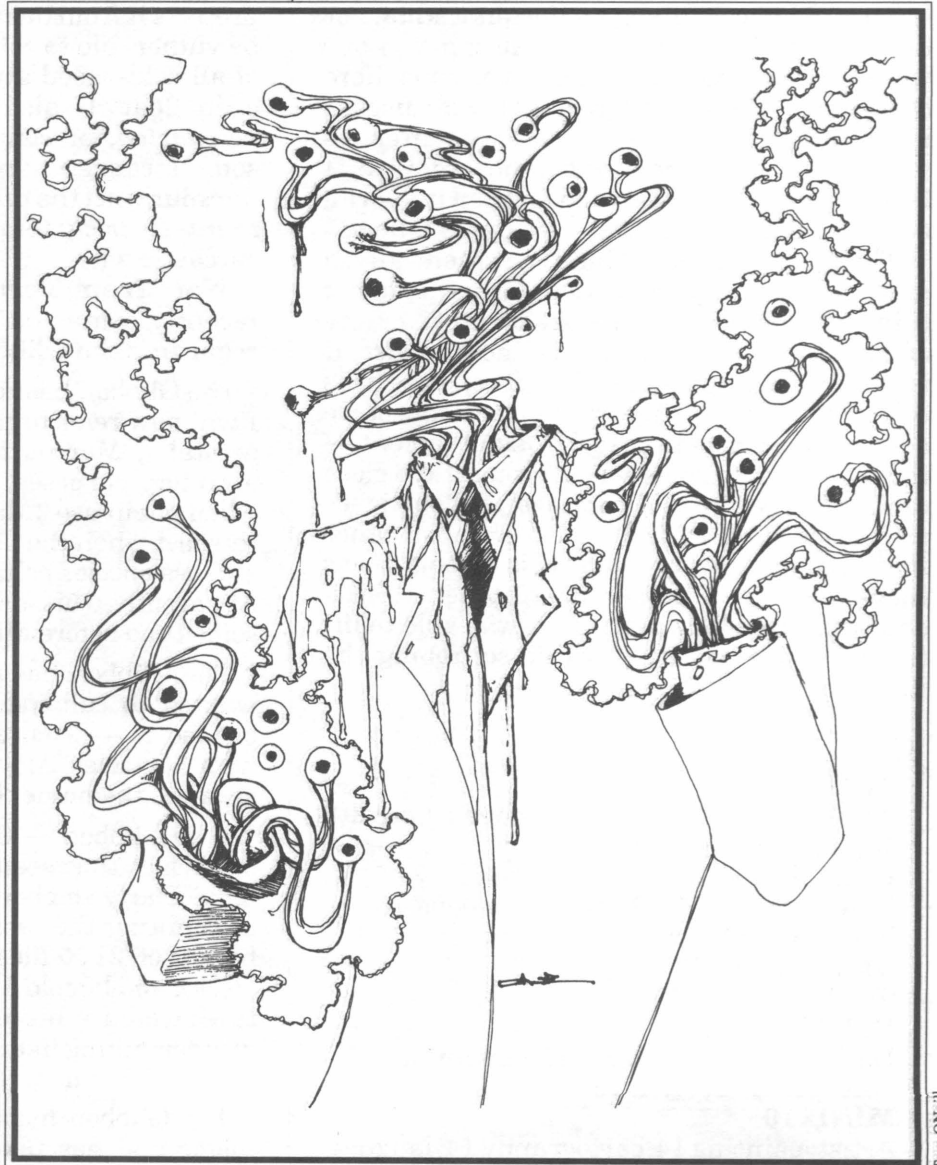
"What the hell you doing, mister?!" my partner shouts, pullin' out his billy club. I haul out my stick at the same time — better back him up if he's gonna get excited.

"I'm glad I did. The 'man' turned around. He was wearing a trenchcoat and fedora, and he had his hands in his pockets.

But something was moving around his face. My partner was nearer the front of the car, so he saw it in the headlights before I did.

"Eyestalks. A dozen at least. Poking out from under its hat where its face should be, movin' around like a bug's antennae.

"My partner cursed and started to swing at it. I shouted for him to stop, but my cry died in my throat. I looked past the creature and saw the burned-out husks of two people, clutchin' each other. They looked like they'd been burned to death, but the little clothing they were wear-



ing was untouched, and the car was fine.

"When I looked back, the creature was holdin' my partner by the throat with one of its eye-

stalks. Another was rubbin' itself over his face. He was screamin', and all I could think about was how much the creature looked like it was examin'in' him. He hit one of its eyes with a wild swing and it pulped. The creature screamed — an inhuman screech — and pulled its hands out of its pockets.

"Each hand was a mass of tentacles, each endin' in another eye. From the eyes came a blinding light. I covered my eyes and dropped my club. My partner's screams ended quickly.

"When it was over, I blinked my blindness away to see my partner's scorched and burned body, still wearing his black bailiff's uniform. The creature was nowhere to be seen. I ran all the way to the station-box."

— Everett Long

Bailiff First Class, Guildsport

This creature's motivations are a mystery to me. It, or more of its kind, have been spotted in many cities — Guildsport, Galitia, Eaton, and even Gimm. Quite often, when a person notices the creature is not Human at all, but a multi-eyed, tentacled creature, the Watching Beast simply vanishes, leaving all concerned unharmed. Other times, it leaves ashen bodies in its wake, burned, it seems, from the inside out.

My theory — and it is only a theory — is that the creature is observing the world of Marl and its inhabitants. Why, I do not know. Sometimes, it kills those it observes — and those who observe it — other times, it just leaves.

So far, no Watching Beast has been examined or communicated with. When they are killed — and they seem as vulnerable to attack as you or me — they melt into a pile of wet ash, except for their clothing. They never speak or communicate in any other way, except to scream, piercingly, when they are injured.

WATCHING BEAST

AGILITY 10

DEXTERITY 8

Missile weapons: beam 19

ENDURANCE 11

STRENGTH 12

TOUGHNESS 11

INTELLECT 10

Deduction 13, perception 22, tracking 15

MIND 7

Scholar: Marl 14

CONFIDENCE 8

Intimidation 16

CHARISMA 6

Life Points: 2–4

Roleplaying Notes: Each Watching Beast has at least ten eye-stalks where its head should be. These give it a +6 to all *perception* totals, and each tentacle can hit or squeeze with a damage value of STR+5/17 at a range of up to two meters. But that is not its most devastating attack.

The creature's "hands" have six eye-tentacles each, but these appear to be either blind or they see into some dimension other than our own. They can be used to fire beams or bursts of light that will sear only animate (that includes Undead) flesh. The beams seem to ignore armor and clothing, doing damage value 20 to anyone they come in contact with (the creature makes a *missile weapons: beam* total to hit and adds the result points to damage). The bursts are blindingly bright and their base effect value of 20 (i.e., don't add in the result points) is also measured versus the *perception* or Intellect total of any creature within a five meter radius. The result points are then read on the "Push" column of the Success Chart, with the resulting value being subtracted from any sight-related or sight-dependent skill total the victim tries to make within the next minute.

The Watching Beast can either teleport or shift planes whenever it wants, but the minimum range on the teleportation is at least one mile — maybe more. The fade out on the teleportation is less than ten seconds — if it does nothing for one round, it can disappear.

DEMON BEASTS

"I've brought across the occasional Demon Beast myself, usually for experimental purposes. I advise only skilled dimensional mages to do this, however, because these beings can be immensely powerful and what they lack in intelligence they make up for in cunning and ferocity.

"When encountered in the wild, most Demon Beasts are ravaging, destructive creatures that are horrible amalgams of animals from our own world. Birds, animals, fish, reptiles — any creature you can think of could "contribute" to the formation of a Demon Beast.

"What should you do when you encounter a Demon Beast? Running won't do any good,

unless you can teleport. Flying might work, but most of them can leap faster than you can take off, and some can fly anyway. Don't bother trying an expel — most'll take part of you with them. Sheer firepower? That's the ticket. Even if you can't kill it, you'll feel you're accomplishing something while they're tearing you apart."

— Micuyusi Falls

Dimensional Sorcerer/Traveler

These creatures are, essentially, cross-breeds of Marl creatures and non-sapient Demons. They are fiercer and more destructive than any "natural" creature, and they are usually more intelligent. I favor the theory that the queskworm is a Demon Beast, crossed with some ancient Marlworm, but I know that is an unpopular idea.

The variety of Demon Beasts that can be found in the Wilderness of Marl is rising quickly — so quickly, in fact, that I wonder if new gates to other worlds are forming daily. This alarms me, and I hope it is just my innate paranoia that makes me feel that. We of Marl do not need the gods to war on our plane again.

DEMON BEAST (HAWK)

AGILITY 14

Flight 19, stealth 18, unarmed combat 20

DEXTERITY 8

Missile weapons: breath 15

ENDURANCE 16

STRENGTH 17

TOUGHNESS 12 (20 w/ armor)

INTELLECT 5

Perception 22, tracking 17, trick 15

MIND 4

CONFIDENCE 8

Intimidation 10, willpower 17

CHARISMA 11

Life Points: 1–3

Note: This Demon Beast is in the form of a giant hawk — nearly three times the size of any natural bird. It has bright red mixed in with its pinions and searing ice-blue eyes.

Natural Tools: Claws, damage value STR+8/25; beak, damage value STR+10/27; feathers, armor value TOU+8/20

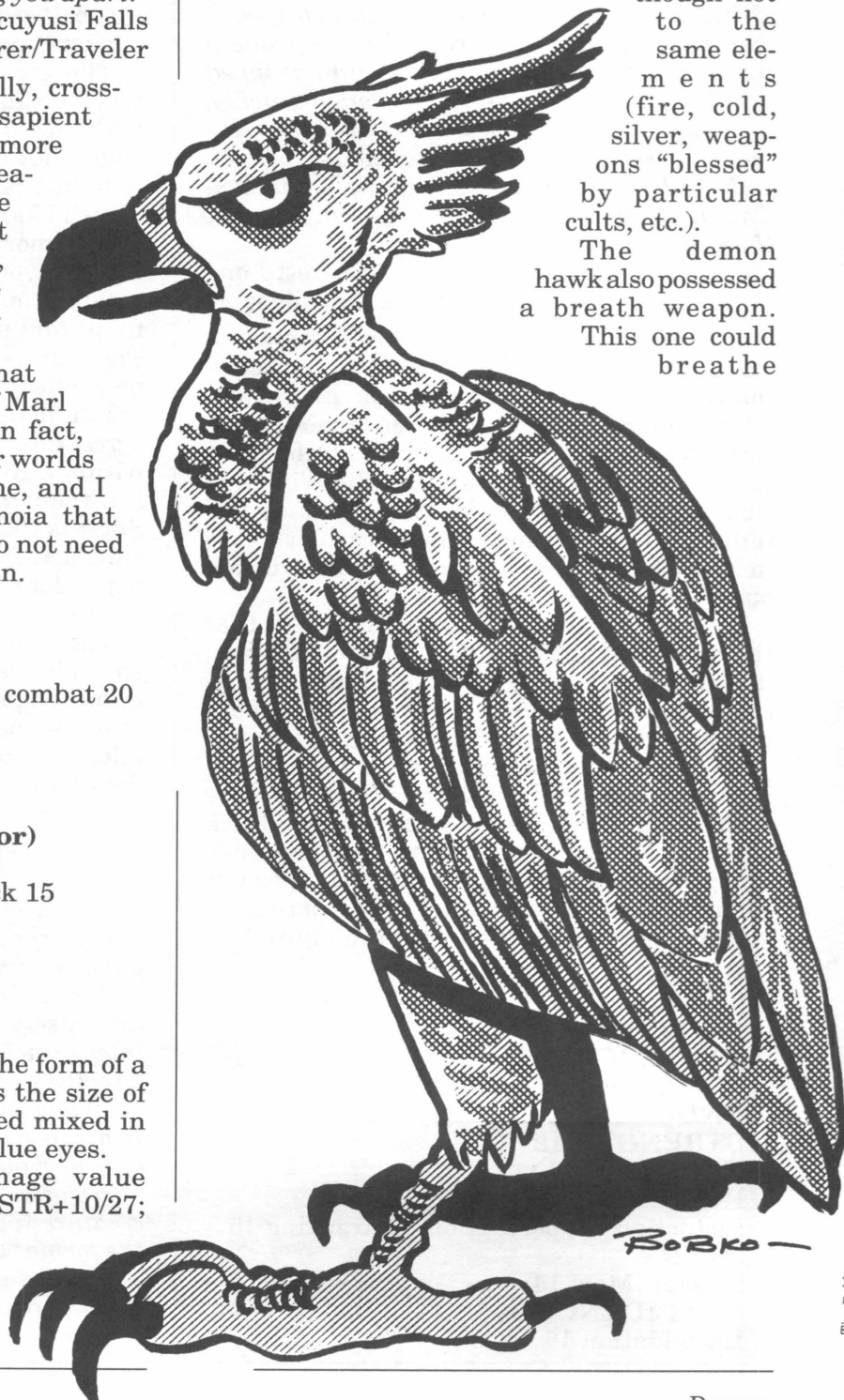
Special Abilities: These vary from beast to beast. This Demon

Beast is representative of its species in that it has one glaring weakness — the demon hawk was killed by a fire spell. When the demon hawk was attacked with fire, its armor bonus was negated (TOU+0). Most Demon Beasts have simi-

lar weaknesses, though not to the same elements (fire, cold, silver, weapons "blessed" by particular cults, etc.).

The demon hawk also possessed a breath weapon.

This one could breathe



Tim Bohko

out a ball of cold to a range of up to 100 meters — though it seemed to only be able to do this a few times a day (four was the theory). The ball would explode in a cold radius of five meters, freezing all inside (damage value 20, but don't add any result points from the attack). Many Demon Beasts do have similar "extra" attacks.

Demon Beasts usually have uncanny tracking abilities, especially if they have blooded a creature (if a demon beast causes a *wound* or more damage to a victim and the victim escapes, the demon beast gains +8 to its *tracking* roll to locate the victim again). Demon beasts have inordinately high *willpower* skill values because they are so single-minded — they live only to kill other creatures, especially creatures of Marl.

Note from Terrel E'Dyson: The demon hawk (or "Devil Bird," as it was called by those it preyed upon) seemed to possess another frightening ability that only became apparent recently. It was able to, essentially, gate in the spirits of other Demons under certain circumstances. I am still fuzzy on the details, but it seems a farmer was able to startle the Demon Beast as it attacked one of his cows. The cow survived the attack but, later (about a month — or New Moon — later), the cow became "infected" with another demonic presence. I know it seems ridiculous, but the demon cow was able to kill half a dozen people (including the farmer's son and baby daughter) before being put down.

The key to this "infection" seems to be a serious wound — not just a cut or tear. (The

victim must take at least three *wounds* and survive to be "infected.") Fortunately, Demon Beasts only seem to be able to infect other beasts — Humans and other sapients have survived Demon Beast attacks with near-mortal wounds and recovered.

But what if a Demon Beast severely wounds a Werecreature while the Were is dominant?

A FINAL NOTE ON DEMONS

As I began this work, I will end it by emphasizing that there are many different types of "Demons" currently on Marl. Many scholars subscribe to the theory that the ancestors of everyone on Marl came from some other dimension — brought here during the first Godwar as foot-soldiers. That would make us all Demons.

I do not state this to establish empathy — far from it. If we Humans and the humanoid Unnaturals who live among us were brought here from other dimensions by "the gods," then we can expect the escalating phase of the Godwar to continue — and more Demons to arrive daily. Unless we fight them, *we* will be supplanted as our ancestors supplanted those that were here before them.

Those who survive, by definition, have the right to survive. The right to Marl.

— Terrel E'Dyson,
Traveling Scholar,
Marl Resident-for-Life



CHAPTER
THREE

THE UNDEAD

The Current State of Research
into the Undying

In view of the specialized nature of this conference, no attempt will be made to present a complete account of Undying creatures in Marl. Instead, special emphasis will be given to the newer forms of Undead creatures, and to spells and procedures being used in other parts of the world.

There are several theories on the evolution of Undead creatures on Marl. One school of thought believes that the creatures are entirely the product of Necromancy, a belief that the Necromancers themselves promote to reinforce their "evil" reputations. This idea has some merit — there wouldn't be several of the more mundane sorts of Undead without the Necromancers and their trappings — but Necromancers cannot create free-willed and intelligent Undead. The product of Necromantic research is a large number of the shambling unwashed, the faceless dead, bodies condemned to wander the mortal plane bumping into things while their souls go on to the next level. Blaming the Undead problem on the Necromancers is like blaming bad ale on the bottle it came in ... it may have contributed to the problem, but isn't the root cause. No, Necromancers are only responsible for the most rudimentary of Undead creatures.

The creation of higher forms of Undead requires a desire on the part of the

subject to want to become Undead, or the use of a demonic "soul" to spark the body back from death. As far as scryings, omens, research and the like can determine, the first of the intelligent Undead, Vampires and the like, have always walked Marl. It is through the capture and study of these creatures that we have any hope of determining their origins. Progress has been made in this area recently, through the use of Undead volunteers, captured fiends and the remains of "destroyed" creatures. From these sources we've managed to put together the following facts:

1. A significant portion of intelligent Undead we've studied were "born" during the winter season, and during a full moon. As students of Astrology know, individuals born at this time are influenced by dark forces, and more susceptible to banes and curses. Whether this makes an individual more susceptible to the forces which reanimate the dead is not known at this time.

2. Undead which are affected by religious trappings, Vampires and the like, seem to have been possessed by demonic souls, which "piggy-back" onto the existing soul in the body.

This explains why the creatures retain the memories of the living person whose body they've inhabited. For the most part, the demonic soul overpowers the Human soul, though in rare cases, the Human soul proves dominant and the resulting Undead creature can continue to function in society by controlling the demonic feeding urges.

3. Undead that transmit their curse to their victims — again, we'll use the example of the Vampire — seem to do so in one of two ways. In most cases, a portion of this demonic soul splits from the main creature and is transferred to the victim during an attack. If the victim is sufficiently weakened by the attack or if enough of this demonic residue builds in the victim's soul, he will begin to transform.

The second manner of transmission is body leaping. Some forms of Undead have a tendency to "burn out" the bodies that they're inhabiting. When their current body is beginning to show sign of wear or even when the creature is in the mood for a change, the entire demonic spirit leaps into the body of its victim. The old body is usually reduced to a dried husk or consumed by fire or age entirely.

When they attach themselves to the new host's soul, they bring with them all of the knowledge and experience of all of the old hosts. This sort of creature can become a very great danger in a very short amount of time. The only thing keeping this sort of Undead from dominating all of Humanity is that they seem to only be able to retain the knowledge of between five to ten of their past hosts. Still, a creature with the sum total of knowledge of five to ten great magicians could lay waste to a major portion of a city without too much effort.

Through study of actual creatures, as well as "husks" left over from Undead possessions, the actual physical changes brought on by the change to Undead can be seen. In the following study, we'll discuss some of the rarer forms of Undead, their origins, their special abilities and their mental processes.

Sketches of the anatomical design of these creatures accompany the text. The creatures are split into two groups, unintelligent Undead and free-willed Undying.

— Dr. Thaddeous Naught, Doctor of the Revivificational Arts



A DIFFERING OPINION

From the Department of Necromancy, School of Magus, University of Kronus, Kronus, Marl. Much of what was stated in the introductory paragraph is untrue. The necromancers and other magical types pretend that they know what's going on with the world on this plane and the next several. That's a load of bull. I'm here to tell you that if you want to learn about the Undead you have two choices, you can go to where they are, maybe bringing them a bite to eat or some other gift and talk to them, or you can become one and experience the unlife yourself. Considering what some of them eat, neither one's a picnic. If you're too lily-livered for either of these two options, we have one more for you ... read this chapter. We've done it all for you, we've hunted down some of the most hard to find Undead and interviewed them for you (in the case of Undead capable of thought and speech; in the case of stupid ones, we've tracked down people who've met them and are still around to yap about it.)

