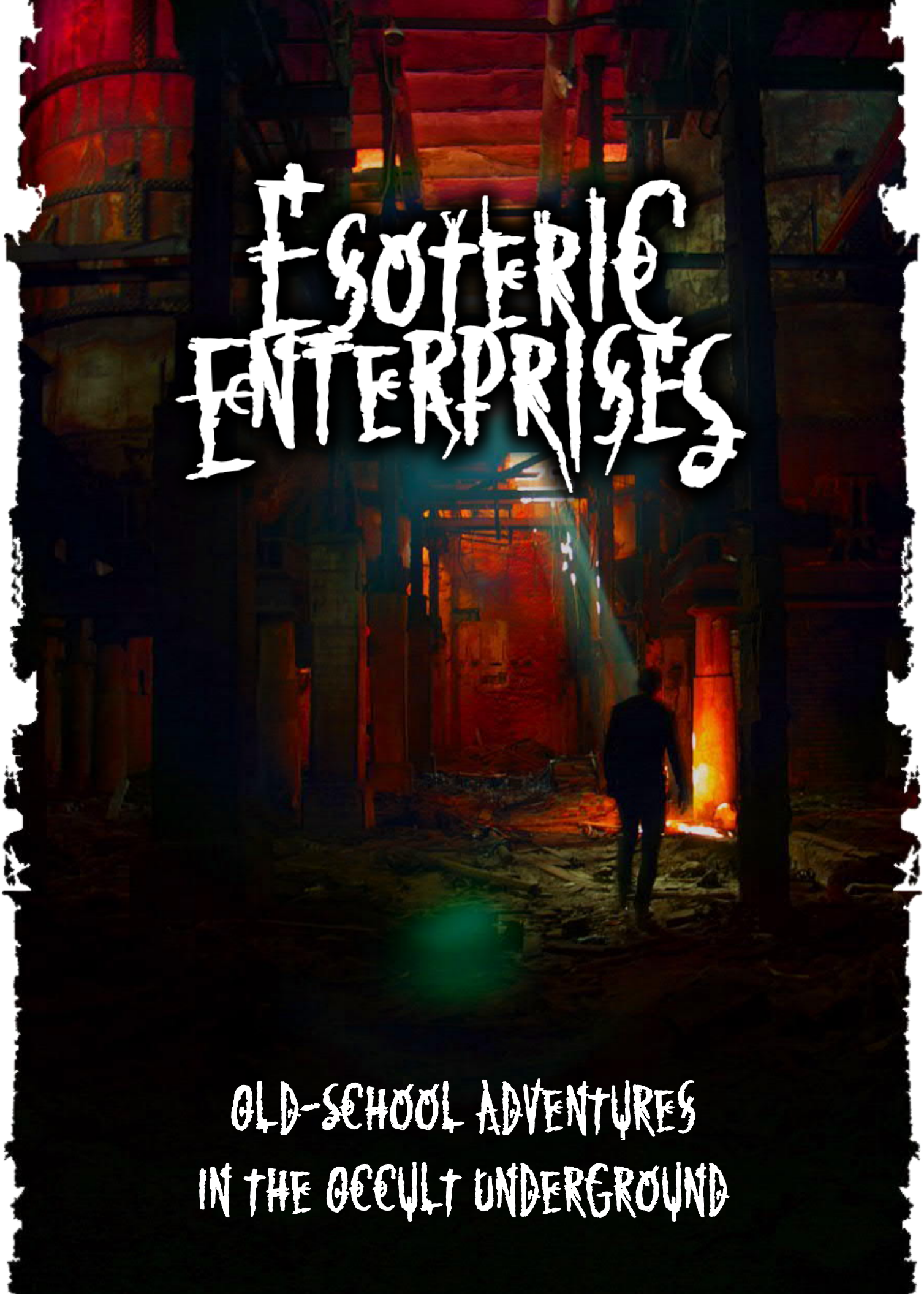
Esoteric Enterprises
Old-School Adventures
in the Occult Underground

Rules, Setting and Layout
by Emmy Allen

System Inspiration includes
First and foremost, Dungeons and Dragons, by Dave Arneson and Gary Gygax
and similarly, various games in the old school revival.
Particularly the blogs Last Gasp Grimoire, Goodberry Monthly, False Machine, Remixes and Revelations & Throne of Salt.
And for the setting
Orpheus, Hunter: the Vigil, and to a lesser extent various other World of Darkness game-lines by White Wolf

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So far as I know, none of the supernatural stuff in here is real. If you manage to cast any of the spells I made up, please tell me how you did it so I can try it too.

(If you've got the PDF of this game, I recommend you read it as two-page spreads)

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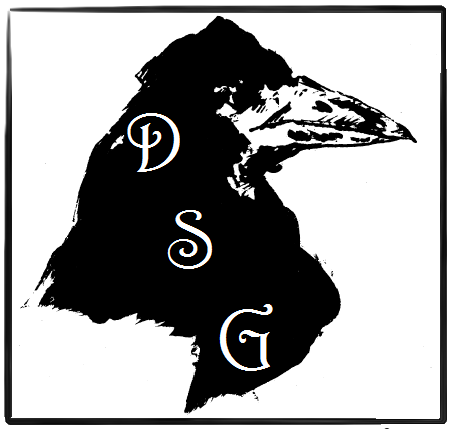
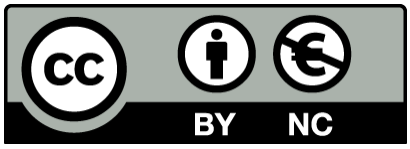


Dying Stylishly Games



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THE OCCULT UNDERGROUND

This is a world much like our own. The nations and cities of the familiar world are all there. The mundane apparatus of modern society – Walmart, the police, hospitals, Google, churches, and the rest – do their normal jobs. Billions of people live their mundane lives just like anybody in the real world.

It is also, however, a world with startling differences to the familiar, for those who know where to look. Beneath the veneer of mundanity, there are far stranger and more frightening things. In suburban basements, secretive cults worship old, alien gods, offering sacrifices of spilled blood and burned banknotes. Strange creatures live in the sewers and catacombs and subway tunnels, things that look human at first glance but behave in profoundly odd ways and display weird and unnatural powers. Driven men and women conduct research into the occult, unlocking the forbidden powers of the arcane and hiding their experimentation from the authorities. University libraries contain books kept under lock and key, so that only the most trusted scholars are allowed to study them, for fear of releasing things humanity is better off ignorant of. In the penthouse apartments of business-district tower blocks, the wealthy traffic in things best left alone to scrape whatever advantage they can over their rivals.

In this world, the supernatural is frighteningly real. It is an old and unpredictable force, a harbinger of madness and death and widespread destruction. Magic corrupts and inhuman beings prey upon humanity.

The mundane authorities are well aware of this. Considering the massive damage that can be done by a magical mishap, how could they not be? Knowledge of the supernatural is suppressed, trading in magical supplies proscribed, and esoteric organisations frequently investigated and prosecuted. Most law enforcement agencies deal with occult crimes at least tangentially, and many have entire departments dedicated to keeping the supernatural under control.

The Occult Underground

Of course, banning the occult doesn't mean it goes away, just that it is practiced in secret. The occult underground is a loose network of cultists, magicians, criminals and monsters. Away from the eyes of the law, they meet to trade information, settle disputes and pursue their various goals. Many members of the underground don't practice magic themselves, seeing the dangers as outweighing the benefits, but are willing to aid and abet those who do, so long as they get paid.

The underground is active and thriving, but it's far from united. Rather, all manner of rival gangs, covens and conspiracies are forced into the same space and squabble among themselves for resources and influence. Gang wars are common, with rival groups competing to hold territory, secure sources of income and increase their prestige. Often, these wars turn bloody, with spells and bullets being used to solve disputes with sudden brutality.

Whilst most members of the underground are a mix of common criminals and hedge-magicians, there are other, stranger powers active. Many gangs function as cults, revering some strange entity. Sometimes this is a distant deity who responds only with vague gifts and omens, but at other times the focus of their reverence is very real. Aboleths, ancient vampires, cunning paradox beasts and the surreal nobility of the fae are all known to establish cults of worshippers.

Other factions in the underground take a form that is less pious but no less odd. Packs of undead predators, courts of fairies, and semi-sentient viruses all form their own power blocks in the underground. Where the motives of a gang of criminals are easily understood - money, power and so on - these beings' goals can be far more bizarre.

The Undercity

Beneath most cities, there is an undercity. A mess of sewers, catacombs, bricked up basements, subway tunnels, caverns, burrows, mines, bunkers, and more, all jumbled together in one tangled mass. The undercity is as old as the city is, often dating back to medieval times or before.

These places are inhabited. Vagrants and fugitives often drift down here, where the eyes of mundane society can't reach them. They are safe from the law and the disapproval of regular folks, if vulnerable to stranger things. Likewise, criminals (occult and mundane) frequently use the undercity to hide their activity; frequently the underground markets are literally underground. The inhabitants leech electricity from the mains above them, building semi-permanent structures that become their homes and meeting places. Without the influence of the law, territory is jealously guarded, and neutral ground to meet on becomes a tense, if busy, place.

The undercity is inhabited by more than just humans. All manner of supernatural beings make their way down here. Subterranean races of morlocks and mole-people and svartalfr are not uncommon, beings whose natural inclination is to burrow. Other monsters who can't safely live on the surface, such as the most inhuman vampires or unnatural looking golems, likewise inhabit these places in relative anonymity. These beings mix and mingle with the regular humans down here, their weirdness diminished by their weird surroundings.

There are much worse things down here, too. Places in the undercity where explorers vanish without trace or where brutally dismembered corpses mark the boundaries. Old and alien beings dwell in the depths, things that crawled up from beneath the earth rather than coming down from the surface. Magic pools in the deep places of the world, creating strange and dangerous environments and spawning bizarre creatures which should not be able to live, yet do.

Sometimes, the more civilized inhabitants of the place coexist uneasily with these things, or send them regular tributes to keep them from rampaging. Sometimes, a silent war rages under the city streets between the dispossessed and the truly unnatural. Sometimes, the alien things win, and the undercity becomes a much nastier place to live.

The Men In Black

When things go wrong, inevitably somebody must clear it up, and in the case of magic, this duty falls to the Men in Black. Following any major incident, these agents will lock down the area, destroying evidence, suppressing witnesses, containing supernatural fallout and hunting down those responsible.

The Men in Black are an organisation much larger than any one government. They have operatives in every nation, imbedded in every level of society. They control the media, censor the internet, manipulate law enforcement and ensure that those who cause supernatural trouble are dealt with.

The field-agents of the Men in Black are highly efficient, trained in magic and equipped with sophisticated arcane technology. Depending on the nature of the threat, they will use a variety of different tactics with those they encounter. It is possible that they will use pheromone mists and glamours to make themselves supernaturally charming. Quite possibly they will combine wards, antimagic fields and mundane security features to contain the supernatural. Or, against particularly reckless foes, they may send in armed forces, equipped with hypertech weapons and backed up by magical enhancements. Very few in the occult underground can survive a direct strike by armed Men in Black; most try to avoid attracting their attention.

Paradox Beasts

'Paradox beast' is an umbrella term used to describe a wide variety of strange lifeforms brought into existence by magical accidents. It's unclear if the magic creates them or if they are pulled through to the real world from some other alternate dimension. Their anatomies are alien, their minds inscrutable. They are too unreal to survive without the presence of magic supporting them.

When paradox beasts emerge, it is a sign that something has gone horribly, horribly wrong. The creatures find our reality painful and lash out against it, rampaging until taken down. Where the beast passes, reality warps to accommodate its unnatural form of life.

Sometimes, a more cunning beast realises that reality is hostile to it. It will retreat to some safe, hidden place and allow the aura of unreality around it to infect this lair. It stabilizes and slowly, inexorably spreads its corruption into its surroundings. No doubt, all manner of the strange creatures found deep underground owe their origins to these beings.

The PCs

PCs are assumed to be a small gang active in the occult underground. They aren't particularly powerful – at least not initially – and are likely to be doing jobs for more influential members in return for cash and favours.

An employer might have the gang do all manner of weird and borderline illegal things. They might be asked to raid a bank, museum or library to retrieve some useful occult item. They might be asked to assassinate the employer's rivals, or to clean up evidence of their misdeeds. Frequently, they're tasked with exploring the undercity, making contact with the things that exist down there or bringing back treasure that languishes in the dark beneath the city.

These jobs are often unseemly, but they bring the gang money, prestige and experience; over time, the more jobs they complete, the more power they will accrue until they are one of the movers and shakers of the occult underground themselves.

Why Don't People Know?

You may be wondering why, if this game is based in the real world but with magic, the supernatural is not a bigger feature in everyday life. Consider this, though; in reality, right now, if you went online, there is plenty of information from cranks who are convinced the world is secretly run by lizard-people, or that they can teach you how to use magic. Go on YouTube and you'll find footage of ghosts, aliens and other weirdness. You likely don't take them seriously, and neither do the majority of civilians in the game world.

ADVICE FOR NEW PLAYERS

New to roleplaying? Everybody is when they first get into the hobby. It can all be a bit daunting, particularly if everybody is learning the game together (both this specific game and the conventions of roleplaying in general). So, here are a few pointers for new players.

- You control your character. Unless something very strange happens (typically mind-altering magic), you have absolute control over what your character tries to do, says, thinks and feels. Their goals are whatever you want them to be. You have a degree of responsibility here; a good player has their character look for adventure, cooperate with the other player's characters and act smart. Doing stupid or frustrating things that make the game less fun for everybody is bad play. Your character's goals are whatever you want them to be; make them something fun.
- The GM adjudicates everything else. You don't have any control over the environment except for how your character affects it. Non-player characters (NPCs), events and the environment are all under the control of the GM, and the GM decides how to apply the game mechanics for any given situation. Indeed, most of the time you say what your character wants to do, and the GM will tell you what happens.
- The world is not fair. Some games set up a nicely graded difficulty curve where every encounter is a balanced challenge but doesn't really risk killing your character. This game doesn't do that. Some things in this game are overwhelmingly dangerous, and your best hope is to escape. Others are not much of a challenge, or can be neutralized if you're smart. If you want them to survive and succeed, your character must play dirty.
- You need to play ruthless. The world will kill you if you let it, so don't. Don't think in terms of mechanics, instead pull in all the advantages you can from the game-world. Lateral thinking and cunning problem-solving are how you do well at this sort of game. Lure things into traps and ambushes, use the environment to your advantage, set things on fire, collapse buildings on them. Play smart. Sure, behaving honourably and kindly in character is a worthy thing, but fair and honourable will get you killed.
- The GM is not your enemy. The GMs job isn't to 'defeat' you, and you aren't playing against the GM. After all, the GM controls everything but your PC; if they wanted to they could declare that your characters suddenly die of a giant falling rock, and 'win' trivially easily. Rather, they are there to provide a world and a mechanical structure where you get to make meaningful choices. A good GM sets up the world so you can play smart and succeed, but if you fuck up they will follow through and bad stuff happens as a result.
- You can't really win, but you absolutely can lose. A lot of games tell you there are no winners or losers, but that's not really true. If your character dies, or is rendered unplayable, then that's a failure. It sucks to lose, but if you didn't have that risk then the game would be less exciting for everybody. Of course, it doesn't matter too much, because you get to create a new character and hopefully will do better next time.
- Your character is not you. They are a playing piece, like the protagonist of a video-game. Roleplaying can be (and at its best, normally is) an immersive and emotional experience, but it's best to keep a certain distance from your characters. Horrible things might happen to them, and they might end up doing or becoming horrible things themselves. But that's okay; they're just a character and you can always roll up a replacement quickly.
- The rules are a tool, not the point of the game. The rules are there so you can decide what happens in a fair and reasonable fashion, but they don't drive the game. The real game is in the decisions you have your character make. Your GM can ignore and alter the rules when it makes sense and enhances the game. If your group wants, you can even alter the rules dramatically. After all, this game started out as a modification of somebody else's game so it would fit an urban fantasy setting.. The point is to have fun, so do what works for you.

The Game

This game follows in the old-school tradition, building on the procedures created by Arneson and Gygax and adapting them to a modern occult-crime setting. Many of the elements will be familiar to fans of various old-school roleplaying games.

The game gives each class a niche that they excel in. Mercenaries are the best in combat, able to strike more surely and survive fights more easily. Criminals excel at dealing with challenges outside of combat such as environmental hazards. Occultists and Mystics are fragile and relatively weak, but with time to prepare have spells that can potentially solve an encounter or elegantly bypass a challenge. Explorers and Bodyguards are survival oriented; they have less active power, but are less likely to be hurt or killed when things go wrong, while Doctors help the group survive when things *do* go badly. Lastly, the Spook occupies a middle ground; these weird creatures possess supernatural abilities that give them a mix of problem solving, survival and combat options.

The intended purpose of this game is as a 'dungeon crawl' through unexplored tunnels or series of heists and capers. Deep characterization, intrigue, philosophical ramblings and intricate cosmic meta-plot are all very well, but there are other games that do that much better. Instead, this game is about gritty, violent survival. Fighting is lethal, and best avoided if you want your character to live. Likewise, there should be plenty of non-combat perils as well; dangerous environments, traps, magical curses and so on. The GM is expected to create a challenging, reasonably lethal environment for the players to explore. Players, for their part, need to be smart and inventive if they're going to succeed. Relying on luck or good stats to get by will take matters out of player control, and likely result in disaster; the dice are not your friends, and the GM should not pull their punches if things go wrong.

The Basics of Roleplaying

One person acts as the Game Master (abbreviated to GM), who is the referee, storyteller, and narrator for the game. Each other player takes on the role of one adventurer in the occult underground, created using the rules later on.

You'll need:

- A copy of this book, which you seem to already have.
- A set of dice for each player (at least one four, six, eight, ten, twelve and twenty sided dice). These are referred to as a d4 (for the 4-sided one), d6 (for the six sided one) and so on. Something like 'd6+1' means 'roll a six sided dice and add 1 to the result'.
- A record of their character that they can make notes and alterations to (a sheet of paper and a pencil if you're playing in person, or a notepad document if you're playing online is plenty).
- A few friends (three to eight players is ideal).
-Somewhere to play, perhaps a living-room, the back room of a coffee-shop or an online chat.
- And some time, probably 3-6 hours for each session.

The GM is advised to put some planning into the game before hand, plotting out the adventure's layout and what might be encountered there. There are a number of rules that rely on random chance to select details, such as political climate and terrain features; the GM should use these random details as starting points for further elaboration.

It's worth noting that the rules are left deliberately open-ended in several places. What happens when a PC is arrested? How are magic weapons made?

The rules don't answer these questions. It's up to the GM to make a ruling for these situations Rather than bogging the game down trying to play the 'correct' rules, just make up something that works on the spot and carry on.

CHARACTER CREATION

Before character creation begins, it's best to sit down with your GM and other players, and work out the direction the game is going to take. Do you want to be fairly low-key and mundane, or swiftly progress to the higher-level heroic bits? Does the party have a particular theme?
At this stage, the GM will let you know about any house-rules or optional rules in effect.

Step One: Attributes

In order, determine each of your attributes by rolling 3d6. The attributes are Strength (which makes you better at fighting, athletics and breaking things), Dexterity (which makes you better at shooting, being stealthy, driving and avoiding damage), Constitution (which makes you tougher and more resilient), Intelligence (which makes you better at various skilled tasks such as medicine, with more starting gear, and better able to avoid being hurt by technology), Wisdom (which makes you more perceptive and better at resisting magic) and Charisma (which makes you more charming, better at finding useful contacts, and less likely to be attacked).
If your character's rolled attributes are poor enough that you won't have fun playing them, or you want a particular attribute to be good, you can instead play that character's doppelganger. The doppelganger's attributes are the inverse of those rolled, so 18 becomes 3, 17 becomes 4 and so on.
Record each attribute's modifier along with its actual value; you'll need to know both.

Table 1: Attributes and Modifiers

Attribute Value	Attribute Modifier
3 (or less)	-3
4 or 5	-2
6 to 8	-1
9 to 12	+0
13 to 15	+1
16 or 17	+2
18 (or more)	+3

If you wish to generate attributes without an element of randomness, and your GM allows it, you may in-stead use this method: Firstly, take 18 d6s. Have three of them showing each value from '1' to '6'. Assign dice so that each attribute has three dice: the sum of which gives its starting value. This method will on average give worse characters than those created using random chance, which is balanced out by the more control over attribute values.
At various points during character creation, you'll need to know a character's attribute modifiers. These are a number from -3 to +3 that gives a rough alteration to another statistic based on that attribute.

Step 2: Choose a character class

All player characters start at level 1 in their class. Most humans are level 0 and have no class; only particularly competent or noteworthy NPCs have levels.
By and large, your attributes don't need to influence the class you pick too much. They'll make you better or worse at some things, but the bulk of a class's power won't rely on stats. There are some exceptions:
Mercenaries benefit from having either good Strength (for melee fighters) or Dexterity (for shooters). Since their main power is in combat, they need to be able to hit reliably.
Occultists benefit from decent intelligence (for Translation skill rolls) and Wisdom (for saves vs magic).
Mystics need good Charisma, since they are reliant on the Charm skill to perform their magic.
Despite all this, it is very possible to play a character whose attributes are not typical of their class. For example an occultist with low Intelligence but high Charisma might not be particularly skilled at magical research, but benefits from improved social skills that other occultists lack.

Step 4: Flesh and Grit

Each class has a dice of flesh and a dice of grit. For each, roll a dice of the appropriate size, adjust each by the character's Constitution modifier, and record both results.

Step 4: Note saves

Check each class's chart for their saves at level one, altering the values by the character's appropriate Attribute modifier and recording the result.
The character's constitution modifier applies to saves against Stunning and Poison. Their Dexterity applies to saves against Hazards, their Intelligence applies to saves against Machines, and their Wisdom applies to saves against Magic.

Step 5: Note class features

Each class has certain features available to them. Note down a mercenary's bonus to attack rolls. Likewise note down an Explorer's improved skills, dexterity modifier, armour class and their reduced damage. Determine how a Criminal spends their skill points, and record this.
An Occultist starts with one first-rank spell in their spell-book. Roll on table 40 to determine what it is. Alternatively, if your GM is allowing non-random character creation, an occultist may choose a first-rank spell.
A mystic gets two random spells of first rank. Roll them both on table 40. If the GM allows non-random character creation, then the mystic may select a cult to belong to, which will determine one of those spells (the other is still rolled randomly). Pages 75 and 197 list various example cults, or you might invent your own with the GM.
A Spook gets to pick an Origin (see page 60-62) and randomly generates its first Monstrous Power from table 24-31, as appropriate. If your GM is allowing non-random character creation, they may instead select any power from those listed on pages 64-69, as best fits the spook's concept.

Step 6: Note Skills

There are 11 skills in the game: Athletics, Charm, Contacts, Driving, Forensics, Medicine, Perception, Stealth, Technology, Translation and Vandalism. Each starts with a base 1-in-6 chance, unless your class gives you an improved value. If you have an attribute bonus for the attribute a skill uses, improve the chance by that much. If you have a penalty, decrease the chance by that much, to a minimum of 0-in-6.

Athletics and Vandalism use your Strength modifier. Driving and Stealth use your Dexterity modifier. Medicine, Technology and Translation use you Intelligence modifier. Forensics and Perception use your Wisdom modifier. Charm and Contacts use your Charisma modifier.

Step 7: Equipment and Encumbrance

A character gets a number of items from the equipment list given. The default amount is 5 items, but smarter characters will be better prepared; adjust the base 5 items by the character's Intelligence modifier. No more than two may be 'rare' items.

A Mercenary gets two extra items at this stage, which *must* both be weapons or armour. Likewise, a Criminal gets two extra items at this stage, which *must* both be from the adventuring gear list.

The 'equipment' list also covers less tangible things. Social status, monetary resources and so on can be bought as 'equipment'.

An Occultist who buys one or two grimoires can add the spells within to their own spellbook.

A character can carry 5 items (modified by strength) before they take any encumbrance penalties. At 10 items* the penalties worsen. At 15 items the penalty is even worse, and at 20 the character is no longer able to carry that amount of equipment. These values are also modified by strength.

Light items don't count towards encumbrance. Similarly, vehicles and social benefits aren't carried and so don't encumber.

Step 8: Final touches

Record your character's Armour Class. This starts at a base of 10, adjusted by their dexterity modifier and potentially improved by any armour they wear.

Record your character's Resources Level. This starts out at 1, but some items in character gen will modify this.

Every character needs a name to identify them.

Work out a few narrative details about your character; what they look like, their goals and their personality. Often a character's attributes make a good starting point for this sort of thing. It is, however, fine to leave a lot of these details open; as you play, your character's personality will naturally emerge over time. Play the game to find out who your character is, and how their story will end.