Enough introduction, on to the horrors.

— Angus McFarrel, Freelance Researcher for the U. of K.

THE SHAMBLING UNWASHED (NECROMANTIC CREATIONS)

This section of the presentation deals with necromantic creations. These are Undying creatures which would not exist if not for the efforts of Necromancers and the power of necromantic magic. As was pointed out before, these creatures are not classified as intelligent, although some are capable of using tools and understanding simple commands. This sort of Undead is as creatively intelligent as your average Tyndalosi Hound or a common housecat. They can be taught to preform a variety of simple actions, with a procedure similar to teaching your dog a new "trick." It is important for a student of the Undying to understand that necromantic creations, such as the ones we'll be discussing, are not capable of higher thought. Often times students will grow attached to a particularly "bright" zombie or skeleton and become convinced that it is capable of independent thought. He will waste valuable lab time trying to coax his "student" along, instead of concentrating on his vitally important lab work. Many of these students are now employed using cleaning spells on the streets and alleys of the city.

— Dr. Thaddeous Naught,
Doctor of the Revivificational Arts

SKINS

"Skins are among the most horrible of all necromantic creations. They look like something out of a nightmare, they smell horribly

and I personally have difficulty in preventing myself from gagging at the very sight of them. They continue to be a 'poor man's' Undead. No one with any kind of class or fashion sense would ever enchant a mish-mash creature like that for use as a servant."

— Lord Edward Marks Reagis,
fashion editor of *Necromantic Monthly*

Skins, as far as we can tell, are the product of a necromancer who hated to see any part of anything living or dead go to waste. According to stories and poorly preserved records, the necromancer had mastered the art of creating skeletal servants to do his bidding, mostly sweeping up his shop and guarding his few meager possessions. Necromancy was not a "popular" field of study in his home city. His problem was that, to hone his skills, he needed a steady supply of fresh bodies to work with and buying them was not only expensive but also quite illegal. He decided that if he was to continue his experiments, he'd have to branch

THE UNDYING AS CHARACTERS

Some of the Undead listed here are not intended as player characters — especially the "Shambling Unwashed." However, in case a player would like to try playing a Skin or a Skeleton, the appropriate Advantages and Compensations are listed with each creature. However, that creature should have some "unusual" aspects to it that allow it the freedom of choice necessary to be a player character.

BACKGROUND NOTES: SKINS

Advantages/ Compensations:

1CI, 1CIII, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Attack Form Resistance (Non-Enchanted Weapons) and Attack form Resistance (Interaction); Special Abilities (CIV): Elasticity.

Compensations: Advantage Flaws (CIII): Rot I, Stench

Recommended A/C

Advantages: Physical and magical abilities

Compensations: Learning Curve (Negative), any flaws that restrict the mental abilities.

Restricted A/C

No Skins should have "Contacts" other than the necromancer that created it or any Advantages that increase its skills or intelligence unless these are Flawed.

out and work with the whole body. If he could create a useful creature from the skin, muscle and cartilage as well as the bones, he'd get twice the value for his money. It was through these experiments that we now have Skins.

Skins most closely resemble large (1.5-meter diameter) pools of murky pinkish fluid. Worked throughout the fluid are a network of rope-like veins that can act as a crude skeleton, allowing the Skin to take a second, bipedal form. When the Skin assumes this second form, it is capable of crude manipulation of tools (most often weapons and the like.) In its usual form, the

Skin can form tentacles from its veins and attacks by entangling foes and drawing them into its mass where they quickly die by suffocation.

STANDARD SKIN
AGILITY 11

DEXTERITY 8
ENDURANCE 12
STRENGTH 10
TOUGHNESS 12
INTELLECT 3
MIND 3
CONFIDENCE 7
CHARISMA 2

Attribute Note: An individual Skin may actually possess a Mind or Intellect attribute higher than "standard" — even much higher — but this is seldom. Skins are designed to follow simple orders and even an "intelligent" Skin is an automaton — it contains no



“spark of life,” though it might possess programmable intelligence.

Skill Notes: Skins are often trained in very simple skills at a few adds. Seldom does a Skin possess more than three skill adds in any skill, or more than ten total skill adds.

Natural Tools: +10 resistance to interaction attacks; TOU+10/22 versus non-magical weapons; elasticity that gives +3 to *maneuver* and *prestidigitation* attempts

Alignment: None, though their creators are often Order or Oathbreaker/Order aligned.

SKELETONS

Everyone is familiar with the Skeleton. Each one of us has trifled with minor necromantic spells at one time or another, whether it's the reanimation of a dead pet or the creation of a minor servant, such as a Skeleton. The Skeleton is the workhorse of the Undead. They are nearly mindless, capable of endless simple physical labor, strong and — unlike zombies and other “fleshy” Undead — they stay fresh for a long time. It's because of this that the Skeleton is such a familiar sight in the factories and mills of Marl. Since the Skeleton has been around for such a long time, quite a few variations of the theme have become fairly common.

Animal and monster Skeletons are commonplace, while specially-crafted Human Skeletons are becoming more frequent as well.

Animal Skeletons are perhaps the simplest of all Undead to create, (whether this is because of their smaller mass or perhaps because their spirits don't adhere to their mortal frames the way intelligent creatures do is unknown.)

Skeletal pets are becoming all the rage in some sections of Marl, since care for pets such as these is so easy. Pets that do not have to eat or excrete are a definite plus for city-dwellers looking for companionship. This practice came into rage during the first Godwar. While the cities were under siege, meat was something of a rarity so pets were devoured. Out of grief and guilt, many of the pets were reanimated and the practice has remained ever since.

— Dr. Thaddeous Naught,
Doctor of the Revivificational Arts

“Skeletons continue to be popular this season. All the right people are being seen in all the right places with these sleek beauties as both

pets and servants. The latest trend is to gild or encrust the bones of the creature with gems before assembling them and going through the animation process. A particularly sharp-looking specimen was seen last week at the grand opening of Myra Lenore's latest conjurevid entitled Spell of Desire. Ms. Lenore was accompanied by her usual complement of bodyguards, would-be boyfriends and her manager, Vince Darke.

Also joining the throng was the reanimated body of Ms. Lenore's former husband, prize fighter Johnny “the Hammer” Brown, who had been inlaid with stunning silver filigree and coated with a layer of black onyx. Two red rubies filled his formerly vacant sockets. Johnny, you've never looked so good!

— Lord Edward Marks Reagis,
fashion editor of *Necromantic Monthly*

As stated above, Skeletons are durable, long-lasting, and popular. For some reason, the skeletal frame does not frighten or disgust most inhabitants of Marl in the same way a Zombie or Zuvembie or Taxim will. Perhaps it is because Skeletons have so long been common as labor, or maybe the fact that a Skeleton seems much further removed from the living than its fleshy counterparts.

STANDARD HUMANOID SKELETON

AGILITY 6

DEXTERITY 4

ENDURANCE 13

STRENGTH 12

TOUGHNESS 12 (18 w/ armor)

INTELLECT 2

MIND 2

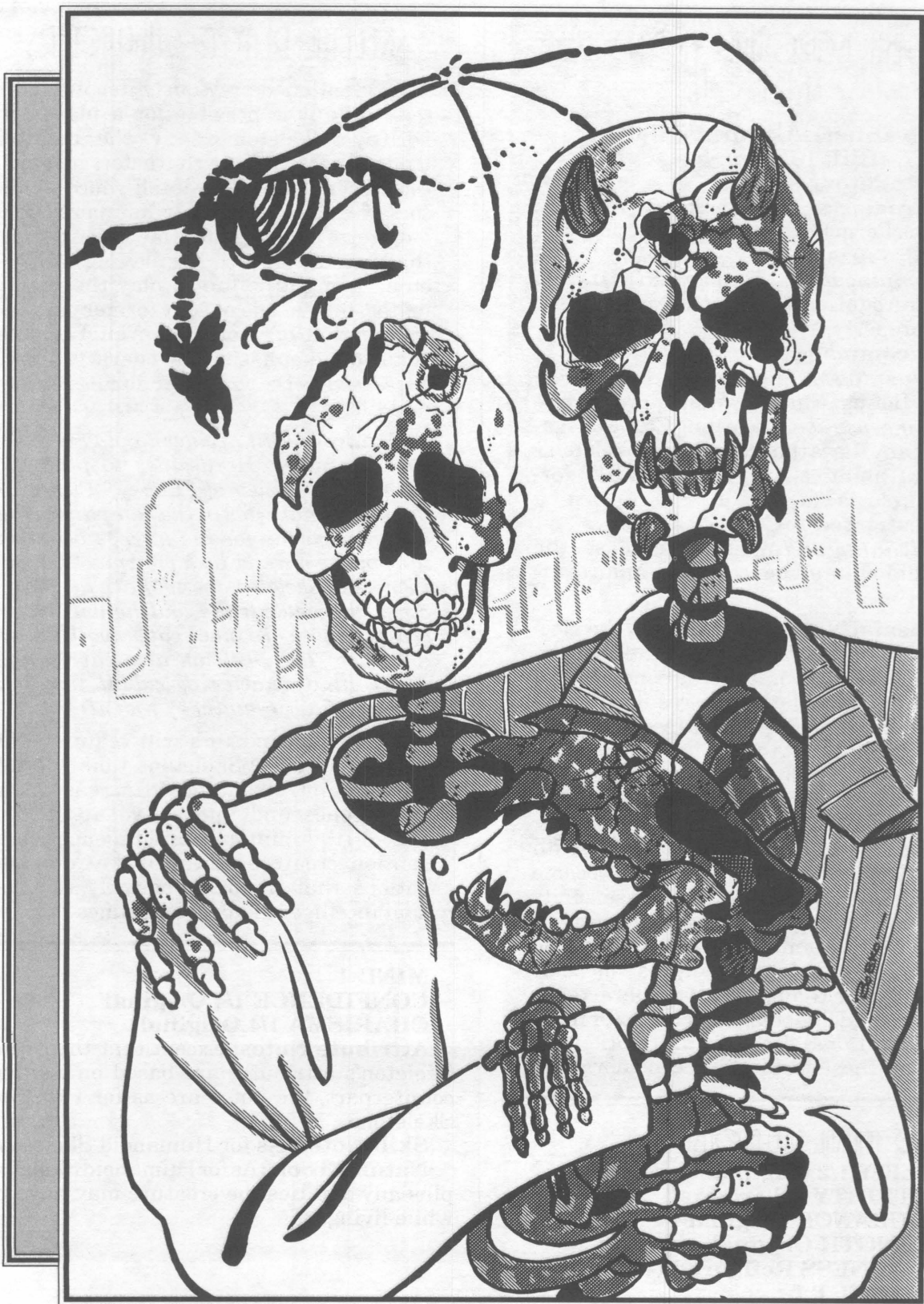
CONFIDENCE 3

CHARISMA 3

Attribute Notes: The “Standard” Skeleton is a typical “household” servant. Skeletons with higher Dexterity and Agility can be constructed, but this is unusual.

Skill Notes: Skeletons can only have skills which can be taken *untrained*. No skill may have more than one add, and no Intellect, Mind, Confidence or Charisma skills may be bought.

Natural Tools: Skeletons are resistant to interaction attacks (+10), and they have natural armor (TOU+6/18).



Tim Bobko

BACKGROUND NOTES: SKELETONS

Advantages/Compensations

1CI, 1CIII, 1CIV

Mandatory A/C:

Advantages: Special Effects A (CIV): Attack Form Resistance (Interaction) and Natural Armor.

Compensations: Employed (CIII): No law recognizes Skeletons for anything but property.

Recommended A/C:

Advantages: Additional Skill Adds, Skill Bonus, Natural Weaponry

Compensations: Learning Curve (Negative), any flaws that restrict the Skeleton's mental abilities. Achilles' Heel (CIII) versus fire attacks

Restricted A/C:

Advantages: Any that increase the Skeleton's intelligence past Human average

Special Note: In most cases, the Necromantic spell which allows the creation of skeletal minions from the bones of dead Unnaturals will give the resulting creature some measure of the special powers and abilities that the creature had before its death. Normally, powers which require no conscious control or which are a natural part of the creature are kept after reanimation. For example, a creature with claws, wings and the ability to become intangible would retain the use of its claws and wings if it were to become a Skeleton, the ability to become intangible would be lost to it as it requires conscious control over the power. If a character is constructed like this, that character must buy additional Background Options to take all these factors into consideration.

STANDARD ANIMAL SKELETONS

AGILITY 1/2 original

DEXTERITY 1/2 original

ENDURANCE Original +4

STRENGTH Original +4

TOUGHNESS Refigured (+6)

INTELLECT 1

SKELETAL PLAYER CHARACTERS

As mentioned previously in this chapter, while it is possible for a player to portray a Skeleton (or any other created Undead) as a player character, it is not recommended. The low intelligence of this sort of Undead definitely hampers their long-term playing potential. If you decide that you do want to try playing a Skeleton, it might be fun to play the reanimated shell of one of your former characters or that of another player. Perhaps you could emphasize one character trait possessed by the character during its normal life.

Example: Bill decides to play a Skeleton character. He decides to play the reanimated bones of "Lucky" Pierre, a long time character in the campaign who was noteworthy for his intense belief in the powers of good luck charms. "Lucky" Pierre the Skeleton doesn't have too many other character traits, but he will never cross the path of a black cat or walk under a ladder. The Skeleton also carries the entire hind quarter of rabbit (messily ripped off a very unlucky rodent).

Many gamemasters will require that player character Skeletons take special Background Advantages to increase their intelligence and interactive attributes past 5 (the minimum intelligence for a sentient creature) and also take Compensations that could temporarily remove said intelligence at certain times.

MIND 1

CONFIDENCE 1/4 Original

CHARISMA 1/4 Original

Attribute Notes: Except that the Animal Skeleton's attributes are based on its living counterpart, the notes are as for Humanoid Skeletons.

Skill Notes: As for Humanoid Skeletons.

Natural Tools: As for Humanoid Skeletons, plus any abilities the creature may have had while living.

STANDARD MONSTER SKELETON

AGILITY 1/2 original
DEXTERITY 1/2 original
ENDURANCE Original +4
STRENGTH Original +4
TOUGHNESS Refigured (+6)
INTELLECT 1
MIND 1
CONFIDENCE 1/4 Original
CHARISMA 1/4 Original

Attribute Notes: Except that the Monster Skeleton's attributes are based on its living counterpart, the notes are as for Humanoid Skeletons.

Skill Notes: As for Humanoid Skeletons.

Natural Tools: As for Humanoid Skeletons, plus any abilities the creature may have had while living.

PLAGUE ZOMBIES

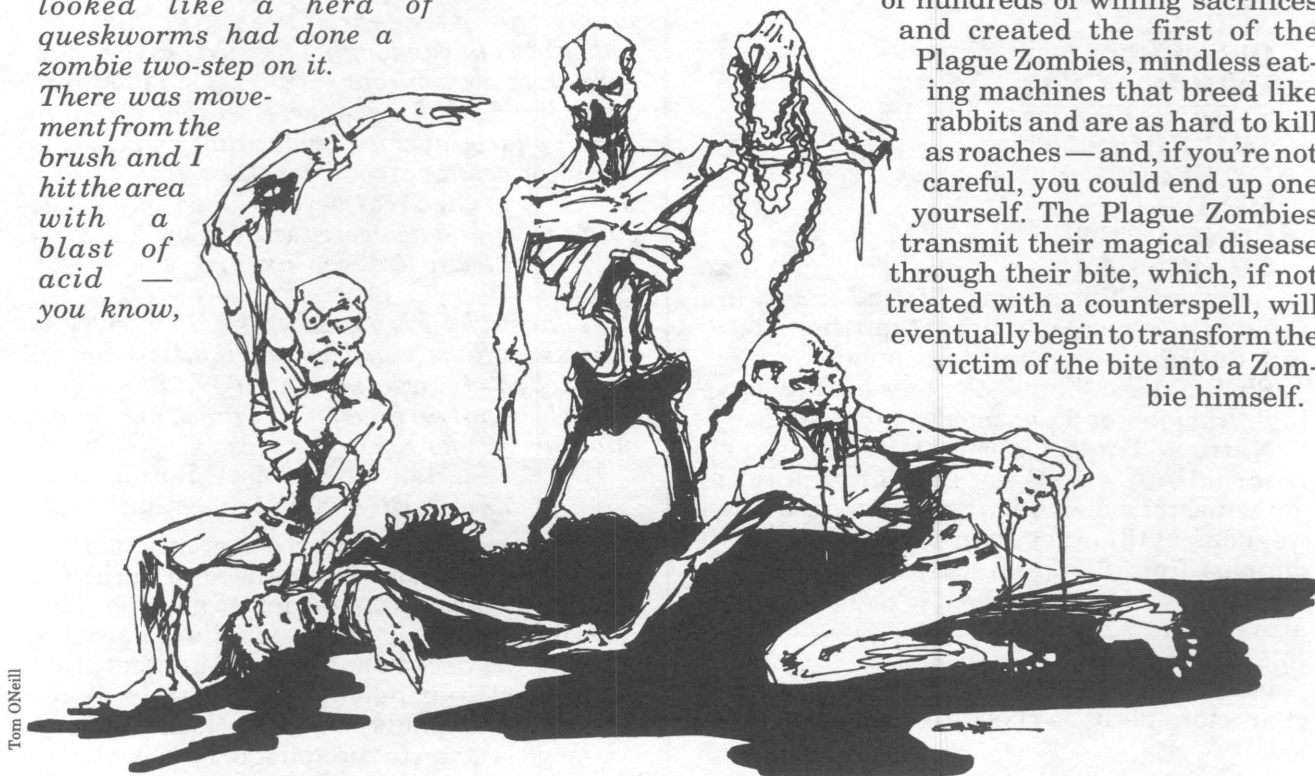
"We were traveling from Rhomb to T'Kantra with a load of amulets. I've made the trip a dozen or so times without any trouble but I think we must have hit a mobile gate. The next thing we knew we were standing in the ruins of an ancient castle. The thing looked like a herd of queskworms had done a zombie two-step on it. There was movement from the brush and I hit the area with a blast of acid — you know,

just to say "hello." Before we could do anything else, they were out and shambling at us. They were slow and they were stupid, but they were tough as hell and nothing seemed to stop them. Zombies, dozens of them, but not your normal cheap labor "do you want fries with that?" variety.

"These had a nasty gleam in their puss-filled eyes and when they hit my scout and took a big bite out of him, I knew what we were dealing with. "Plague Zombies!" I yelled, "Fall back and hit them with fire!" Well, it didn't take too long to toast them — like I said, they're slow. It's a pity we weren't carrying a counter-spell for the disease they carry. I had to put Diego, my scout, down for the long dirt-nap. Better that than having him stumbling about chewin' on more folks. I'm just thankful that we were carrying so many fire spells; I've heard tell that nothin' else really stops 'em."

— Aaron Bloodgood,
retired pathrunner

Plague Zombies are a leftover from the forces of Order during the first Godwar. A powerful Warrior-king serving Order was facing a bitter defeat at the hands of a Chaos army. He cast a powerful spell with the help of hundreds of willing sacrifices and created the first of the Plague Zombies, mindless eating machines that breed like rabbits and are as hard to kill as roaches — and, if you're not careful, you could end up one yourself. The Plague Zombies transmit their magical disease through their bite, which, if not treated with a counterspell, will eventually begin to transform the victim of the bite into a Zombie himself.



Tom O'Neill

TYROK

Luckily for most of us, the treatment spell is fairly common and Plague Zombies are all but extinct everywhere but in the deep Wilderness and the sites of some of the great battles of the first Godwar. If you should run into a group of Plague Zombies, the first thing you should do is attempt to run away. These creatures give slow and clumsy a new meaning. Failing that, they are particularly vulnerable to fire magic. If you're backed into a corner and aren't packing a wand, your choices become more limited. You can either do so much damage to the body of the creature that it has no choice but to lay down and begin to quietly decompose; you can sever the head from the body, which instantly stops them; or you can fill its mouth with salt and sew the lips shut (the last is a bit of folklore which has not been satisfactorily tested under laboratory conditions, but should be a last ditch effort in any case).

Plague Zombies are extremely strong and very resistant to most attack forms. They are an extreme danger in large groups, and unlike most of the other necromantically created creatures in this section, they are capable of fairly creative thinking and rudimentary tool use.

STANDARD PLAGUE ZOMBIE

AGILITY 5

DEXTERITY 5

ENDURANCE 18

STRENGTH 17

TOUGHNESS 20

INTELLECT 0

MIND 0

CONFIDENCE 8

CHARISMA 1

Attribute Note: Some Plague Zombies are reputed to be more intelligent than their brethren, but this is, hopefully, a rumor.

Skill Notes: Plague Zombies usually have high *tracking* and *unarmed combat* skills.

Natural Tools: Unusually resistant to all interaction attacks (+10 or immune; gamemaster's discretion) and non-enchanted weapons (+10) other than fire (they take +3 damage from flame attacks, and the attack form resistance is ignored). Plague Zombies also have *Infection I*, *Advantage Flaw (CIII)*: *Rot I*, *Stench*

Note: Plague Zombies should *never* be player characters because they are so totally mindless.

"I went to this necromancer down in the dead quarter, I figured if he lives with 'em he must know his stuff, ya know what I mean? Anyway, I get him to throw this spell for me, you know, the kind that the monitors don't approve of, and my ex-wife ceases to be a problem. Get it? Anyhow, I had given the guy half his money up front and promised him the other half when the job was done, but I didn't have it. So I disappear, see? I figure a big shot dead-head's got better things to do than hunt after me and, besides, I know a few tricks of the trade and he wouldn't be offin' me the way he did my Mavis.

Next full moon, when I was gettin' ready for bed, my ex-wife Mavis shows up in the spirit. Death hadn't been kind to her ... then again, life hadn't been too good to her neither. She just stared at me, hissinn' 'You shouldn't run out on your debts, Eddie. Pay up or we'll be together forever.'

"I didn't get a wink of sleep that whole night or the next or the next. Every time I tried to shut my eyes, she was there.

"She was even worse dead than she had been alive. The scary part was, no one could see or hear her but me. I figured it was that necromancer guy in the quarter tryin' ta get his cash, but I didn't have enough. I figured maybe I had enough ta get someone else to get rid of Mavis' spirit for me. Not a chance. Everyone I went to knew what Mavis was right away and some sort of 'professional code' kept them from puttin' her back in the great beyond. Last guy I saw said the longest he's ever seen anyone last with a Tyrok stuck to 'em was six days; I'm on day five now.

"That's why I'm here, officer, I'm ready to confess to Mavis' murder if you'll just get her off my back so's I can get some shut-eye. Please just make her shut up for a few minutes, just let me shut my eyes for a few minutes..."

— Eddie "the Weasel" Rottonelli to Monitor Breismann, arresting officer

Tyrok are a single purpose creation. They are spirits summoned from the afterworld and molded by the necromancer into a shape of his choosing. This shape is usually something horrific, but doesn't have to be. The creature is then keyed to an individual, by using his name and an article of his clothing or lock of hair. A message is given to the spirit to be repeated to



the target individual. The Tyrok will then seek out the victim and appear to him whenever he tries to sleep, whispering the message over and over, preventing the target from sleeping until the Tyrok is somehow destroyed or the necromancer removes the spell. The Tyrok is invisible to all but the keyed target.

STANDARD TYROK

AGILITY 5

DEXTERITY 5

ENDURANCE 13

STRENGTH 3

TOUGHNESS 13 (special)

INTELLECT 10

MIND 10

CONFIDENCE 15

Intimidation 25, willpower 20

CHARISMA 6

Persuasion 16, taunt 16

Skill Notes: All Tyrok have *intimidation* at +5 adds. Few Tyrok have more than the skills listed above.

Natural Tools: Tyrok are *completely* intangible with regards to the physical world and most magic spells, but specially enchanted weapons and some spells may be able to affect them (gamemaster's option).

Alignment: Tyrok seem to be inclined toward Order.



Tim Bobko

BACKGROUND NOTES: TYROK

Tyrok cannot normally be player characters, as they are keyed to specific individuals with one purpose only, for a short period of time. When their period of service is up, they go back to wherever they reside.

It is, however, theoretically possible that the Godwar might bring on a change in this. If so, the following Background Options would be appropriate for a player character Tyrok. Note, however, that the player character Tyrok would definitely be the exception to the rule.

Advantages/Compensations

3CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Attack Form Resistance (Magical Attack), Attack Form Resistance (Non-Enchanted Weapons), Intangibility, Invisibility

Compensations: Employed (CIV): Character must "haunt" another; Infamy (CIV): Character will be attacked on detection by all; Advantage Flaw (CIV): Ability Loss IV (If another character is able to detect the Tyrok, it loses *all* its Advantages)

Recommended A/C

None

Restricted A/C

None

GORGERS

"Well, that could have gone better. Let me tell you, it was one hell of an idea, animating unclaimed bodies from the west side of town to clean the streets. If we had been willing to settle for Skeletons with brooms everything would have been fine, but you idiots talked me into letting you experiment. You wanted to create a new kind of Undead, which would be unique to our city, some kind of big amorphous blob which would slither around the streets and eat the trash, crap and other filth that builds up during the business hours. Too bad it developed a taste for something 'fresher.'"

"I wonder how long the Gorgers have been snacking? Missing persons reports have been going way up now for several months, but that could mean we've got some Vampires that have decided to go off the wagon. Anyway, I wouldn't have believed you idiots could have blown it this badly if I hadn't seen that thing eat Nelson myself. Still, it could be worse, they could be breeding..."

— Monitor Chief Robert Gorden,
minutes before he got the "bad"
news

Gorgers are large piles of putrefying flesh and bone with dozens of gaping maws located all over their "bodies." They have between six and ten tentacles which they use to pull food toward their maws, though these appendages are fairly slow and unwieldy when used in tandem. Food for Gorgers is anything slow enough to be caught — though the creatures have definitely developed a taste for Humanoid flesh.

Gorgers were created with two genetic drivers: the first is to eat, the second is to reproduce. When a Gorger eats enough (roughly its own weight) in animal or vegetable matter, it splits into two Gorgers which proceed to begin gorging all over again. The original intent was for the Gorgers to create as many of themselves as needed to keep up with the sanitation problems in a city, and when there were more Gorgers than food, they would begin to eat one another and keep the population at a stable level. The amorphous shape of the Gorger allows it a great deal of mobility, so it can go almost anywhere.

GORGERS

AGILITY 13

Climbing 18, dodge 16, maneuver 16, stealth 14, unarmed combat 19, unarmed parry 20

DEXTERITY 10

ENDURANCE 12

Resist shock 19

STRENGTH 12

TOUGHNESS 13 (19)

INTELLECT 3

Perception 16, tracking 18

MIND 4

CONFIDENCE 4

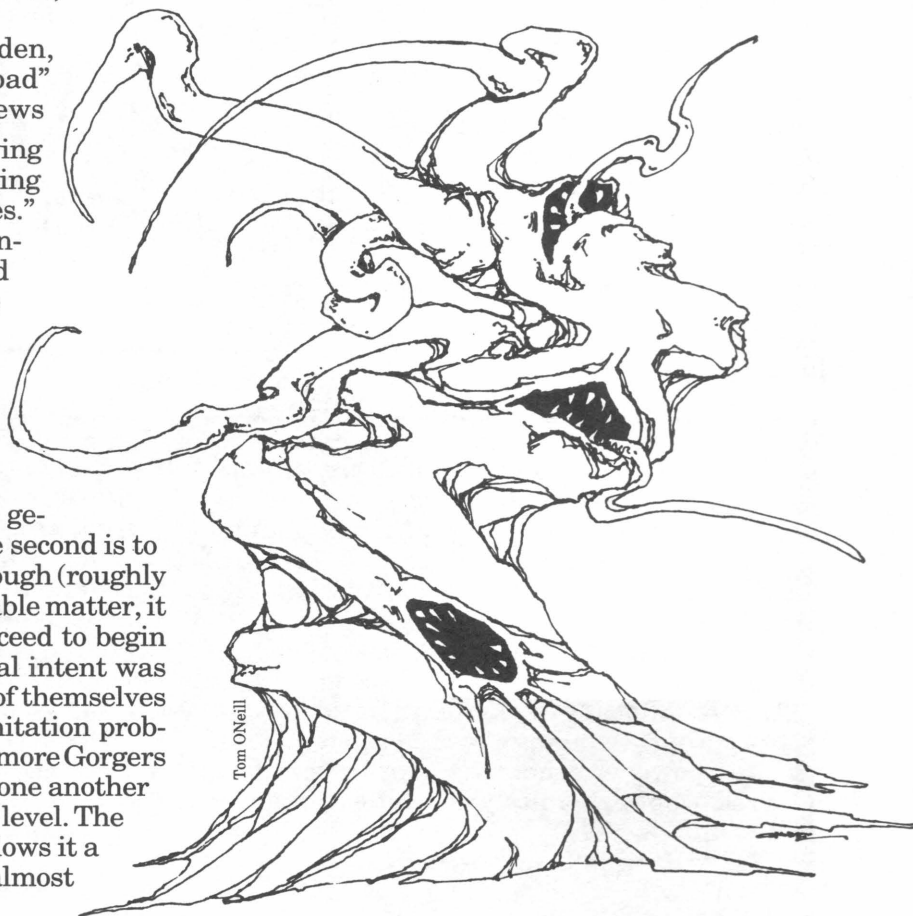
Willpower 16

CHARISMA 2

Attribute Note: A few Gorgers have much higher Strength attributes, but these are rare.

Skill Notes: Gorgers seldom have a more varied array of skills than listed above.

Natural Tools: They have abilities similar to the Background Advantage Special Abilities (CIV): Elasticity and



Accelerated Reproduction. They also have Natural Armor (TOU+6/19) and Natural Weaponry (HTH): Teeth (STR+3/15). They have the Advantage Flaws (CIII): Stench, Metabolic Difference (they must eat people, living or dead)

Alignment: Gorgers can be of either Order or Chaos, though most powerful ones are of the latter.

Note: Because of their low intelligence and artificial nature, Gorgers cannot be player characters.

REVENANTS

"I swear to god it was an accident. I didn't mean to kill him; I didn't know the gun was loaded. All I wanted to do was scare him a little, you know, just to help him decide to leave Ellen and me alone. Sure, he was her husband, but we loved each other. He said she was playing me for a sucker and she wanted me to knock him off and take the fall so she could have what she really loved — all of his money.

"He kept getting closer and closer and saying those horrible things so I pushed him down. He grabbed me and took me with him and we struggled, each trying to get an upper hand over the other one. The gun went off and he stared up at me with an unbelieving look on his face. I never thought I'd get taken out by a punk like you. Tell Ellen you did her dirty work for her, but neither of you'll live long enough to spend one cent of my money. I hope you love her, kid, 'cause you'll be spending an eternity in hell together."

"He coughed up some blood and stopped breathing. I dropped the gun and looked down at the cooling corpse at my feet. I kind of lost it then; I can't be sure of what happened for the next several hours, all I have are vague impressions — my hand on a bone saw, a bathtub filled with blood, wrapping pieces of Ellen's husband in canvas for disposal. Burying the gun and the bits near the Taxim Quarter in an abandoned cellar and casting a quick concealment spell.

I thought our problems were over, I thought Ellen and I were free of that evil man. I was wrong, I had underestimated his will to live and his hatred of Ellen and me. He came back that night.

The moonlight made Ellen's soft skin seem

BACKGROUND NOTES: REVENANT

Advantages/Compensations

2CI, 2CIV

Mandatory A/C

Advantages: Special Ability (CIV): Immortality, Regeneration

Compensations: Employed (CIII): Linked to a victim, Advantage Flaw (CIII): Rot II, Symbiosis I, Ability Loss IV: Character loses its Special Abilities when its victim is killed

Recommended A/C

Any that could be tied to its former life

Restricted A/C

None

Note: The Revenant is considered "balanced" with the above Advantages and Compensations.

luminescent as it played on her soft curves. We had just finished making love and I was dozing softly as she stood on the balcony looking down on the sleeping city far below. She was saying something about the things we'd be doing and the places we'd be going now that we were together. I grunted the affirmative and gave in to the dark caress of sleep.

"Something wet. That's what brought me back to awareness.

"And a smell, a dank earthy smell, like a field after a fresh rain. I opened my eyes and reached for the controls for the glowstones set into the wall. The harsh artificial light revealed a scene from the deepest pits of hell. Pieces of Ellen's dismembered corpse decorated the walls like some ghastly art display. It stood there, the misshapen parody of man, eyes burning with hatred, hacked apart limbs being held to the emaciated trunk by maniacal force of will. It had been leaving a message for me — it held one of Ellen's fingers like a crude quill, dunking it repeatedly into the quickly cooling life's fluid which was pooling near the wall. Its dead eyes met my own and it sprang onto the balcony and off into the night.

As I sat there in utter horror, trying to decide if I should scream or gag, I decided to do both, choking on my own hot, bitter bile. After several minutes, I finally composed myself enough to focus my eyes on the congealing message on



the wall. It read, 'She is dead, she suffered, but not as you shall. Perhaps I should not blame you for my death, you were only a tool, like the gun which ended my life. Should I be any more upset with you than it? Perhaps, perhaps not. All I know is it gives me pleasure to devote the rest of my time in this hellish purgatory between life and death making you suffer. I will return for you, soon. Sleep well.'

I ran — who wouldn't? Always I see it, does it follow me through my dreams? Why can I not escape it? I know now what I must do, where it can't follow me. I pray that I'll find peace in the next world."

— From a suicide note found near the body of J. Wakelin, Galitia

A Revenant is an Undead creature animated and fueled by nothing but hatred. The creature conquers death until it manages to settle things with those that it feels have wronged it. The Revenant is virtually unstoppable until the target of its hatred, with whom it has a symbiotic link, has been destroyed. The Revenant stalks its prey for weeks, sometimes months, dropping hints as to the horrors that await the hapless victim. When the tension is at its height, the Revenant appears and wreaks his terrible vengeance. Once this act is completed, the Revenant loses its Immortality and Regeneration abilities and generally finds a nice quiet corner to rot away in.

STANDARD REVENANT

AGILITY 12
DEXTERITY 12
ENDURANCE 14
STRENGTH 12
TOUGHNESS 15
INTELLECT 9
MIND 8
CONFIDENCE 10
CHARISMA 4

Attribute Note: Some especially vicious Revenants have higher attributes — especially Strength and Agility.

Skill Notes: Revenants usually have all the memories and skills they had in life, plus a few new physical skills — *unarmed combat, unarmed parry, melee combat*, etc.

Natural Tools: Symbiotic relationship with victim.

Alignment: If the Revenant was Order-aligned in life, it is in death. Otherwise, it is usually Oathbreaker/Order or — very occasionally — Oathbreaker/Chaos.



Tim Bobko

SHADOW SPAWN

"Of all of the Undead I've had to deal with over the years, Shadow Spawn are perhaps the worst. Not that they're extremely dangerous — they're not even really evil. What they mostly are is annoying. They're the spirits of little men who no one ever noticed, who, when they finally found themselves at the end of their mortal incarnations, found they could not 'move on' without 'living it up' a little first. You know — making a few waves, having some fun, being noticed for a change.

"They come back from the dead and take people over. Nothing serious; they just take the bodies for a little joy-ride to have some fun. They look like shadows, humanoid, two-dimensional — you know, your garden variety hunk of Human-shaped darkness. The only difference is that they don't have a body to follow around anymore, so they take any that they can grab out for a while, to do the things that they wouldn't dare when they were alive.

"Best way to get rid of them when one is in some-

one you know is to take the victim somewhere that has no light. No lights, no shadows. They take people over by jumping into their shadow and going — instead of your shadow following you, you're stuck following your shadow. I hate those damn things."

—Monitor Sgt. Melrose

In a world filled with horrors, some so disgusting they'll drive a sane man mad in the space of a merest glance, why is it that the fairly harmless Shadow Spawn is so universally reviled? They really don't hurt anyone, at worst one may decide to have the Mayor show up at Founder's Day in his skivvies, or make the town's tightest miser take the entire population out for ice cream. Shadow Spawn are killed if their current hosts are killed, and they disappear if they are



Tom O'Neill

BACKGROUND NOTES: SHADOW SPAWN

Advantages/Compensations

2CI, 2CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Attack Form Resistance (Non-Magical Weapons), Possession I, Special Abilities (CIV): Intangibility

Compensations: Achilles' Heel IV (CIV) (They "die" in a place without any light), Allergy I (To bright light.), Quirk (CI) (fun-loving), Quirk (CII) (Compulsive prankster), Quirk (CIII) (incredibly overconfident)

Recommended A/C

Any

Restricted A/C

None

Note: The Shadow Spawn listed above is "balanced." If the player wants to take the 2CI Advantages the Shadow Spawn can have, then additional Compensations can be chosen.

brought into a room with no light. Most Shadow Spawn are easily dealt with once they are detected — they are tremendously overconfident.

STANDARD SHADOW SPAWN

AGILITY 10*

DEXTERITY 0*

ENDURANCE 7*

STRENGTH 0*

TOUGHNESS 13 (23 w/ resistance)*†

INTELLECT 9

MIND 9

CONFIDENCE 12

CHARISMA 12

Attribute Note: All attributes marked with an asterisk (*) change when the Shadow Spawn leaps into a body. The Shadow Spawn's Toughness note (†) is in regards to its resistance to non-magical weapons, which also goes away when the creature is in possession of a body.

Skill Notes: In keeping with their personalities, Shadow Spawn have few useful skills.

Natural Tools: In their natural forms, they are very resistant to non-magical weapons (TOU+10/23)

Alignment: They are almost always Chaotic or Oathbreaker/Chaos aligned.

Skill Notes: All Shadow Spawn have at least two (2) adds in the following skills: *trick, taunt, intimidation, charm and persuasion.*

VAMPIRES (THREE SUB-CATEGORIES)

"I have hunted Vampires in all of their many forms and I have always triumphed. I have always won because I understand my enemy. Most people think that there is only one type of Vampire. This isn't true; there are as many types of Vampires as sins a man is capable of. There are three types of vampire that are particularly common.

"The first is the Homo-Necrodicus or 'Deadman.' This type of vampire is fairly common in most major metropolitan areas. I believe that these are the most dangerous of all Vampire-kind. 'Why?' you may ask. This creature is dangerous because it doesn't look dangerous. It looks like you or me, it blends with the crowd and destroys us from within, like a cancer. While this creature cannot shift form like others of its ilk, it does possess supernatural strength and vast mental powers.

"The Necro-Lupus or 'Deathwolf' is capable of shifting its form from wolf to man. This creature is a savage killer and master of the hunt, capable of tracking victims for dozens of kilometers flawlessly. This creature can shapeshift to become a half-wolf creature. Though this creature is primarily thought of as a Wilderness creature, they are becoming more and more common inside cities where they often pose as weres or other shapeshifters.

"The last type of vampire we'll discuss is the Necro-Rex or Death King. This creature isn't even remotely Human. It looks like a giant obsidian skeleton with huge skeletal batwings protruding from its back. It rips its prey apart with its razor-sharp talons. These creatures look old and brittle, like they'd fall apart in a stiff breeze. Not true, I've seen one tear through an entire wagon train without working up a sweat or taking any wounds that it even noticed. One of these things could probably take out a small city. If you come across a Necro-Rex, don't bother running, you're dead. Your best bet is to try to get in a quick prayer before the fangs hit."