Pages 32-33 contains random tables for use at this stage in character creation, detailing things like social background, motivations, how they know the other PCs, personal history, and so on. You can roll on these tables to get a better picture of your character, or else choose options or make something up. None of these details have any rules relevance, but can inform how you play your character and the direction the game's various events take.

BODYGUARDS

Bodyguards are characters who, rather than taking an active role in the occult underground, are there to protect somebody else from harm.

There are many reasons why somebody might act as a bodyguard. Some are hired muscle, paid to protect members of the mob during their various criminal activities. Others are the acolytes and assistants of various magicians, and prove invaluable in keeping their charges' work safe and hidden. Others still are drawn to the underworld through personal loyalty; somebody they care about has become entangled in the esoteric, and they cannot stand by and allow their charge to come to harm.

Regardless of their motives, bodyguards tend to possess survivability that members of other classes lack. Many of the most well respected members of the underworld started out as bodyguards to a charge now long dead and forgotten. These individuals are grizzled, experienced, and almost impossible to kill.

Improved Perception: Due to their finely-honed sense of danger, a bodyguard starts out with a 3-in-6 chance at the Perception skill, that slowly improves as they gain levels.

Greater Carrying Capacity: Furthermore, bodyguards are used to working while weighed down with body-armour, weapons and other equipment, even when others are less well equipped. They calculate encumbrance as if they were carrying 5 less items than they actually are (effectively, they are one step less encumbered than a non-bodyguard would be).

Combat Manoeuvres: Like Mercenaries, bodyguards tend to be familiar with a wide variety of combat styles. They take no penalty when making the *Fight Defensively, Fight Recklessly, Go for the Kill*, and *Aim* combat actions.

Likewise, a bodyguard can take the *Covering Fire* combat action with a pistol, standard rifle, marksman's rifle, or shotgun.

Better Constitution: Lastly, a bodyguard is better able to cope with pain and injury. They treat their Constitution modifier as one point better.

Table 2: The Bodyguard

Level	XP	Hit Dice	Saves vs…					Perception Skill
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D10 flesh, d10 grit	10+	8+	13+	9+	12+	3-in-6
2	2,200	+1 flesh, +d10 grit	10+	8+	13+	9+	12+	3-in-6
3	4,400	+1 flesh, +d10 grit	10+	8+	13+	9+	12+	3-in-6
4	8,800	+1 flesh, +d10 grit	8+	6+	10+	7+	10+	4-in-6
5	17,600	+1 flesh, +d10 grit	8+	6+	10+	7+	10+	4-in-6
6	35,200	+1 flesh, +d10 grit	8+	6+	10+	7+	10+	4-in-6
7	70,400	+1 flesh, +d10 grit	6+	4+	7+	5+	8+	5-in-6
8	140,800	+1 flesh, +d10 grit	6+	4+	7+	5+	8+	5-in-6
9	281,600	+1 flesh, +d10 grit	6+	4+	7+	5+	8+	5-in-6
10	422,400	+3 grit	4+	2+	4+	3+	6+	6-in-6
11	563,400	+3 grit	4+	2+	4+	3+	6+	6-in-6
12	+140,800	+ grit	2+	2+	2+	2+	4+	6-in-6

CRIMINALS

The criminal is an expert at various useful skills. They are perhaps the most common members of the occult underground, filling roles from cat burglar, to drug dealer, to getaway driver, to engineer, to safecracker, to social manipulator, to trader in antiquities. The criminal lacks the raw combat prowess or magical talents of other classes to fall back on, and so instead relies on their skills to be useful. More than any other class, they are team players.

Criminals are the common scum who make up a large part of the occult underground. They are the various suspect individuals who run the black markets, dealing in smuggled organs, illegal drugs, occult tomes, unregistered weapons and charms of dubious provenance. They are the fixers and specialists of the underground. Whilst not above violence, and perfectly able to dabble in the arcane if they need to, the criminal prefers to leave such things to less cautious individuals, and instead focusses on the practical matter of turning a profit.

Improved Skills: At first level, the criminal gets 6 skill points that are each assigned to a skill. Each point spent improves the skill chance of the skill it is assigned to by 1, up to the normal maximum of 6-in-6.

At each level thereafter, the criminal can assign two more points to skills.

There are 11 skills that a criminal can assign points to: Athletics, Charm, Contacts, Driving, Forensics, Medicine, Perception, Stealth, Technology, Translation and Vandalism.

Well Equipped: A Criminal gets two extra items in character creation, which must be from the Adventuring Gear list.

Table 3: The Criminal

Level	XP	Hit Dice	Saves vs…					Skill Points
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D6 flesh, d6 grit	14+	16+	15+	14+	14+	6
2	1,500	+1 flesh, +d6 grit	14+	16+	15+	14+	14+	+2
3	3,000	+1 flesh, +d6 grit	14+	16+	15+	14+	14+	+2
4	6,000	+1 flesh, +d6 grit	14+	16+	15+	14+	14+	+2
5	12,000	+1 flesh, +d6 grit	11+	12+	14+	13+	12+	+2
6	24,000	+1 flesh, +d6 grit	11+	12+	14+	13+	12+	+2
7	48,000	+1 flesh, +d6 grit	11+	12+	14+	13+	12+	+2
8	96,000	+1 flesh, +d6 grit	11+	12+	14+	13+	12+	+2
9	192,000	+1 flesh, +d6 grit	9+	10+	12+	11+	10+	+2
10	288,000	+2 grit	9+	10+	12+	11+	10+	+2
11	384,000	+2 grit	9+	10+	12+	11+	10+	+2
12	480,000	+2 grit	9+	10+	12+	11+	10+	+2
13	576,000	+2 grit	7+	8+	10+	9+	8+	+2
14	672,000	+2 grit	7+	8+	10+	9+	8+	+2
15	768,000	+2 grit	7+	8+	10+	9+	8+	+2
16	864,000	+2 grit	7+	8+	10+	9+	8+	+2
17+	+96,000	+2 grit	5+	6+	8+	7+	6+	+2

DOCTORS

Everybody's favourite member of the team is the doctor, particularly when things get serious and their life is in danger. The doctor is a medical professional, at least nominally, with expertise in putting the body back together after it's been stabbed, shot, poisoned, burned, electrocuted, infested by parasites or dipped in digestive acid.

Most medics never venture into the occult underworld. There is plenty of work for them in mundane hospitals, and their jobs keep them occupied. Those that do end up involved with the esoteric tend to be subtly flawed.

Some, due to questionable ethics, bad luck, or sloppy work, have had their medical licenses revoked and cannot find legitimate work; the only option open to them is to work illegally, patching up other criminals. Others have a side-line producing various illegal narcotics for the drug-running gangs of the underworld.

Those that go on to be particularly noteworthy, however, tend to have darker motives. These individuals are driven to experiment on the fringes of medical science. The occult underground provides them with materials, spare parts and frequently living test subjects, and turns a blind eye to work that would never be tolerated in mainstream society.

Improved Medicine: Doctors start out with a 5-in-6 chance at the Medicine skill, representing the fact that they actually have professional experience in the medical field.

Automatic Healing Pool: Furthermore, unlike other characters, doctors can treat their allies wounds far more effectively. When they have proper tools and space to work, they can spend a turn treating injuries and immediately heal their patient by a single point of flesh.

This level of focus is difficult, and can't be maintained indefinitely. At first level, they can heal up to 5 flesh each day in this way; this amount increases as they gain levels.

Things without animal biology that can't be healed by a Medicine skill roll can't be healed in this way.

Medical Experiments: Finally, a doctor with time, materials and a laboratory to work in can attempt all manner of medical marvels. The precise details vary, and depend more on player inventiveness than specific mechanics; see the section on Medical Experiments on pages 58-59 for more details.

Table 4: The Doctor

Level	XP	Hit Dice	Saves vs…					Points of Healing
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D6 flesh, d6 grit	14+	11+	16+	12+	15+	5
2	1,750	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	6
3	3,500	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	7
4	7,000	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	8
5	14,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	9
6	28,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	10
7	56,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	11
8	112,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	12
9	224,000	+1 flesh, +d6 grit	10+	7+	12+	8+	9+	13
10	336,000	+2 grit	10+	7+	12+	8+	9+	14
11	448,000	+2 grit	10+	7+	12+	8+	9+	15
12	560,000	+2 grit	10+	7+	12+	8+	9+	16
13	+112,000	+2 grit	8+	3+	8+	4+	6+	+1

EXPLORERS

Frequently, people interested in urban exploration will encounter the undercity, and with it the occult underground. Many die shortly after they venture, in incidents that the authorities swiftly cover up as tragic accidents. Others are so disturbed by what they encounter that they never return, shunning the dark and hidden places of the world, and the things that dwell there.

Some, however, return. These people are swiftly drawn into the occult underground. Where an occult criminal might be motivated by profit, however, and a magician or cultist pursues arcane power, these people are instead motivated by the thrill of discovery. The undercity is a dangerous and unexplored place, and members of the explorer class are those most suited to exploring and mapping its dangers.

Improved Athletics & Stealth: The Explorer is a nimble character, well trained to adventure into the undercity. They have a 5-in-6 chance at Athletics. They also have a 3-in-6 chance at Stealth, which will improve as they gain levels and the dangers of the undercity train them to remain safely hidden.

Improved Dexterity & Armour Class: All Explorers benefit from improved mobility and are frequently skilled at reducing the weight of gear they carry. Their training improves their Dexterity modifier by 1.

Unless they are surprised, they also improve their Armour Class by an additional 1.

Unaccustomed to Violence: Explorers, unlike other members of the occult underground, lack familiarity with weapons. Weapons wielded by an explorer do a dice size of damage less. (For example, a shotgun normally does d10 damage, but in the hands of an explorer only does d8). Unarmed attacks, or other ways of fighting that don't use a weapon, are unaffected.

Table 5: The Explorer

Level	XP	Hit Dice	Saves vs…					Stealth Skill
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D6 flesh, d6 grit	10+	8+	13+	9+	12+	3-in-6
2	2,000	+1 flesh, +d6 grit	8+	6+	10+	7+	10+	3-in-6
3	4,000	+1 flesh, +d6 grit	8+	6+	10+	7+	10+	3-in-6
4	8,000	+1 flesh, +d6 grit	6+	4+	7+	5+	8+	4-in-6
5	16,000	+1 flesh, +d6 grit	6+	4+	7+	5+	8+	4-in-6
6	32,000	+1 flesh, +d6 grit	4+	2+	4+	3+	6+	4-in-6
7	64,000	+1 flesh, +d6 grit	4+	2+	4+	3+	6+	5-in-6
8	128,000	+1 flesh, +d6 grit	2+	2+	2+	2+	4+	5-in-6
9	256,000	+1 flesh, +d6 grit	2+	2+	2+	2+	4+	5-in-6
10+	+128,000	+2 grit	2+	2+	2+	2+	4+	6-in-6

Mercenaries

The mercenary is a character who makes their living doing violence on another's behalf. They are well trained at combat, able to make use of a wide variety of techniques and weapons. In the occult underground, many mercenary characters quickly become very powerful. Supported by magic and making use of esoteric gear, a mercenary can master violence in ways that put other characters to shame.

Within the occult underground, mercenaries are invaluable. The underground is a dangerous place. Rival occult gangs and the long arm of the law both threaten the safety of a groups, not to mention the dangerous potential of magic gone wrong or the stranger, more inhuman inhabitants of the undercity. Faced with such threats, most groups include a mercenary or two who, whilst perhaps not as flexible in their talents as other criminals or capable of the sheer wonders of magic-using characters, inevitably proves invaluable when things go wrong and bullets start flying.

Improved Accuracy: Unlike other classes, the mercenary gets a bonus to their rolls to hit on top of their attribute modifiers. This bonus starts at +1 and increases as they gain levels.

Combat Manoeuvres: A mercenary takes no penalty when making the *Fight Defensively, Fight Recklessly, Go for the Kill*, and *Aim* combat actions.
A mercenary can take the *Covering Fire* combat action with a pistol, standard rifle, marksman's rifle, or shotgun.

Well Equipped: A mercenary gets two extra items in character creation, which must be taken from the Melee Weapons, Ranged Weapons or Armour lists.

Table 6: The Mercenary

Level	XP	Hit Dice	Saves vs…					To-hit bonus
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D8 flesh, d8 grit	14+	12+	15+	13+	16+	+1
2	2,000	+1 flesh, +d8 grit	14+	12+	15+	13+	16+	+2
3	4,000	+1 flesh, +d8 grit	14+	12+	15+	13+	16+	+3
4	8,000	+1 flesh, +d8 grit	12+	10+	13+	11+	14+	+4
5	16,000	+1 flesh, +d8 grit	12+	10+	13+	11+	14+	+5
6	32,000	+1 flesh, +d8 grit	12+	10+	13+	11+	14+	+6
7	64,000	+1 flesh, +d8 grit	10+	8+	9+	9+	12+	+7
8	128,000	+1 flesh, +d8 grit	10+	8+	9+	9+	12+	+8
9	256,000	+1 flesh, +d8 grit	10+	8+	9+	9+	12+	+9
10	384,000	+3 grit	8+	6+	7+	7+	10+	+10
11	512,000	+3 grit	8+	6+	7+	7+	10+	+11
12	640,000	+3 grit	8+	6+	7+	7+	10+	+12
13+	+128,000	+3 grit	6+	4+	5+	5+	8+	+(+1)

MYSTICS

Humans are not alone in the world. There are other beings, old and alien, that live in the lightless depths of the earth and in the voids between planets. These various beings are not, in the strictest sense of the term, gods, but they dearly wish to be, and they crave the sensations of worship and sacrifice. They blindly grope out with what influence they have, worming their way into the minds of susceptible beings.

This, then, is how the various mystics in the world came to be. Each has the tendril of some strange entity lodged in their mind like roots penetrating rock. Each mystic is promised fantastic power if they just open them-selves up to the worship of their patron, and those that do are suitably rewarded. And, of course, the more the mystic is rewarded, the more their patron coils itself around their mind.

Over time, the patron will warp its followers to better suit its nature. Bizarre codes of behaviour appear, which slowly become requirements to sustain the mystic's supernatural gifts.

Improved Charm: Mystics start with a basic 1 in 6 chance at Charm, which slowly improves as they gain levels.

Mystic Spellcasting: A mystic can cast spells, but in a very different fashion to an occultist. A mystic has a set number of spells known to them. These are all that their patron is willing to grant them, and they may not learn any more by themselves. To cast a spell, a mystic must spend a round in supplication to their patron, and make a Charm roll to see if the being answers their pleas. If the Charm roll is successful, the spell is cast successfully. If the roll Charm roll fails then roll a d20 on The Fickle Whims Of The Divine (table 36) to determine what has gone wrong.

Starting Spells: A mystic starts off knowing two random Rank 1 spells. Based off these rolls, a mystic's player should work with the GM come up with a very rough picture of their patron's nature. As they mystic gains levels, their patron will grant them additional spells. Table 7 states which rank spell is learned at each level; a random spell of this rank is learned.

This is only an overview of how spellcasting works: see the chapter on Magic for more details.

Table 7: The Mystic

Level	XP	Hit Dice	Saves vs…					Charm Skill	Spell Rank
			Stunning	Poison	Hazards	Machines	Magic		
1	0	D6 flesh, d6 grit	14+	11+	16+	12+	15+	1/6	2 1st
2	1,750	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	1/6	1st
3	3,500	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	2/6	2nd
4	7,000	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	2/6	2nd
5	14,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	2/6	2nd
6	28,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3rd
7	56,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3rd
8	112,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3rd
9	224,000	+1 flesh, +d6 grit	10+	7+	12+	8+	9+	3/6	4th
10	336,000	+2 grit	10+	7+	12+	8+	9+	4/6	4th
11	448,000	+2 grit	10+	7+	12+	8+	9+	4/6	4th
12	560,000	+2 grit	10+	7+	12+	8+	9+	4/6	5th
13	672,000	+2 grit	8+	3+	8+	4+	6+	4/6	5th
14	784,000	+2 grit	8+	3+	8+	4+	6+	4/6	5th
15	896,000	+2 grit	8+	3+	8+	4+	6+	5/6	6th
16	1,008,000	+2 grit	8+	3+	8+	4+	6+	5/6	6th
17	1,120,000	+2 grit	6+	2+	6+	4+	5+	5/6	7th
18	1,232,000	+2 grit	6+	2+	6+	4+	5+	5/6	7th
19	1,344,000	+2 grit	6+	2+	6+	4+	5+	5/6	8th
20+	+122,000	+2 grit	6+	2+	6+	4+	5+	6/6	Any

OCCULTISTS

The occultist is a student of magic. Through long study and investigation, they have learned the art of spellcasting, and are capable of all manner of strange feats if they only have the right materials to hand and know the right spells.

Each spell the magician casts is a very precise thing. Effectively, each is a glitch in reality that lets the magician create some effect that runs counter to the normal rules of nature. Specific gestures, sigils, incantations, materials and symbolism exploit these quirks. An occultist is capable of experimenting with these glitches, but this is dangerous; if the glitch is provoked wrong, the runaway effects can be disastrous.

Casting a spell is a lengthy process, requiring the occultist to have a secure space to work their art and plenty of time. In a tense or dangerous situation, there is not time to perform a ten-minute-long ritual, with highly precise actions. Instead, most magicians learn to perform the bulk of the ceremony ahead of time, leaving the rite hanging almost complete. Through extensive mental training, they keep the memory of the nearly-completed rite fresh in their mind, enabling them to perform the last action at their leisure, and so to complete the spell at the moment of their choosing. Most magicians carefully select and prepare spells to account for whatever obstacles they predict they might face, so that they can unleash a barrage of magic at a moment's notice.

Occultists tend to be the movers and shakers of the occult underground. Their thirst for new knowledge, and requirements for esoteric materials precipitate a great deal of the esoteric activities that drive the underground.

Spellbook & Starting Spells: An occultist starts out with a spellbook for free containing the spells that they know. At first level, the occultist knows a single spell of first rank (roll on table 40), and can gain extra spells known by taking one or more of the 'grimoire' items as part of their equipment allowance. Whenever the occultist gains a level, they pick a spell rank, and learn a randomly-chosen new spell of that rank, which can be added to their spellbook for free. There is a limitation here, however; they cannot pick a spell of a rank 2 or more higher than their level (so, for example, at 2nd level they cannot gain a spell of 4th rank or higher, and likewise at 3rd level they cannot gain a spell of 5th rank or higher).

Memorizing Spells & Spell Slots: At first level, they have a spell-slot which they can safely memorize a single first-rank spell in. Memorizing a spell takes a full turn of magical activity. As the occultist gains levels, they will gain new spell-slots to memorize spells in. It takes a round to cast a memorized spell, or a full turn to cast an un-memorized spell from the occultist's spellbook.

This is only an overview of how spellcasting works: for full details, see the section on Magic, on pages 71-81.

Table 8: The Occultist							
Level	XP	Hit Dice	Saves vs…				
			Stunning	Poison	Hazards	Machines	Magic
1	0	D4 flesh, d4 grit	13+	13+	16+	13+	14+
2	2,250	+1 flesh, +d4 grit	13+	13+	16+	13+	14+
3	4,500	+1 flesh, +d4 grit	13+	13+	16+	13+	14+
4	9,000	+1 flesh, +d4 grit	13+	13+	16+	13+	14+
5	18,000	+1 flesh, +d4 grit	13+	13+	16+	13+	14+
6	36,000	+1 flesh, +d4 grit	11+	11+	14+	11+	12+
7	72,000	+1 flesh, +d4 grit	11+	11+	14+	11+	12+
8	144,000	+1 flesh, +d4 grit	11+	11+	14+	11+	12+
9	288,000	+1 flesh, +d4 grit	11+	11+	14+	11+	12+
10	432,000	+1 grit	11+	11+	14+	11+	12+
11	576,000	+1 grit	9+	9+	12+	9+	8+
12	720,000	+1 grit	9+	9+	12+	9+	8+
13	864,000	+1 grit	9+	9+	12+	9+	8+
14	1,008,000	+1 grit	9+	9+	12+	9+	8+
15	1,152,000	+1 grit	9+	9+	12+	9+	8+
16	1,296,000	+1 grit	6+	7+	8+	5+	6+
17	1,440,000	+1 grit	6+	7+	8+	5+	6+
18	1,584,000	+1 grit	6+	7+	8+	5+	6+
19	1,728,000	+1 grit	5+	6+	7+	4+	4+
20+	+144,000	+1 grit	5+	6+	7+	4+	4+

Table 9: Spells an Occultist Can Memorize At One Time								
Level	1st	2nd	3rd	4th	5th	6th	7th	8th
1	1							
2	2							
3	2	1						
4	2	2						
5	3	2	1					
6	3	2	2					
7	3	3	2	1				
8	4	3	2	2				
9	4	3	3	2	1			
10	4	4	3	2	2			
11	5	4	3	3	2	1		
12	5	4	4	3	2	2		
13	5	5	4	3	3	2	1	
14	6	5	4	4	3	2	2	
15	6	5	5	4	3	3	2	1
16	6	6	5	4	4	3	2	2
17	7	6	5	5	4	3	3	2
18	7	6	6	5	4	4	3	2
19	7	7	6	5	5	4	3	3
20+	8	7	6	6	5	4	4	3

As well as humans, all manner of stranger beings inhabit the world. The unquiet dead, creatures of myth and folklore, humans whose bloodlines have intermingled with inhuman forces, and artificial beings created by human experimentation all exist.

Every such being is unique, or at best a member of a small isolated group. The abilities, weaknesses and traits of these creatures vary wildly, as do their psychologies and goals. For the most part, these beings cannot exist in mainstream society. They may well appear subtly (or blatantly) inhuman, often have strange taboos or obligations that make interaction with mundane humans difficult, and almost always have no legally recognised identity. It is no wonder, then, that they drift into the occult underground, where the mad, desperate or immoral are far more likely to tolerate them.

There are a few forms of spook that are particularly common. Many, probably the majority in fact, were once human. These creatures are often human corpses, reanimated through forbidden magic or the power of science. Such undead beings typically produce a rough approximation of life, being able to move about, think rationally, speak and behave like other people. However, the clues to their unnatural nature are often obvious. Such beings do not need to breath or blink, and often seem not to feel pain or hunger. Often, the signs of their death and reanimation are quite clear. They might display open wounds, stitches from the surgery that put them together, or even quite extreme signs of decay.

Other spooks are almost completely human. Various bloodlines, families and communities have something otherworldly about them. Some noble families have some innate curse or power of magic that inbreeding has concentrated in their blood. Other clans have some sort of non-human ancestry, tracing their line back to an ancient serpent-warlord, changeling or some other strange being. These people might have an unusual affinity for the depths of the sea, transform into wild animals every full moon, remain perpetually young by consuming the blood of innocents, or be capable of strange feats of hypnosis that they use to advance their family's fortunes.

The last portion of spooks is those who were never anything like human. Among these, the various races of fairies are among the most common. These beings are the products of human dreams and stories manifested. Each fairy is a primal archetype from the deep recesses of the human psyche made flesh. Some, like the various domovoi and hobs, are benign, even helpful beings that reflect ideas of comfort and safety. Far more are strange and frightening. Hags that lurk in canals, trolls under bridges, bloodthirsty redcaps and creeping goblins all reflect mankind's fears and anxieties. For as long as humans inhabit the earth, they will spawn such creatures in dark and forgotten places.

There are other creatures, too, with no connections to humans.

In the depth of the earth, in the dark heat where the mantle meets the outer crust, there are slow, heavy courts of lithic people, who's bodies are made of stone and who's minds are silicon networks.

Dwelling unseen among humans, there are the walking swarms. Each is a hive mind of thousands of invertebrates - perhaps worms, wasps or spiders - that has spun itself a human shaped skin and taken up residence among the masses of mankind. Such beings reproduce by taking human carcasses, hollowing them out and filling the spaces inside with more of their number.

The mycelids are another such parasitic race. These fungi take over a carcass, extending mycelium threads that replace nerves and puppet the decayed remains of their new hosts. Under the cities, these beings assemble vast halls filled with rotten and repurposed detritus discarded by human civilisation.

These are only a few examples of the various alien beings in the world. The player of a spook should use the class as a chance to be creative, developing the exact race of their character and its weird biology and psyche.

The Spook class is intended to model all non-human PCs. It forms a toolbox with which to build all manner of creatures that might be handled as distinct entities in games with more of a focus on inhuman PCs.

Limited Resources: Spooks aren't members of mainstream human society. They don't have bank accounts, valid ID or social security numbers. Often, they don't even look human enough to blend into a crowd. They can't work in any but the shadiest industries, and can't interact with most humans without attracting unwanted attention. Because of this, a Spook's Resources Level doesn't rise to match their level; it stays at a default of 1 instead, regardless of their level.