— Dr. Christopher Cushing,
ex-vampire hunter

"Don't listen to those so called 'Vampire Experts'—most of them have never met a real bloodsucker like me. They tend to prey on the blood junkies and newbie Vamps. Ooh, killing one of those is tough. These Human experts don't have a clue as to what we are. Vampires are not the corpses of your dead wandering around terrorizing dames in low-cut bodices. We are the original soldiers of the Godwar, doomed to continue our battle until one side is victorious.

"Our demonic essence drives these fragile bodies. We are able to create more of our kind from this demonic soul stuff. We can bond Humans to our wills. Given enough time, we can alter our bodies to assume other shapes or even to become invisible or insubstantial. Some of us have forgotten for which side we fight, most of us no longer care.

"Me, I'm in the 'don't care' category. I couldn't care less which side built me or what plans they have for Marl, I just enjoy the bloodshed. I would like to let these Vampire Experts know how I feel about them. I'd love to have one show up here packin' some wood and try to put me away for the long dirt nap. Sorry pal, we original bloodsuckers were built too good. It'd never teach him anything though, all I'd end up with a bloody smear and a pile of stakes to get rid of.

"You want to know what really pisses me off? It's these lame newbie Vamps that quit drinking the thick red stuff and start hanging out in the hand-out lines. They start dressing in black and acting all angst ridden. The hell with them all! Embrace the beast! We were built for slaughter and I for one can't wait."

— Bellox Nocturn,
self-proclaimed vampire

The Homo-Necrodicus is a fairly standard vampire type — relatively low-powered in the magic department and seldom able to shapeshift or become intangible, the Deadman is possible to stop without either reducing it to ashes, dropping it into a vat of acid or pounding a wooden stake through its heart, removing its head and stuffing the mouth with garlic and rose petals and finally, burying the whole mess at a cross roads. You just beat on them enough and, eventually, they go away.

The Deadman can pass as Human for several hours after a feeding. Their skin loses its

pallor and comes up to something near a normal temperature. Deadmen can eat and drink Human food and keep it down for a while, which also helps with the illusion. They are even capable of sexual intercourse, but don't seem to enjoy it.

STANDARD HOMO-NECRODICUS

See pages 36–37 of *The World of Bloodshadows*

The Necro-Lupus is often confused with the Werewolf. While this is a common mistake, it can also be a fatal mistake because werewolves have very different weaknesses than do the Deathwolves. Unlike your standard werewolf, the Necro-lupus is not affected by silver weapons in any special way, instead they seem to be particularly susceptible to cold iron and wood from the hawthorne bush, although these weaknesses do vary among individuals.

The Deathwolf is able to control normal animals like bats, rats and wolves. Because of this ability and the fact that they are totally at home in the wilderness, these creatures are extremely dangerous to travellers.

STANDARD NECRO-LUPUS

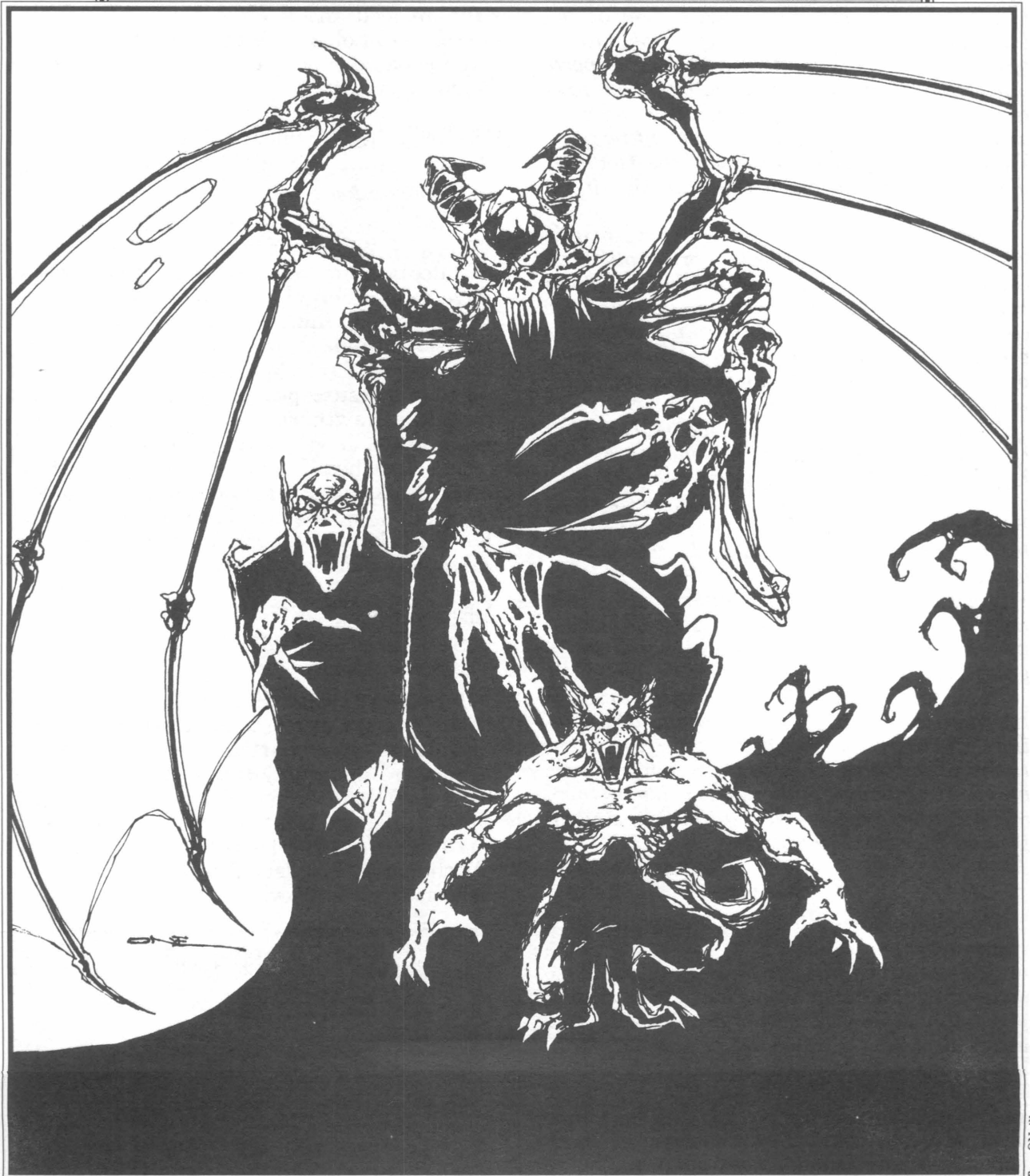
See pages 36–37 of *The World of Bloodshadows*.

If you see a Death King coming, the absolute best thing you can do is to drop to your knees and tear out your heart as an offering to it. The things are incredibly tough. Magic tends to bounce off them without them even noticing. If these things are what normal Vampires eventually turn into, Marl may be well off collecting all the little bloodsuckers and offing them before they can grow.

BACKGROUND NOTES: HOMO-NECRIDICUS

The Deadman has the same Background Advantages and Compensations as the Standard Vampire in *The World of Bloodshadows*, but does not choose any of the Recommended Advantages. Instead, they develop other, stranger, abilities or characteristics. Usually, the Recommended Compensations are chosen.





Tom O'Neill

BACKGROUND NOTES: NECRO-LUPUS

The Necro-Lupus has all the abilities of the Deadman, above, but chooses the Shapeshifting II (wolf) Advantages and the Recommended Compensations. It is also likely the Necro-Lupus would choose Quirk (any level) (Uncivilized) as a Compensation and try to distance itself from normal civilization. Most Necro-Lupus also have Achilles' Heel (CIII), related to certain types of weapons or natural growth (as mentioned in the text).

STANDARD NECRO-REX

AGILITY 11

Climbing 16, dodge 19, flight 20, stealth 14, unarmed combat 19, unarmed parry 14

DEXTERITY 11

ENDURANCE 22

STRENGTH 25

TOUGHNESS 27

INTELLECT 5

Perception 13, tracking 17, trick 15

MIND 6

CONFIDENCE 13

Intimidation 22, willpower 20

CHARISMA 2

Special Abilities: The Death King's natural resistance to natural and unnatural attacks gives it such a high Toughness, and its Endurance is legendary — they can stand up to almost any other known creature on the planet. They are extremely quick and agile, though their brains seem to be on the high-animal intelligence side.

Their claws and fangs are long and sharp (STR+7/32), and they possess an ability identical to the Life Drain (Physical) character Advantage.

It is thought, thankfully, that all Death Kings have a severe vulnerability — similar to Achilles' Heel (CIV). A particular attack could reduce the creature's Toughness by 15 or more — but, unfortunately, all Death Kings that have actually been killed on Marl have had different vulnerabilities. Death Kings have Allergy II to sunlight, and they are psychologically dependent (Quirk III) on blood. They also

have the Nutritional Requirement (Blood), and Infection II.

Not surprisingly, Death Kings are not recommended as player characters.

GHOSTS

"It never fails. Just when you're in the middle of something important, something else comes up. Like every time you get set to take a good, hot bath and your neighbor drops by. Like what happened to me, I was working on the most important case of my life and somebody had the nerve to knock me off.

"I was working for this dame. You know the type — high-class, blonde, a real lady. The kind that usually don't give you or me a second look. Things had been heating up between me and the ice queen since I'd stopped that first attempt on her life. I'd helped her compose herself and walked her back to her place uptown. She had been appreciative. Now, I make it my firm policy never to get involved with my clients ... well, maybe policy is too strong a word; it's more like a guideline.

"Anyway, she's showin' me how happy she is to be alive and to tell you the truth, I'm fairly glad about it myself. She's right on the edge and I'm not sure how much longer our mutual joy is going to last — after all, it's been a busy day. Next thing I know, the room is dark and I'm standing over a body. Wouldn't you know it was mine.

"At least I managed to die in bed, the way I'd always wanted to go. But for some reason someone won't let me go onto my just reward. I figured that if I could find out who killed me, maybe I could pass onto the next level. It seemed like the thing to do, an' it always worked in the stories.

"Over the next few hours I managed to find out quite a bit about being a spook. It was neat at first, people couldn't see me unless I willed it. If I concentrated hard, I could make myself tangible enough to move objects, otherwise I was like the wind. Another neat trick was 'piggybacking' on people. I could hop inside a person and make them do things. The first person I tried it on was my bookie — first I had him cover a whole load of bad bets and then I had him beat the shit out of himself. I never did like him all that much.

"I found a bunch of bad things about being a





dead guy. There are things here. Scary shit, all around us. All of a sudden I'm a little fish in a big pond and some of these things eat tiny ghosts like me for breakfast. I also can't seem to get on holy ground like churches and cemeter-

BACKGROUND NOTES: GHOSTS

Advantages/Compensations

1CI, 3CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Weaponry (Cold Touch), Possession I, Intangibility, Invisibility

Compensations: Advantage Flaws (CIV): Reduced Attribute IV, Ability Loss IV (Loss off all abilities on "holy ground" until the next night), Achilles' Heel (CIII) (Sunlight), Bad Luck (CIII)

Recommended A/C

Advantages: Special Abilities (CIV): Life Drain, Paralyzing Touch, Attack Form Resistance (Any)

Compensations: Advantage Flaw (CIV): Infection II, Allergy II

Restricted A/C

None

Note: The Ghost above has its Advantages and Compensations balanced; the only way it could take any additional Advantages (other than 1CI) would be with the gamemaster's approval.

ies, but maybe that's not all spooks, I'd had an aversion to churches in life, too. That's all I know so far, I hope it's enough. It's going to have to be if I'm going to find the dame again and find out why someone had me snuffed."

— from the novel

Rick Derringer, Spook Dick

There's really not much to say about ghosts that we don't all know. There're our friends and relatives who think they've got better things to do than lie down and die when the time comes. They hang around for a variety of reasons, some good, some bad. There are as many ghosts as reasons to hang around. To sum it up, there are happy ghosts, there are sad ghosts, there are "Oh my god, it's got a knife" ghosts and there are the real annoying ones that don't even know they're dead.

STANDARD GHOST

AGILITY 12

DEXTERITY 5

ENDURANCE 7

STRENGTH 5

TOUGHNESS 8 (28 w/ intangibility)

INTELLECT 9

MIND 9

CONFIDENCE 11

CHARISMA 8

Attribute Note: It is very likely that individual Ghosts will have lower physical attributes and extremely high mental ones — many do not rely on their own physical abilities at all.

Skill Notes: Interaction and non-physical skills are to be stressed.

Natural Tools: Cold touch, damage value Endurance +3/10; intangibility (armor value TOU+20/28); invisibility (*stealth* +10)

Alignment: Ghosts tend toward the Oathbreaker alignments.

KEYTH

"We are as old as the gods. The voices of each soul drained and merged with our essence continues to echo through the caverns of our mind. We have battled against the forces of chaos since before chaos had a name and..."

"... Shut up! By the gods, I'm sick of this 'We' shit. Every soul ever swallowed by you is still living in here, all trying..."

"... To finish a sentence. Yes, I hate this existence. I remember what it was like to have a body of my own and not have to share this rotting shell with you bastards. I was beautiful once, I had long red hair, creamy white skin and..."

"... Women, that's what I miss, I was a handsome youth..."

"... ARRRRGH! GETMEOUT!!! I H A T E Y O U A L L !!! KILLYOUALLKILLEVERYONE!!!"

"We must maintain control, the 'I's' are becoming stronger than the 'ME' in the 'WE' that is 'ME.' How much longer can the 'I' keep control? 'WE' must feed to live, but each feeding adds another 'THEY' to the 'WE' that is 'ME.' 'WE' feed by absorbing the soul essence of another into the 'WE.' All the memories, knowledge and feelings of the 'THEY' is added to the 'WE.' 'WE' are one of the most power..."

"... I was the Lord High Magistrate of Magic for the town of Kern. My powers were legendary, now my consciousness and knowledge belong to this damned amalgamation of..."

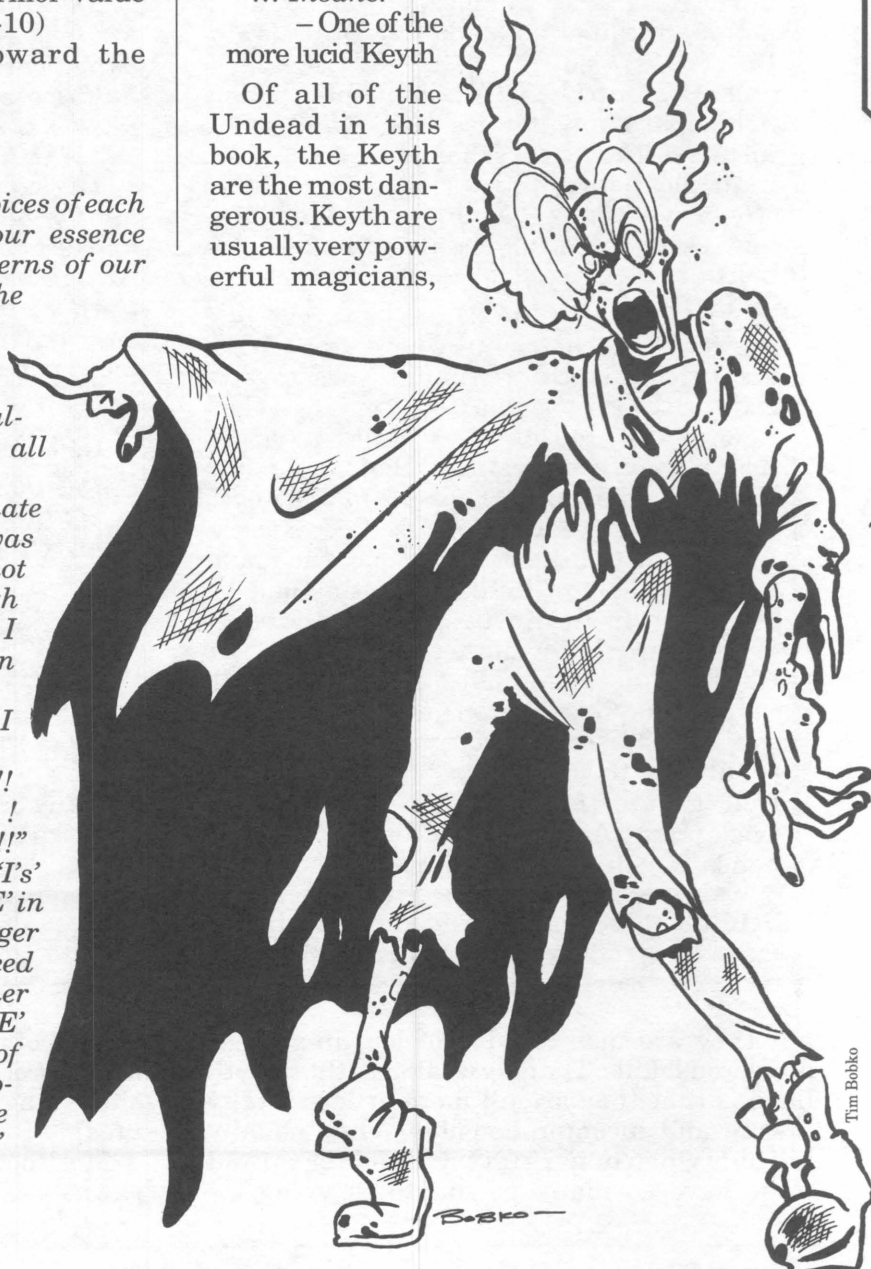
"... Spirits are powerful things. Keyth feed on them. All the knowledge and power possessed by a person is incorporated into the Keyth making it one of the most powerful supernatural beings on Marl. Unfortunately, this power has a price. Eventually, the sheer number of conflicting personalities drive the Keyth..."

"... Spiders! Get them off of me! Oh, god, they're crawling in my hair!"

"... Insane."

— One of the more lucid Keyth

Of all of the Undead in this book, the Keyth are the most dangerous. Keyth are usually very powerful magicians,



CREATING AND PLAYING KEYTH

Unlike other Unnaturals in this chapter, it is impossible to list a “Standard” Keyth, since they are so different from one another.

Begin creating a Keyth like you would any other character. Assign 68 Attribute Points and the right number of Skill Points. Then go on to Background Generation.

All Keyth have the Background Advantages and Compensations listed below:

3CIV: Special Abilities (CIV): Attack Form Resistance (Magical Attack), (Interaction), Intangibility, and Life Drain (Mental)

3CIV: Quirk (CIV) (Completely Insane/Schizophrenic), Achilles’ Heel (CIV) (+8 to all interaction attacks that target the Keyth’s multiple personalities), Learning Curve (Negative) (CIV) (Keyth cannot learn any new skills except by stealing them — see below)

When a Keyth Life Drains a target, and drains it to the point where one of the creature’s mental attributes goes to zero (killing the target), the Keyth makes a Confidence skill roll for *every* skill the victim has. If the Keyth beats a DN of 20 plus the skill adds the character possessed, the Keyth gains one skill add in that skill per success level of the Confidence roll, up to the maximum number of adds its victim had — *permanently* (the Keyth still gains the other drained attribute points temporarily). The Keyth cannot spend Life Points on this roll.

If the Keyth gets even one skill add, then the gamemaster can assume that the personality of the target has been absorbed as well. The Keyth should gain, if possible, one Background Advantage and one or two Compensations from the victim as well.

This makes roleplaying a Keyth very difficult. The personalities should clash and fight. The gamemaster should, arbitrarily,

decide that certain skills or adds or Advantages are “not available” at certain times because a particular personality is deliberately interfering with the Keyth’s abilities.