Monstrous Powers: Every Spook possesses innate supernatural abilities, and develop more as they grow in power. These abilities are classified as Monstrous Powers, and provide the character a benefit that is either always active, or else can be used whenever they wish. At first level, they have a single Monstrous Power. By default, it is assumed that a starting PC's monstrous power is randomly selected (roll on table 24-31 depending on the type of Spook), but if the GM allows non-random character creation you may instead pick any appropriate monstrous power.

A spook gains an additional Monstrous Power each level up to level 10, after which it gains no more powers.

All Monstrous Powers have 'themes', which define the sort of being that might possess them; in the Power's description, it will list which 'themes' it applies to. Whenever a Spook PC gains a new level, they gain another Monstrous Power. The Monstrous Power must share at least one of its themes with a power that the Spook already possesses.

Supernatural Origins: In addition to this, Spook have an origin that defines where they came from and how their biology (or lack of biology) functions. A starting Spook must select (or randomly determine) one of the following options; Construct, Ghostly, Fey, Human, Living, Mineral, Plant, or Undead. Each origin will give the monster certain weaknesses and requirements, and sometimes a few perks as well.

Table 10: The Spook								
Level	XP	Hit Dice	Saves vs…					Monstrous Powers
			Stunning	Poison	Hazards	Machines	Magic	
1	0	D6 flesh, d6 grit	13+	12+	15+	13+	15+	1
2	3,000	+1 flesh, +d6 grit	13+	12+	15+	13+	15+	2
3	6,000	+1 flesh, +d6 grit	13+	12+	15+	13+	15+	3
4	12,000	+1 flesh, +d6 grit	11+	10+	13+	11+	13+	4
5	24,000	+1 flesh, +d6 grit	11+	10+	13+	11+	13+	5
6	48,000	+1 flesh, +d6 grit	11+	10+	13+	11+	13+	6
7	96,000	+1 flesh, +d6 grit	9+	8+	9+	9+	11+	7
8	192,000	+1 flesh, +d6 grit	9+	8+	9+	9+	11+	8
9	384,000	+1 flesh, +d6 grit	9+	8+	9+	9+	11+	9
10+	+192,000	+2 grit	7+	6+	7+	7+	9+	+1

EQUIPMENT LISTS

Table 11: Melee Weapons

Weapon	Damage	Hands	Special
Knife	D6	1	Can be used while grappling. **Light.**
Stun Baton	D6	1	Victims must make a Save vs Stunning or lose their next combat action. Requires special ammunition. **Rare.**
Garrotte	D6	2	Can only be used from surprise or when grappling. Does damage directly to flesh. **Light.**
Light Weapon	D8	1	Represents various weapons, such as blackjacks and hatchets. **Light.**
One-handed Weapon	D10	1	Represents various weapons, such as swords, machetes, baseball bats with nails in etc.
Two-handed weapon	D12	2	Represents various weapons, such as claymores, chains, felling axes etc.

Table 12: Ranged Weapons

Weapon	Damage	Range	Hands	Special
Pistol	D8	Short	1	Uses **Ammunition, Light.**
Rifle	D10	Medium	2	Uses **Ammunition.**
Marksman's Rifle	D12	Long	2	-4 to hit when not used with the *Aim* action. Uses **Ammunition.**
Automatic Rifle	D10	Medium	2	Can be used for *covering fire.* Runs out of ammunition on a 1 or 2. Uses **Ammunition.**
Shotgun	D12	Short	2	Uses **Ammunition.**
Flamethrower	D10	Short	2	Those hit must take a Save vs Hazards or be set alight. Can be used to make *area attacks*. Runs out of ammunition on a 1 or 2. Uses **Special Ammunition. Rare.**
Taser	D6	Short	1	Those hit must make a Save vs Stunning or lose their next combat action. Uses **Special Ammunition. Rare.**
Throwing Knife	D6	Thrown	1	Silent, can be recovered and thrown again. **Light**
Grenade	d12	Thrown	1	Can only be used to make *area attacks*. Single use.

Table 13: Armour

Weapon	AC	Special
Protective Leathers	12	**Light.**
Bullet-proof Vest	14	-
Riot Armour	16	Increases encumbrance by an entire level.
Helmet	-	Protects the head from dangers.
Heavy Boots	-	Protect the feet from dangers.
Heavy Gloves	-	Protect the hands from dangers.
Gas Mask	-	Prevents breathing in dangerous gasses.
Shield	+1	Needs to be held in one hand.

Table 14: Adventuring Gear

Item	Rules	Light/rare?
Acid	Does d6 damage on contact.	-
Antivenoms	Allows a re-roll of a failed Save vs Poison if applied immediately. Only works vs mundane poisons.	Rare
Binoculars	For looking at stuff.	-
Caltrops	Cover a 10 foot area. Save vs Hazards or suffer d4 damage when walking through.	-
Camera	For taking pictures of stuff.	-
Climbing Gear	Includes 50 feet of rope, 10 pitons, a grappling hook, carabiners and other accoutrements.	-
Crowbar	+1 vandalism to pry stuff open.	-
Explosives	For each unit used, +1 vandalism to blow stuff up. D10 damage to everybody in the blast (Save vs Hazards negates). One use only.	-
Fire Extinguisher	Puts out fires.	-
First-Aid Kit	Contains bandages, splints and so on to provide emergency medical treatment in the field.	-
Flashlight	Illuminates an area.	Light
Geiger Counter	Allows radiation levels to be detected.	-
Glue	Sticky stuff.	Light
Handcuffs	For restraining people.	Light
Laptop Computer	Does everything a computer does. Required in order to interact with computer code in the field.	Rare
Lighter	Allows fires to be lit.	Light
Lockpicks	Required in order to pick normal locks.	Light
Makeup Kit	+1 to rolls to disguise yourself.	-
Metal Detector	Goes *beep* when pointed at metal.	-
Mirror	Reflects things.	Light
Night-vision Goggles	Lets you see in the dark. Bright light becomes painful.	Rare
Reload	Allows a weapon to be used after running out of ammunition. 1 use per reload taken.	-
Scuba Gear	Lets you breath underwater for an hour.	Rare
Shovel	Useful for digging.	-
Smartphone	Does everything a smartphone does.	Light and Rare
Smoke Bombs	Fill a fifteen foot area with smoke, blocking line of sight. You get 5.	-
Special Reload	Allows a specialist weapon to be used after running out of ammunition. Applies only to one weapon, specify which for each special reload. One use per reload taken.	-
Sub-vocal Microphone	Lets you communicate with everybody else in the party with a sub-vocal microphone almost silently and at range.	Light and Rare
Surgeon's Tools	A complete set of medical tools, suitable for performing delicate surgery.	Rare
Toolbox	Full of small saws, pliers, drills, hammers, nails, screwdrivers and so on.	-
Wooden Stakes	Use them to jam open doors or kill vampires. You get 10.	-

Table 15 Grimoires (all Grimoires are rare items and may only be taken by Occultist characters).

Title	Author	Spells contained
Aradia, or the Gospel of the Witches	Charles Godfrey Leland	Light, Mending, Unseen Servant, Spider Climb
Arcadian Songs	Various	Howl of the Moon, Speak With Animals, Spectral Step
Book Of Going Forth By Day	Unknown	Eyes of the Dead, Speak with Corpses
Book of Saint Cyprian	Cyprian of Antioch	Command, Suggestion, Silence
Codex Seraphinianus	Luigi Serafini	Polymorph Self, Turn Flesh to Stone
Cultes Des Ghoules	Comte d'Erlette	Turn Away Undead, Animate Dead
De Vermis Mysteriis	Ludwig Prinn	Hurl Through Time, Senescence, Haste
Galdrabók	Natan Lindqvis	Cure Wounds, Neutralise Poison, Cure Disease
Grimorium Verum	Alibeck	Augury, Locate Object, Divination
Malleus Maleficarum	Anon	Dispel Magic, Ward Against the Eldritch
Mystery of the Cathederals	Fulcanelli	Shape Stone, Turn Rock to Mud
On Flesh	Prof. Junji Sato	Clone, Shield
On the Vapours of Leng	Armitage	Mist Form, Cloudkill
Rauðskinna	Gottskálk grimmi Nikulásson	Disintegrate, Shrink
Shams al-Ma'arif	Ahmed Al-Boni	Resist Fire, Heroism, Sacrifice
Sirenen liburua	S. Sabadell	Water Breathing, Sleep, Message
The Black Arts for Dummies	'For Dummies' series	Bleeding Curse, Darkness, Enlarge, Web
The Black Gate	'Pascarelle'	Seven Gates, X-ray Vision
The Crucible of Enlightenment	Erja Turinen	Create Fire, Fireball, Wall of Fire
The Thief's Arts	Mika Uehara	Invisibility, Rip Portal
Things Unspoken	Anon	Divination, Paradoxical Revelation
Unaussprechlichen Kulten	Freidrich von Juntz	Antimagic Shell, Remove Curse
Voormish Translations	A. E. Smith	Bookspeak, Comprehend Languages, True Sight
Voynich Manuscript	Roger Bacon	Floating Eye, Polymorph Others
Weaknesses of the Eye	Ingir Viitala	False Sound, Create Illusion, Mirror Image
Work With Others	Francesca Madaraki	Sculpt Flesh, Cure Wounds

Table 16: Esoteric Equipment

Item	Rules	Light/Rare
Blessed Weapon	Makes a weapon holy, doing double damage to undead or other unholy things. Doesn't encumber.	Rare.
Ceremonial Robes	+3 to Save vs Magic when conducting Experimental Magic	Rare
Cold Iron Weapon	Makes a weapon cold iron, doing damage to the Fae. Doesn't encumber.	
Holy Symbol	A crucifix or similar. Required for a Mystic to cast spells.	
Holy Water	Does d6 damage on contact to undead or other unholy things.	Rare
Kirlian Camera	Shows a faint aura around magical people, things and places photographed. Takes a day or so for images to be developed.	Rare
Ritual Mask	+3 to Save vs Magic when casting a spell not safely memorized.	Rare
Silver Plating	Makes a weapon silver. Deals double damage to certain enemies. Doesn't encumber.	Rare
Tarot Deck	Can be used as a focus for divination spells.	

Table 17: Vehicles (don't encumber, since you can't fit a car in your backpack).

Item	Rules	Structure Points
Motorbike	Seats 2. Can fit in places other vehicles can't. +1 to driving rolls to avoid obstacles.	10 (2d8)
Car	Seats 6	15 (3d8)
Van	Seats 10. Can't fit in a lot of places.	20 (4d8)

Table 18: Social Advantages (don't encumber, can't be bought with Resources Levels)

Advantages	Rules
Bilingual	The character begins play knowing one extra language, beyond the default language of the game's setting.
Day Job	The character has a proper job. Adjust their Resource Level by their Wisdom modifier.
Dealer	The character trades on the black market, relying on their people skills to turn a profit. Adjust the character's Resource Level by their Charisma modifier.
Fame	The character is well known, at least locally. This might give them +1 to Charm rolls when dealing with fans, but makes it hard to keep their cover if they're recognised.
Financial Investments	The character plays the financial markets, or gambles. Adjust the character's Resources Level by their Intelligence modifier.
Firearms Licence	The character won't get in legal trouble for carrying weapons, until they actually shoot somebody.
Independently Wealthy	The character has a modest sum of money to be getting by on, perhaps an inheritance. The character's Resources Level is increased by 1.
Laboratory Access	The character has access to a well-stocked laboratory, perhaps private or perhaps at a university or hospital, in which they can conduct experiments largely freely.
Off the Grid	The character has no paper-trail leading to them. They can't be located through doxing or similar investigations.
Recognised Academic	The character won't get in trouble for carrying occult items, until they start performing magic themselves.
Safehouse	The character has a secure above-ground location only known to themselves and the other party members.

HOW DO I PLAY AS A...

...Assassin?
A mercenary with high dexterity (improving their stealth) and equipment chosen for silent kills such as throwing knives and garrottes works. Alternatively, a Spook with powers like *Ambush Surgeon*, *Silent* and *Deepen Shadows* can be good at performing sneak attacks.

...Badass Fighter?
Basically any mercenary character does this, or a bodyguard can work. Alternatively, a Spook with powers like *Unnatural Strength*, *Painless*, *Resilience*, and *Lightning Speed* to make you physically powerful. The combination of the powers *Bite Attack* and *Claws* also let you make a flurry of three attacks with claws and teeth.

...Cop?
A police officer in the occult underground is probably corrupt or at least a maverick who plays by their own rules but gets results; undercover or by-the-book cops will be too antagonistic to the rest of the group, leading to player-versus-player conflict that can mess up the game. The criminal class can represent the skills of an investigative officer, whilst the bodyguard class can represent the skills of a beat cop and the mercenary for firearms specialists. A cop probably wants to have the firearms license social advantage, and perhaps a safe-house, too.

...Dero?
A Spook, with the Living origin. Intelligence and Wisdom should probably be high. *Mad Insight*, *Slippery Mind* and *Dream Manipulation* are particularly appropriate powers.

...Dissolute Aristocrat?
The key here is for the character to seem wealthy and socially well-connected. Having the social advantage Independently Wealthy, and perhaps Dealer or Financial Investments if the PC has good Charisma or Intelligence, goes towards achieving this. Other social advantages can also help cement the concept. Good charisma (improving Contacts) can help, too. Any class can work, but a Criminal (focussing on skills like contacts, charm, and translation) works well, as might a Spook with the Human Variant origin and powers like *Mesmerizing Gaze*, *Wealth Sense* and *Mad Insight*.

...Drug Dealer?
Probably a criminal. The Contacts skill is paramount, and Medicine and Forensics probably want to have some points too. Charisma should be high, as the social advantage 'dealer' can reflect the profit a drug dealer's trade makes. Alternatively, a doctor also works, for a character who produces rather than merely distributing drugs; in this case, social backgrounds are similarly important.

...Djinn or Efreet?
A Spook, with the ghostly origin and powers such as *Invisible Hand*, *Flame*, *Lie Detector*, *Webs*, *Putrefy* and others that are overtly magical.

...Elf, Nymph, Sidhe or Siren?
A spook with the Fairy origin. *Unnatural Beauty*, *Mimic*, *Mesmerizing Gaze*, and *Mental Communication* are appropriate powers, and Charisma probably wants to be high.

...Eloi?
An Eloi should be built like a Morlock (high mental stats, and powers such as *Magical Prodigy* and *Spell Warper*). Unlike most Morlocks, they should have the Undead origin.

...Femme Fatale?
Any class works, but charm is your most important skill for this. Criminals can bump their social skills quite well. Alternatively, a mystic gets steady improvements to their Charm skill, so they can work well - particularly if they get access to spells such as *Command* and *Gease*. The key to this concept is in how she's played; rely on high charisma and seduction to get others to do what you want.

...Illusionist?
A magician can do this, if they buy the grimoire Weaknesses of the Eye (Inger Viitala), which grants the spells *False Sounds*, *Create Illusion*, and *Mirror Image*. A mystic in the cult of Vor Glaurung also works, since the cult focusses on similar illusion-based magic.

...Mad Scientist?
The doctor covers characters focussed on biological science. Alternatively, a Spook could represent a scientist who has 'enhanced' themselves experimentally; the Human background is most appropriate here. The powers the scientist has might represent specific gadgets, surgical enhancements or techniques.

...Meddling Kid?
Playing children younger than about 15 is likely to cause problems, as younger children don't have the independence to really take part in the occult underground. Don't do it unless the group's concept is odd enough that child PCs make sense. Most kids will be members of the explorer class, since they're involved with the underground out of teenage rebellion and excitement than the pursuit of profit or arcane power. Criminals might be kids from particularly rough backgrounds. It's possible that a kid with an unfortunate connection to occult forces might be a mystic as well; The Black Goat makes a fun patron for teenagers so incredibly goth that they've ended up meddling in forces they can't control.
Children under about 10 should really only be encountered as NPCs, either innocent victims of the occult, or creepy-ass kids with blank eyes and knives.

...Medium?
A medium who communicates with the souls of the dead is best represented by the mystic class. Rather than their patron being a single entity, it will instead be a whole host of ghosts that the medium deals with regularly, with each spell they can cast being granted by a different entity.

...Member of the Lithic Courts?
A Spook, with the mineral origin. The Lithic Courts are semi-feudal, regal affairs, so good charisma and intelligence help.

...Morlock?
A Spook, with the living origin. Morlocks bind magic into trinkets and fetishes, or even the scars from self-mutilation. In order to do this well, high Intelligence (for a good Translation skill chance) is probably a good idea, as is high Wisdom (for a better Save vs Magic). *Magical Prodigy* and *Spell Warper* are appropriate powers for this to work. *Darkvision*, *Creature of the Night*, *Wall-Crawling* and *Smell Magic* are also good powers for this sort of character.

...Necromancer?
The obvious option is to play an Occultist, and buy the grimoires *The Book Of Going Forth By Night (anon)* and *Cultes des Ghoules (Comte d'Erlette)*, granting you the spells *Eyes of the Dead*, *Turn Away Undead*, *Speak with Corpses* and *Animate Dead*. Alternately, be a Mystic in the cult of Dis Pater, which will grant you the spell Turn Back Undead, and eventually *Speak with Corpses*, *Animate Dead*, and *Zombie Plague*.

...Paranormal Investigator or Detective?
This is probably a criminal, although an explorer might also work. Good wisdom (for forensics and perception), intelligence (for translation) and charisma (for contacts) are useful. Items such as cameras, Kirlian cameras, metal detectors, laptops, Geiger counters, and other equipment best used for gathering information are also good picks.
Alternately, an occultist with the grimoire *Grimorium Verum (Alibeck)* gets access to some useful divination spells that can help an investigative character.

...Psychic?
A Spook, with the human variant origin, works for a human who has unlocked the hidden potential of the unconscious mind. Powers such as *Mesmerizing Gaze*, *Invisible Hand*, *Deepen Shadows*, *Memory Worm*, *Mental Communication* and *Mad Insight* work well for this concept.

...Righteous Warrior of Good?
Playing a character who's overtly moral is going to be difficult in a game all about criminals dabbling in forbidden magic. However, any PC can be honourable, merciful and opposed to the worst excesses of evil. Equipment like Blessed Weapons, Holy Water and Silver/Cold Iron weapons can be useful for fighting unnatural evils, as can the grimoires *The Malleus Maleficarum (anon)* and *Unaussprechlichen Kulten (Freidrich von Juntz)* for occultists. For Mystics, the cult of Saint Judas Thaddeus is committed to helping those in desperate situations.

...Shaman?
Like with mediums, a shaman is best represented using a mystic. Rather than a single patron, the Shaman communes with a whole host of spirits, each granting them a different spell.

...Swarm of Vermin Hidden In Human Skin?
A spook, with the Living origin. *Detach Body Parts*, *Venom*, *Fluid Form*, *Web*, and *Animal Speech* are appropriate powers.

...Troll, Jotun or Ogre?
A spook with the Fairy origin. *Trackless*, *Bite Attack*, *Unnatural Strength*, *Hoard*, and *Resilience* are good powers, and high Strength and Constitution help.

...Typical Member of the Underground?
Any class *can* work for this, but the most typical, low-level member of the underground is probably a criminal.

...Vagrant?
This is best represented with the Explorer class. You'll probably want low charisma, since a vagrant is less likely to be taken seriously. Equipment should probably not have anything expensive, and the 'off the grid' social advantage reflects the lack of a fixed address well.

...Vampire?
A Spook, either Undead (for vampires risen from the dead), Human (for humans with bloodsucking powers, like Erzsebet Bathory), or Living (for leech-like creatures that live among and feed on humans). *Blood Drinking* is the most important power, but *Intoxicating Blood, Creature of the Night,* and *Bite Attack* also work well.

...Wandering Soul of a Coma Patient?
A Spook, with the ghostly origin. Any powers work well for this sort of character. Should they wake up from their coma, then they should probably be re-statted as first level human character, although their knowledge will carry over.

...Wendigo?
A Spook, probably a variant human although a ghostly or fairy origin might also work. *Blood Drinking* is not hard to re-fluff as biting chunks out of people to feed. *Putrify* (which might also be used to represent devouring corpses), *Bite Attack*, *Extinguish, Paralyzing Touch*, *Trackless* and *Mesmerizing Gaze* can represent various abilities wendigos display in myths.
Wendigos in the same party as a mystic of the Void will probably be a member of that cult, as the Void's hunger resonates worryingly well with them.

...Werewolf?
A Spook, either a human variant (for humans that turn into wolves) or living (for wolves that turn into humans). Animal Form is the most important ability here. *Bite*, *War Form*, *Claws* and *Animal Speech* are also good choices.
Other shapeshifters can be handled similarly; as well as werewolves, there are the arachnid spawn of Anassa, selkies, tanuki, and more.

...Yeti, Sasquatch or Bigfoot?
A spook with the Living origin. *Darkvision*, *Wall-crawling*, *Claws*, *Memory Worm*, and *No Reflection* are good powers.

TABLES TO FLESH OUT PCS

Table 19: Social Class

D10	Result
1	Crushing poverty
2	Blue collar working class
3	Skilled working class
4	Struggling middle class
5	Wealthy middle class
6	Dissolute aristocracy
7	Distrusted religious minority, and roll again with a d6
8	Recent immigrant, and roll again with a d6
9	Family with an occult history, and roll again with a d6
10	Military veteran, and roll again with a d6

Table 20: Relationship to PC of player on your left

D10	Result
1	Flatmates
2	You were at school together
3	The website where you knew each other got shut down
4	Ex-work colleagues, rage-quit simultaneously
5	You sold them... (roll a d4 on table 50)
6	They sold you… (roll a d4 on table 50)
7	You were in prison together
8	Met on a night out while totally hammered
9	Both caught in the aftermath of the same magical mishap
10	Encountered one another in the undercity

Table 21: First Contact with the Occult

D10	Result
1	Found a grimoire in a second-hand bookshop
2	Fed on by a predatory spook
3	Witnessed the rituals of a sinister cult
4	Wandered into the undercity by mistake
5	Witnessed an extrajudicial arrest by the Men in Black
6	Attempted recruitment by a blasphemous cult
7	Quarantined by Men in Black after a magical disaster
8	Entered undercity for a bet, came back changed
9	Initiated by an elderly, slightly mad family member
10	Was left a secret grimoire in a dead friend's will

Table 22: Tragic Flaws

D10	Result
1	Holds a grudge, and rather sadistic
2	On heavy painkillers
3	Paranoid (although this is perhaps justified)
4	Overly curious about things best left unknown
5	Soft-hearted and merciful
6	Addicted to some narcotic
7	Has an innocent young child as a dependant
8	Can't keep a secret
9	Regular treatments for a nasty medical condition
10	Believes themselves cursed

Table 23: Criminal Record

D10	Result
1	Illegal possession of proscribed texts
2	Illegal possession of controlled narcotics
3	Illegal possession of unregistered firearms
4	Illegal possession of interdicted arcane artefacts
5	Breaking and entering
6	Petty theft
7	Assault with a deadly weapon
8	Worship of an interdicted inhuman being
9	None (yet)
10	Roll again on a d4 ...with intent to sell.

Table 24: How an Occultist Learned Magic

D10	Result
1	Downloaded dodgy PDFs online, know better now
2	Joined a very dodgy study group at university
3	Taught 'family secrets' by an elderly relative
4	Experimentation whilst taking like, so many drugs, man
5	Bought an old, leather-bound tome from a guy in a bar
6	You were just, like, *far* too goth for your own good
7	From annotations in an otherwise innocuous book
8	Study of hyper-mathematics and comparative theology
9	Your ex, before the Men in Black took them, was into it
10	Email correspondence with a teacher who later vanished

Table 25: Forms taken by holy symbols

D10	Result
1	Painted icon in a picture frame
2	Relic in a glass case
3	Tattoo, on somebody else's skin
4	Signet ring
5	Censer trailing smoke
6	Scrimshawed set of finger-bones
7	Metal icon, big enough to bludgeon with
8	Cobbled-together fetish of twine and sticks
9	String of prayer beads
10	Engraved stone tablet

Table 26: Why a human variant Spook is so weird

D10	Result
1	Surgical experimentation, self inflicted
2	Family tainted by the genetic legacy of the Serpent Folk
3	Family bred to serve a slumbering Aboleth master
4	Family practice blood rites behind closed doors
5	Drug overdose unlocked hidden psychic potential
6	Bloodline infected by magical disaster in the distant past
7	Descended from ancient subterranean Morlocks
8	Descended from a prophet who heralded a god's birth
9	Came back subtly wrong after a near-death experience
10	Result of covert genetic-engineering experiment

Table 27: Dreams that spawned a fairy Spook

D10	Result
1	Claustrophobia; all squirming limbs and too-long fingers
2	Hunger; with wide jaws and sharp teeth
3	Panic; with wide saucer eyes that gleam like lanterns
4	Dread; its hooded face hidden in shadows
5	Awe; form shining and radiant, face impossibly noble
6	Delirium; features constantly in flux, voice irregular
7	Safety; short, rotund, earthy and stout
8	Paranoia; twitching, scurrying, never still, never content
9	Greed; hook-fingered and grasping, tiny glittering eyes
10	Rage; ropey muscles on long limbs like tree-trunks

Table 28: Favoured weapons

D10	Result
1	Dad's old service revolver
2	Trusty machete
3	Well-maintained hunting rifle
4	Flick-knife, kept concealed in jacket
5	AK-47, modded with more enthusiasm than skill
6	Sawn-off shotgun, with an etched tally of kills
7	Hatchet, paint peeling of the handle, blade still sharp
8	Antique wakizashi, poorly maintained
9	Cattle-prod with souped-up capacitors
10	Skilfully customized M16

Table 29: What killed an undead Spook

D10	Result
1	Unwilling human sacrifice
2	Suicide
3	Some sort of supernatural sickness
4	Hit by a bus
5	Murdered by a jealous lover
6	Murdered by parents
7	Accidentally shot in crossfire by Men in Black
8	Drug overdose
9	Peanut allergy
10	Drive-by shooting

Table 30: Why mundane PCs are involved with the occult

D10	Result
1	Only in it for the money
2	Loyalty to other members of the gang
3	Fascination with *things* mankind was not meant to know
4	Love of excitement
5	Membership in a forbidden cult
6	Ominous family tradition
7	Bad taste in romantic partners
8	Mostly in it for the drugs
9	Can't stop making poor life choices
10	*Revenge!*

BASE RULES

Attributes

You have six attributes; strength, dexterity, constitution, intelligence, wisdom, and charisma. Each attribute starts with a rating between 3 and 18, with 3 being barely functional (3 dexterity is hardly able to move), and 18 being the peak of mortal capability. Attributes may fall below this value, or rise higher, based on events in play.