Example: *The gamemaster is running a Keyth that attacks a player character Alchemist (a profile on page 153 of the basic book). The Keyth uses its Life Drain (Mental) in its attacks and eventually drains the Alchemist’s Intellect to zero.*

The gamemaster then rolls for every skill the Alchemist possesses, starting at the top with the Agility skills. The late Alchemist had two adds in dodge. The DN the Keyth must beat to gain an add in dodge is 20+2, or 22. This Keyth has a Confidence of 12.

The gamemaster gets lucky and rolls a total of 30 — that beats the DN by 8 points and gets a Good success. The Keyth could gain three adds in dodge, since Good is the third success level. But, since the Alchemist only had two adds in dodge, the Keyth gains those two adds — and the Alchemist’s personality. The gamemaster continues rolling the dice.

Of the Advantages listed, the gamemaster thinks that the Skill Bonus (CII) possessed by the Alchemist would transfer best. The Fame (CI) makes no sense, and the others are not what the gamemaster wants the Keyth to have.

Of the Compensations, the gamemaster can choose one or two. He chooses two: Bad Luck (CIII) and Quirk (CI): Indecision (Minor). So, whatever skill adds the Keyth gains are going to be balanced out in some way.

Many gamemasters will find the Keyths too hard and too powerful to be player characters. That’s fine. They make excellent gamemaster characters — they can be a source of information or assistance one minute, and a terrible danger the next.

but they are also capable of learning other dangerous skills. The only weakness that Keyth have is that they are all more or less totally insane and incomprehensible. They usually kill only when hungry (every decade or so) and most have so many personalities vying for

control of the body they move around in that any sort of long-term goal or mission is impossible (long-term being more than a few minutes).

Most people treat Keyth like they do a hurricane — all you can do is hope that one never



happens to you. If one does happen to you, you should take cover and hope to not get too badly damaged in the fall out.

No one is sure how or why Keyth are created. No one has ever survived trying to ask one.

Keyth are tall and thin Humanoid creatures with dead grey skin and burning yellow eyes. They walk with a loping gate and are able to cross great distances quickly. They tend to dress in ragged robes. Keyth rarely carry weapons of any sort, instead they rely on their powerful magical abilities.

WRAITHS

"It really sucks being bound to Marl for all eternity by the chains of sin I forged during life, but I'm not bitter. I've had nearly a thousand years to think things over and I've decided to try to do something about my state — hell, it couldn't get any worse. There are some Wraiths who'll let the depression and solitude drive them mad or they'll slip into black fits of rage and strike out at the living. I've even been guilty of that at one time or another. They haven't figured out what I have. The only way I'm ever going to break my connection with this world and pass through to the next is by balancing the scales and doing enough good to break the chain of evil that binds me.

"Some Undead, heck, even some people would call my whole theory a load of shit. They'd tell me that with the Godwar raging on Marl again, good and evil don't matter much. They'd say that my whole theory rests on the belief in some karmic judge assigning spirits to their proper places in the Heavens or some beneficent God judging souls for the afterlife. Not likely! We've seen what the gods are like; a bunch of all powerful fratboys fighting over the last few drops of brew in this keg

called Marl. Still, I'd like to think that I can do something about my state.

"This being bound to walk after death stuff is a real bum rap. I hope this new positive attitude thing works, I don't know if I can take another thousand years stuck in this crummy little town."

— Guyvis
Dessed,
Wanderer



Tom O'Neill

BACKGROUND NOTES: WRAITHS

Advantages/Compensations

3CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Immortality, Paralyzing Touch, Transmutation (they can change their bodies into Mist Form, as per intangibility, but there is no time limit on the ability)

Compensations: Quirk (CIII): Cannot move more than 10 kilometers from spot of original death, Achilles' Heel (CIV): All wounds caused by items from their former lives are *doubled*, Advantage Flaw (CIV): Ability Loss IV (Loses all powers if encircled in iron shavings; powers do not return for seven days), Quirk (CII): Their appearance

is distinctive and generally not concealable, Handicap (CII): Wraiths are insubstantial and have to actively become tangible (it takes one round of concentration)

Recommended A/C

Advantages: If more Advantages are allowed, Skill Bonus and Additional Skill Adds (any column) are recommended. Also the Special Ability (CIII): Blur

Compensations: Ties to their old lives, Quirks, Handicaps, and Advantage Flaw: Ability Loss (any level)

Restricted A/C

None

Note: The Wraith listed above is considered "balanced."

Wraiths look very much like they did when they were alive, affecting the style of dress in vogue when they became members of the unliving. The only real difference an observer could see from a distance is that a Wraith tends to become transparent when not concentrating on holding its cohesion. If someone with magical sight looks at a Wraith, they see the spirit wrapped in heavy black chains which lead back to the site of the Wraith's original death.

The touch of a Wraith causes most beings to become paralyzed temporarily. The experience is said to be similar to touching your tongue to a lightning elemental. Not a pleasant thing to have happen. Wraiths are naturally intangible though, through an act of will, they can become tangible for short periods of time (up to one minute). For this reason magic tends to be more effective against them than physical attacks, although they can be damaged with items that they possessed while still among the living.

Binding a Wraith in a circle of iron filings will disrupt its essence and effectively neutralize its powers for about a week, as well as causing it great pain. This is one method used to bind a Wraith to another's will. They make

terrific spies as well as having a fairly good grasp on local history.

STANDARD WRAITH

AGILITY 7

DEXTERITY 8

ENDURANCE 6

STRENGTH 7

TOUGHNESS 9 (29 w/ intangibility)

INTELLECT 12

MIND 13

CONFIDENCE 10

CHARISMA 10

Attribute Note: Some Wraiths cease developing physical attributes and actually "lose" their physical attributes over time. These tend to become "Scholar-Wraiths," with unnaturally high mental abilities.

Skill Notes: Wraiths usually go one of two ways: toward the physical or the mental. Only "young" Wraiths tend to have an even mix of both types of skills.

Natural Tools: Intangibility (through Transmutation), armor value TOU+20/29; paralyzing touch, effect value CON+15/25

Alignment: Mentally-oriented Wraiths usually align with Order or Oathbreaker/Order. The terrifying physical Wraiths slip closer and closer to Chaos with every day.



CHAPTER FOUR

BREEDS

CATRARMS

"Greetings. I'm glad that we finally have a chance to talk."

"Before you ask anything, let me just say that nobody has any reason to be afraid of us. We're taxpayers, mothers, fathers, law-abiding citizens just like you and we're tired of being lumped in with all the dangerous, crazy Unnaturals. We were born the way we are — we had no choice in the matter, right?"

"Think about it — you're not here to talk to me about my job or my family or my neighborhood. You're here to talk to me about being a Catrarm. I'm no different from you, except for a few extra arms, and I'm more than the sum of my parts. But I guess I should answer your questions, shouldn't I? Wouldn't want Catrarms to get a reputation as being unfriendly, would I?"

"Okay, from the top: I don't know where we came from, and I'm too busy making a living every day to worry about it. Most Catrarm go into repair and engineering, and some of us are damn fine mages. Two Catrarm sentinels won medals of valor last year ... Sure, I'm defensive. Wouldn't you be, in my place?"

Of all the breeds, Catrarms make the most noise about desiring equality with Humans in every facet of society. This is perhaps because they resemble Humans in virtually all respects, except for the accident of having four arms rather than two. Catrarm community leaders have said this is no reason to designate them as Unnaturals and have lobbied hard to exempt their kind from any legislation aimed at non-Humans. (They often point to the fact that they can interbreed with Humans with only a 50-50 chance of producing another Catrarm.)

Unfortunately, their fight seems to be a futile one. The majority of Humans see the additional limbs as screaming "Unnatural," and no city has enough Catrarms in the population to wield any significant political power.



BACKGROUND NOTES: CATRARM

Advantage/Compensations

2CI, 1CII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Multiple Limbs — Catrarms' brains are adapted to handling all four of their limbs. They can use all four limbs for individual tasks without incurring the multi-action penalties others characters must endure. They can do

four different things at once with their hands; Attribute Increase II, +2 applied to Dexterity

Compensations: None

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

None

As stated above, most Catrarms go into fields that require a high degree of dexterity. Their ability to control all four limbs equally makes them ideal for such positions

(those on the shadier side of the law often work as pickpockets or in massage parlors).

STANDARD CATRARM

AGILITY 9

DEXTERITY 12

ENDURANCE 9

STRENGTH 8

TOUGHNESS 10

INTELLECT 8

MIND 8

CONFIDENCE 8

CHARISMA 8

Skill Notes: Catrarms are noted for their proficiency at Dexterity-based skills and will often have high values. Many also have *vehicle mechanic: wheeled* or *science: engineering* as tag skills.

Alignment: There are believed to be more Order Catrarms than Chaotics. However, their disaffection with society in general may mean that they will begin to drift toward the Oathbreakers relatively quickly.

DEMONBANE

"So you want to know about Demonbanes. Very well, I'll tell you.

"We're a simple people. We live for the hunt ... in particular, hunting the sort of things you're afraid of, Demons and the like. Of course, this makes some of you afraid of us, too, but that's the price we pay for sport.

"You look skeptical. You shouldn't be. This is what we were created for, centuries ago — a mage merged a lassiter with a Human and tossed in just a bit of Demon for good measure. The result was us. All Demonbanes have the



Tim Bobko

BACKGROUND NOTES: DEMONBANE

Advantage/Compensations

2CII, 1CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIV): Natural Sorcery II (*sense entity and bind demon*)

Compensations: Bigotry (CII), violent hatred of Demons; Enemy (CIII), all Demonbanes can expect to be targeted for destruction by at least one Demon

Recommended A/C

Advantages: Special Abilities (CIII): Enhanced Senses; Special Abilities (CIV): Natural Weaponry (HTH)

Compensations: Quirk II, use of the signature to kill its prey

Restricted A/C

None

ability to sense the presence of a Demon, even one in possession of another body. We can also bind them to the form they are in, making them easier to kill. Only when the Demon has been bound does the hunt begin.

"Our hunts are competitions, and we compete with each other ... and ourselves. We each kill with our signature so our brothers and sisters will know who did the deed. I favor a revolver, myself, and a bullet charged with lightning."

Highly individualistic, Demonbanes are the living embodiment of the saying "a being is best judged by the enemies it keeps." Given that Demonbanes make enemies of some of the more powerful entities in existence, they have to be viewed as highly dangerous indeed.

Demonbanes were created by Order mages during the Godwar to counter the threat of Chaos Demons. The result of their conjuring was a creature with the hunting instincts of a

wild animal, the intelligence of a Human, and some of the sorcerous power of a demon.



Tom O'Neill

Demonbanes can pass as Humans most of the time. However, all bear some signs of their feline parentage: cat's eyes, tails, retractable claws, lassiter coloration on the skin, etc., all of which can be hidden to some degree.

All Demonbanes have the ability to sense a Demon's presence and bind it into the body it is currently possessing. When not engaged in a hunt, Demonbanes live quiet lives, often shunning any close relationships with Humans. Demons make dangerous and implacable foes, with significant resources that can be used to hunt their hunters, and Demonbanes try not to draw undue attention to themselves.

STANDARD DEMONBANE

AGILITY 11
DEXTERITY

9

STRENGTH 8
ENDURANCE

9

TOUGHNESS
10

INTELLECT 10

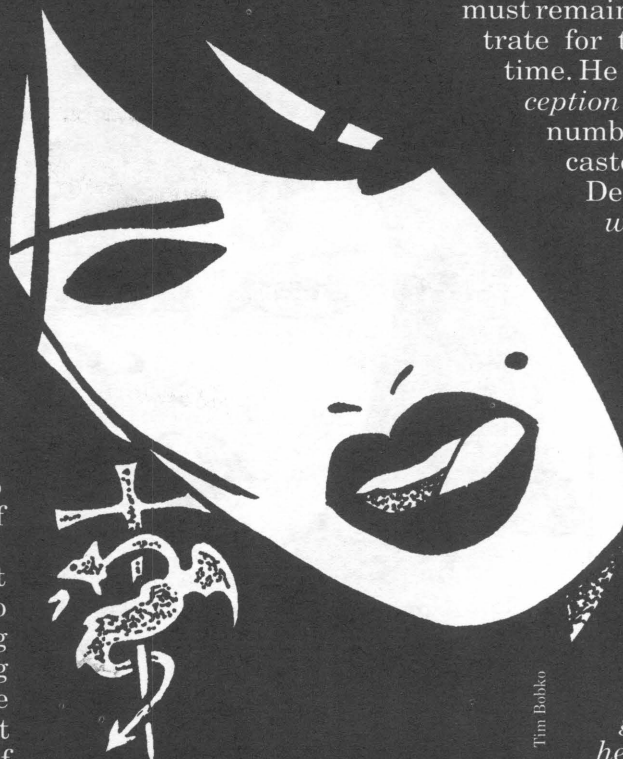
MIND 7

CONFIDENCE 8

CHARISMA 7

Skill Notes: Demonbanes commonly specialize in combat skills, especially those connected to their "signature" mode of killing.

Alignment: Most Demonbanes are allied to Order, however a growing number are becoming Oathbreakers. These Demonbanes have lost themselves in the thrill of the hunt, and now hunt anyone or anything that they see as a challenge. Still other Demonbanes have branched out and have become some of the deadliest bounty hunters on Marl.



Tim Bobko

SENSE ENTITY

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Entity*

Difficulty Number: 24

Feedback: 17

Effect Value: 20

Range: 10 (100 meters)

Speed: 10

Duration: 5 (10 seconds)

Cast Time: 9 (One minute)

Modifiers:

Area of Effect: Five-meter diameter area

Concentration: One minute (DN 9)

Related Skill Modifier: *perception* (DN 9)

Sense Entity lets you pinpoint Demons and other assorted nasties. (The caster must remain still and actively concentrate for the duration of the cast time. He must then generate a *perception* total against a difficulty number of 9. If successful, the caster will detect any entity or Demon whose Confidence or *willpower* is less than the effect value of the spell that are within the radius of the spell. He will know where they are, what species they are and how many are present.)

HUMBUS

"Okay, pal, as soon as you walk back through that door, I'm not a Humbus—got that? I've got a great little business here and I don't need my customers all thinking that I'm going to suck them dry.

"Now that that's all straightened out, let's get down to business.

My mother was a succubus who got her timing wrong, and my father was one of her meals. She wasn't the greatest mother—but to be fair, she never went after any of my friends.

"First thing you gotta know is that Humbus don't need to drain people, like our parents did.

BACKGROUND NOTES: HUMBUS

Advantage/Compensations

2CII, 1CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIII):
Infravision/Ultravision, Special Abilities
(CIV): Teleportation

Compensations: None

Recommended A/C

Advantages: Special Abilities (CIII): At-
tribute Increase I (+1 to Charisma)

Compensations: Any

Restricted A/C

None

Sure, our systems are a little messed up — I can teleport fine, and see a lot better than you can, I'd wager — and we're more charming than any ten Humans put together. But if it wasn't for our eyes — all blackened like a succubus' victim's, when we forget to make them look normal — you'd never know we weren't fully Human.

"You know, you're doing something pretty dangerous... talking with all these Unnaturals, I mean. How much insurance are you carrying? I could probably arrange for better coverage. Take a look here ..."

Humbi are the offspring of Human matings with Succubi and Incubi. Although they do not possess the life drain power of their parent, they have other abilities that more than make up for that: excellent vision, enhanced Charisma, and the ability to teleport. The telltale sign of a Humbus is the eyes, which are blackened much like an Incubus or Succubus' victim's are.

Humbi have been the subject of numerous legal battles in some of Marl's larger cities. As they are invariably bastard children, it's been ruled that they have no legal rights to any property belonging to their Human parents.

STANDARD HUMBUS

AGILITY 8

DEXTERITY 8

ENDURANCE 8

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

MIND 7

CONFIDENCE 10

CHARISMA 13

Skill Notes: Like their Unnatural parents, Humbi concentrate on interaction skills at the expense of combat skills. They also normally have at least one add in *business*, being accomplished salesmen, ad men and public relations types.

Alignment: Humbi, like many other breeds, are growing disaffected with society and Chaos is beginning to look more and more appealing. It's just a question of how many of them are willing to risk the loss of what they have to strive for something they might never achieve.

MONGRELS

"Yeah, we know all about what you want — it's all over town. You want information on Mongrels. Don't look so surprised that we know — knowledge is power in this city, and the only way we survive is by knowing what's going on all the time. Anyway, I've talked it over with my clan, and we agreed to talk and let you listen."

BACKGROUND NOTES: MONGREL

Advantage/Compensations

2CI1, 1CII, 2CIII

Mandatory A/C

Advantages: None

Compensations: None

Recommended A/C

Advantages: Any

Compensations: Any

Restricted A/C

Mongrels would not have the "Wealth" Advantage.

"Basically, the name says it all. We're not a species — I don't know what in hell we are. My guess is the first Mongrels were people burned and twisted by 'wild magic.' They were outcasts and killed off. The ones who escaped the sword went into hiding, and that's the way it's been ever since.

"As time has passed, more 'magical mutants' have appeared, and come to live down in the sewers with us. Our 'families' — there's safety in numbers, you know — can number in the hundreds, and anyone's welcome as long as they're not a danger to the others.

"In the end, we're all just Mongrels. But if things keep getting hot up above, a lot of people are going to be running to us."

Every city on Marl has its share of Mongrels — people and creatures who have fled underground

because they aren't brave enough or stupid enough to try their luck up above. Sewers, basements of abandoned buildings, even played-out mines can be home to Mongrels.

They're mutants and outcasts from Humanity and from other Unnatural species. People who cast one spell too many or used one component too few; an interbreeding that didn't quite work out; maybe even whole new species of Unnatural that no one's classified just yet. Any of these could be — and are — among the Mongrels.

The center of Mongrel life is the "family." Although linked by loyalty and convenience, not blood, protecting their family from harm is the major concern of every Mongrel. By the same token, it takes a grievous sin for a family to abandon one of its members, and they'll go to great lengths to avenge one who has been wronged.

Mongrel families survive mostly through petty theft and begging. Some also trade in information, selling the straight dope on anyone for cash or food.

STANDARD MONGREL

AGILITY *

DEXTERITY *

ENDURANCE *

STRENGTH *

TOUGHNESS *

INTELLECT *

MIND *

CONFIDENCE *

CHARISMA *

* There is no standard Mongrel. Their stats normally fall in the 5 to 13 range, but some are far stronger physically or mentally than others, while some are virtually identical to Humans with



BACKGROUND NOTES: SKETHSPAWN

Advantage/Compensations

2CI, 1CII, 1CIII, 1CIV

Mandatory A/C

Advantages: *Special Abilities* (CIV): Speed

Compensations: Advantage Flaw (CII): If they are soaked in water, their speed is negated; Advantage Flaw (CIII): Stench; Quirk (CIII): Hydrophobia

Recommended A/C

Advantages: Any

Compensations: Those that limit their mental Attribute values or limit access to related skills.

Restricted A/C

None

only minor alterations.

Skill Notes: Mongrels can have virtually any skills, although are few professional-level magic users.

Alignment: Mongrels can be of any alignment, though many lean toward Oathbreaker.

SKETHSPAWN

"Hiya, hiya, hiya, my name is Bob, yes it is, yes it is. And I'm a Skethspawn, yes I am, yes I am. My father was a Sketh and my mom wasn't, no she wasn't, no she wasn't."

"I'm not as fast as my Pa, but I'm quicker than a Human, yes I am, yes I am. Got to go now, yes I do, yes I do."

"By the way, thanks for the watch, thanks for the watch."

Skethspawn are the results of the extremely rare, and pretty disgusting to think about, mating of a Sketh and a Human. They stand between 1.2 and 1.5 meters high, with thick, greasy hair. They lack the fur that covers pure-blooded Sketh.

They inherit their Unnatural parent's speed, and seem to have a little more upstairs than the average Sketh. They're still no threat in that department to the whiz kids on "Mr. Mage," though.

Interestingly, Skethspawn all seem to be hydrophobic, and there's even

been talk that they lose their speed when doused with water. This may help explain why they never bathe and stink just as badly as any Sketh ever did.

Most Skethspawn make a living as thieves and pickpockets.



STANDARD SKETHSPAWN

AGILITY 13
DEXTERITY 8
ENDURANCE 8
STRENGTH 8
TOUGHNESS 9
INTELLECT 8
MIND 7

CONFIDENCE 9 CHARISMA 7

Skill Notes: Like all Sketh, Skethspawn have good *stealth* and *maneuver* values, as well as *prestidigitation*.

Alignment: Skethspawn are more often than not Chaotic, but if anything, have less natural loyalty than Sketh.



CHAPTER FIVE

CREATURES OF THE WILDERNESS

Easily the most dangerous creatures on Marl are those that you'll find in the Wilderness (or maybe they'll find you). Powerful; unpredictable; and not held in check by any worry over consequences, like at least some Unnaturals are, these are the things that *other things* are afraid of.

Still, there's one in every crowd — somebody who thinks they're smart enough and tough enough to take one of these babies down. Most of them become hunters or trappers, providing there's no one who cares enough about them to slap 'em in a nuthouse first. We contacted a couple to provide their view of some of the beasties in this section.

(Note: Due to their power levels and completely alien natures, Wilderness creatures are not intended for use as player characters.)

LASSITER

"Ah, now lassiters are a nasty piece of work. Take a large cat — around 200 kilos or so — with a nasty disposition. Then give it almost Human intelligence, and better than an average cunning. Toss in claws that can crack open just about any armor, and you've got yourself a lassiter."

"Don't kid yourself — no lassiter's afraid of you or your gun, no matter how big it is. They're as territorial as they come, and if you're in the neighborhood and look good to eat — and everything looks good to a lassiter — then you're probably on the menu."

"You might well ask why I trap them, then. Well, get them young enough and they're trainable. Make the best damn watch creatures you can imagine, and bring in a whole lot of money when you sell them."

Lassiters are carnivorous cats who inhabit a good part of the forested areas of northern Eln. They're solitary hunters who won't balk at stalking and killing



anything that comes into their territory, regardless of species or size. A big kill will keep them satisfied for maybe a week or so, which is why there are still some living things in Eln's forests.

In addition to their physical skills and their unusually high intelligence, lassiters have claws capable of tearing through armor with ease, even the enchanted kind (and their scratch is nothing compared to their bite).

During spring, young males leave their territory and go looking for a mate. Once mating season is over, the males and females go their separate ways. A female will have three to four cubs in a litter, and it takes about three years before they are ready to leave their side. Cubs must be captured before they are a year old in order to be trainable. (A lassiter cub can bring anywhere from 1,000 to 5,000 *selasts* on the open market.)

STANDARD LASSITER

AGILITY 14

Climbing 18, dodge 16, long jumping 16, maneuver 17, running 16, stealth 20, unarmed combat 19, unarmed parry 16

DEXTERITY 5

ENDURANCE 12

STRENGTH 14

TOUGHNESS 13 (12)

INTELLECT 9

Perception 12, tracking 15, trick 10

MIND 6

CONFIDENCE

8

Intimidation 14, willpower 14

CHARISMA 5

Life Points: 2-6

Natural Tools:

Teeth, damage value STR+4/18; teeth, damage value STR+3/17 — both should be treated as if they have the "Armor-Defeat-

ing Attack" Special Ability; hide, TOU+1/13

ANANDRA

"The anandra might not be the biggest creature in the Wilderness, but it's big enough for me. Four meter at the shoulder, weighing maybe three tons, and don't forget the tusks. Last person I knew who did wound up stuck through and fried."

"Anandra roam mostly on the plains, and they must like their own company, because they stay in herds. A herd can be anywhere from a dozen to over 10,000. If you encounter one by himself, he's either sick, a rogue or he slipped through a gate the rest of the herd missed. You might want to go in the other direction, regardless — he's apt to be in a bad temper."

"There are always hunters — like me — looking to bring one of these things down. But be warned, they take a lot of punishment. If you're not ready for the fight, then just let the thing go its own way. Your intact bones will thank you kindly later on."



Anandra are massive creatures related to the elephant. They're herbivores and their herds have to keep on the move or risk consuming all the food in a region. The herds themselves are highly organized—young are kept in the center, surrounded by the females and the older males. Young males stay on the flanks and act as scouts, intercepting trouble before it can reach the herd.

In addition to their size and strength, the anandra's tusks shoot bolts of electricity that can char a hunter at 30 meters. These tusks are highly valued for this natural enchantment, and it's not unusual for an anandra to be killed and only the tusks taken (in the Wilderness, of course, the rest of the corpse won't last long).

Anandra were used to carry troops across the plains during the last Godwar. Those specimens were normally treated by mages to be resistant to magical attack, a trait which thankfully has not been transmitted down the generations.

STANDARD ANANDRA (YOUNG MALE)

AGILITY 6

Running 8,
unarmed
combat 10

DEXTER- ITY 7

ENDUR- ANCE 20

Resist shock 25

STRENGTH 23

Lifting 25

TOUGHNESS 24 (21)

INTELLECT 6

Perception 7

MIND 5

CONFIDENCE 10

Intimidation 15, willpower 18

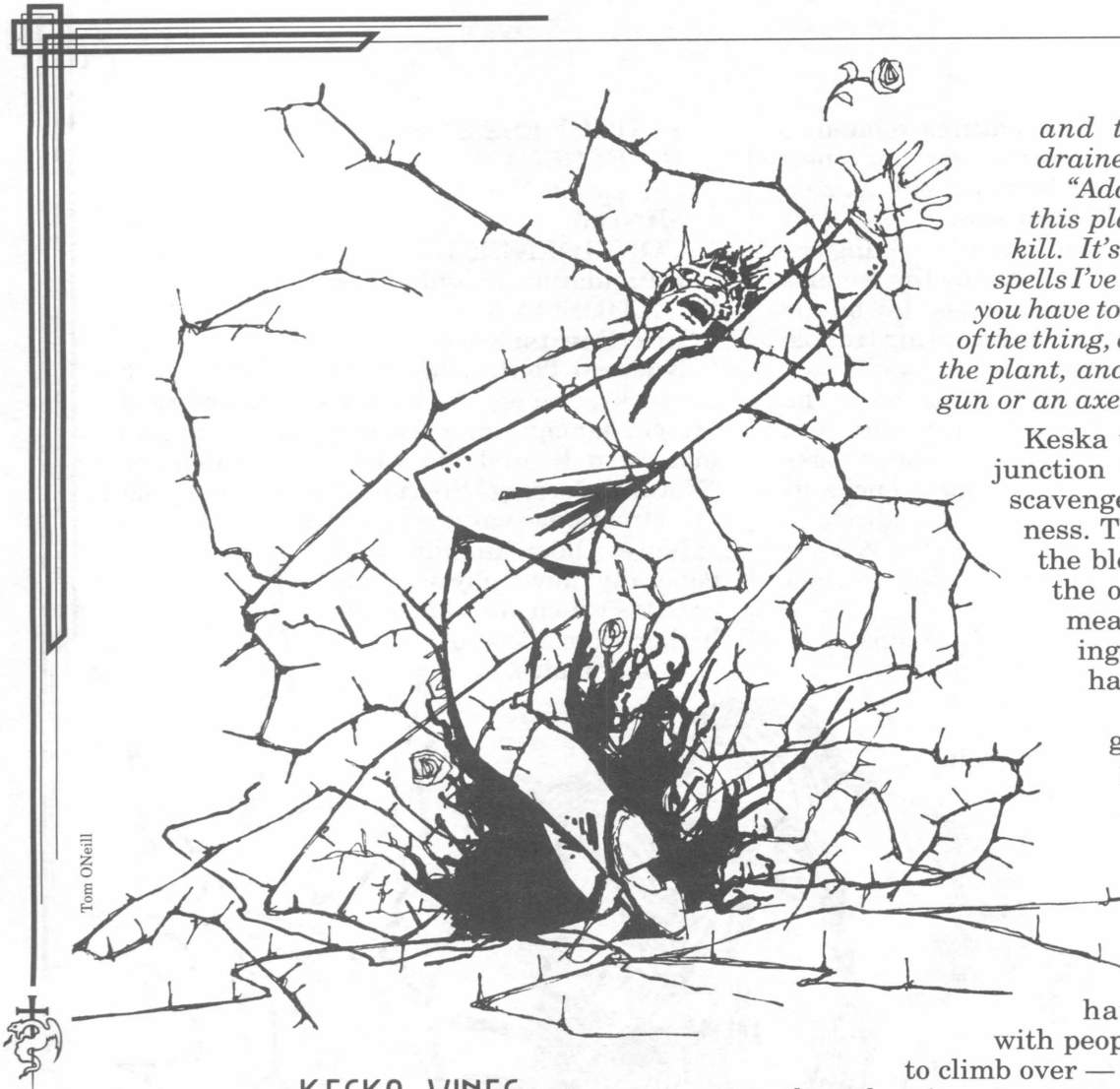
CHARISMA 5

Life Points: None

Natural Tools: Hide, armor value TOU+3/24; tusks, damage value STR+3/18; electrical attack, damage value 21, maximum range 30 meters, delivered via tusks (equivalent to "Natural Sorcery" Special Ability); stomping attack, damage value STR+6/21

Note: Older anandra will generally have physical attributes which are 1–2 points higher than those of young males.





KESKA VINES

"Some people say that, in the old days, there was an awful lot of what they call 'wild magic' flying around. Akar only knows what it did to the animals and plants out here in the Wilderness — ask me, the keska vine is 'wild magic' at its worst.

"See that over there? Looks just like a rose bush, doesn't it? Bright red flowers — can almost smell 'em from here — sharp thorns, all surrounded by a beautiful meadow of grass, just right for a picnic. Well, don't believe it — that there is an illusion, as deadly as anything any conjurer ever thought up. Sure, the bush is there, but there's no grass around it, just thick vines covered in thorns, like a carpet.

"Anytime a large animal or a man comes near, the illusion disappears and the vines rise up and wrap around it. Next that the poor thing knows, it's impaled on a hundred thorns

and the blood's being drained right out of it.

"Add to that the fact that this plant's not so easy to kill. It's resistant to most spells I've seen cast at it. What you have to do is find the heart of the thing, deep in the center of the plant, and take it out with a gun or an axe."

Keska vines work in conjunction with some of the scavengers of the Wilderness. The plant consumes the blood of its prey and the other creatures the meat and bones, leaving no sign that death has visited here.

Some cities, at great expense, have planted keska vines near their outer walls. Needless to say,

these cities have few problems

with people or things trying

to climb over — the problem arises

when the vines start to grow and sentinels mounted atop the walls start disappearing.

STANDARD KESKA VINE

AGILITY 5

Unarmed combat 12, unarmed parry 11

DEXTERITY 3

ENDURANCE 8

STRENGTH 11

TOUGHNESS 11

INTELLECT 3

MIND 2

CONFIDENCE 3

Willpower 10

CHARISMA 2

Life Points: None

Natural Tools: Thorns, damage value STR+5/16 (thorns should be considered to have the "Life Drain (Physical)" Special Ability.

Description: A standard keska plant will have between 10 and 20 vines, and can control

up to five at a time without incurring a multi-action penalty. The plant should also be considered to have the "Natural Sorcery I" Special Ability, which gives it the capacity to cast an illusion disguising its vines (with an Intellect or *perception* total of 12 required to disbelieve).

Keska vines should also be considered to have the "Attack Form Resistance (Magical Attack)" Special Ability.

NEKROST

"Nekrost have one thing going for them: surprise. One minute, everything's nice and peaceful, and the next, one of them's taken a chunk out of your side or torn an arm off ... and then they're gone. Outside of blood in the water,

there won't be any trail for you to follow.

"Sometimes, three or four attack at a time, sometimes just one. They usually won't travel more than 10 or 15 meters from the water's edge, so give lakes and rivers a wide berth when you're traveling.

"Nekrost are hunted for their flesh, which blends into the background when underwater and pretty much makes them invisible. Stitch yourself a suit of the stuff and nobody will see you beneath the waves, either, and that includes other fish. Handy to have around if you're going to go diving for lost cargo and need to make an emergency underwater patch to your ship. And all you have to do to get one is kill eight or 10 of the nastiest things I've ever seen."

Nekrost are fish who live in the rivers and lakes of the Wilderness, at least those between Galitia and Guildsport. Though they are capable of surviving out of water for brief periods of time, they are not amphibious. Nekrost have large, extremely flattened bodies and pectoral fins which double as wings.

Nekrost are carnivores and have certain natural advantages as hunters. The chameleon-like nature of their flesh renders them virtually invisible when underwater (note that this does not function on land or in the air). Their wings give them a limited power of flight, though they will rarely go very far from water. Their mouths are filled with rows of razor-sharp teeth.

Nekrost attack land animals or people by waiting until they approach the



Tim Bobko

water, then launching themselves at their prey. They will hit and run, tearing a mouthful of flesh and muscle off their target and then vanishing with it beneath the water. Often, three or four attacks by a nekrost will render the prey unconscious or too weak to run away, and the fish can feast at their leisure.

Hunters will normally slay nekrost by staking out poisoned bait near the water's edge while waiting in concealment. When the fish comes out and takes a bite, its gills will be fouled and it may not be able to make it back to the water. The hunter can then net the creature in relative safety (although more than a few have lost fingers or hands by getting too close to the thing before it was dead).

STANDARD NEKROST

AGILITY 11

Flight 13, stealth 16, swimming 17, unarmed combat 16

DEXTERITY 1

ENDURANCE 10

STRENGTH 8

TOUGHNESS 11

INTELLECT 4

Perception 10, trick 7

MIND 3

CONFIDENCE 10

Intimidation 14, willpower 14

CHARISMA 5

Life Points: None

Natural Tools: Teeth, damage value STR+5/13; wings, speed value 9

Description: Nekrost have the equivalent of the "Glider Wings" Special Ability and the "Invisibility" Special Ability (the latter is in operation when underwater only).

ISHAR

"The question isn't so much what the ishar looks like or just why it does what it does — the better question is whether or not it really exists. No one that I know of has ever seen one, let alone killed or captured one. In a Wilderness full of legends, this might be just one more.

"But I'll tell you what I've heard. They say it's just a mass, no arms or legs or head. It's anywhere from a few meters to a full kilometer in length and width, depending on who you talk to. It lives underground and will stay in

the same spot for years, decades even, never moving, never making any noise.

"Only way you know that it's there is when you walk on the ground it's hiding beneath. Then you'll start feeling weak and sick, yeah, you and everyone with you. Pretty soon, people are dropping all around you, lying where they fall until the life is sucked right out of them. If you're real, real lucky, you'll stagger away from the ishar before it finishes you off, but if you do, take my advice: don't go back for nothing. Your animal, your gun, your wife, your kid — just leave them there and let 'em die. There's nothing more you can do for them."

Of all the Wilderness creatures cataloged, the ishar has the least evidence supporting its existence. Whether or not it's real, or just the products of the fevered imaginations of travelers, is anyone's guess. The tales describe it as some sort of gelatinous creature that sleeps in the earth. It awakens only when someone passes overhead, and then it "reaches out" somehow and drains the life out of them.

How far underground the ishar lives is also open to debate. Some people say only three meters or so; others a good kilometer or two. It's doubtful anyone would live long enough to dig a hole and find it. That's why any scout worth his pay will tell you to turn and go the other way if you start feeling weak and dizzy for no discernible reason.

Another mystery is how the ishar moves, on those rare occasions when it does. Those who believe it lives in the soil say it just oozes through the dirt, a few centimeters at a time, and might take months to go a short distance. Those who think it's down in the bedrock just ignore the question.

STANDARD ISHAR

AGILITY 3

DEXTERITY 0

ENDURANCE 9

STRENGTH 5

TOUGHNESS 9

INTELLECT 4

Perception 18

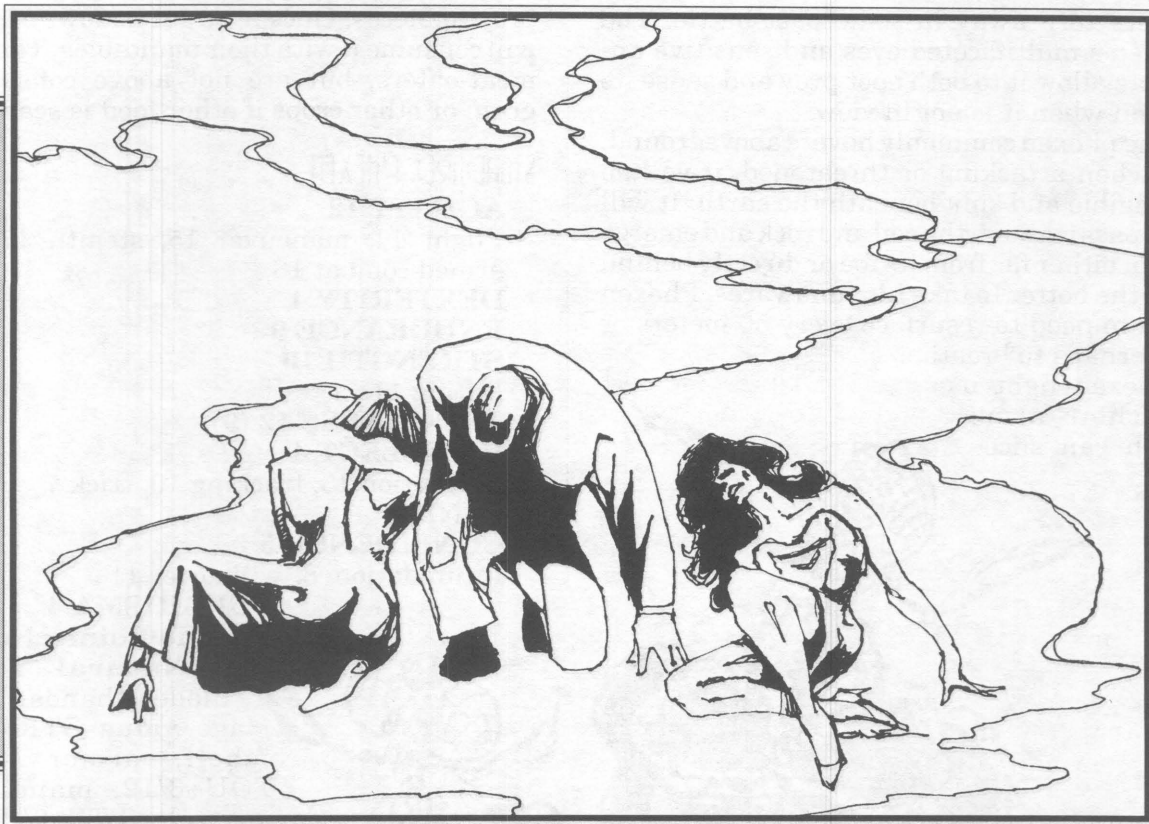
MIND 4

CONFIDENCE 4

Willpower 17

CHARISMA 3

Life Points: 1-4



Tom O'Neill

* Note that these stats are approximations based on the legends surrounding the ishar and may not be entirely accurate. It is possible that the ishar has some sort of physical weapon and is capable of combat, but thus far has simply had no need to employ it. It is also possible that the creature is, in fact, intelligent.

Description: The ishar has the equivalent of the “Life Drain (Physical)” Special Ability, which it triggers via a successful *willpower* attack on a target. The target must be directly over some part of the ishar at the time of the attack for it to be productive.