Each attribute has an associated modifier that goes with it, depending on its value (listed in Table 1). An attributes modifier is used when you need to take into account roughly how good that attribute is, without needing its precise value (just whether it's much better or worse than normal).

Strength is for being muscular, buff, herculean, and mighty. You apply your strength modifier to all rolls to hit in melee combat; all damage rolls in melee combat; and all athletics and vandalism skill rolls.

Dexterity is for being nippy, stealthy, coordinated and precise. You apply your dexterity modifier to your Armour Class; to rolls to hit with ranged weapons; to your saving throws against hazards; and to all stealth and driving skill rolls.

Constitution is for being tough and resilient. You apply your constitution modifier to your initial Flesh and Grit points; to the number of Grit points you gain each level until level 9; and to your saves against Stunning and Poison.

Intelligence is for smarts, knowledge and logic. You apply your intelligence modifier to medicine, technology and translation skill rolls, and to your Saves against Machines.

Wisdom is for awareness and intuition. You apply your wisdom modifier to forensics and perception skill rolls; and to saves against magic

Charisma is for being sexy, strong willed and charming. You apply your charisma modifier to charm and contacts skill rolls; and to the reaction rolls for potentially hostile NPCs.

Flesh and Grit

A character has two different sorts of hit points; flesh and grit. Grit represents the character's ability to minimize and avoid injuries. Damage to grit takes the form of scrapes, ripped clothing, near misses and so forth. Damage to flesh, meanwhile represents real injury to the character's body; blood is lost, bones break, flesh is torn.

A character with no grit left is basically fine, just battered and tired. A PC or important NPC with 0 flesh left is brutally injured and at risk of death; see the rules for horrible wounds on page 41-47. Unimportant NPCs and monsters simply die when they are reduced to 0 flesh.

Under most circumstances, damage is dealt to grit first as attacks batter through the character's defences. Once all grit points are lost, any further damage rolls over to flesh.

Occasionally the rules refer to 'Hit Dice'. This is simply how many dice of both flesh and grit the subject has.

Healing

If the character has any of their flesh points remaining, then all grit points return after a short (one turn) rest, or a longer period (an hour) without danger. A fatigued character only regains their grit points after a night's sleep.

Every night when the character sleeps, they heal a single flesh point. If they are sleeping indoors, they heal an extra flesh point. If they are sleeping in a bed, they heal an extra flesh point.

A character can also have flesh points returned with a successful medicine skill roll. Medicine can be attempted repeatedly on the same injury, since there is always the risk of taking damage. The regained flesh points return when the character sleeps, like the body's natural healing.

Time

During combat, time is measured in combat rounds, each lasting six seconds. During exploration over the course of the day, time is measured in exploration turns, each ten minutes long.

In combat, taking a single action (attacking, casting a spell, and so on) uses up the entire round. It is assumed that the round represents a full six seconds of activity, and the attack roll (or whatever is done) represents the outcome of that. You can still talk as well as acting in a combat round, but don't have time to say that much.

Similarly, outside of combat during exploration most tasks will take a turn. Things which might take up a full ten-minute turn include; searching an area, healing Flesh points using medicine, repairing equipment, picking a lock, accessing computer files, taking a trap apart, building gear from improvised parts and so on. A turn gives you a 'slot' to do one thing in that will keep you busy. You can still divert your attention somewhat - being able to talk and maybe move as you work - but you can't multitask.

Doing Things

The most important rule is that the fiction matters more than the game mechanics. The game-master's job is to adjudicate the fiction and make a judgment on when to bring game mechanics in. Exactly how to apply the game mechanics, and when you need to do that, are up to the GM.

Throughout the rest of the rules, many of these rules are phrased with 'might' or 'may', since these rules are not prescriptive. They are only guidelines and suggestions, to be used when the game-play requires it and ignored the rest of the time.

Mostly, you can deal with events simply by narrating what happens. The player describes their actions, and the GM describes the results. The GM describes a situation, and the players give their responses to it. You only need to roll dice when things get hard to adjudicate through common sense.

What you will roll depends on what's happening. The four main situations where you might roll are; making skill rolls when trying to achieve a task outside combat, making rolls to attack and damage in combat, making saving throws to avoid bad things happen, and making attribute rolls to cover other odd situations as they come up. The GM may make other rolls of their own, to determine the rough out-line of events.

When to require rolls

Most actions don't require a roll. For example, if a character is searching a cave for potential hazards, the player can simply state where they're looking and how they intend to check: the GM will then tell them what they find. Most tasks can be handled in this way without anybody ever reaching for the dice. Dice should be rolled in the following situations, though.

- If the task in question is dangerous. For example, if the character is crossing a deep chasm using a rickety wooden bridge, then simply declaring 'you fall off' would feel unfair: give the player a roll to avoid their fate.
- If the task in question is unlikely to succeed, but still has a chance. Again, rather than simply declaring 'no, that doesn't work', give the player a roll to see how things pan out.
- In combat. Combat is a frantic, confusing situation, and it's hard to reliably do anything when under attack.
- If the task relies more on the character's strengths and weaknesses than their method. For example, attempting to resist exhaustion and stay awake relies much more on the character's innate hardiness than any specific techniques.

Sometimes, you might not bother rolling and simply check the value of a relevant attribute to see how well the character does. This is only really appropriate when the results are a foregone conclusion based on the character's ability, and there is no real element of risk. A good example might be looking up the character's strength to see if they can lift an item, or their constitution to see how long they can hold their breath.

Skill rolls

Skills are given in the form 'X in 6'. Simply explained, a 1 in 6 value for a skill means it only works if the player rolls a 1 on a six-sided dice. 2 in 6 works on a roll of 2 or less, and so on. A skill roll of 6 in 6 is rolled on two six sided dice, and only if both come up as sixes is the roll a failure; otherwise the player chooses which result they want to take. Likewise, a skill roll of 0 in 6 is rolled on two six-sided dice, and only if both come up a 1 does the roll succeed. High or low attribute modifiers (or other circumstances) never raise or lower a skill above 6 in 6 or below 0 in 6.

The default value for all skills is 1 in 6, which is adjusted by a relevant attribute modifier. For example: A character with Intelligence 14 (a +1 modifier) and the default skill in medicine (1 in 6 normally) has an actual value of 2 in 6. Some classes have higher values than this (such as the Doctor who has 5 in 6 Medicine), and this is also adjusted by the skill's modifier.

Some skill rolls are referred to as 'specialist' rolls. These rolls require some expert training in order to be attempted; they are beyond the capabilities of the average untrained civilian. Here, the character cannot roll at all if they have the base 1-in-6 chance or worse. To be allowed a roll, the character must have at least a 2-in-6 chance, representing their expertise.

The available skills are as follows:

Athletics is modified by strength. It is used when a character's ability to climb, jump, swim, run or perform similar feats matters. In the normal course of things, we can assume that any character is probably competent enough to climb a tree or swim across a pond, and no roll is likely to be required. However, you may require athletics rolls to perform these feats under pressure (for example climbing a fire escape under gunfire) or in particularly difficult circumstances (such as swimming across dangerous rapids).

Charm is modified by charisma. It is rolled when the character attempts to influence or mislead non-player characters. Like athletics, it normally isn't necessary to roll charm at all; what the character actually says is far more important than their skill chance. Instead, limit the use of Charm to situations where there's a great deal of risk, and the character's raw charisma matters. Good examples of times a charm roll might be appropriate include attempts to command unwilling minions, lying under scrutiny and bluffing against stronger enemies. Charm rolls may also be required to convince employees to do things that are dangerous or unnerving.

A successful charm roll allows you to adjust a person's Reaction roll by the number shown on the dice when you first encounter them.

Remember that Charm is not mind-control; a good roll can create a positive impression or sneak a lie past somebody, but simply rolling charm is not enough to take command of a character (PC or NPC).

Contacts is modified by Charisma. Contacts tracks how well connected the character is to the city's criminal and occult elements. Their streetwise, reputation among these circles, knowledge of the black market, and so on are all taken into account. It is assumed that PCs have at least a few useful contacts who aren't significant enough to be worth an actual mission to deal with. This skill instead abstracts dealing with the character's various associates into a simple roll; do they find somebody willing to do, provide or tell them what they need?

Contacts is rolled when PCs attempt to buy new equipment. Contacts can also be rolled to gather gossip and rumours, with a successful roll giving the PC a bit of useful information that they hear their contacts discussing. Similarly, minor services can be gained using contacts. Nothing that puts the contact at risk or involves much effort is doable, but a successful Contacts roll might be able to get an unnamed NPC to leave their office's door unlocked, deliver a letter, or store gear in their home.

The distinction between Contacts and Charm is subtle: Charm deals with in-the-moment social skills, and relies on the character's innate way with words and force of personality. Contacts, meanwhile, is more about who the character knows, and represents more extended activities.

Driving is modified by Dexterity. As well as cars, vans and motorbikes, it also covers piloting more unusual vehicles including boats and helicopters. Characters are assumed to be able to drive common vehicles (cars, vans and bikes) competently enough without needing to roll. Driving skill rolls are required in the case of high-speed chases, attempts to perform particular stunts, or when driving an unfamiliar vehicle.

Forensics is modified by Wisdom. It is used when scrutinizing an area or item for clues. Mostly, it does not need to be rolled, as the GM should tell the players what they see and give them a reasonable chance to draw the correct deduction using their own out-of-character logic. However, in some cases success at an investigation relies on the kinds of observations that are hard to handle through simple GM narration and player questions, such as the following.

Finding and following footprints or similar tracks requires a forensics roll if the footprints go any significant distance. Determining the cause of death on a corpse through an autopsy or crime-scene investigation similarly allows a Forensics roll to get an accurate answer. Other cases where detailed analysis of minute clues is needed might similarly call for a Forensics roll.

Medicine is modified by intelligence. It is used to heal up injured characters by binding wounds, setting broken bones, and so on. Treating wounds in this way is a Specialist roll. Unlike most other skills, rolling for medicine should be the rule, not the exception, since performing medicine carries a significant risk with it. If a medicine roll is a success, then the number on the dice is how many flesh points the patient is healed (so, for example, if a character passes with a roll of two, then two flesh points are healed). This flesh returns when the patient next sleeps. If the roll is failed, though, the attempt deals an extra point of damage to the patient immediately.

A character can also use medicine to diagnose poisons and sicknesses, and to treat bleeding and similar wounds. These are not specialist rolls, and anybody can attempt them.

Perception is modified by wisdom. Normally, the GM should simply tell player characters what their surroundings are like; what they can see, hear and smell around them. Likewise, if a player wishes to search their location, then the methods used to search should determine if they succeed. Sometimes, however, you need to make a perception roll; normally where there is a risk that characters will be taken by surprise. A successful roll lets characters spot an ambush before it takes them by surprise. A perception roll could also let a character spot a trap or danger that they'd otherwise blunder into unaware, or wake up from their sleep if a noise is made near them.

Stealth is modified by dexterity. Stealth is a tricky skill to balance: for the most part it matters more where the character is hidden than what their skill is. In this context, if the character is in enough cover, assume they're properly hidden; should somebody come and check their hiding place, they'll be found. The stealth skill, instead, deals with the ability of a hidden character to act without drawing attention to themselves. It might be rolled to sneak past a sleeping guard dog without waking it, to shoot from cover without giving away the character's position, or to pickpocket an item without the owner noticing.

Technology is modified by Intelligence. It covers most interaction with machinery, electronics and similar tech. There are a wide variety of tasks that might need a Technology roll to complete, some of them specialist. Restarting a stalled car engine, disarming a bomb, setting up an improvised booby-trap, hacking into a computer, freezing the footage from security cameras, tracking the location of a mobile phone, picking a lock, finessing a combination lock, programming a computer virus, modifying a firearm, and many more tasks all probably need a skill roll. The roll will be specialised if the activity is one most people* wouldn't know how to do on their own, such as those involving picking locks, reprogramming or hacking computers, and so on.
*remember that most of the people you're playing with will likely be somewhat nerdier than normal. Your players might be disproportionately computer experts, but their PCs likely aren't.

Translation is modified by Intelligence. All characters start out able to speak the language of the local area (so English in a game set in the UK, etc.). At the point where a character encounters a new language (such as Latin or French or Morse code), roll Translation to see if they can speak it; if passed, they are able to understand and communicate in that language. For inhuman languages, such as Serpent-Folk or Martian or Enochian, then the roll is a specialist skill roll, and on a success the character is able to make some sense of the language and communicate basic concepts, but is far from fluent.
A character who fails to understand a language can try again to see if they understand it once their Translation skill has improved.
Translation can also be used to translate encrypted, damaged or otherwise obscured texts. Doing this takes time; from a single turn for one page, to several days for whole books. Again, this is a specialist roll, and if failed cannot be retried until the character's Translation skill improves.

Vandalism is modified by strength. It is used when the character tries to break or dislodge something. For example, it might be rolled to escape when tied with ropes, to destroy a bridge before enemies can cross, or to set a building on fire. Some tasks won't require a roll if the characters have enough time to work; for example digging is more a matter of effort than skill.

Saving Throws

In some cases, bad things may happen to the characters. The purpose of saving throws is to give them a chance to avoid these mishaps. Where there is a chance - through luck, skill or fortitude – for the character to avoid some disaster, give them a saving throw to avoid or reduce the problem.
The game uses five different saving throws, classified by what sort of threat they help the character avoid. The categories are fairly broad. Each save is modified by a particular attribute. Since you need to roll high numbers to pass the save, better attribute modifiers make the number needed to succeed lower (IE a +1 Dexterity modifier turns a 12+ Save vs Hazards into 11+, since this is 1 point more likely to succeed), and likewise worse attributes make the target number that much higher (so a -2 dexterity modifier makes a 12+ Save vs Hazards into a 14+ save).
Saves against stunning are used to resist things that prevent the character from being able to act due to overwhelming stimulus. Electric shocks, extreme cold, crippling pain, and sudden terror are good examples of the sort of thing that a Save vs Stunning might resist. They are modified by Constitution.
Saves against poison are used when a hazardous substance enters the character's body. This covers bites by venomous animals, wounds becoming infected, eating unsafe food, contracting illnesses, parasitic infections and similar problems. They are modified by Constitution.
Saves against hazards are used against most sources of physical injury; flames, explosions, cave-ins, and so forth. They are modified by Dexterity.
Saves against machines avoid dangers springing from man-made contraptions. Typically, they avoid booby traps, cctv cameras, alarms and other security devices designed to harm, deter, record or capture the characters. They are modified by Intelligence
Saves against magic are used against any supernatural effects, including spells, the abilities of magical beings and other weirdness. This is a catch-all that covers most supernatural threats not covered by other saves. They are modified by Wisdom.
Each save has a value given for it; when a save needs to be made, roll a d20 and if the number rolled is equal to or better than that value then the save is passed.

Attribute Rolls

Attribute rolls are a catch-all system for when an action comes down to chance but isn't covered by a skill roll, a save, or attacking. Using the attribute which most fits the task in hand, roll a d20; if the result is equal to or less than the attribute, the task succeeds.

Attack Rolls

Attack rolls are made in combat where one character attempts to injure another. Roll 1d20, plus the character's attack bonus (for mercenaries, their attack bonus is the same as their level; for all other character classes, their attack bonus is +0; the attack bonus for monsters varies), plus the relevant ability modifier; strength for close-combat attacks or dexterity for ranged attacks. The target is the victim's Armour Class (or AC); if the roll equals or beats this target number, the attack hits. A roll that shows a twenty on the dice is a critical hit; it always hits, and deals all damage directly to flesh points (see below).
Armour class has a basic value of ten; it is altered by the character's dexterity modifier and any bonuses for armour. Some monsters will have higher AC than this, since their thick hides or other natural defences effectively form built-in armour.
If the attack hits, then roll a dice to see how much damage is dealt. For melee attacks, adjust this result by the character's Strength modifier. The type of dice rolled varies depending on the weapons being fought with, from a d6 for knives up to a d12 for grenades. Unarmed attacks deal a d4 in damage.

Encumbrance

Ideally, players would calculate the weight of all gear they carry and compare this to a weight limit to determine how much they can carry. In practice, nobody ever does this, so a simplified system is offered.

Calculate how encumbered the character is by counting up the number of items they're carrying. For this calculation, single small possessions (such as a single knife) do not count towards the total, whilst a larger collection of a given possession – probably five or so, but maybe more for particularly minor items – count as a single item. Once a total is calculated, consult table 31 below to see the effects of the encumbrance on the character (round any fractions up).

The encumbrance penalty represents loss of agility due to weight and bulk. It applies to Saves vs Hazards, Saves vs Machines, Stealth, and Athletics.

Equipment that is not being worn or held can be kept either to hand or stowed away. Equipment stowed away is safely stored in a backpack, inside clothing or otherwise secured. It cannot be quickly produced with the 'draw an item' action, but is also safe from, say, environmental damage. Equipment to hand is tucked into a belt, in a pocket or strapped to a limb, so that it can be easily accessed. It can be quickly drawn with the 'draw an item' action, but it also risks damage from environmental factors such as fire, rain and so on (use the rules for equipment damage on page 33).

Particularly large items such as a statue or a person unable to walk simply increase encumbrance by one level. Even larger items such as vehicles or furniture may increase encumbrance by two or even three levels.

Gaining experience

Experience points measure how characters progress as they overcome challenges and learn from their experience. Experience points are gained over the course of adventures, and accumulate over time. When a character has enough experience points that they would gain a new level, they gain the benefits when they next rest for the night; alter their statistics to match the new level. Different classes require different amounts of XP to gain a new level; those who require more typically gain more potent bonuses when they level up.

Experience points are gained when the party recover treasure, bringing it back to safety. Treasure is anything that meets one of the following requirements:

- Unique or incredibly rare items of cultural, religious, artistic or historical significance. Works of art, religious relics, old artefacts, and similar are all covered by this requirement.
- Any items with supernatural or occult power. Spellbooks, magical weapons or armour, scrolls, and arcane machinery are covered by this requirement. Reagents used to fuel magical tasks do not count as treasure.
- Any source of horded wealth that has a physical presence. Cash, precious metals, gems and jewellery are covered by this. Numbers in a bank account are not.

Furthermore, in order to count as treasure, the items must have been taken from somewhere connected to the occult underground. Typically, this will be the tunnels of the undercity. However, treasures recovered from the private collections of powerful occultists, from Men In Black headquarters, or from rival occult gangs also counts.

Treasure never counts if it is gained through mundane means such as day-jobs, everyday crime and so on. There is no XP reward for killing things. If you want to get XP from a dead monster, sell its corpse or claim a bounty.

The following also counts as treasure, but are worth half XP:

- Material rewards offered as payment for dangerous work in the occult underground, including cash or items.
- Tribute, protection money or sacrifices offered by denizens of the undercity in territory the characters control.

Treasure is worth as much XP as its monetary value. For example, an antique sword worth 500 euros is similarly worth 500 XP. For this purpose, since pounds sterling, euros, dollars, lira and so forth are roughly equal in value, then simply use the treasure's value in the local currency. Where the exchange rate is greater than 10:1 between the local currency and dollars (such as for pesos, rupees, yen and so on), you may want to keep the values roughly equivalent by knocking one or more 0s off the end of the number.

The XP is gained when treasure is brought back somewhere safe. It doesn't matter what is subsequently done with it. Maybe it's kept, maybe sold on the black market, maybe donated to a museum, maybe given to whoever hired the party, maybe destroyed for the good of society. However, so long as goes where the party wants, they get the XP for it.

On the black market, spellbooks are worth 100 dollars (or equivalent) per rank of spell contained. (For example, a grimoire containing a rank 2 spell and a rank 3 spell is worth 500 dollars). Likewise, scrolls are worth 100 dollars per rank of the spell they record.

If no price is given for a magic item, assume it's worth 1,000 dollars on the black market as a benchmark.

When a character gains enough experience, they will gain a level. Each class requires different amounts of experience to gain new levels, as some gain power more rapidly than others as they gain experience (This is a balancing factor; the classes with less impressive abilities need less XP and so gain levels faster). As characters gain levels, some of their statistics will improve. A mercenary's attack bonus will increase, a criminal gains more skill points, an Occultist or Mystic develops a new spell, and Spook gains a new Monstrous Power. As well as this, all characters may improve their saves. Note down these changes. All characters will gain a single point of Flesh. They will also gain a dice worth of Grit points. Apply their Constitution modifier to the grit points gained, but not to their flesh. After level 9, characters instead gain no extra flesh, and only a small fixed amount of grit when they gain levels. As they gain levels, most characters (except Spooks) also improve their Resources.

Table 31: Encumbrance

Number of Items	Level	Combat Speed	Exploration Speed	Weight Penalty
Under 5+ str. Mod.	None	40 feet per round	120 feet per turn	none
5 + strength modifier	Light	30 feet per round	90 feet per turn	-1 Stealth and Athletics, -3 Vs Hazards and Machines
10 + strength modifier	Moderate	20 feet per round	60 feet per turn	-2 Stealth and Athletics, -6 Vs Hazards and Machines
15 + strength modifier	Heavy	10 feet per round	30 feet per turn	-3 Stealth and Athletics, -9 Vs Hazards and Machines
20 + strength modifier	Severe	2 feet per round	6 feet per turn	-4 Stealth and Athletics, -12 Vs Hazards and Machines

Applying Horrible Wounds

Rather than instantly dying on 0 Flesh, PCs and other important characters instead suffer specific horrible wounds which may kill them (either instantly or over time) or else leave them with dramatic injuries as their bodies are permanently mutilated.

When damage reduces you to 0 flesh or less, or you take any damage when you already had no flesh, look at the exact amount of damage dealt and get a result from the list below. It doesn't matter how far 'into the negatives' you are, just look at the result of the dice. Except for the penalties from actual injuries, you can keep on going just fine on 0 flesh; adrenaline can do impressive things.

There are 6 sets of wounds to look the damage up on, depending on what caused it. They are:

- Ballistics, for bullets, explosives and other extremely high energy impacts.
- Ripping, for knives, teeth, claws, and other 'sharp' physical damage.
- Bludgeoning, for hammers, falling masonry, fists, and other 'blunt' physical damage.
- Burns, for fire, acid, digestive enzymes and other substances that physically corrode, burn or eat away at flesh.
- Shocks, for electricity and perhaps extreme cold, radiation or other dangers that suddenly stun or shock the body into uselessness.
- Toxins, for poison, sickness, and other hazardous substances that make the body ill.

Some really nasty damage ignores flesh and grit, and goes straight to causing these wounds. This is the sort of thing that would be instant-death in a game without wounds.

Being reduced to 0 in a stat still just kills you instantly; the increasing penalties for lowering stats is a good representation of the body or mind weakening. The same applies to instant death effects (such as some poisons or spells); those just kill you right away. Similarly, against a helpless victim, you can just kill them without needing to make damage rolls. It might be messy and unpleasant, but if they can't stop you they'll die eventually.

These rules are best reserved for PCs and significant NPCs and monsters: those important enough to earn a name and a notable place in the fiction. For minor NPCs, wandering monsters and so on, just have them die at 0 flesh to avoid the game getting too bogged down.