PHEXEN

“I’d suggest you avoid these — but in my experience, it’s almost impossible to do that. Stumble across an area they’re using as a nest and they’ll be everywhere you turn, and I do mean everywhere. Hack ‘em off and they might trail you for kilometers. Of all the Wilderness creatures I know, phexen most often find their

way into the cities and have to be put down by the sentinels.

“Don’t get me wrong, it’s not that they’re so much more cunning or intelligent than anything else. But when you can do a fast fade underground and pop up wherever you want, it’s kind of hard to keep you out of places you want to go. Sometimes, they’ll settle for raiding warehouses and eating up whatever’s stored there — other times, they get a mad on and slice up a few people before the sentinels put them down.

“One good thing: they ain’t that hard to kill, if you can get one in your sights long enough to pull the trigger. One bad thing: they breed like ... well, like phexen, so for every one you kill, there’s apt to be a dozen more out there you haven’t seen yet. Bet they’ve seen you, though ...”

Phexen are an insectoid species, possibly with a little Undead mixed in somewhere along the line. The upper half of their bodies resembles a large insect’s, with two long, spindly arms that end in sharp blades. There is no lower half of their body — instead it looks as if

it were torn away in some past battle. The phexen's multifaceted eyes and sensitive antennae allow it to both spot prey and sense its motion when it is not in view.

The phexen commonly hovers aboveground, but when attacking or threatened, it will go intangible and sink beneath the earth. It will then pass through the soil and rock and emerge again, either far from its foe or directly behind him, the better to take him unawares. Phexen seem to need to resurface every 50 meters or so, perhaps to breathe.

Phexen fight using their arms, which can slice

prey to pieces. Once a target is downed, they will consume it with their mandibles. They are meat-eaters, but are not above consuming grain or other crops if other food is scarce.

STANDARD PHEXEN

AGILITY 12

Flight 14, maneuver 15, stealth 17, unarmed combat 16

DEXTERITY 4

ENDURANCE 9

STRENGTH 10

Lifting 11

TOUGHNESS 12 (9)

INTELLECT 4

Perception 15, tracking 10, trick 7

MIND 4

CONFIDENCE 5

Intimidation 8, willpower 11

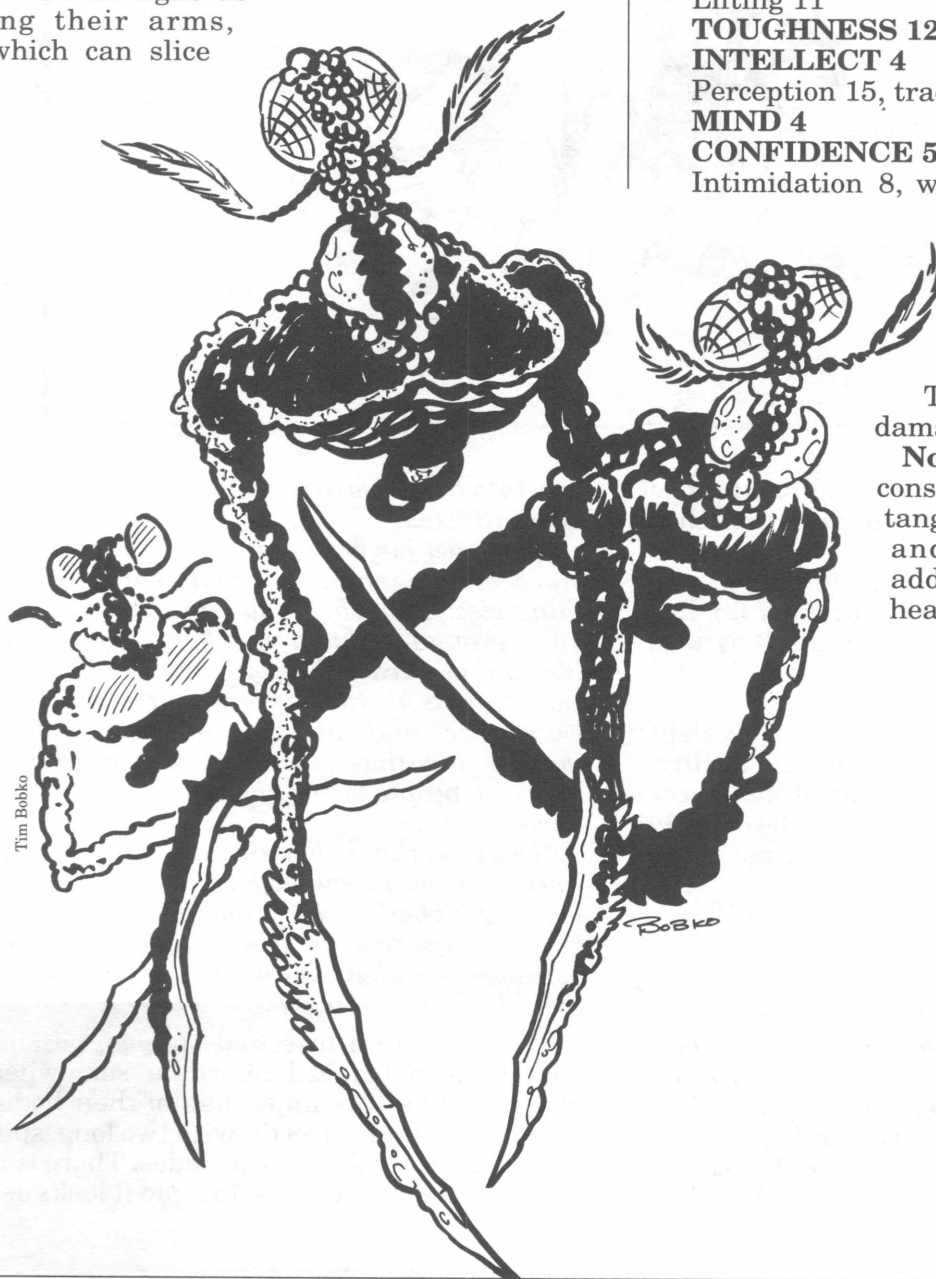
CHARISMA 4

Life Points: None

Natural Tools:

Bladed "hands," damage value STR+3/13; shell, armor value TOU+3/12; mandibles, damage value STR+2/12

Notes: Phexen should be considered to have the "Intangibility" Special Ability, and "Enhanced Senses" added to both vision and hearing.



Unnaturals

IDENTIFICATION CHART

NAME	AGI	DEX	STR	END	TOU	INT	MIN	CON	CHA	NOTES
DEMONS										
Death-Dealer	16	14	20	18	19	10	9	14	10	<i>(The Unnaturals)</i>
Demon Beast (Hawk)	14	8	16	17	12	5	4	8	11	<i>(The Unnaturals)</i>
Glibbon	17	15	16	20	15	9	10	12	11	<i>(The Unnaturals)</i>
Gyaki	12*	8*	12*	14*	20*	7	6	12	9	<i>(The Unnaturals)</i>
Hollow Man	13	9	12	19	16	11	10	10	8	<i>(The Unnaturals)</i>
Relkazar	10	7	13 (15)	10	13 (19)	8	7	9	8	3CIV <i>(World of Bloodshadows)</i>
Sketh	13	9	9	7	10	7	6	9	8	1CI, 2CIII, 1CIV <i>(World of Bloodshadows)</i>
Succubus	9	8	8	8	9	9	8	11	13	2CI, 1CIII, 1CIV <i>(World of Bloodshadows)</i>
Tulpa	9	8	8	8	9	8	9	10	12	1CI, 3CIV <i>(World of Bloodshadows)</i>
Watching Beast	10	8	11	12	11	10	7	8	6	<i>(The Unnaturals)</i>
Water Imp	10	6	10	*	*	8	8	7	6	<i>(The Unnaturals)</i>
Witch-Rider	7	10	12	6	10	10	8	10	8	<i>(The Unnaturals)</i>
BREEDS										
Barghest	9	8	12	12	13 (12)	11	7	9	7	1CI, 2CIII, 1CIV <i>(Galitia Citybook)</i>
Catrarm	9	12	9	8	10	8	8	8	8	2CI, 1CII, 1CIV <i>(The Unnaturals)</i>
Demonbane	11	9	8	9	10	10	7	8	7	2CII, 1CIII, 1CIV <i>(The Unnaturals)</i>
Elkist	9	8	9	11	11	8	8	8	8	2CI, 1CIII, 1CIV <i>(World of Bloodshadows)</i>
Gris	9	8	11	12	11	9	8	8	6	2CI, 3CII, 1CIII <i>(World of Bloodshadows)</i>
Houri	13	9	10	9	10	9	8	10	9	1CI, 1CII, 1CIV <i>(Galitia Citybook)</i>
Hugor	9	7	13	13	12	7	6	7	6	2CI, 1CIII, 1CIV <i>(World of Bloodshadows)</i>
Humbus	8	8	8	7	8	8	7	10	13	2CII, 1CIII, 1CIV <i>(The Unnaturals)</i>
Mongrel	*	*	*	*	*	*	*	*	*	2CI, 1CII, 2CIII, <i>(The Unnaturals)</i>
Skethspawn	13	8	8	8	9	8	7	8	7	2CI, 1CII, 1CIII, 1CIV <i>(The Unnaturals)</i>
Skitter-Rat	11	9	9	8	10	7	7	8	7	1CI, 1CIII, 2CIV <i>(Galitia Citybook)</i>

Unnaturals

NAME	AGI	DEX	STR	END	TOU	INT	MIN	CON	CHA	NOTES
SHAPESHIFTERS										
Face-Shifter	8	8	8	8	9	9	8	9	10	2CI, 2CII, 1CIV (The Unnaturals)
Gorsh	*	*	*	*	*	8	7	11	8	1CI, 1CII, 3CIV (The Unnaturals)
Grani	6	8	12	12	18 (13)	9	8	8	7	2CI, 1CII, 2CIV (The Unnaturals)
Hellghest	8/11	7/7	8/10	8/11	9/11	9/7	9/6	10/7	9/9	2CI, 2CII, 1CIV (World of Bloodshadows)
Hurkor	10	7	12	15	12	7	6	7	6	1CI, 1CII, 1CIII, 1CIV (The Unnaturals)
Shade	8	8	9	9	9	8	8	10	11	1CI, 2CII, 2CIV (The Unnaturals)
Trexus	8/10	8/7	9/9	9/11	10/12	8/7	9/9	8/6	9	1CI, 1CII, 2CIV (The Unnaturals)
Vorak	9	10	10	10	11	8	7	7	7	1CI, 1CII, 2CIV (The Unnaturals)
Werebear	8/9	7/5	9/13	10/14	11/12	8/8	8/5	10/7	8/8	2CI, 1CIII, 2CIV
Werepanther	10/12	8/4	8/10	10/12	10/11	8/8	8/5	8/9	8/8	2CI, 1CII, 2CIV (The Unnaturals)
Wererat	10/11	10/12	7/5	7/2	9/4	9/10	9/5	8/6	8/8	1CI, 1CIII, 2CIV (The Unnaturals)
Werewolf	8/10	8/7	9/10	10/12	10/11	8/6	8/6	9/7	9/7	2CI, 1CII, 2CIV (World of Bloodshadows)
Wild-Changer*	9	8	9	9	9	9	8	9	7	1CI, 2CII, 2CIV (The Unnaturals)
Wolfwere	10/8	7/8	10/9	12/8	11/10	8/9	6/8	6/9	9	2CI, 1CII, 2CIV (The Unnaturals)
UNDEAD										
Ghost	12	5	7	5	8	9	9	11	8	1CI, 3CIV (The Unnaturals)
Ghoul	9	8	11	10	12	8	7	8	6	2CI, 1CII, 1CIII, 1CIV (World of Bloodshadows)
Gorger	13	10	12	12	13	3	4	4	2	(The Unnaturals)
Karkas	8	8	10	10	11	9	8	9	9	3CIV (World of Bloodshadows)
Keyth	*	*	*	*	*	*	*	*	*	(The Unnaturals)
Necro-Rex	11	11	22	25	27	5	6	13	2	(The Unnaturals)
Orris	9	7	8	8	9 (15)	10	10	10	9	2CI, 1CIII, 1CIV (World of Bloodshadows)
Plague Zombie	5	5	18	7	20	0	0	8	1	(The Unnaturals)
Pretas	12	5	7	2	5	9	9	11	13	1CI, 1CIII, 2CIV (World of Bloodshadows)
Revenant	12	12	14	12	15	9	8	10	4	2CI, 2CIV (The Unnaturals)
Shadow Spawn	10*	0*	7*	0*	13	9	9	12	12	2CI, 2CIV (The Unnaturals)
Skeleton (Human)	6	4	13	12	12	2	2	3	3	1CI, 1CIII, 1CIV (The Unnaturals)
Skins	11	8	12	10	12	3	3	7	2	1CI, 1CIII, 2CIV (The Unnaturals)

Unnaturals

NAME	AGI	DEX	STR	END	TOU	INT	MIN	CON	CHA	NOTES
UNDEAD (continued)										
Taxim	8	9	11	12	11 (14)	7	7	9	5	1CI, 2CII, 2CIII (World of Bloodshadows)
Tyrok Vampire	5	5	13	3	13	10	10	15	6	3CIV (The Unnaturals)
Wraith	10	8	10	10	11	8	8	9	8	1CI, 1CIII, 2CIV (World of Bloodshadows)
Zuvembie	7	8	6	7	9	12	13	10	10	3CIV (The Unnaturals)
	8	7	13 (14)	13	6	5	5	5	5	2CI, 1CII, 2CIII (World of Bloodshadows)
CONSTRUCTS										
Caryatid	10	10	10	11	13/15	8	8	8	10	1CI, 2CII, 1CIV (Galitia Citybook)
Silver Golem	10	10	10	12	15	5	5	5	5	(World of Bloodshadows)
PURE RACES										
Grimlet	10	8	6	6	7	8	7	8	6	1CIII, 3CIV (Galitia Citybook)
Grimling	12	9	10	8	10	7	7	9	6	1CI, 2CIII, 1CIV (Mean Steets)
Human	8	8	9	8	10	9	8	9	9	3CI, 2CII, 1CIII (World of Bloodshadows)
Karnos	*	*	*	*	*	9	8	9	8	3CIV (Galitia Citybook)
WILDERNESS CREATURES										
Anandra	6	7	20	23	24 (21)	6	5	10	5	(The Unnaturals)
Duraz	15	7	14	15	13 (14)	1	6	10	11	(World of Bloodshadows)
Fantod	10	9	15	10	13	10	8	11	7	(Galitia Citybook)
Ishar	3	0	9	5	9	4	4	4	3	(The Unnaturals)
Keska Vine	5	3	8	11	11	3	2	3	2	(The Unnaturals)
Lassiter	14	5	12	14	13 (12)	9	6	8	5	(The Unnaturals)
Nekrost	11	1	10	8	11	4	3	10	5	(The Unnaturals)
Phexen	12	4	9	10	12 (9)	4	4	5	4	(The Unnaturals)
Phoenix	11	10	12	14	13	10	6	10	5	(Galitia Citybook)
Queskworm	9	5	23	25	28	4	4	5	5	(World of Bloodshadows)
Sauriad	10	3	11	11	12 (11)	6	5	8	3	(Galitia Citybook)
Shadower	12	6	9	11	11	12	8	9	12	(World of Bloodshadows)
Slashtor	8	5	18	16	19	5	4	6	5	(World of Bloodshadows)
Tangalor	8	5	11	13	11	9	5	9	5	(Galitia Citybook)
Telgha	11	9	12	12	12	9	7	10	6	(Galitia Citybook)
MISCELLANEOUS										
Necrotic	8	8	8	9	12 (9)	9	8	9	7	1CI, 2CIII, 1CIV (Galitia Citybook)

* See note in text.



BloodshadowsTM

CHARACTER TEMPLATES



SPECIES Elkist	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES AGILITY 8 Dodge 10, swimming 9, unarmed combat 10, unarmed parry 9 DEXTERITY 8 Fire combat 9, vehicle piloting: sailing vessel 11 ENDURANCE 9 STRENGTH 12 INTELLECT 8 First aid 9, navigation: sea 11 MIND 8 Cartography 9 CONFIDENCE 8 Gambling 10, intimidation 10, willpower 9 CHARISMA 8	DERIVED ATTRIBUTES 11 TOUGHNESS 11 TOUGHNESS (w/armor) 7 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 3 MRC (Movement Rate, Climbing) 3 MRJ (Movement Rate, Jumping)	<table border="1"> <tr> <td>COMBAT BOX</td> <td>K ☐ O ☐</td> </tr> <tr> <td> WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i> </td> <td> MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text </td> </tr> </table>	COMBAT BOX	K ☐ O ☐	WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
COMBAT BOX	K ☐ O ☐					
WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text					
	<table border="1"> <tr> <td>LIFE POINTS 5</td> <td>SKILL POINTS</td> </tr> </table>	LIFE POINTS 5	SKILL POINTS	<table border="1"> <tr> <td>SHOCK CAPACITY</td> </tr> <tr> <td>SHOCK TAKEN</td> </tr> </table>	SHOCK CAPACITY	SHOCK TAKEN
LIFE POINTS 5	SKILL POINTS					
SHOCK CAPACITY						
SHOCK TAKEN						

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 add to *navigation: sea*; Contacts (CI), acquainted with dockworkers from Galitia to Guildsport; Additional Attribute (CIII): +1 to Strength; Special Abilities (CIV): Intangibility.

Compensations: Infamy (CI), known on a number of waterfronts for your violent temper; Prejudice (CII), non-Human prejudice; Advantage Flaw (CIII): Nutritional Requirements (Human or humanoid internal organs); Quirk (CIII), Vengeful.

DESCRIPTION

From an early age, you were making your living as a laborer on the docks. Finally, you landed a berth on a trader and you've been making the Galitia to Dela to Guildsport run ever since. You still have a lot to learn about the dangers of the river Skorn, but you've already seen enough to age you beyond your years.

You like to gamble, but hate to lose, and that's led to more than a few fights. So far, you've been fortunate enough not to hurt anyone permanently. The ship's master has warned you more than once not to push your luck.

EQUIPMENT

.38 Gelvash revolver, damage value 17, ammo 6; baton; duffel bag filled with clothing, assorted maps, and compass.



"I said I'd let you take a shot. I never promised I'd let you connect. What do you think I am, a sap?"

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

Character Templates

Bloodshadows

CHARACTER SHEET

WOLFWERE

SPECIES Animal Shapeshifter	ALIGNMENT Order 1	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX	
AGILITY 10/8 Climbing 11/9, long jumping 11/NA, maneuver 11/9, melee combat NA/9, stealth 11/9, unarmed combat 11/9 DEXTERITY 7/8 ENDURANCE 10/9 STRENGTH 12/8 INTELLECT 8/9 Camouflage 9/10, perception 10/10, tracking 11/10, trick 9/10 MIND 6/8 CONFIDENCE 6/9 Intimidation 9/10, survival: Wilderness 7/10, willpower 7/10 CHARISMA 9/9 Charm NA/10, disguise NA/10, persuasion NA/10, shapeshifting 10/10		TOUGHNESS ☐ 12/9 TOUGHNESS ☐ 12/9 (w/armor) MRG ☐ 8/6 (Movement Rate, Ground) MRS ☐ 5/4 (Movement Rate, Swimming) MRC ☐ 3/2 (Movement Rate, Climbing) MRJ ☐ 3/2 (Movement Rate, Jumping)		WOUND LEVEL ☐ Light ☐ Moderate ☐ Heavy ☐ Incapacitated ☐ Mortal	
				MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
		LIFE POINTS 5		SHOCK CAPACITY SHOCK TAKEN	
		SKILL POINTS			

BACKGROUND

Advantages: Skill Bonus (CI), +1 to *tracking*, *perception* and *survival: Wilderness*; Additional Skill Adds (CI): +1 to *perception*; Cultures (CII), you know the ways of the wolves; Special Abilities (CIV): Natural Weaponry (HTH) (teeth), Natural Weaponry (HTH) (claws), Shapeshifting I (Human).