Ongoing Damage

Sometimes a character is brought to 0 flesh by a source of damage that continues each round or turn; being on fire, breathing in toxic fumes and being immersed in acid are good examples of this sort of thing. For as long as the effect keeps damaging them, they keep taking the appropriate Horrible Wound each round (or turn), with one modification. If they would suffer a Horrible Wound already inflicted on them by that damage source, they instead take the next one down (if that one has also been suffered, look at the one below it and so on until there is a new wound to suffer). In this way, the wounds suffered from ongoing damage will get progressively worse the longer the victim is left, making death near-inevitable without some sort of intervention.

Dead Men Walking

Sometimes death is basically inevitable, but not immediate. This is referred to as being a Dead Man Walking. As a Dead Man Walking, you get one more round to act in, and then you die. If you have a constitution bonus, you get that many extra rounds.

Nothing can be done to stop this. A Dead Man Walking's death sentence is merely slightly delayed, but still irrevocable.

Bleeding Out

A character who starts bleeding out can survive for as many rounds as they have hit-dice, adjusted by their Constitution modifier. For example, a first level character (who therefore has two hit dice) with +2 constitution bleeds to death in 4 rounds.

A character can attempt a Medicine roll to staunch the bleeding. This takes a round, and if successful slows the bleed to a rate of turns rather than rounds. If failed, then the character loses additional blood as the medic interferes with them; they have one less round of bleed time every time a medic fails to staunch their bleeding.

A character can also attempt to properly treat the bleeding of a character bleeding at a rate of turns. Doing so is more involved, so takes a full turn. If successful, the patient stops bleeding entirely. If failed, then the patient's bleeding is again accelerated by a full turn.

Healing Horrible Wounds

Some horrible wounds create an immediate effect, such as knocking the victim unconscious or causing them to begin bleeding out. These can be fixed with a successful Medicine roll and a round (or sometimes turn) spent treating the victim. If the medicine roll fails, the victim suffers additional wounds from the botched procedure; roll a d8 on the appropriate list, and they suffer that wound.

More permanent wounds such as lost body-parts and mutilation cannot be fixed in this way. Sometimes, reconstructive surgery is possible. If medical professionals are employed to rebuild the character, then the process will likely take several months to be finished (due to waiting times, the search for organ donors, recovery times and so on) during which they are effectively out of commission. Even in countries with free healthcare, access to surgeons this sophisticated is limited. The process takes a year if using publicly funded healthcare. If the character pays for private healthcare, they reduce the time spent by as many months as their Resources level.

Alternatively, magic or the experiments of a PC Doctor might be able to restore a mutilated body, but at greater risk and often with less wholesome costs.

Ballistic Wounds

This damage table should be used for bullets and explosions, and other high-kinetic-energy impacts.

One damage:

The shot rips through internal organs, starting a slow internal bleed. You're bleeding out, but at a rate of turns rather than rounds.

Two damage:

The bullet's impact ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.

You might be able to fix this with a successful medicine roll. A broken leg will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is a prosthetic.

Three damage:

The impact of the bullet ruins an arm. You can't use that hand for anything. Any skill rolls (such as driving or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.

You might be able to fix this with a successful medicine roll. A broken arm will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is to replace it with a prosthetic of some sort.

Four Damage:

A deep wound starts you Bleeding Out. The bullet goes in one side and out the other, and blood's fountaining everywhere.

Five Damage:

A particularly horrible wound ruins your leg completely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.

It can't be fixed without magic or dangerous experimental medicine. You are also Bleeding Out.

Six Damage:

A particularly horrible wound gets rid of your arm entirely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. You can't use that hand for anything. Any skill rolls (such as driving or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.

It can't be fixed without magic or dangerous experimental medicine. You are also Bleeding Out.

Seven Damage:

You're shot in the head but somehow survive. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need brain surgery and rehabilitative therapy to recover.

Eight Damage:

You're going to die. A bullet tears your throat wide open or goes through your lung. You're a Dead Man Walking.

Nine Damage:

You're messed up badly. Flesh is ripped to bits, bones shattered. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the shock of your injuries.

Ten to Fifteen Damage:

A headshot kills you instantly.

Sixteen or More Damage:

You're dead, ripped to bits in a hail of bullets or shrapnel. What's left is hardly intact enough to bury or reanimate.

Ripping Wounds

This damage table should be used for physical wounds. Stabbing, cutting, tearing, crushing, grinding; anything where a solid object is tearing up flesh, use this table.

One damage:

The injury fucks your eye up. You take –1 to your Perception skill and –3 to attack rolls, since you can't see properly. It will take surgery to fix.

Two damage:

A nasty blow ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.
You might be able to fix this with a successful medicine roll. A broken leg will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is a prosthetic leg.

Three damage:

A particularly savage wound ruins an arm. You can't use that hand for anything. Any skill rolls (such as driving or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.
You might be able to fix this with a successful medicine roll. A broken arm will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is to replace it with a prosthetic of some sort.

Four Damage:

A deep wound starts you Bleeding Out. An artery's been cut or there's a huge injury in your torso, and blood's fountaining everywhere.

Five Damage:

A particularly horrible wound ruins your leg completely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all. It can't be fixed without magic or dangerous experimental medicine.
You are also Bleeding Out.

Six Damage:

A particularly horrible wound gets rid of your arm entirely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. You can't use that hand for anything. Any skill rolls (such as driving or maybe athletics) that require the use of two hands reduces its chance to succeed by 1. It can't be fixed without magic or dangerous experimental medicine.
You are also Bleeding Out.

Seven Damage:

You sustain a nasty head wound. You're unconscious for d12 rounds, and Bleeding Out from the head.

Eight Damage:

You're going to die. A blade through the skull, torso torn open, or something like that. You're a Dead Man Walking.

Nine Damage:

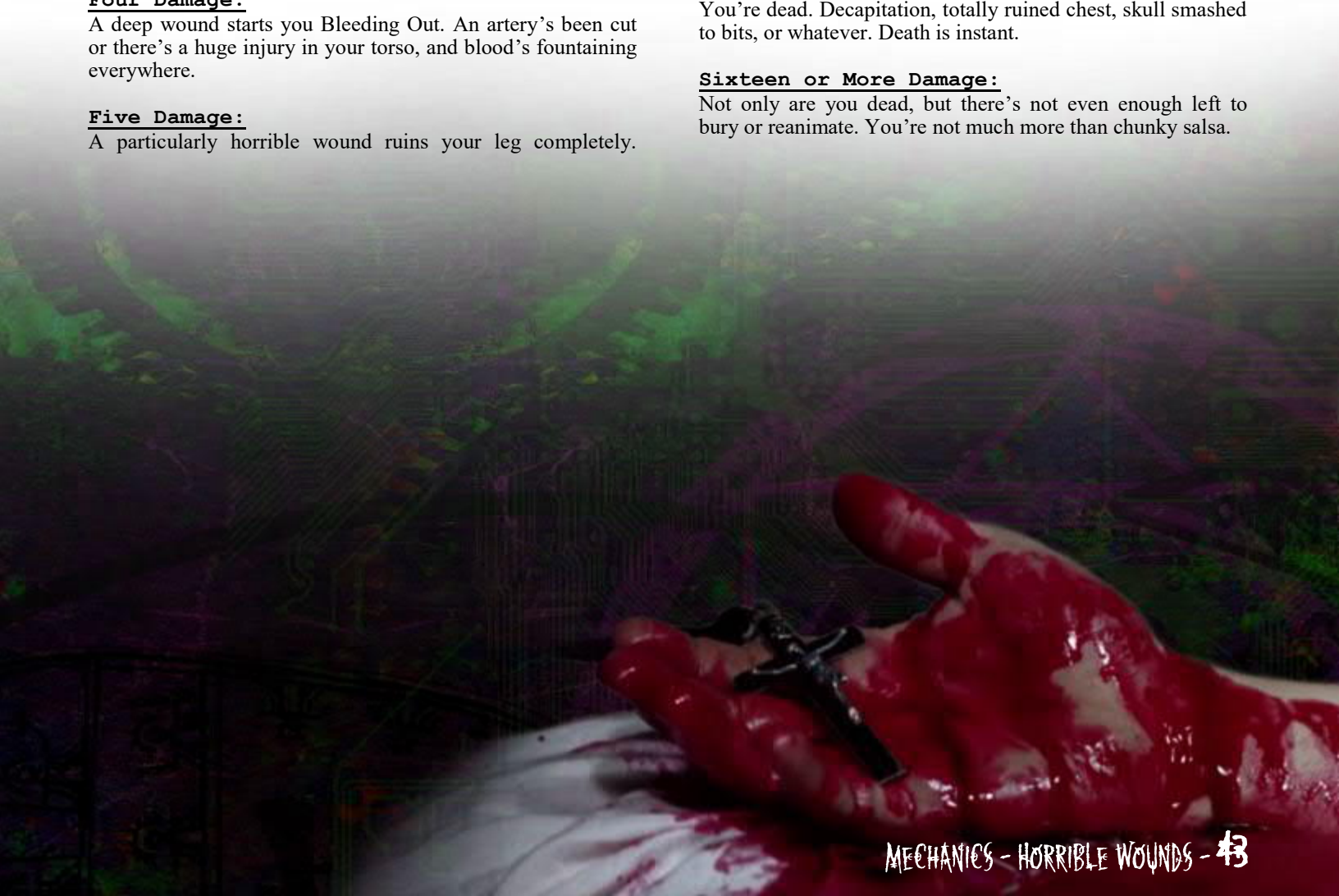
You're messed up badly. Flesh is ripped to bits, bones shattered. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the shock of your injuries.

Ten to Fifteen Damage:

You're dead. Decapitation, totally ruined chest, skull smashed to bits, or whatever. Death is instant.

Sixteen or More Damage:

Not only are you dead, but there's not even enough left to bury or reanimate. You're not much more than chunky salsa.



Bludgeoning Wounds

This damage table should be used for anything that batters at the victim without having a sharp edge or point as fist, bricks, baseball bats and so on, where the likely result is to bludgeon the victim into submission rather than rip them to bits.

One damage:

It hurts like hell. You lose your next action.

Two damage:

A sharp blow to the head knocks you unconscious for d12 rounds.

Three damage:

You're knocked out for d12 rounds by the blow, and when you wake up you're groggy and dazed. You're fatigued until somebody spends a turn seeing to you, and passes a Medicine roll to do so.

Four Damage:

A particularly savage blow ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.

You might be able to fix this with a successful medicine roll. A broken leg will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is a peg leg.

Five Damage:

A particularly nasty blow ruins an arm. You can't use that hand for anything. Any skill rolls (such as driving or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.

You might be able to fix this with a successful medicine roll. A broken arm will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is to replace it with a prosthetic of some sort.

Six Damage:

A sharp blow to the head knocks you out cold for d12 rounds. On top of that, the head injury has messed you up badly. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need brain surgery and rehabilitative therapy to recover.

Seven Damage:

You've suffered internal damage, and now you're Bleeding Out. There's a pretty good chance you'll be coughing up blood, or else bleeding from the eyes or mouth.

Eight Damage:

You've suffered a horrible brain injury. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need brain surgery and rehabilitative therapy to recover.

Nine Damage:

Something ruptures in your head, doing irreparable and fatal damage to your brain. Although you might be able to cling onto life for a little longer, you're a Dead Man Walking.

Ten to Fifteen Damage:

You're killed instantly, your head caved in.

Sixteen or More Damage:

Well, this was overkill. You've been squashed into a pulpy mess, so there's really barely anything left to bury or reanimate.

Shocking Wounds

This damage table is mostly used for electricity, but could also be appropriate for things like cold or psychic damage.

One damage:
It hurts like hell. You lose your next action.

Two damage:
The force of the shock knocks you unconscious for d12 rounds.

Three damage:
You're knocked out for d12 rounds by the shock, and when you wake up you're groggy and dazed. You're fatigued until somebody spends a turn seeing to you, and passes a Medicine roll to do so.

Four Damage:
The damage has seriously jarred your respiratory system, preventing you from breathing properly and possibly sending you into cardiac arrest. You're probably spasming, suffocating or otherwise struggling to stay alive. It counts as Bleeding Out, although depending on the injury might not actually involve blood loss.
On top of this, since you can't breathe properly, you're Fatigued until you stop bleeding.

Five Damage:
The shock damages your mental faculties. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need serious brain surgery to fix it.

Six Damage:
The shock knocks you out cold for d12 rounds. On top of that, the head injury has messed you up badly. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need serious brain surgery and rehabilitation to fix it.

Seven Damage:
You've suffered internal ruptures, and now you're Bleeding Out. There's a pretty good chance you'll be coughing up blood, or else bleeding from the eyes or mouth.

Eight Damage:
You've suffered a horrible brain injury. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you a –1 penalty to all your skills, and a –3 penalty to all your rolls on a d20. You'll need brain surgery and rehabilitative therapy to recover.

Nine Damage:
Your respiratory system seizes up completely, and death is not far off.. Although you might be able to cling onto life for a little longer, you're a Dead Man Walking.

Ten to Fifteen Damage:
You're killed instantly, the shock stopping all life signs in one fell swoop.

Sixteen or More Damage:
You're totally obliterated by the force of the shock, leaving only a smell of smoke and ozone. There's not even enough left to bury or reanimate..

Burning Wounds

This damage table should be used for anything that actually removes your flesh; fire, acid, digestive enzymes, and so on.

One damage:
One damage fucks your eye up. You take –1 to Perception skill rolls and –3 to attack rolls, since you can't see properly. It will take surgery to fix.

Two damage:
Two damage messes up your mouth and tongue, making almost impossible to speak clearly. Charm skill rolls may be required to communicate through grunts and gestures, and spell-casting is impossible since it requires precise enunciation. The injury can be healed with a successful medicine roll and a week of rest.

Three damage:
Three damage ruins your face, turning it into a mess of burn scars when it finally heals. You're ugly as shit now. Enemy reaction rolls are 1 point worse when you're involved, and you take a –1 penalty to your charm skill. It will need reconstructive surgery to fix.

Four Damage:
Four damage has dealt enough damage to your throat and lungs that you can't breath properly. You're probably coughing up blood, suffocating or otherwise struggling to stay alive. It counts as Bleeding Out, although depending on the injury might not actually involve blood loss. On top of this, since you can't breathe properly, you're Fatigued until you stop bleeding.

Five Damage:
Five damage ruins your manual dexterity. Your fingers are burnt to useless nubs, or reduced to masses of scar with no sense of touch. You take -3 to attack rolls and reduce the chance of any skill roll requiring manual dexterity (Athletics to climb, most Crafting or Medicine rolls and so on) by 1.

Six Damage:
Six damage ruins your senses. Your nose is burnt away, inner ears ruined. You're deaf and can no longer smell or taste properly. Your perception skill is reduced by 1. Since you can't hear, you can't enunciate properly to cast spells.
You're also Bleeding Out.

Seven Damage:
Your lungs are burnt away, and so is your face. You're pretty grim to look at. Enemy reaction rolls are 1 point worse when you're involved, and you take a –1 penalty to your charm skill. Plus, you're now Bleeding Out, and can't breath properly meaning you're Fatigued until you stop bleeding.

Eight Damage:
This is brutal. Your skin is basically gone, and your body is covered in horrific burns. You're a Dead Man Walking.

Nine Damage:
Nine damage messes you up badly. Your more ash than flesh at this point, but still clinging to life for a little longer. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the sheer pain.

Ten to Fifteen Damage:
You're killed instantly.

Sixteen or More Damage:
You're dead and the corpse is burnt to oblivion. Nothing but ashes or gunk is left behind.

Toxic Wounds

This damage table is for damage that comes from within the body. Poison, sickness, radiation and so on.

One damage:
You're nauseous and can't concentrate. Until somebody sets you down to fix what's ailing you (spending a turn and passing a Medicine skill roll), you're Fatigued.

Two damage:
Your immune system is horribly, horribly compromised. You get a permanent –3 penalty to your Saves vs Poison.
The effect is permanent, until specialized magic or experimental medicine is used to fix it.

Three damage:
Your blood is tainted, and your lungs don't work properly anymore. You recover more slowly than normal. You only get Grit back by sleeping, and if you're Fatigued don't get grit back at all even when sleeping. The effect is permanent, until specialized magic or experimental medicine is used to fix it.

Four Damage:
You're Bleeding Out from the nose and eyes, but at a rate of Turns, not Rounds.

Five Damage:
Your body is trying to vent the poison from it. You sweat foul smelling blood, Bleeding Out at a rate of turns, not rounds. Until you stop bleeding out, you're also Fatigued.

Six Damage:
Something's ruptured. You're bleeding out at normal speed, and the stuff spewing out of your mouth is black and acrid.

Seven Damage:
Things are going badly wrong. You're Bleeding Out from your mouth and eyes, and even if you survive you get a –3 penalty on your Saves vs Poison from now on. The effect is permanent, until magic or experimental medicine is used to fix it.

Eight Damage:
This means you're going to die. There's just too much nasty stuff in your body, and it can't cope. You're a Dead Man Walking.

Nine Damage:
Your organs are shutting down one by one. You're a Dead Man Walking. Plus, you spend the next round vomiting everywhere, and lose your chance to act.

Ten to Fifteen Damage:
You're dead, and it's not pretty.

Sixteen or More Damage:
You die instantly, your body no longer able to hold together under the toxic strain. It's probably not a good idea to try reanimating the corpse; just burn it for the good of everybody.

Activities & Problems

Age

The normal range of ages covers everybody between 10 and 80 years old, for which there are no mechanical penalties.

Children under ten years old or the elderly over 80 are somewhat weaker than normal. Treat all their attributes except Charisma as half their original value.

A character has a maximum natural lifespan of 80+d20 years, after which old age claims them. If a character is to survive beyond this point, they need a new body or a way to become functionally immortal.

Some Spook characters, such as fairies and the undead, don't age at all, and others such as mineral beings age at a rate so slow as to be imperceptible to mortals. However, magical aging affects such beings normally; it accelerates them to the point of decrepitude even if they would not reach such a state naturally.

Attribute Score Damage & Loss

Damage to attribute scores is not permanent. If the character is reduced to 0 in any attribute score, they die. Damaged points of attribute scores can be returned by magical intervention; spells such as regeneration can restore them. Otherwise, assume that they naturally heal up at the same rate as damage to Flesh. A character can heal flesh or attributes, but not both - choose which to heal when the opportunity arises.

Where a monster has no listed values for their attributes, assume a value of 10.

Where an NPC has only their attribute modifiers listed, assume a value of 3, 4, 7, 10, 14, 16 or 18, as appropriate.

When attribute scores are *lost* or *gained* rather than damaged, the effect is permanent and cannot be healed or undone with most magic. Further effects that modify the attribute back again can counter-act this effect, though.

Bleeding To Death

A character who starts bleeding out can survive for as many rounds as they have hit-dice, adjusted by their Constitution modifier. For example, a first level character (who therefore has two hit dice) with +2 constitution bleeds to death in 4 rounds.

A character can attempt a Medicine roll to staunch the bleeding. This takes a round, and if successful slows the bleed to a rate of turns rather than rounds. If failed, then the character loses additional blood as the medic interferes with them; they have one less round of bleed time every time a medic fails to staunch their bleeding.

A character can also attempt to properly treat the bleeding of a character bleeding at a rate of turns. Doing so is more involved, so takes a full turn. If successful, the patient stops bleeding entirely. If failed, then the patient's bleeding is again accelerated by a full turn.

Breaking Equipment

When a character puts their equipment under strain, there is a chance it will break. For weapons, any attack roll that shows a 1 on the dice results in damage to the weapon. For armour, if a piece of armour protects a location from targeted attacks (such as gloves protecting hands from acid), then roll to see if the armour is damaged. For other gear, the risk of equipment breakage is at the GMs discretion, when the GM feels that equipment is being used without due care. The situation will always be one risky enough to require a roll of some form (usually a skill roll); routine use will not result in broken gear. If the roll fails on the worst possible result (a 6 on d6 or a 1 on d20), then there is a chance that equipment breaking is to blame.

When equipment may break, roll a d6. On a result of 6 (or more), it breaks, and on a result of 4 or 5, it is damaged. If damaged, put a tally mark next to the item. On subsequent rolls, add 1 to the roll for every Talley of damage it's already taken.

Some items are only good for a single use; you can only explode a grenade once. Once used, they're gone. Bullets are not tracked like this, rather their use is abstracted into the Ammunition rules on page 54.

Cave-ins and collapsing buildings

If a character is caught in a cave-in, they take 2d6 damage; essentially this is something horrible falling on the character from ten feet or less. In addition, they will probably have to pass a save versus hazards to avoid being trapped under the rubble.

Climbing

A character who wishes to climb a tree, building with suitably irregular architecture, rock face with plenty of hand-holds or similar can normally manage to do so without needing to roll. Particularly difficult surfaces or situations where the character is in danger if they fail (such as combat) may require an athletics roll. Situations where the character risks falling, such as failure on a roll to climb unstable surfaces or being attacked, will likely require another athletics roll to avoid falling.

Digging

A character can dig through four feet of dirt or rubble a turn with the right tools, adjusted by their strength modifier. Digging through snow takes half this time. Digging without tools takes twice this time, as does digging through rock with good enough tools. Without tools, rock can't be dug through at all.

Disguise and Impersonation

Adopting a disguise merely requires access to the proper materials; clothing to fit the assumed role, and perhaps makeup, wigs, certain props and so on. Under merely casual observation, passing ones' self off in such a disguise is trivial - anybody in overalls and carrying a mop will be assumed to be a janitor, for example.

When a character's disguise comes under scrutiny, such as when blagging one's way into a secure facility, a Charm roll is required to successfully play the part without blowing one's cover. This is a specialist roll if impersonating a unique, named individual.

Doors and Other Locked Things

Opening a door is trivial if it's neither locked nor secured. If locked, then a mechanical lock can be picked, taking a turn and a Technology skill roll or an electronic lock can be tampered with (taking a specialist technology skill roll). Opening the lock takes a turn's work.

If this fails the door must be forced open. This takes a turn, again, and requires a Vandalism skill roll. If the Vandalism roll fails, then another Vandalism roll can be attempted only if the next attempt uses greater force. For example, when kicking a door down fails, a crowbar might be used, and when that fails, power tools can be used, and finally explosives.

Electricity

Electric shocks deal between 1 and 3 d6s of damage. Minor shocks, such as from a battery pack, deal 1d6 of damage. Mains electricity deals 2d6 damage. Particularly strong shocks, such as in industrial power plants, deal 3d6 damage. A character taking damage from electricity needs to make a Save vs Stunning; if failed they're paralysed for a round. If paralysed, it's plausible that they'll be stuck touching the live wire, in which case they take more damage next round and may need to make another save. Once the save is passed, or something else breaks the contact, they are no longer stuck being electrocuted.

Escaping Bonds

A character who is handcuffed, shackled, tied up or similar can attempt to wriggle out with a successful Athletics check, or to damage their restraints enough to break out with a successful Vandalism check. Either way, the roll will be Specialised, and takes a turn.

Falling

A character who falls great distances takes 1d6 damage for every ten feet they fall, up to a maximum of 20d6 for a 200 foot fall. If the fall lands on something soft, then 1d6 less damage is dealt. If the fall ends on sharpened spikes, or a similar unpleasant landing, then it deals an extra 1d6 damage.

It's worth noting that a fall does not need to be free-fall to deal damage. Tumbling down a particularly steep slope will deal damage from all the impacts on the way down. Reduce the total damage by 1d6 since the fall is at least broken.

Getting hit by a falling object of significant weight deals damage dice just like if the character had fallen that far (so a rock that is dropped on a person from a height of ten feet deals 1d6 damage). Note that falling onto a person (or having a person fall on you) counts as hitting a soft surface, dealing 1d6 less damage. Similarly, particularly horrible objects like a bus or a sharpened stake deal 1d6 extra damage.

In some - but by no means all – cases, a character may get a save versus hazards to avoid falling off things or having horrible things land on them.

Fire

Fire deals damage when the character is exposed to it; normally a d4 for being struck with a burning brand. A character who takes damage from fire needs to make a save versus hazards; failure results in another d4 damage next turn as the flames catch. If the flames catch in this way, a second save versus hazards should be made; a second failure indicates that the character is completely engulfed with flame and takes d8 damage each round until they're either burnt to a crisp or the flames go out.

A character who is on fire automatically puts themselves out if they can submerge themselves in water. Attempts to 'stop drop and roll' and put the fire out use up an entire round and only succeed if the character passes a save versus hazards.

If the character is hit with napalm, the saves to avoid catching alight automatically fail, no roll is made.

Getting Left In The Dark

Light sources, such as electric lamps or burning torches, risk going out, plunging characters into darkness. Roll for breakage whenever a light source is dropped in water, violently struck, or similarly risks damage. Also roll after every three hours of continuous use; batteries run out, after all.

In absolute darkness, rolls to do anything requiring vision (dodge hazards, attack, move quietly, and so on) take –3 if they're on a d20, and -1 if they're on a d6. Perception rolls must be made to locate creatures by the sound they make. When a roll is failed, it's failed dangerously; characters might take d6 damage from accidents in the dark, or roll for equipment breakage.

Hacking and Re-programming Computers

The time, requirements, and exact procedures to hack into a computer system will vary depending on the task at hand, and will need to be judged on a case-by-case basis.

Hacking remotely, over the internet, takes at least a day of work in downtime. When able to physically interact with a computer (or smart phone, or whatever) then the work probably only takes a turn.

A goal will probably require multiple separate tasks be completed in order to succeed. For example, recovering information from an encrypted laptop will require one action to gain access, and then a second to actually find the information in question. Examples of actions a hacker might take, include but are not limited to:

- Get access to a password-locked device without knowing the password.
- Find a specific bit of information.
- Alter or remove a specific bit of information.
- Gain future access to the device without needing to crack the password.
- Install malware (allowing such tricks as using somebody's phone as a mic to listen to their conversation remotely, or alternatively lots of popup ads).
- Remove evidence of tampering.

Performing a single task requires a successful Technology roll. Failure probably means starting again from scratch and that the character's attempt at hacking has been noticed. Particularly secure systems may be locked behind multiple layers of security, each of which must be cracked to get access.

In the real world, hacking is a far more complex and interesting topic than these rules present. However, your author is not a computer geek, and this game is not a cyberpunk game.

Often, hacking is an inefficient way to get what you want. Far easier to simply spy on legitimate users to find their login details, or else force them to do what you want using magic or threats.

Mental Damage

Effects that erode a character's sanity are represented by damage to or loss of mental attributes (Intelligence, Wisdom, or Charisma). Damage represents temporary mental trauma which the character can recover from, whilst permanent loss represents revelations so unsettling that the character's mind cannot block it out or ignore it.

For the most part, these effects will be the result of witnessing or learning things that the mind is not well prepared to deal with, or direct psychic assaults. As a rule of thumb, intelligence is affected by things that contradict the character's basic understanding of the world. Wisdom is affected by things that prevent the character making sense of the world around them or cause them to doubt the reality of what they're experiencing, and charisma is affected by things that directly erode the character's sense of self.

If the ability score in question reaches 0, the character is not necessarily dead, merely rendered unplayable by their utterly broken mind. They will probably require constant care for the rest of their life, so troubled is their psyche.

Metamorphosis

Sometimes, a character will be turned into some sort of monster, either when they die or as an immediate consequence of an attack. When this happens, either they are non-sapient afterwards, or they are still sapient and playable.

If they're transformed into something non-sapient, that's effectively a character death. Roll up a new PC.

If they're transformed into a sapient creature, they become a level 1 Spook with 0 xp. Their attributes stay the same, they keep the same Resources level, and any modifications they'd acquired (such as permanent injuries, magical insanity, and so on) likewise transfer across. Their saves, skills, hit-points and so on are worked out from scratch. Their origin will depend on what they're turned into, as will their starting power; these are chosen by the GM to match the thing they've become.

Narcotics

A character who is intoxicated must make a Save vs Poison. If failed, they treat their Dexterity, Intelligence and Wisdom modifiers as between 1 and 3 points lower. The length of intoxication varies based on the drug, and some drugs will affect a different array of attributes to this.

A character who habitually becomes intoxicated needs to make a Save vs Poison at the end of each week they indulge. Failure indicates that they are addicted; they gain only half of any XP reward if they have not yet been intoxicated that day.

Particular drugs will have particular effects on the user.

Hallucinogens don't apply their penalties to rolls to use magic, and give a +3 bonus on the Save vs Magic when casting spells experimentally. Taking a dose of a painkiller immediately allows the user to roll a dice (the size being their normal hit dice, such as a d6 for Criminals or a d4 for Occultists), and recover that much lost grit.

Table 32: Common Narcotics

Drug	Penalty	Affected Attributes	Other
Alcohol	-2	Dex, Int, Wis	-
Cannabis	-1	Dex, Int, Wis	-
Cocaine	-2	Int, Wis, Cha	-
DMT	-2	Dex, Wis, Cha	Hallucinogen
Ecstasy	-1	Con, Int, Wis	-
Heroin	-3	Con, Int, Wis	Painkiller
LSD	-3	Dex, Int, Wis	-
Meth	-3	Con, Int, Cha	-
Opium	-2	Con, Int, Wis	Painkiller
Peyote	-1	Dex, Int, Wis	Hallucinogen
PCP	-2	Con, Wis, Cha	Painkiller
Psilocybin	-1	Dex, Con, Wis	Hallucinogen
Salvia	-1	Dex, Int, Wis	Hallucinogen

Poison

A save versus poison should be made every time the character is exposed to some sort of toxin. A failure indicates that the poison has its effect right away. The potential effects of poison include loss of attribute points, an amount of damage to flesh, unconsciousness, paralysis or even near-instant death in the worst cases.

Sickness

On exposure to a disease, the character should make a save versus poison; failure indicates that the character has contracted the sickness.

After a set incubation period, the character makes further saves at set intervals. Every failed save imposes a cumulative penalty (such as damage), whilst a successful save results in no negative effect. Two consecutive passed saves result in recovery; no more rolls need to be made.

Wound Infestation is one of the most common diseases that a character can contract. Any cuts on the victim's body fester and go septic, their wounds ooze and stink and writhe slowly. The incubation period is six hours and saves are taken every six hours after that. Every failed save deals a point of damage (first to grit and then flesh), and renders the character fatigued (so unable to regain grit except by sleeping) until the victim recovers.

Sleep Deprivation

For each night in a row where the character does not get at least 4 hours sleep, they suffer a –1 penalty to all rolls. This penalty is cumulative, so after two sleepless nights, they suffer a -2 penalty and so forth. The penalty resets itself after the character finally gets sufficient sleep.

Swimming and Drowning

Characters can move at half their normal movement when swimming. Characters that are heavily encumbered (enough to be fatigued by it) or are swimming in particularly dangerous waters have a chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under, they stand a chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under, the character takes -1 to their rolls to surface for each round they've been under (IE. -1 to the first attempt, -2 to the second attempt, and so on until they're rolling a 0/6 chance and need double 1s to succeed). A character can hold their breath for half their Constitution score in rounds (round down). After this, they take d6 damage to flesh each round as they begin drowning.

Torture and 'Enhanced' Interrogation

A character withstands brutal interrogation techniques by making a Save vs Stunning. On a failure, the character takes damage to their Charisma equal to the result on the d20. If they are reduced to 0 charisma, then their will is broken, and they will say whatever their captor wants them to.

It is not possible to force total honesty in this way, only compliance. A victim who's will is broken will confess to anything, regardless of whether they actually did it or not.

Traps and Alarms

Traps are devices designed to ensnare, deter or punish intruders. Traps will be placed in key locations, such as doorways, caches of valuables, choke-points and so on. Most of the time, the trap will have some way it can be bypassed, so it doesn't harm those who put it there.

A trap might be set off by stepping on a pressure plate, touching a tripwire, blocking an invisible laser, or making a loud noise. When set off, the victim makes a Save vs Machines; if failed, they suffer some effect. This might be damage (from automated gun turrets, scything blades, jets of flame, or similar), poison gas, physically being pinned in place, or something else. Often, the trap will also raise an alarm or capture the intruder's image when set off.

Locating a trap or alarm requires skill on the part of the player, rather than merely rolling to find them. The player should think about where these devices might have been placed, and then check for signs of their presence. Typical signs might be unexplained wiring, small hidden cameras, pressure plates that are slightly loose, or similar. Some traps, mostly those with electronic components, can be re-wired or bypassed entirely if their workings are accessed. Once the trap's internal workings are located and opened up to be tinkered with, the intruder can prevent it being set off, or alter what sets it off, with a turn's work (or more for particularly complex devices) and a specialised technology roll.

Encounters & Combat

These rules refer to a party leader whose stats are used for various checks. This character will typically be the one coordinating their team-mates actions or else the one at the front of the marching order. It does not imply that the leader has any authority over the other PCs, merely that they're taking point.
Monster and NPC groups will likely have a leader; typically the most powerful or influential of their number.

Surprise

It is possible when an encounter begins for one or both sides to be surprised, perhaps due to an ambush or sudden meeting.
If one side might be surprised, roll a perception check for them using the that party's leader; if the roll is failed then that side is caught by unexpectedly. If both sides might be surprised, then both sides roll perception using the best skill on each side. If both sides pass or fail, then both react with about the same efficiency. If one side fails whilst the other passes, then the failing side is caught unawares.
In a fight, a party catching their enemies by surprise gets a free round to act in whilst their enemies are unaware or struggling to react.

Encounter Distances

In buildings or the undercity, encounters happen when enemies are in the same room as the party.
If a side is taken by surprise, then their enemy can creep closer to them with a successful stealth roll; the party's leader makes the roll, under the assumption that they are directing the movements of the rest. Assuming sufficient cover (such as crowds, detritus or standing water), the encounter starts 3d6 feet apart. If the roll is failed, there is still a surprise round, but the combatants start 3d6 x 10 feet apart.
Otherwise, outside, the distance is 3d6 x 10 feet apart where visibility is reduced (such as in city streets or woodland). Where there is good visibility, such as open farmland, the encounter distance is instead 3d6 x 100 feet.

Weapons with thrown range always have a maximum effective range of 30 feet.
Weapons with Short range have a maximum range of 100 feet, weapons with Medium range have a maximum range of 200 feet, and weapons with Long range have a maximum range of 300 feet. Double this value when visibility is particularly good.

Reactions

In some circumstances, the reactions of beasts and NPCs encountering the party will be dictated by the circumstances of the meeting; predators on the hunt will be hostile, and so forth. In the event of an unexpected meeting where the reactions are not obvious, roll on table 33, below, modifying the result by the Charisma modifier of the party leader. If a character is obviously trying to make a good impression, then a successful Charm roll will let them improve the reaction roll by the number shown on the dice.

Initiative

During a surprise round, only the side that has the advantage of surprise acts. Once this is resolved, roll initiative to determine who goes first in the next round.
The leader of each side rolls a D6 and adds their dexterity modifier; the higher result gets to go first. In the event of a tie, then a coin flip or other 50/50 chance determines which side goes first.
Initiative order lasts for the entirety of the combat.

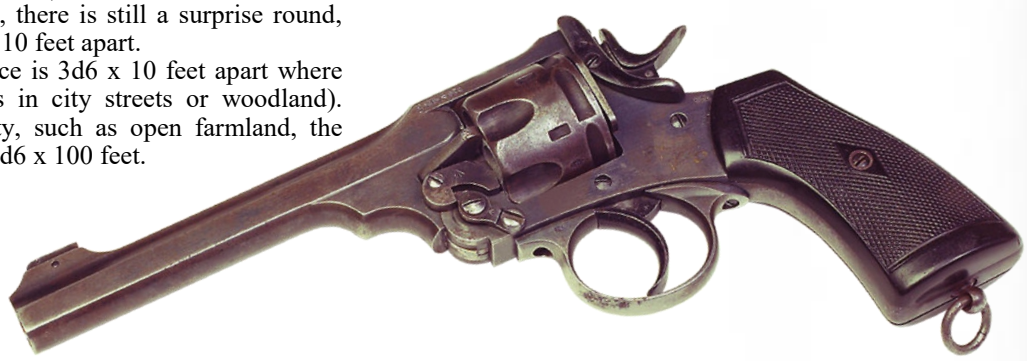


Table 33: Reactions

D6 + cha	Result
2 or less	Hostile: the NPCs are actively opposed to the PCs. Their reaction depends on the situation and relative strengths of both sides. They may initiate violence, hurl insults, retreat or otherwise work against the party.
3 or 4	Unsure: The NPCs have not decided if the PCs are an enemy. They might seek to avoid the PCs (if they are obviously outclassed), scrutinize them, or merely treat them with indifference. If the PCs show signs of hostility, though, they are perfectly prepared to resort to violence, but this is not a foregone conclusion.
5 or more	Friendly: The NPCs will want to negotiate with the PCs, perhaps to trade, team up, or simply coexist peacefully. If the PCs are unambiguously hostile, of course, then they will react appropriately by fleeing or resorting to violence.

Things That Can Be Done In A Round

It's worth noting that these options are mutually exclusive. You can do one of these things in a round, but can't combine them; for example you can't fight defensively on the turn you draw an item, as those are two separate combat actions.
Taking a few steps - to close with an enemy in melee, lean out of cover to shoot, fall into formation with allies, etc - doesn't prevent you taking an action, and neither does talking.
For some of these options, particularly fighting recklessly, fighting defensively, going for the kill and setting up a surprise attack, you need to be able to justify how you're doing it, such as using cover or attacking from higher ground.

Attack
Make an attack roll against the target's AC value, rolling damage as normal if you hit.

Draw an Item And Attack
You can drop any items in your hands, draw an item (normally a weapon), and make an attack roll as above.

Move and Attack
You can move (up to your combat movement speed) and make an attack roll as above, in either order.

Go for the Kill
As above, make an attack roll. When going for the kill, you take a -2 penalty to your attack roll, and a -2 penalty to your Armour Class. If your attack hits, you deal 2 points more damage.

Fight Defensively
As above, make an attack roll. When fighting defensively, you get +2 to your Armour Class until your action on the next round. However, you also take a -2 penalty to your attack rolls for the round.
You can only fight defensively in a melee.

Fight Recklessly
As above, make an attack roll. When fighting recklessly, you get +2 to your attack roll. However, you also take a -2 penalty to your Armour Class until your action on the next round.
You can only fight recklessly in a melee.

Set Up a Surprise Attack
If there is a plausible way to get in position behind an enemy without them noticing you, you can spend your action making a stealth roll to do so. If they haven't spotted you by your next round, your damage goes straight to flesh if you hit, since they are unable to defend properly against the attack.
Similarly, you can bait, taunt, browbeat or distract an enemy using Charm. This causes them to drop their guard, and the next ally to attack them deals damage straight to flesh.

Aim
If you spend a full round aiming a ranged weapon, then an attack you make with it next round gets +4 to your attack roll. You take a -2 penalty to your Armour Class until your action on the next round.

Cast A Memorised or Mystic's Spell
Casting a memorised spell, or appealing to a Patron for aid, takes a full round, meaning that you can't drop items, move, or talk whilst casting. See the section on magic for full details.

Use or Interact With an Item
This action covers both things like using a pyrite and flint to light a fire, and activating a spell bound into an item. Using an item takes up most of your round, meaning that you can't do it and attack in the same turn. However, you can still talk, drop items and move up to your combat speed.

Covering Fire
Covering fire throws out several shots in one direction, in the hope of catching anybody who might be vulnerable there and forcing those present to take cover. When you make covering fire, nothing happens on your action. If, however, somebody makes themselves vulnerable to you until you next act, you get to make a free shot against them. You get the free shot if:

- Somebody in your field of fire leaves cover.
- Somebody moves into your field of fire without staying in cover.
- Somebody in your field of fire starts their action not in cover.

You can make a maximum number of free shots in this way equal to your number of hit dice. You can only use suppressing fire with weapons able to be fired on semi- of full -automatic.

Blast Attacks
A blast attack covers an area with damage, rather than making a targeted attack. Rather than making an attack roll, you simply state where you want the blast to go: everybody within the blast radius must make a Save vs Hazards or take the weapon's damage.
To make a blast attack, you must be using a weapon that creates a blast of damage, such as a grenade or flamethrower.

Wrestling
Wrestling is resolved with a contested roll. Both combatants roll a D20 and add their Strength Modifier, and their attack bonus if they have one. In the event of a tie, roll a dice as a tie breaker. The winner has three options: they can pin the loser, attempt to snatch what they're holding, or end the grapple.
A pinned opponent cannot act on their next round except to either wrestle with their combatant, or attack them with a small weapon (such as a knife) or a natural attack. If they are successfully pinned for three rounds in a row, then they are rendered helpless for as long as they are held down, and can make no further attempts to wrestle free.
If an item is snatched the defender must make a Save against Hazards; if failed then the item is taken from them.
Whilst wrestling, everybody involved can be attacked by those outside the grapple as if they were surprised.
If multiple people attempt to wrestle one enemy, then they each roll, and the best result is used, with an extra +1 bonus for each person helping them.
Creatures with physiology or unusual features that would aid them in a grapple (such as sticky skin, or tentacles), get an additional +1 bonus to their roll per Hit Dice.

Complications in Combat

Ammunition
Weapons that require ammunition (or fuel, or batteries) run out of ammunition if they roll a 1 to hit. When out of ammunition, the weapon is effectively useless except to bludgeon people with as an improvised weapon.
A character can carry Reloads. A reload is a second batch of ammunition; a few spare clips for a handgun, a bandolier of shells for a shotgun, or whatever. Each reload allows the character to ignore a single 1 for ammunition, and is then used up.

Bystanders
Where there are civilians nearby, such as when a fight takes place in an occupied building, there is a chance that they will be hit by stray bullets. Any attack that misses has a chance (between 1-in-6 where there are only a few innocent civilians nearby, to 5-in-6 in large crowds) to hit an innocent bystander. Work out the effects of the hit against them as normal; a typical innocent citizen has perhaps 2 or 3 flesh and no grit. Bystanders don't make morale rolls; when violence breaks out, they panic and flee.

Cover
Hard cover, such as shooting from a window, gives +6 AC vs attacks with ranged weapons. Using softer cover, such as a wooden fence, gives +3 AC vs attacks with ranged weapons. The distinction is that hard cover is capable of stopping bullets while soft cover merely hides where the target is.

Helpless Enemies
Enemies who are asleep, fully restrained, paralysed or willing victims are hit automatically, for maximum damage, with the damage going directly to Flesh.

Improvised Weapons
By default, improvised melee weapons deal a d4 of damage. Increase the dice size by one for each of the following conditions the object meets:

- The right size and shape to be swung in the user's hands.
- Heavy, like a length of metal pipe
- Sharp or pointy
- Big enough that it needs both hands to swing.

Improvised thrown weapons deal a d4 of damage. Increase the dice size by one if the object meets the following conditions:

- Sharp or pointy.
- Very heavy, like a brick.

Improvised explosive weapons, like a Molotov cocktail, only do Blast attacks. They deal d6 damage to those who fail to Save vs Hazards.

Shooting into Melee
Shooting into Melee imposes a penalty of -3 to hit. If the roll to hit fails by a margin of 3 or less, then another victim in the melee has been hit instead. Where there are multiple combatants in one melee, randomly determine which is hit.

Vehicles
Vehicles have a single pool of Structure Points (rolled on a number of hit dice as normal), that are treated exactly like Flesh Points for the purposes of damaging the vehicle. If the vehicle is destroyed by damage, it becomes useless, and damage in excess of its Structure Points is dealt to all the occupants simultaneously.
The occupants can shoot from the vehicle and be shot at. Due to the cover and speed of the vehicle shooting from a vehicle or at the occupants of a vehicle counts as hard cover, giving +6 AC.

Surprises
Any source of damage that takes the character by surprise (ambushes, traps, and so on) bypasses grit entirely and goes directly to flesh points. This includes attacks in a surprise round and after a *Sneak Attack* has been set up.

Morale

At the end of a combat round, those involved may need to make a Morale check to see if their nerve holds. This covers both the party's enemies, and any NPCs fighting on the side of the party. Player characters, however, are not subject to morale, and the decision to withdraw is always down to the player controlling each character (barring where mind-controlling magic comes into play). Perhaps the PCs are a cut above the common folk, or perhaps they're just a bit deranged.

Morale should be checked in the following situations:

- Where half of those fighting on that side have been taken out of action, in the case of multiple combatants on the same side.
- When reduced to half their starting hit-points, in the case of a single creature fighting alone.
- When firearms or other serious weaponry are first used against an enemy not used to such things.
- If the enemy makes a particularly gruesome display of dispatching and mutilating a fallen enemy.
- When dramatic magic (such as fireballs and raising the dead) is first used, for those not used to such things.
- In other situations likely to cause panic or break resolve.

Check morale at the end of each round where one or more of those conditions apply. It is possible that both sides are forced to check morale and subsequently flee at the same time.

When morale is checked, roll a d6, add the party leader's charisma modifier, and consult table 34, below.

Some enemies are basically mindless, completely controlled by an outside force, or unconcerned with self-preservation; magical constructs and mindless oozes are good examples. These creatures never check morale and always fight to the death. Some enemies will, at the GM's discretion, ignore certain morale triggers; enemy spell-casters will not be panicked by the use of magic, and enemies with guns might not be panicked by receiving gunfire, for example.

Fleeing and Pursuits

If a combatant flees the fight, enemies next to them get one more melee attack against them before they go. They can, likewise, be shot at until out of range or line-of-sight.

A combatant that flees the fight is assumed to get away unless an enemy breaks off from fighting and pursues them.

If the fleer and pursuers speed or manoeuvrability are dramatically mismatched, the result is a foregone conclusion. The fleer either promptly escapes, or is caught after a round (the fight resumes if they are caught).

Otherwise, both the fleer and pursuer make Athletics skill rolls to represent the round's chase. If both succeed or both fail, the pursuit continues for another round. If only the fleer succeeds, they successfully break away and escape the encounter. If only the pursuer succeeds, they catch up to the fleer, and the fight continues.

The same process can be used to track down enemies that fled the fight. In this instance, the fleer rolls Stealth and the pursuer rolls Forensics. Each roll represents a turn's work sneaking away or following tracks. A win for the fleer indicates a successful escape, and a win for the pursuer indicates that they are tracked down.

Similarly, car chases use the same process. Each roll represents a turn of high-speed chase, and both sides roll driving.

Table 34: Morale

D6 + cha	Result
2 or less	Confident: the enemy continue fighting, and do not consider retreating yet.
3 or 4	Rattled: the enemy's confidence is shaken, and then begin to retreat if it is safe. They will fight defensively, supporting one another and withdrawing from the fight at the next good opportunity.
5 or more	Panicked: the enemy are thrown into an utter rout, and flee without any real co-ordination. They are driven almost entirely by fear.

CASH & DOWNTIME

Downtime

Downtime represents time spent in relative safety between missions. This covers at least a few days of relatively peaceful activity. The characters live their regular lives without engaging in any particular occult or illicit activity.

During downtime, characters are assumed to be somewhere safe and secure. They heal three flesh points each night when they sleep (since they are indoors and in a proper bed).

Generally speaking, a character can perform a single activity a day (such as buy equipment or go shopping) during downtime.

Resources

Rather than tracking the exact amount of money available to PCs, and the amount of money that different things cost, the system is abstracted to a simple value referred to as the character's Resources.

Since the only way to gain levels is by recovering valuable items, characters become wealthier as they gain levels. As such, their Resources score is normally equal to their level. Some things can modify this. A character who takes advantages such as 'Day Job' or 'Independently Wealthy' in character creation increases their Resources score to reflect it. Spook PCs (other than human Spooks) don't have a legal identity or bank account, so their Resources remain at 1 rather than increasing to match their level.

If characters receive a disproportionate amount of hard cash (perhaps as payment for a job done), they increase their Resources by 1 until they next gain a level. Particularly flamboyant gains of wealth might increase their Resources by 2 or more, until their level 'catches up' in the same way. Likewise, events that cut off a character's access to money (such as their bank accounts being frozen) can reduce their Resources.

Resources is capped at 9. After this, the character's Resources score does not increase at all. It also cannot fall below 0 for any reason.

A character's Resources value determines their rough quality of life and purchasing power. Assume that in day-to-day life, they spend about as much money on things like food, rent, bills and so on as they have coming in. Classes which require more XP to gain levels also gain Resources slower, but these classes (the Occultist and Mystic, most notably) tend to have additional costs of living due to their magical or religious activities, so it makes sense that they accumulate wealth slower than classes more focussed on temporal wealth, such as the Criminal.

As well as lifestyle details, the table lists 'budget' for each level. This is how much the character can afford to spend on a given purchase before it becomes significant enough to impact their ability to pay for food or rent. Costs below this amount are trivial enough to be ignored, within reason.

The rough details of a character's lifestyle are given in the table below. They can, of course, choose to 'slum it' and live less flamboyantly than this, if they wish. Characters not messing about in the Occult Underground (who are, of course, all NPCs) might not have accumulated XP and levels but still have a good Resources level simply by earning money in ways society doesn't frown on.