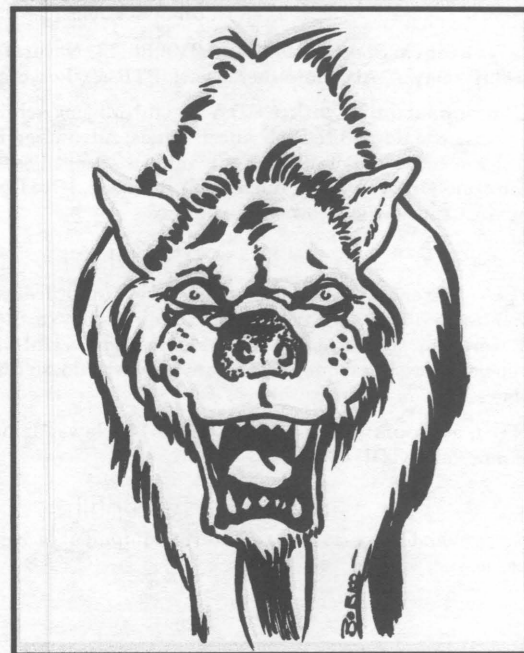
Compensations: Prejudice (CII), non-Human prejudice; Cultural Unfamiliarity (CIII); Advantage Flaw (CIII): Infection I; Advantage Flaw (CIV): Ability Loss III (lose all Human abilities when in wolf form).

DESCRIPTION

You're one of those rare creatures, a Wolfwere who has decided he prefers the life of the city to that of the Wilderness. Though the others of your species don't understand, they do accept. Now you struggle to understand the ways of men and pass for Human — but you still find yourself reverting to the wolf when threatened. You've been fortunate enough to find a few people you could run with who don't care what you are, as long as you pull your weight on jobs.

EQUIPMENT

Suit of clothes; blackjack, damage value STR+3/18.



"Pardon my behavior. It's been some time since I've been in such ... civilized company."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

SPECIES Relkazar	ALIGNMENT Chaos 1	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES AGILITY 9 Dodge 10, flight: wings 10, melee combat 11, unarmed combat 12, unarmed parry 10 DEXTERITY 7 Fire combat 8, vehicle piloting: wheeled 8 ENDURANCE 10 STRENGTH 15 (13) INTELLECT 8 Perception 9, trick 9 MIND 7 CONFIDENCE 8 Con 9, intimidation 10, willpower 9 CHARISMA 8 Taunt 10	DERIVED ATTRIBUTES 19/13 TOUGHNESS 19/13 TOUGHNESS (w/armor) 8 MRS (Movement Rate, Swimming) 5 MRG (Movement Rate, Ground) 4 MRC (Movement Rate, Climbing) 4 MRJ (Movement Rate, Jumping)		COMBAT BOX WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	K O MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY SHOCK TAKEN	

BACKGROUND

Advantages: Special Abilities (CIV): Flight, Natural Armor, Natural Weaponry (HTH) (claws), Attribute Increase II (STR+2), Possession II.

Compensations: Quirk (CIII), Vengeful (Major); Achilles' Heel (CIII), *entity* spells against you add +3 to their effect values; Advantage Flaw (CIV): Ability Loss IV (they lose the use of all your Advantages except Possession II when you possess someone); Infamy (CIV), universally despised, +8 to DN of all interaction attempts against those who know what you are.

DESCRIPTION

You're better and stronger than any other Unnatural, and you know it. That's why you have to hide your true form so often — they're all jealous. But you get plenty of work as a spy, most of it in the service of powerful Chaotics. In the end, though, you go where the money is, and anybody who doesn't like that can answer to your claws.

Natural Tools: Wings, speed value 10; claws, damage value STR+3/18; hide, armor value TOU+6/19.

EQUIPMENT

No personal property, only whatever equipment is owned by the person currently possessed.



"Thought I'd forgotten all about you, didn't you? Well, surprise, sucker."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

Bloodshadows

CHARACTER SHEET

GRANI CRAFTSMAN

SPECIES Grani	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES AGILITY 6 Dodge 7, unarmed combat 8 DEXTERITY 8 Fire combat 9, missile weapons 9 ENDURANCE 12 STRENGTH 12 INTELLECT 9 Deduction 10, perception 10, safe crack- ing 10, science: construction 13 MIND 8 Artist: sculptor 9, research 9 CONFIDENCE 8 Alteration: vitomancy 9, intimidation 9, willpower 9 CHARISMA 7 Shapeshifting 8	DERIVED ATTRIBUTES 18/13 TOUGHNESS 18/13 TOUGHNESS (w/armor) 6 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 3 MRC (Movement Rate, Climbing) 3 MRJ (Movement Rate, Jumping) LIFE POINTS 5 SKILL POINTS	COMBAT BOX WOUND LEVEL ☐ Light ☐ Moderate ☐ Heavy ☐ Incapacitated ☐ Mortal MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	SHOCK CAPACITY SHOCK TAKEN
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BACKGROUND

Advantages: Contacts (CI), you have friends in the local Grani Stonemason's Union; Fame (CI), you have some reputation as a sculptor; Additional Skill Adds (CII), +1 to *science: construction*; Special Abilities (CIV): Natural Armor, Shapeshifting I, Natural Sorcery I (Grani have the natural ability to sense the "health" of the ground on which they're standing).

Compensations: Employed (CI); Prejudice (CII), non-Human prejudice; Advantage Flaw (CII): Grani are incapable of regenerating lost pieces of themselves; Advantage Flaw (CIII): Nutritional Requirements (stone).

DESCRIPTION

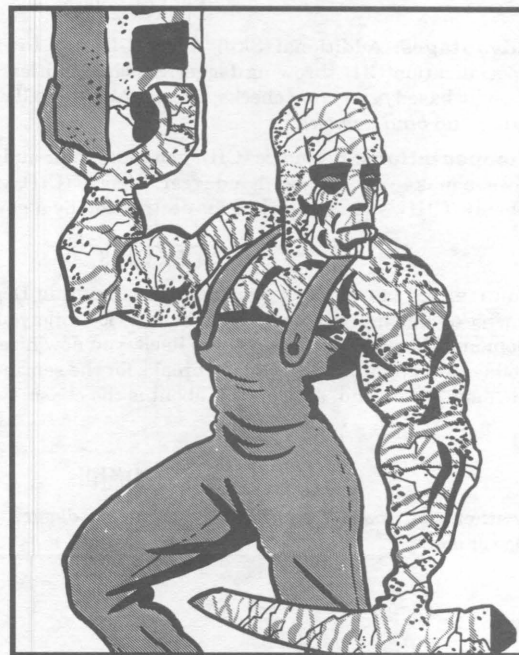
Stone is your life — sculpting it, building with it, and destroying it, when the money's right. Some of your kind would object to that last, but hey, you've got to make a living. You've taken jobs on both sides of the law in your time, everything from putting up new office buildings for the Big Rich to blowing safes in the banks they own.

Natural Tools: Stone flesh, armor value value TOU+5/18.

Spells: *Heighten agility.*

EQUIPMENT

Thunder potion (4); .38 Gelvash, damage value 17, ammo 6.



"I can build 'em up. I can knock 'em down. Just tell me what you want."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

DEMONBANE BOUNTY HUNTER

SPECIES Demonbane	ALIGNMENT Oathbreaker	HEIGHT	MASS	AGE	SEX Female
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ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	K	O
AGILITY 11 Dodge 13, melee combat 13, stealth 12, unarmed combat 12 DEXTERITY 9 Fire combat 10, thrown weapons 12 (throwing dagger 13) ENDURANCE 9 STRENGTH 8 INTELLECT 10 (9) Perception 12 (11), tracking 12 (11), trick 11 (10) MIND 7 CONFIDENCE 8 Alteration: wizardry 10, intimidation 9, willpower 10 CHARISMA 7	10 TOUGHNESS 12 TOUGHNESS (w/armor) 7 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 3 MRC (Movement Rate, Climbing) 3 MRJ (Movement Rate, Jumping)	WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	
			SHOCK TAKEN	

BACKGROUND

Advantages: Additional Skill Adds (CII), +1 to *melee combat*; Trademark Specialization(CII), throwing dagger; Special Abilities (CIII): Enhanced Senses, +3 to sight-based *perception* checks; Special Abilities (CIV): Natural Sorcery II (*sense entity* and *bind demon*).

Compensations: Prejudice (CII), non-Human prejudice; Quirk (CII), must always make your kills with a dagger; Bigotry (CII), violent hatred of demons; Enemy (CIII), you are marked for destruction by a powerful demon.

DESCRIPTION

You realized not too long ago that, while hunting Demons was great fun, there wasn't as much profit in it as you'd like. So while you'll still sink a blade into a Demon if the opportunity presents itself, you now hire your instincts out for pay. Today, you might be tracking lawbreaks for the sentinels; tomorrow, welshers for the mob. In the end, all you care about is the chase.

Spells: *Lightning bolt*.

EQUIPMENT

Leather coat; *burning blades* (6); throwing dagger, damage value STR+2/17; glowstone.



**"You gave me a good run, kid.
Almost a full day."**

BONUS CHART

DIE											9	11									21	26	31	36	41
ROLL	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5		
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1		

BloodshadowsTM

CHARACTER SHEET

HUGOR SENTINEL

SPECIES Hugor	ALIGNMENT Order 1	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX	K	O
AGILITY 9 Dodge 10, melee combat 11, unarmed combat 12, unarmed parry 11 DEXTERITY 7 Fire combat 9 ENDURANCE 15 (13) Resist shock 16 (14) STRENGTH 14 (13) Lifting 15 (14) INTELLECT 7 MIND 6 CONFIDENCE 7 Intimidation 9, streetwise 8 CHARISMA 6		13/12 TOUGHNESS 13/12 TOUGHNESS (w/armor) 7 MRC (Movement Rate, Ground) 5 MRS (Movement Rate, Swimming) 3 MRC (Movement Rate, Climbing) 3 MRJ (Movement Rate, Jumping)		WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
		LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY		
				SHOCK TAKEN		

BACKGROUND

Advantages: Contacts (CI), you have friends in the sentinels; Fame (CI), you're known in the neighborhood for smashing — literally — a local smuggling ring; Additional Attribute Point (CIII): +1 to Strength; Special Abilities (CIV): Attribute Increase II, +2 to Endurance.

Compensations: Employed (CI); Prejudice (CII), non-Human prejudice; Advantage Flaw (CIV): Symbiosis II.

DESCRIPTION

You and your life-mate spent some time as dock workers before signing on with the sentinels. You still patrol the waterfront, but now and then get awarded with some "detached duty" to pursue cases of your own. You may not be overly bright, but you're big enough that it's never made a difference. Beyond that, your most evident traits are loyalty to your friends and the joy you take in snapping bones.

EQUIPMENT

.38 Gelvash revolver, damage value 17, ammo 6; runeslugs, various; hand-held crystal set; baton, *pain* spell focused in.



"You break law. I break you."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

SPECIES Keyth	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX
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ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	K	O
AGILITY 11 Dodge 12, stealth 14, unarmed combat 13 DEXTERITY 7 ENDURANCE 8 Resist shock 10 STRENGTH 8 TOUGHNESS 9 INTELLECT 7 Perception 9, trick 8 MIND 10 Conjuration: vitomancy 13 CONFIDENCE 10 Alteration: vitomancy 13 CHARISMA 7	10 TOUGHNESS 12 TOUGHNESS (w/armor) 7 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 3 MRC (Movement Rate, Climbing) 3 MRJ (Movement Rate, Jumping)	WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	SHOCK TAKEN

BACKGROUND

Advantages: Special Abilities (CIV): Attack Form Resistance (Magical Attack), (Interaction), Intangibility, and Life Drain (Mental)

Note: There are special rules for the Keyth's Special Abilities (CIV): Life Drain (Mental) — see text.

Compensations: Prejudice (CII), non-Human prejudice; Quirk (CIV): Completely Insane/Schizophrenic; Achilles' Heel (CIV): +8 to all interaction attacks that target the Keyth's multiple personalities — this bypasses your Attack Form Resistance (Interaction) as well; Learning Curve (Negative) (CIV): You cannot learn any new skills except by stealing them — see text regarding Life Drain (Mental) under the Keyth description.

DESCRIPTION

You don't remember much of your early life — your memories start when you drained your first victim. Since then, you've acquired a few more personalities, and whatever personality you began with — whatever is truly "you" — has become integrated with those strangers who are now a part of you. While you hunger for new experience and new knowledge, you dread the changes each draining causes in your already tenuous mental state.

Natural Tools: Intangibility, armor value TOU+20/29; Attack Form Resistance (vs. Magical and Interaction attacks). Note: Where applicable, the AFR "stacks" with the Intangibility.

Spells: *Glass jaw*, *illusory pain*.

Arcane Knowledges: *Folk 2*.

EQUIPMENT

None.



"Hello. I'd like to introduce myself. This is Rej, and this is Arki, and this is ..."

BONUS CHART

DIE											9	11											21	26	31	36	41
ROLL	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5				
BONUS#	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1				

Bloodshadows™

CHARACTER SHEET

WRAITH

SPECIES Human	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX Female
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ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX	K	O
AGILITY 7 Dodge 9, unarmed combat 8, unarmed parry 9 DEXTERITY 7 Prestidigitation 10 ENDURANCE 6 STRENGTH 7 TOUGHNESS 8 INTELLECT 11 Cantrips 12, divination: necromancy 14, perception 12, trick 12 MIND 12 Scholar: the Undead 14 CONFIDENCE 10 Alteration: chronomancy 13, willpower 12 CHARISMA 8		☐ TOUGHNESS ☐ TOUGHNESS (w/armor) ☐ MRG (Movement Rate, Ground) ☐ MRS (Movement Rate, Swimming) ☐ MRC (Movement Rate, Climbing) ☐ MRJ (Movement Rate, Jumping)		WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
		LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY SHOCK TAKEN		

BACKGROUND

Advantages: Special Abilities (CIV): Immortality, Paralyzing Touch, Transmutation (into mist form as per Intangibility, but no time limitation).

Compensations: Quirk (CIII): You cannot move more than 10 kilometers from the spot of your original death; Achilles' Heel (CIV): All wounds caused by items that were "attached" to your former life are *doubled*; Advantage Flaw (CIV): Ability Loss IV (you lose all your powers if encircled in iron shavings and they do not return for seven days; Quirk (CII): You have a distinctive, non-concealable appearance; Handicap (CII): You are naturally insubstantial and you have to actively *become* tangible (using Transmutation); Prejudice (CII): You are prejudiced against simply for being an Unnatural.

DESCRIPTION

You don't know who killed you or why, but you wouldn't mind finding out. Trapped in a tiny part of Marl, you ache to leave the site of your murder, but you cannot. You feel yourself becoming less and less of what you were before you died, and more and more ... something else. Soon, you think you will forget what it was like to be alive, and you fear that day more than anything else in the world.

Spells: *Speak to dead, temporal fires.*

Cantrips: *Candle, chill, heat, note.*

Arcane Knowledges: *Death 1, Time 1.*

EQUIPMENT

None.



"Bored? How could I be bored? Hanging around with nothing to look at but my own decaying corpse — hey, that's entertainment."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5

SPECIES Human Mongrel	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	K	O
AGILITY 8 Climbing 9, dodge 10, maneuver 9, melee combat 9, stealth 9, unarmed combat 9	☐ 9 TOUGHNESS	WOUND LEVEL	MODIFIERS	
DEXTERITY 8 Prestidigitation 11	☐ 9 TOUGHNESS (w/armor)	☐ <i>Light</i>	no modifier	
ENDURANCE 9	☐ 6 MRG (Movement Rate, Ground)	☐ <i>Moderate</i>	-2 to physical skills	
STRENGTH 8	☐ 4 MRS (Movement Rate, Swimming)	☐ <i>Heavy</i>	-4 physical & -2 all other skills	
INTELLECT 9 First aid 10, perception 10, trick 10	☐ 2 MRC (Movement Rate, Climbing)	☐ <i>Incapacitated</i>	-8 to all skills	
MIND 8	☐ 2 MRJ (Movement Rate, Jumping)	☐ <i>Mortal</i>	automatic KO; see text	
CONFIDENCE 9 Con 10, intimidation 10, streetwise 10, survival: urban 10	LIFE POINTS 5	SHOCK CAPACITY		
CHARISMA 9 Taunt 10	SKILL POINTS	SHOCK TAKEN		

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *perception*; Contacts (CI), you have extensive contacts among the Mongrel community; Luck (CII); Special Abilities (CIII): Silence, Speed and Combat Sense.

Compensations: Handicap (CI), you are partially deaf — add +2 to the difficulty of hearing-based skill checks; Poverty (CI); Prejudice (CII); Quirk (CIII): you have extremely poor hygiene; Advantage Flaw (CIII): Stench, your reluctance to bathe leaves you smelling foul.

DESCRIPTION

You spent most of your youth beneath the streets, and have only recently started venturing above ground. The world you have discovered is dark and dangerous, but you are a survivor. You've found enough uses for your particular skills to keep you in bread and the occasional bottle of ale — and when things are slow, you can always go back to picking pockets.

EQUIPMENT

Rags; knife, damage value STR+4/19; Hand of Glory.



“Sure, I smell. Make a guy’s eyes water, he can’t see to hit you.”

BONUS CHART

DIE											9	11									21	26	31	36	41
ROLL	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5		
BONUS#	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1		

Player Name _____

SPECIES		HEIGHT		MASS		AGE		SEX	
ATTRIBUTES ☐ AGILITY ☐ INTELLECT ☐ DEXTERITY ☐ MIND ☐ ENDURANCE ☐ CONFIDENCE ☐ STRENGTH ☐ CHARISMA				COMBAT BOX		K O		SHOCK CAPACITY	
				WOUND LEVEL ☐ <i>Light</i> ☐ <i>Moderate</i> ☐ <i>Heavy</i> ☐ <i>Incapacitated</i> ☐ <i>Mortal</i>		MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text		SHOCK TAKEN	
LIFE POINTS		SKILL POINTS							
DERIVED ATTRIBUTES ☐ TOUGHNESS ☐ TOUGHNESS (w/armor) ☐ MRG (Movement Rate, Ground) ☐ MRC (Movement Rate, Climbing) ☐ MRW (Movement Rate, Swimming) ☐ MRJ (Movement Rate, Jumping)									

SKILLS

[illegible]

ADVANTAGES

COLUMN	NAME (game effect)

COMPENSATIONS

[illegible]

BONUS CHART

DIE ROLL	9 11																21 26 31 36 41									
	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5			
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1			

[illegible]

PERSONALITY	

BACKGROUND STORY	

NOTES	

THE Unnaturals

by Sandy Addison, Dustin Browder,
Bill Olmesdahl and Ed Stark

They're everywhere and nowhere. They're the shadows that come with sunset, and that funny feeling you get when you know someone's watching, but see nothing when you turn around. They're the things that hide from you — and the things you bolt your door against. They're everything your mother warned you about.

They're the Unnaturals.

Meet the "monsters" of Marl, and learn a lesson in fear. Hear them tell you in their own words what it means to be other, and hear from experts on the deadly and the demonic. From the heart of the cities to the depths of the Wilderness, meet the Shifters, the Breeds, the Demons, the Undead and the things so alien no one knows just what to call them.

Each entry includes statistics and descriptions for these creatures, who can be the enemies of your characters — or the unives of the adventuring party.

*The Unnaturals is a supplement intended for use with the
Bloodshadows game.*

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Game

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