Table 35: Resources

Resource level	Quality of Life
0	Destitute. The character is probably sleeping rough, and has little or no wealth to their name. Their food is scrounged and their equipment cobbled together. 5 dollars budget.
1	Poor. The character lives in the cheapest accommodation possible, and has to scrape together enough money for supplies. 10 dollars budget.
2	Improving. The character can afford a few luxuries; a bottle of wine for the weekend or a slightly less depressing apartment. 20 dollars budget.
3	Secure. The character is able to live in a nice neighbourhood and enjoy a decent standard of living. At this point, their surroundings are not utterly grim. 50 dollars budget.
4	Comfortable. The character's home is well furnished, and they can afford to eat out most nights if they want. Although money is still a concern, they no longer need to cut costs at all turns. 100 dollars budget.
5	Pleasant. The character is cheerfully middle class. They can afford status symbols and to spend their money on frivolous things. Still, they can't spend extravagantly and misfortune can see their wealth slip away. 200 dollars budget.
6	Respectable. The character now has enough money that they aren't spending it all at once. They can afford to invest heavily, live somewhere fashionable, buy real luxuries such as artworks and designer brand items, and so forth. 500 dollars budget.
7	Wealthy. The character lives somewhere enviable such as a penthouse or villa. They probably have servants to maintain their property, and rarely find themselves unable to afford what they want.1,000 dollars budget.
8	Luxurious. At this point, the character has more money than they know what to do with. Few expenses are beyond them and they can afford to blow large sums of money on a whim. 2,000 dollars budget.
9	Obscene. A character this wealthy is one of the wealth upper crust of society. They move in the same circles as business CEOs and aristocrats, and likely have a large number of employees to manage their various properties and investments. 5, 000 dollars budget.

Buying Things

It can be assumed that a PC can buy various supplies not related to their adventures without needing to bring any game rules into it. Food, internet access and petrol are factored into the lifestyle their Resources allow. With even a low Resources score, mundane equipment like spray-paint, cable-ties and so on can be purchased as well.

Not everything is as easy to get as this. Weapons, occult gear and specialist equipment aren't easily available in stores*, regardless of the character's Resources. Instead, the PCs will have to track down a source for the stuff that they want. Each item wanted needs to be located and purchased separately. Each PC who passes a Contacts roll can find a contact willing to sell what they want to them.

When looking for Rare or highly specific items, the contacts roll is Specialized; a character needs 2-in-6 Contacts or better just to be able to attempt the roll.

You cannot find somebody willing to sell Grimoires or magical artefacts with this method.

For each contact made, that player can make a Resources roll. Roll a d10, and if the result is the PC in question's Resources level or less, they can afford the price being asked. The contact is able to sell as many items as the dice roll on a passed roll.

If the Contacts roll fails, the PC doesn't know anybody willing or able to sell what they're looking for. They won't be able to source it until they gain a level. If the PCs Resources roll fails, then the cost is out of their range. Maybe they're temporarily low on funds, maybe the messed up haggling, or maybe outside forces have pushed the price unreasonably high. They'll be able to try to buy again once they've earned any XP.

Each time you want to buy stuff, roll again to see if you can find a willing seller.

*Except in the US. But if you can suspend your disbelief enough to have Men In Black hunting down unlicensed witches, you can suspend it enough to have restrictive gun laws as well as restrictive grimoire laws. If it bothers you, set your games outside of America.

Other Activities

Contacts rolls can also be made to do any of the following things during downtime:

- Find somebody to perform a simple task (such as delivering a package or photographing a location) on the PCs behalf. If the task requires any particular skills or position (such as publishing an advert in a local newspaper), the roll is specialized.
- Find somebody willing to store, dispose of or fence items.
- Get unusual injuries treated by a medical professional, without bringing attention to the PCs.
- Find out a bit of information that known only to certain circles (such as who owns a particular building, or if the police are investigating a particular incident).
- Find out where a grimoire containing a particular spell might be. This is a specialised roll. Even if the roll succeeds, there might simply be no grimoires containing that spell in the local underworld. Going and getting the grimoire will likely be a mission all of its own.

The contacts in question may require payment, their costs covered, or a bribe. If the amount of money needed is higher than is reasonable for the PC, a Resources roll may be needed to get them to co-operate.

Events

Just because the PCs are inactive during downtime, that doesn't mean the occult underworld doesn't continue without their input. During a period of downtime, the GM will probably be determining what other groups are doing. Page 118-121 has various tables for what might be going on, producing events the PCs will probably hear about or even get caught up in.

Jobs

A PC who goes looking for work in the underground can make a Contacts roll each day; on a success, they find somebody willing to hire them. The GM will choose what work is available; table 68 lists various possibilities.

As well as restoring flesh points from their 'pool of healing' and practicing medicine, a Doctor PC can attempt medical science that would not be possible for PCs of other classes.

The process for this is largely free-form. The doctor describes the work they intend to do, and how they wish to go about it. Based on the techno-babble they come up with to justify what they want to do, the GM can either rule that the procedure is impossible (or impossible without specialist materials that the doctor isn't currently using), *risky* or *trivial*.

The distinction between risky and trivial procedures is this simple. Any medical procedure that you could get done in a mainstream hospital (think on the NHS in the UK) is trivial. Risky procedures are everything else; things that are still experimental, rarely performed due to the risks, involving the supernatural in some way, not yet possible with current medical technology, or otherwise not well known.

Regardless of what's being attempted, the experiment will require a safe laboratory to work in, and at least a day of downtime. Most likely, it will also require specific spare body parts; acquiring a body part suitable for the experiment is a specialised Contacts skill roll. Alternatively, the doctor or somebody helping them can go out and jump somebody to harvest their organs.

Performing a trivial experiment requires a medicine roll. If it succeeds, the experiment is a success. If it fails, the experiment fails, wasting time and any materials used, but there are no other repercussions.

Performing a risky experiment requires the doctor to make a Save vs Machines instead. On a failure, something goes horribly wrong.

Listed below are common trivial and risky experiments, but these are only suggestions. If the doctor's player can justify what they're doing, it probably will be possible even if it's not listed here.

Trivial Medicine

- Transplanting an organ (within reason; hearts are doable, brains aren't) from one human to another, which requires bio-compatible organs. If the doctor has some spare organs lying about, organs from a given donor have a 1-in-6 chance of being compatible with the patient they have in mind.
- Reconstructing limbs rendered useless by injury. Depending on the nature of the injury, this will probably require a lot of flesh to graft in or a replacement limb, subject to the same chance of compatibility as with organ transplants.
- Perform simple plastic surgery to modify appearance or correct disfigurements. The patient will still be recognisably the same person afterwards.
- Preserve a body (or parts of the body) as good as fresh, indefinitely for as long as the storage facility remains undisturbed and has power.
- Cure mundane diseases and poisons, simply through the application of proper medicine. Getting hold of the right medicine to cure the condition is probably harder than performing the medicine itself.
- Other things you could probably get done in a hospital if you weren't magic-abusing criminal weirdos that the police probably want to arrest.

Risky Medicine

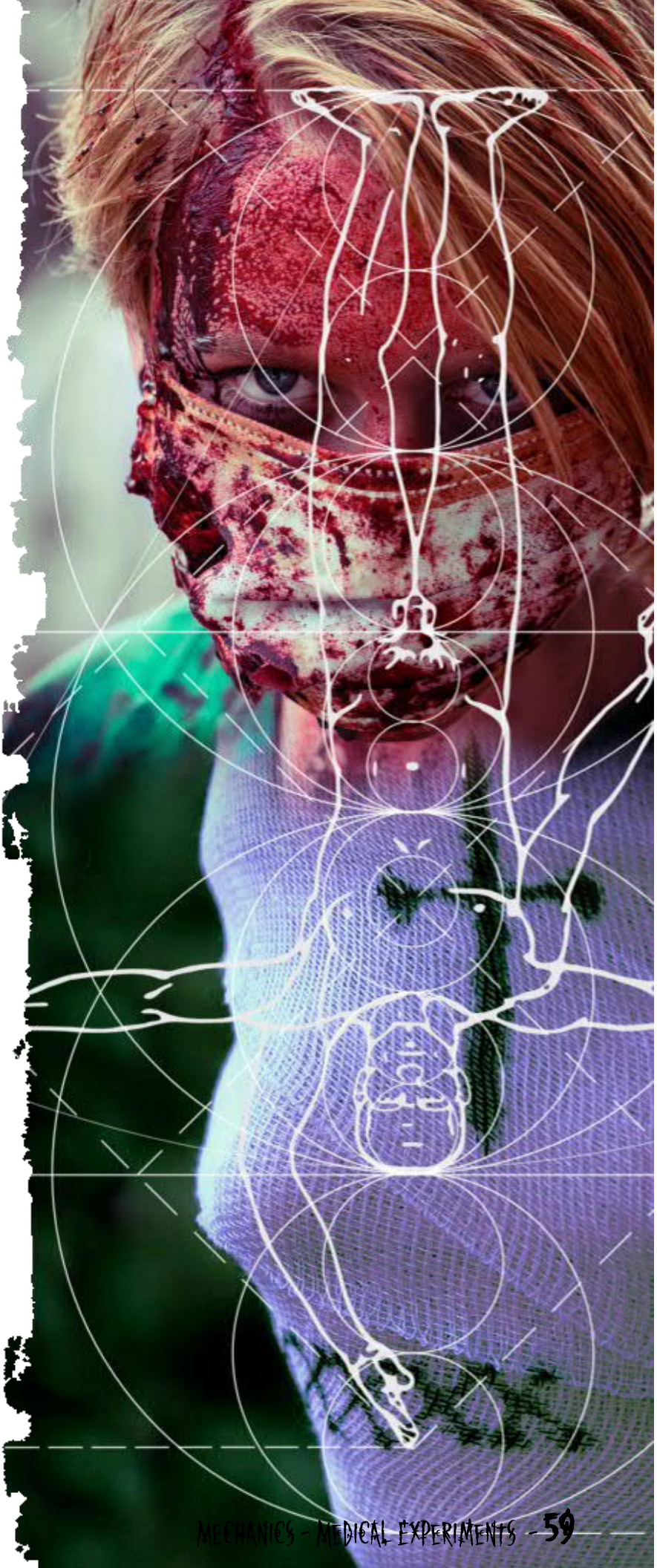
- Graft in organs responsible for particular abilities so that the patient gains those abilities. For example, a dragon's pyroclastic glands, allowing the patient to breathe fire, or a giant spider's spinnerets. Not all 'powers' are biological in origin.
  The grafted organs will be obvious under even casual inspection, and mark the patient out as not quite human anymore. The abilities granted by this experiment are best represented by selecting an appropriate Monstrous Power, although the GM may want to invent a new power to cover the effects of particularly unusual organs.
- Clone somebody or something, requiring a sample of their DNA to work from and something for the embryo to mature in, either a surrogate parent or an artificial womb. The clone grows and matures at the same rate as one of its kind born naturally, unless additional measures are used to accelerate the process.
- Transfer a brain from one living body to another. The new body's flesh and grit, physical attributes, and abilities that are biological or physical in nature are taken. Likewise the mental attributes, level, skills, saves spellcasting and abilities that are psychological, trained or knowledge-based are taken from the brain's donor. Combine the two sets into a single stat-block.
- Cure supernatural maladies and transformations, if the doctor can come up with suitable technobabble for how the intend to fix it.
- Other mad science, so long as there is both a convincing explanation for how it's possible, and proper materials.

When Something Goes Horribly Wrong

When the roll to perform a risky procedure is failed, then something goes wrong. Exactly what is up to the GM to decide, but it should be a logical consequence of the procedure being performed. This doesn't necessarily mean the experiment failed; there might instead be unforeseen consequences. Furthermore, the more tenuous the logic used to justify the procedure, the more punitive the failure should be. Examples of things going Horribly Wrong are listed on the next page; these are, however, only samples to spur the GMs imagination and it is up to them to come up with other effects as they see fit.

Example Things That Go Horribly Wrong

- Organs being grafted in fail to take hold, and rapidly turn gangrenous. The area where the graft was going becomes useless; inconvenient for a leg, but potentially lethal (Save vs Poison or die, perhaps) when it's the chest cavity or brain.
- The patient becomes horrifically allergic to some common substance; exposure to it in even trace amounts deals d6 damage to them each round. Possible allergies include iron, car-exhaust fumes, alcohol, paper, sunlight, human sweat, plastic, cotton or tap-water.
- The patient must consume some unusual substance to stay alive; each day that they don't, permanently reduce their maximum flesh by 1. Example substances include human blood, cerebrospinal fluids, powerful immunosuppressant drugs, naptha or stem cells.
- The patient becomes highly contagious with some weird disease, although they themselves are immune. Those making physical contact must Save vs Poison or contract it. A typical wasting disease requires saves twice per day, dealing d8 damage to constitution on a failed save. Alternately, page 128 details of all manner of far nastier and weirder sicknesses.
- The patient becomes functionally undead, only kept alive through the weird science of the doctor. They are immune to poison, disease and so on, cannot be healed by Medicine rolls, and take double damage from holy things.
- Damage to the patient's body results in them suffering the effects of a Horrible Wound, as detailed on page 42-47. Choose one that's appropriate, for example a mangled tongue for experiments grafting things into the patient's throat.
- A clone rapidly matures into something horribly dangerous and hostile to the doctor. The stats for Paradox Beasts might be appropriate.
- Body-parts discarded by the doctor cling to life, and become dangerous monsters in their own right. The stats for various undead beings (such as half-zombies or crawling hands) might be appropriate.
- There is an outbreak of some horrible disease accidentally engineered by the doctor. Numerous civilians nearby contract it within the day, and those in contact with them must Save vs Poison or contract it too. A typical flash-warping virus requires saves every hour. On a failed save, the victim takes d6 damage to Dexterity and Charisma; upon death, their flesh transforms into a 1HD paradox beast. Alternately, page 128 contains many other example diseases.
- The new body a brain is placed into is not fully under control, and sometimes tries to rid itself of the alien mind trying to puppet it (Save vs Stunning whenever the patient has a chance to remove their brain while leaving the body intact, or they try to follow through).



Spooks & Their Powers

Spooks

The Spook class is intended to model all non-human PCs. Each Spook is unique; playing this class is an opportunity to create a new supernatural being to add to the game world, or to model the character on some creature from fiction or mythology.

Every Spook possesses innate supernatural abilities, and develop more as they grow in power. Monstrous powers always function, and are an innate part of the character's being. Typically, they will be reflected in the character's appearance or nature; for example, a Spook with a Bite attack will probably have visibly dangerous jaws and be rather predatory in character.

All Monstrous Powers have 'themes', which define the sort of being that might possess them; in the Power's description, it will list which 'themes' it belongs to. Whenever a Spook PC gains a new level, they gain another Monstrous Power. The Monstrous Power must share at least one of its themes with a power that the Spook already possesses.

In addition to this, Spooks have an origin that defines where they came from and how their biology (or lack of biology) functions. Each origin will give the Spook certain weaknesses, requirements and perks.

The power that a spook starts out with depends on their origin. Each different origin has a table of powers, from which the starting power is randomly selected.

Alternatively, your GM might allow you to simply pick your starting power. If this is the case, you *are not limited* to those in the table of random starting powers, and can select any power.

The best approach is to use this as an opportunity to create a thematic and interesting Spook, tailoring their choice of powers to a particular theme. See Page (How do I play a… ?) for examples of appropriate powers for different concepts, or look at the various supernatural monsters in the bestiary (P. 188 onwards),. You can even draw inspiration from mythology, urban legends, other games, folklore and so on to create creatures not otherwise detailed in this book.

Human Variants

This Spook is, at least nominally, human. They might be descended from a cursed and divergent human bloodline (such as House Usher, the residents of Innesmouth or the Báthory family), or have been the subject of some terrible mishap or dark experiment. A human Spook has no special rules traits associated with it, but is more fragile than other spooks. It's Flesh and Grit Dice are d4s, rather than d6s. In addition, unlike other Spook characters, they have a legally recognised identity, and can have passports, bank accounts and so on. Their Resources level is not capped at 1, and instead rises normally as they gain levels.

Table 36: Powers for Humans

D10	Power
1	Ambush Surgeon
2	Animal Form
3	Blood Drinking
4	Flesh Sculptor
5	Intoxicating Blood
6	Lightning Speed
7	Mad Insight
8	Magical Prodigy
9	Mental Communication
10	Mesmerizing Gaze
11	Venom
12	Wallcrawling

Constructs

Constructs are artificial beings that have been deliberately created; golems, artificial intelligences, scarecrows and more. A constructed Spook is unaffected by mundane poisons and sicknesses (although magical or very strange poisons and diseases might still affect them), does not need to eat or breathe, and does not suffer from the cold. They do not bleed. They cannot regain Flesh points from medicine rolls. A construct automatically fails any rolls to resist mind-control, and rolls to use mind-control always work against them; their creators made them pliable and easy to direct.

Table 37: Powers for Constructs

D10	Power
1	Detached Body Parts
2	Flame
3	Fluid Form
4	Huge Size
5	Immune to Fire
6	Lightning Speed
7	Painless
8	Resilient
9	Rusting Touch
10	Shocking Touch
11	Tremor Sense
12	Unnatural Strength

Fairies

Fairies are creatures springing from the unconscious fears, dreams and suspicions of humans. They take a wide variety of forms, reflecting the various deep-seated thoughts that spawned them, but a great many are frightening, as they come from anxieties and nightmares. A fairy is a creature of strange vitality, powered as much by belief as biology. They cannot suffer from poison or diseases. The do not need to eat or drink either. They take double damage from cold iron weapons, and cannot carry any cold iron equipment of their own.

Table 38: Powers for Fairies

D10	Power
1	Animal Form
2	Animal Speech
3	Aquatic
4	Bite Attack
5	Deepen Shadows
6	Face Thief
7	Inhuman Beauty
8	Invisible Hand
9	Memory Worm
10	Mimic
11	Silent
12	Trackless

The Ghostly

Various Spooks seem to be totally intangible, such as various ghosts and spirits, or creatures composed of gasses or light. Although intangible, they are still visible and can make sounds. Ghostly Spooks cannot be touched or harmed by physical things. They can ignore weapons, walk through walls, reach through doors, and so on. When they pass through a large physical object (such as walking through a closed door) or something large and forceful passes through them (such as a speeding car) it merely disrupts their ghostly form a little, causing 1 damage. A ghostly Spook cannot carry equipment (as it has no way to hold it), or otherwise interact with physical things. The exception to this is magic. A ghostly Spook can use supernatural effects to interact with the physical world, and magical things are tangible to them and interact with them normally. Healing a ghostly Spook using the Medicine skill is possible only if the doctor has some way to actually touch the spook.

Table 39: Powers for The Ghostly

D8	Power
1	Dream Manipulation
2	Extinguish
3	Flame
4	Haunter
5	Healing Stigmata
6	Invisible Hand
7	Mental Communication
8	Mesmerizing Gaze
9	Poltergeist
10	Scream
11	Shadow Tentacles
12	Vanish

The Living

A living Spook is a relatively mundane creature, composed of normal flesh and blood and with a normal animal biology. These creatures might be subterranean morlocks, aquatic piscine undines, yeti, bigfoot, animals living among humans in disguise or one of any number of similar creatures. A living Spook has no special rules traits associated with it. It has no legally recognised identity.

Table 40: Powers for The Living

D12	Power
1	Animal Speech
2	Aquatic
3	Bite Attack
4	Claws
5	Detached Body Parts
6	Fluid Form
7	Gullet Storage
8	Mimic
9	Resilience
10	Silent
11	Tremor Sense
12	Unnatural Strength

Minerals

A mineral Spook is made out of stone that is still, somehow, alive. For the most part, they are native to strange realms deep beneath the earth, and consider the surface world an alien or irrelevant consideration. Most are used to the deep, dark, solid embrace of their caves and find the emptiness and lightness of the surface disconcerting. Stone elementals, gem warriors and animated fossils are examples of this sort of being. A mineral Spook is unaffected by mundane poisons and sicknesses (although magical or very strange poisons and diseases might still affect them), does not need to breathe, and does not suffer from the cold. Mineral Spooks eat, but don't eat the same food as fleshy beings; they normally subsist on metal ores or gems. They do not bleed. They cannot regain Flesh points from medicine rolls. Mineral Spooks are vulnerable to electricity, which disrupts the delicate crystalline matrix that makes up their equivalent of a brain. They take double damage from electricity, and automatically fail saves to resist electric shocks and so forth. They move slowly, as if 1 step more encumbered than they actually are (although their skills and saves do not take the encumbrance penalty).

Table 41: Powers for Minerals

D12	Power
1	Claws
2	Deepen Shadows
3	Extinguish
4	Flame
5	Huge Size
6	Immune to Fire
7	Painless
8	Resilience
9	Rusting Touch
10	Tremor Sense
11	Unnatural Strength
12	Wealth Sense

Plants

Various plants and plant-like beings are as intelligent as people. Dryads, mycelium-based fungus-people, algae-based swamp-Spooks and more all exist in the world and have roughly similar physiological needs. Plant Spooks don't need to eat, although they need water and sunlight to survive. They do not bleed. They produce, rather than use, oxygen, meaning that they cannot suffocate. Furthermore, a plant Spook produces enough oxygen that in a sealed environment they negate the oxygen requirement of a breathing person. They take double damage from fire, as their anatomy is particularly vulnerable to burning.

Table 42: Powers for Plants

D8	Power
1	Animate Body Parts
2	Claws
3	Fluid Form
4	Gullet Storage
5	Inhuman Beauty
6	Intoxicating Blood
7	Paralysing Touch
8	Putrefy
9	Scream
10	Trackless
11	Unnatural Strength
12	Venom

The Undead

An undead Spook is a human who died and returned. Many different archetypes of undead exist, such as ghouls, vampires, mummies, draugr, calecas and more. Animated by necromantic power rather than biological life, the undead are distinctly unnatural creatures, immune to many of the things that might injure humans but with their own weird vulnerabilities. An undead Spook is unaffected by mundane poisons and sicknesses (although magical or very strange poisons and diseases might still affect them), does not need to eat or breathe, and does not suffer from the cold. They can be damaged by holy water, and holy weapons deal double damage against them. They cannot regain flesh points through the use of the Medicine skill at all, and all other methods of healing never heal more than 1 flesh point at a time. No matter how well they rest or how powerful the magic used, they cannot gain more than 1 flesh from it.

Table 43: Powers for The Undead

D12	Power
1	Animate Body Parts
2	Bite Attack
3	Blood Drinking
4	Creature of the Night
5	Detach Body Parts
6	Flesh Sculptor
7	Haunter
8	Intoxicating Blood
9	Lightning Speed
10	Painless
11	Paralysing Touch
12	Putrefy

Monstrous Powers

Achilles Heel
Themes: Enhancement, Protection, Arcane
The Spook takes half damage from mundane weapons such as bullets, knives etc and from natural attacks like bites and fists. However, there is one fairly common material or quality that they're weak to; this might be wood, forged iron, silver, fire, holy things, or something else. Against this source of damage, the spook instead takes *double* the normal amount of damage (if already weak to it, then instead they take *triple* damage from it, which is frankly just overkill). Exposure to this stuff deals d6 damage a round if it's not something that normally does damage (such as sunlight, holy water, etc). The material the spook's weak to shouldn't be one they're already resistant or immune to. The spook's player and GM should come up with a suitable weakness for the spook, one that might come up in play enough that it's a reasonable drawback.

Ambush Surgeon
Themes: Violent, Morbid, Genius
The Spook is an expert at slicing open their victims, attacking with clinical precision to sever tendons and open veins. Whenever their attack would ignore grit and go directly to flesh, they do +3 damage and start their victim bleeding out.

Animal Shape
Themes: Nature, Hidden, Shapeshifter
The Spook can take on the shape of a particular animal and transform back to its 'true' shape whenever it wishes. Transformation takes a full combat round, during which it cannot do anything else. In animal form, it has the same statistics as normal, save for its Armour Class (which becomes 12 modified by dexterity). It cannot talk or use equipment, and looks just like a normal member of the animal type it is becoming. Monstrous abilities still function in animal form, and may be necessary to do some things that make sense for that animal (for example, turning into an octopus does not grant the ability to breath water without the Aquatic monstrous ability). When taken, this power applies to a single animal form that cannot be changed. It can be gained additional times, each time giving a new animal form.

Animal Speech
Themes: Nature, Social
The Spook can talk to animals in their own tongue. It gets +2 to its Charm skill chance when talking with them.

Animate Body Parts
Themes: Morbid, Arcane
The Spook can cause dead flesh that they touch to animate itself temporarily. They can animate a body part up to the size of a human arm. At any one time, they can have as many body parts as their level animated. Whilst animating body parts in this way, they must concentrate on the task. Attacking, moving quickly, using technology and similar all break concentration; animating further body parts, however, does *not* break concentration. Animating a body part uses the Spook's action in a combat round.
An animated body part has 3 points of flesh (a single d4), AC 8, all skills at only 1-in-6, and all saves at 17+. It can hop, crawl or drag itself at the rate of a heavily encumbered human, and has only a fumbling, clumsy degree of dexterity. If used to attack, it suffers a -2 penalty to hit and does only 1 damage. It does as the Spook directs it, as best it can.
The parts do not need to be separated from the main carcass; for example the Spook can animate a cadaver's arm to drag it towards prey and then its mouth to gnash and bite at said prey.

Aquatic
Themes: Nature, Water
The Spook can breathe underwater and swim with as much agility as any other naturally aquatic creature.

Bite Attack
Themes: Morbid, Violent
The Spook has sharp teeth in its jaws that can be used to attack in close combat, dealing d4 damage (modified by strength as normal). This attack can be made in addition to another melee attack made, such as by claws or a close combat weapon.

Blood Drinking
Themes: Morbid, Flesh
The Spook can sustain itself by drinking blood. Against a helpless, grappled or willing victim, it can drain blood at a rate of 1 flesh point a round (with no roll required), and if its own flesh has been damaged it heals 1 flesh a round whilst drinking. Once the Spook is done, the victim begins bleeding out.

Breathe Fire
Themes: Violent, Fire, Arcane
The Spook can breathe fire like a dragon. This uses up their action for the turn, and is a blast attack that does d6 damage to everybody who fails their Save vs Hazards to avoid it.

Claws
Themes: Nature, Violent, Shapeshifter
The Spook possesses claws on their hands that are as dangerous as standard weapons. When unarmed, it can attack twice with them (one attack per hand) for d4 damage each.

Creature of the Night
Themes: Morbid, Spectral, Tenebrous
The Spook is most comfortable in the darkness. In the dark, the Spook improves the chances on all its skill rolls by +1, deals +1 damage, and gets +2 to all rolls on a d20. In absolute darkness – the kind only found deep underground – these bonuses are doubled to +2 on skills, +2 damage, and +4 on d20s. In sunlight or bright artificial light, the Spook suffers a penalty of -1 to skills, -1 damage, and -2 on a d20.

Darkvision
Themes: Enhancement, Perception, Tenebrous
The Spook can see in the dark just as well as during the daylight, either through echolocation, viewing the infrared spectrum, or some other means.

Deepen Shadows
Themes: Hidden, Spectral, Tenebrous
The Spook can cause shadows around them to become darker and more concealing. When attempting to hide in shadows or darkness, they and anybody else they wish to hide improve their stealth skill by 1.

Detached Body Parts
Themes: Morbid, Flesh, Shapeshifter
The Spook can detach parts of its body such as its hands or eyes, which remain alive and active. Hands can crawl around on their own, eyes can still see, and mouths can talk. The Spook loses a number of flesh points - one (for very small organs such as eyes), two (for things the size of a hand or so) or three (for entire limbs) – which become the flesh points possessed by the organ. The organ has the same saves and attributes as the Spook, and possesses any skills (such as Athletics) and powers (such as bite damage) appropriate to the anatomy in question. The body part becomes a separate creature completely under the Spook's control. The donated flesh points are only regained when the Spook re-attaches the body part, but damage to the donated flesh points heals at the normal rate.

Dream Manipulation
Themes: Social, Spectral, Genius
When they have uninterrupted access to a sleeping mortal, the spook can perceive whatever they might be dreaming about. Furthermore, with a little effort, they can alter the dream's contents, adding or removing elements, changing the emotional tone, or altering the setting as they see fit. If they wish, they can ensure that the victim remembers the dream when they wake. If the dreams they induce are particularly unpleasant, then the victim gains no benefit for the night's rest, as if they hadn't slept at all.

Extinguish
Themes: Fire, Spectral, Tenebrous
The spook can turn out lights and extinguish flames. Any flame they touch less than the size of their hand goes out almost instantly, guttering away to nothing. For flames larger than this, they can make a Save vs Magic for each round of contact, and the flame goes out if they succeed. They suffer the effects of touching fire as normal. When they touch lightbulbs or other sources of light that aren't on fire, the light source fails and goes out automatically when they touch it.

Face Thief
Themes: Shapeshifter, Flesh, Hidden
The Spook can take on the appearance of others. Simply by touching them (which may require a successful grapple in combat), their body changes its appearance to perfectly mimic them. Height, build, skin tone, and everything else about the Spook is changed, but the spook's clothing and equipment is not.
The disguise is an illusion, rather than a real change (a spook made of stone continues to be made of stone even after stealing a human child's face; they are merely perceived as being made of flesh and blood. The disguise lasts until the Spook steals another face, or chooses to return to their own form.

Flame
Themes: Fire, Arcane
The Spook can create small flames on their fingertips each about the size of a candle flame, enough to light a fire with but not enough to be a serious hazard on their own. Their unarmed attacks do d6 damage, or +1 damage if they already do this much damage or better.

Flesh Sculptor
Themes: Morbid, Flesh, Genius
The Spook can work with living flesh like a sculptor works with clay or wax. Flesh becomes pliable under their fingers, and they can shape it into new forms with relative ease. They cannot create entirely new organs from nothing or introduce new biological processes, but they can stretch, bend, compact, re-knit and splay out flesh. The changes they make are automatic, and last until undone by further application of this ability or plastic surgery. Minor changes, such as stretching a finger to be a long probe, take a round to create and require no roll. More sophisticated changes, such as reshaping a face to disguise somebody, take a turn of work; the most complex of these alterations also require a successful Medicine skill roll or else the change doesn't work as intended.
Due to its familiarity with flesh, the Spook gets +2 to its Medicine skill chance.

Fluid Form
Themes: Water, Flesh, Shapeshifter
The Spook's body can be made to flow like liquid and pour through small gaps. It can pass through any gap big enough to put a coin through, or escape from any bindings (other than total envelopment) with a little work. It is hard for it to be pinned down, and it is an expert at wriggling and bending in unexpected ways, giving it +1 to wrestling rolls per hit-dice.

Gullet Storage
Themes: Nature, Hidden, Flesh
The Spook can store items in its throat and stomach. There is as much space in there as a normal backpack. The items in there are safe, don't hurt the Spook, and can't be detected save by magical means. The Spook can vomit them up whenever desired.

Haunter
Themes: Morbid, Spectral
The Spook feeds on inspiring fear. Whenever somebody fails a Morale roll or otherwise gives in to fear due to the Spook's actions, it heals a point of damage (flesh first, and then grit if flesh isn't damaged). Enemies in the same encounter with the Spook are 1 point more likely to fail their Morale rolls.

Healing Stigmata
Themes: Morbid, Flesh, Arcane
The spook can heal others with a touch, instead manifesting the wounds themselves. When used, the spook's patient heals d6 damage to flesh, causing the spook to suffer as much damage to their own flesh, as matching wounds open on their body. Alternatively, they can cure a Horrible Wound the victim has suffered; again, they immediately suffer the same Horrible Wound themselves.

Hoard
Themes: Social, Genius
The spook has a store of wealth and access to human institutions. Their Resources level rises as they gain levels, rather than staying at 1.

Huge Size
Themes: Protection, Enhancement
The spook is far bigger than normal. It gets +1 hit-point per dice. This power can be taken multiple times, with the effects stacking.

Hypnotism
Themes: Hidden, Social
The Spook's voice carries hypnotic power, and by speaking with a victim it can subtly compel them to act on its behalf. To do this, the spook needs to spend a few minutes in uninterrupted conversation with the victim, and must be alone when they do so. This doesn't need to be a pleasant conversation; interrogating an unwilling captive works just fine, so long as the victim can't leave and the spook isn't interrupted.
The spook makes a Charm roll, and if they succeed the victim will want to do something the spook suggests during the conversation. This power doesn't force immediate direct action, and the victim remains in control of themselves. Rather, their underlying desires are tweaked to suit the Spook. The resulting desire seems perfectly natural to the victim. It will fade over time, but the victim never really realises that anything was amiss.
Where the desire implanted would be actively dangerous or wildly out of character for the victim, they get to make a Save vs Stunning to resist temptation for the time being.

Imbue Power
Themes: Spectral, Arcane
The Spook can, by touching a chosen vessel, imbue their powers into that vessel. The spook loses access to one or more of their monstrous powers, which the vessel gains. The effect lasts for as long as the Spook concentrates to maintain it; if they're stunned, unconscious or no longer willing the powers return to the spook.
You can't imbue *this* power into a vessel, that would get silly.

Immune to Electricity
Themes: Enhancement, Fire, Protection
The Spook takes no damage or other harm from non-magical electricity or magnetism, although it might still be vulnerable to its equipment and clothing being damaged. Against magical electromagnetism, reduce the damage dealt (if any) by the Spook's number of hit-dice, and improve its save against the effect by its number of hit-dice.

Immune to Fire
Themes: Fire, Arcane, Protection
The Spook takes no damage or other harm from non-magical fire or heat, although it might still be vulnerable to smoke inhalation or its equipment and clothing being damaged. Explosions affect it normally, as the damage is as much about the blast wave and shrapnel. Against magical heat and fire, reduce the damage dealt (if any) by the Spook's number of hit-dice, and improve its save against the effect by its number of hit-dice.

Inhuman Beauty
Themes: Social, Genius
The Spook's appearance is, or seems to be, unusually attractive. Reaction rolls are shifted 1 point in their favour, and they get +1 to their Charm skill chance.

Intoxicating Blood
Themes: Social, Flesh
Anybody who tastes the Spook's blood is intoxicated by it. From this point on, the Spook gets +2 to their Charm skill chance against them. They are vulnerable to the Spook's suggestions, and will do things that the Spook requests without thinking, even things they'd not normally consider.

Invisible Hand
Themes: Hidden, Spectral, Arcane
The Spook can manipulate objects as if with an extra invisible hand. The hand has as much manual dexterity and physical strength as the Spook, and can reach things up to five feet away from them. It is invisible and intangible, and cannot be blocked or harmed, although things it grasps can.
This power can be taken multiple times: each time it is, the spook gains an additional invisible hand they can use.

Leech Vitality
Themes: Spectral, Hidden
The Spook drains away the energy of their victims. Whenever they deal damage to a victim's flesh, that victim is Fatigued. They remain fatigued for as long as they have any damage to their flesh. Furthermore, they do not regain grit by sleeping, or from any other source, for as long as they are fatigued.

Lie Detector
Themes: Genius, Perception
The Spook instinctively knows when it is being lied to. It automatically spots attempts to tell it untruths, although fast-talk, bias, and misleading (though technically accurate) statements are not detected in this way.

Lightning Speed
Themes: Enhancement, Genius
The Spook reacts and moves unnaturally quickly. It always counts as rolling a 6 for initiative, acting before everybody else. Double its movement rate.

Mad Insight
Themes: Perception, Arcane, Genius
The Spook is capable of spotting patterns others don't, unlocking hidden meanings from the movement of wild animals, the way blood splatters, or minute changes in posture. The Spook improves their Forensics and Translation skill chances by 2. Furthermore, they can spend a turn examining a scene, and make a Forensics skill roll. If they succeed, they can ask the GM any single yes-or-no question about the scene and its contents, which the GM answers truthfully.

Magical Prodigy
Themes: Genius, Arcane
The Spook is skilled at utilizing the magics of others. They get +1 to their Charm chance when using Blessings, and +1 to their Translation chance when using Scrolls. Furthermore, they can make scrolls duplicating a spell they have access to (either as a scroll in their possession or a blessing they've been granted), just like a magician making scrolls of their own.

Memory Worm
Themes: Hidden, Protection
The Spook is difficult to remember when it wants to escape attention. If it wishes to be forgotten, it can activate this ability which lasts for a turn. Those observing it still remember what it did and the chain of events normally, but whenever they try to remember an identifying detail about the Spook (such as its appearance, or information it might have given about itself) they must make a Save vs Magic to do so successfully; if failed, they remember that somebody was present, but not who. Whilst active, this effect is indiscriminate, and affects all targets equally.

Mental Communication
Themes: Hidden, Social
The Spook can cause others to hear its voice without actually speaking; the subject hears the Spook talking in their mind. The subject knows that the Spook is the source of the voice. The Spook must be able to see, hear or otherwise sense the subject to project its voice into their mind in this way.

Mesmerizing Gaze
Themes: Social, Genius
The Spook's gaze is compelling. It can spend a few seconds (a full combat round) regarding somebody, who must pass a Save vs Magic or make eye contact. The victim cannot voluntarily break eye contact until they spend a few seconds (a full combat round) of effort to do so, and then pass a Save vs Magic. The Spook improves their Charm skill chance by 2 against a Mesmerized victim. The victim is not aware that they are mesmerized.

Mimic
Themes: Hidden, Social, Shapeshifter
The Spook can perfectly replicate any voice or sound they have heard. They improve their Charm skill chance by 2 to impersonate people.

No Reflection
Themes: Hidden, Spectral
The Spook casts no reflection. It does not appear on film or electronic recordings, including visual and audio recordings such as CCTV. It can, however, still trip electronic security measures such as burglar alarms.

Painless
Themes: Morbid, Enhancement, Protection
The Spook's anatomy doesn't really feel pain, and can function just fine even with critical organs injured. One of their dice of grit is instead a second dice of flesh.

Paralysing Touch
Themes: Morbid, Violent
The Spook's touch causes paralysis. If the Spook's unarmed attacks (including those like teeth and claws) injure a victim, the victim must make a Save vs Stunning or be paralysed for a round, unable to act.
Injuries to both flesh and grit count; the Spook only needs to touch, not to wound).

Poltergeist
Themes: Spectral, Violent
The Spook can project pulses of force in order to lift, push or bludgeon objects. This can be used to throw objects at their victims instead of making a normal attack; roll to hit with the Spook's strength bonus, and the attack does damage as appropriate for an improvised thrown weapon. Simply attacking with blasts of force deals only d4 damage, with no strength bonus. The power can be used to move objects about as well, but only crudely; nothing that couldn't be achieved wearing boxing gloves is possible.

Putrefy
Themes: Morbid, Arcane
The Spook's touch causes flesh to rot away. With a turn's work, they can cause up to three human-sized corpses to rot down to a handful of ashes. In combat, their touch can likewise cause flesh - living or otherwise - to rot and wither. Those grappled by or grappling them take 1 damage to flesh for each round of contact.

Resilience
Themes: Enhancement, Violent, Protection
The Spook gets +2 AC due to its unnaturally tough flesh.

Rusting Touch
Themes: Nature, Arcane
The touch of the Spook's skin causes ferrous metals to rust away. If targeting held items in combat, it needs to make a roll to hit as normal, and then if it hits the item's owner can make a Save vs Hazards to snatch the item away in time; otherwise it is destroyed. It takes a second or so of contact to rust an item the size of a shotgun into uselessness. Where the Spook's ability to rust items is useful, it gets +2 to its Vandalism skill rolls.

Scream
Themes: Spectral, Violent, Social
The Spook can emit an absolutely ear-splitting scream, which uses its entire action in combat. Everybody who hears it must Save vs Stunning or waste their next action clutching their ears, and additionally be deafened for the next turn. The scream might also overload audio recorders, shatter windows, etc.

See The Unseen
Themes: Perception, Enhancement
The Spook can see invisible things as if they were perfectly visible, and can see through magical disguises and ways of hiding; regardless of what magical methods are used to conceal something, the spook sees it for what it is. It doesn't, however, let the spook realise that a hallucination, hologram or illusion is fake; only to see things that others don't.

Shadow Tentacles
Themes: Violent, Arcane, Tenebrous
The Spook can summon grasping tendrils from the shadows. Each tendril must emerge from a patch of darkness or deep shadow that the Spook can see, and extends out roughly five feet. While it can be used to manipulate objects, it's clumsy and not entirely corporeal, and can't do much more than push a door closed, knock objects over or yank things about.
It can, however, be directed to coil around a victim. The tentacle can make a grapple attempt of its own on the spook's action, with a bonus equal to the spook's level. If attacked, the tendril has only 1 HP, and shining a bright light on it also destroys it.
When first taken, this power allows the Spook to summon a single tentacle at once. It can be taken additional times; each time it does, the spook can summon an additional tentacle.

Shocking Touch
Themes: Violent, Arcane
The Spook can create jolts of electricity through their skin. These can short out electrical devices, or be used in combat: if used in combat then they can choose to shock rather than dealing damage when they hit with an unarmed attack. The victim must make a Save vs Stunning from their victims; on a failure the victim is stunned by the shock and loses their next action.

Silent
Themes: Enhancement, Hidden
The Spook makes no noise whilst moving. They automatically pass any Stealth rolls where sound is the *only* factor. Where sound is at least *some* concern, they improve their Stealth skill chance by 2.

Slippery Mind
Themes: Genius, Protection
A sense of healthy paranoia pervades the Spook's mind, which contains various mental fail-safes, contingencies and subconscious defences. Effectively, their consciousness comes with its own anti-virus software. The upshot of this is that the Spook is incredibly difficult to influence. If they would be mind controlled, have their emotions manipulated, or their memory altered, then the spook's mental defences kick in. They can, at any point, shrug off any supernatural mind-control automatically. The act of doing so requires subconscious defences to become active, however, and as such they spend a round confused, stunned, or terrified as their mind rearranges itself to remove the interference.

Smell Magic
Themes: Perception, Arcane
The Spook can smell the presence of magic. Different types of magic will have subtly different scents that the spook may need to learn to interpret (for example, they might smell necromancy as putrid and rotten, and mind-control as acrid and metallic). Ongoing effects leave a lingering scent, and activated powers produce a sudden burst of fragrance that's noticed and then fades away. This means that the spook gets both a vague sense when something supernatural is nearby, and warning when an otherwise undetectable supernatural power has been used. Actually pinpointing the source of the magic is difficult, and will require a specialised Perception skill roll.

Spell Warper
Themes: Genius, Arcane
The Spook has a minor talent for spellcraft, being able to adapt and mutate any spells they have access to. They can cast a spell in a scroll or blessing experimentally, just like a full magician would. Furthermore, they get +1 to their Translation skill chance when using a scroll, and +1 to their Charm skill chance when using a blessing.

Spit Acid
Themes: Violent, Arcane
The Spook can spit digestive acid at their victims. This is a ranged attack, with a range of ten feet and dealing d6 damage.

Trackless
Themes: Nature, Hidden
The Spook leaves no footprints behind or other incidental signs of its passage by which it can be tracked. It has no scent that can be followed either.

Tremor Sense
Themes: Genius, Perception, Arachnid
The Spook can detect movement on any surface they are touching by sensing minute vibrations. This ability can allow them to sense movement through walls, around corners, and in pitch darkness. They know the position, movement, and mass off things they can feel, but not much more.

Unnatural Strength
Themes: Enhancement, Violent
The Spook's muscles are far more powerful than mortal flesh. It treats its Strength bonus as 2 points higher.

Vanish
Themes: Hidden, Spectral
The Spook can totally vanish for a round, becoming completely silent, invisible and undetectable to other senses. The vanishing is temporary and impossible to maintain, however. The spook can remain undetectable for as many rounds as their level; once they re-appear they can't vanish again for the same number of rounds.
Where this power is used carefully to escape notice as part of an extended scene, perhaps while the spook is fleeing or avoiding cameras, then it gives +2 to any relevant stealth rolls; being able to briefly vanish at the crucial moment certainly helps, even if the effect only lasts a few seconds.

Venom
Themes: Nature, Violent
The Spook can excrete a potent venom. Any natural attacks it makes (such as punches or bites) are affected; if the attack deals damage to the victim's flesh, the victim must take a Save vs Poison. If failed, the venom deals d12 extra damage to their flesh.

Wallcrawling
Themes: Enhancement, Arcane, Arachnid
The Spook can walk up walls and over ceilings just as easily as they can walk across the floor.

Water Walking
Themes: Water, Arcane
The Spook can walk on water (and the surfaces of other liquids) just like on solid ground.

Wealth Sense
Themes: Genius, Perception
The Spook innately knows the monetary value of any item it handles, and can instinctively tell if their immediate vicinity contains anything of great value (a few hundred dollars or more) that they've not yet found.

War Form
Themes: Violent, Enhancement, Shapeshifter
The Spook has an alternate form it can take, a monstrous shape adapted for violence and nothing else. Often this is an animal-human hybrid, or else some hulking mass of warped flesh. The Spook can shift between normal and war-form as it wishes. In war-form, it cannot speak intelligibly, and its hands lack the dexterity to do much of use. However, its physical prowess is enhanced; it gets +2 to hit and damage in this form. If the spook wishes it can 'turn off' powers when not in war-form, negating their downsides and any obvious physical signs.

Webs
Themes: Nature, Spectral, Arachnid
The Spook can spin webs that cover an area twenty feet across, spending a turn to do so. Anything in the area affected, or that moves into it, becomes stuck. They cannot move from the spot until they (or somebody aiding them) spends a round to free them: make a Vandalism skill roll, and if successful, the character breaks free. They can move three feet before encountering more webbing. So long as the spook remains in contact with a web they've spun (or a web that's in contact with a web they've spun), they can sense any creatures also in contact with it by the minute vibrations they create.

General Spellcasting

A character casting a spell is referred to as a 'magician' in the rules, regardless of how this is achieved (as a magician or a mystic, or by using a scroll or blessing).
To cast a spell, the magician needs to be able to speak and gesture freely. Being paralysed, silenced, pinned or similar prevents spellcasting. In combat, remember that casting a spell requires the *Cast A Spell* action, which prevents the character from being able to do much else while they cast; their full round is spent casting.

Magical Reagents

Whenever a magician attempts to perform certain acts of magic such as writing a scroll, they will require magical reagents. Magic is in a state of constant flux, and the reagents required will be unique to each attempt at the act. A magician cannot even create scrolls in identical batches; each attempt is its own work.
When a magician first begins the work of magic, they should work out how many reagents are required (based on the work), and then randomly determine what is required by rolling on Table 50. The specific requirement cannot be circumvented by trying again for a new roll; only roll for a new reagent required once the work is completed.

Identifying Magical Effects

The process of casting a spell is obvious, and cannot be trivially hidden; the magician is required to gesture, vocalise and otherwise replicate very specific, easily spotted movements. Thus, it is clear to any observer that *something* is being attempted.
In a few situations, a magician might be able to disguise the process of spell-casting. Perhaps they incorporate it into an otherwise mundane religious ceremony, or as part of an artistic performance with no occult significance. In these cases, they can roll their Charm skill to see if they succeed in the deception.
A magician capable of casting the same spell can identify the specific spell used when they see it cast or are able to observe what it does. Otherwise, the basics of the spell must be deduced from studying its effects (for some spells, such as fireballs, this may be very obvious, while for others the effects are subtle and nuanced).
There is no sure-fire way to identify all other supernatural effects, such as magical artefacts, the powers of Spooks and similar monsters, and so on. It is up to the players to deduce by observation when something breaks the normal laws of nature. However, monstrous powers such as *mad insight* and spells such as *legend lore* may be useful ways to gather clues.

Non-Magicians

A character unable to cast spells can translate a scroll or spellbook; roll Translation, and if the roll fails roll on Table 47 (Translation Accidents) for the consequences. They can likewise cast a spell from a scroll (with a successful Translation skill roll and a roll for Matters Beyond Your Ken if it fails) or use a Blessing (with a charm skill roll and a roll for The Price Of Holiness).

Occultist Spells

An occultist starts out with a spellbook that contains all the spells they know. They can cast any spell in their spellbook if they have access to it and spend a turn casting. Typically this ritual will involve inscribing ominous runes on things, chanting, the use of odd ingredients and so on.

In addition to this, an occultist can memorize spells, by pausing a spell just before the point of completion and leaving the ritual incomplete indefinitely. By keeping the paused ritual 'suspended' in their mind, they can complete the casting at a later point. Memorizing spells in this way is difficult and places a great deal of strain on the mind. As such, the occultist has a finite number of 'slots' to memorize spells; at first level, they can memorize only a single first rank spell.

A memorized spell can be cast quite easily, without needing access to the occultist's spellbook. It just takes a round's action to cast, and takes effect immediately.

A magician can memorize a spell in the wrong spell slot (for example, memorizing a third rank spell in a first rank slot). Doing so is dangerous; when they cast the memorized spell, they must make a Save vs Magic; if failed then roll on table 44 (The Fragility Of Mortal Minds) to determine what goes wrong; unless stated otherwise, the spell is still cast.

Learning New Spells

Occultists can copy spells from another occultist's spellbook into their own. First, they must successfully translate the book; a Translation skill roll is required. If failed, the occultist makes some mistake in translating the spell and something goes wrong. Roll on table 47 (Translation Accidents) for what goes wrong. If the roll succeeds, they can memorize the spell if they have an empty spell slot to put it in; once translated, they can memorize it safely from that point on.

Characters who are not occultists can translate from spellbooks in the same way, however since they do not have memory slots, they cannot memorize the spell if they successfully translate it; they merely know what it does.

A memorized spell not yet in the magician's spellbook can be written into it. To do this, they require a day's work and a single magical reagent for each rank of the spell being transcribed.

Grimoires are a type of item available at character creation; effectively, they are spellbooks which are available for purchase on the black market. An occultist who owns a grimoire at character creation can add the spells within to their spellbook without needing to roll; essentially, you can assume they have succeeded at translating at some point in the past already.

When an occultist gains a new spell for gaining a level, they can add that spell to their spellbook for free.

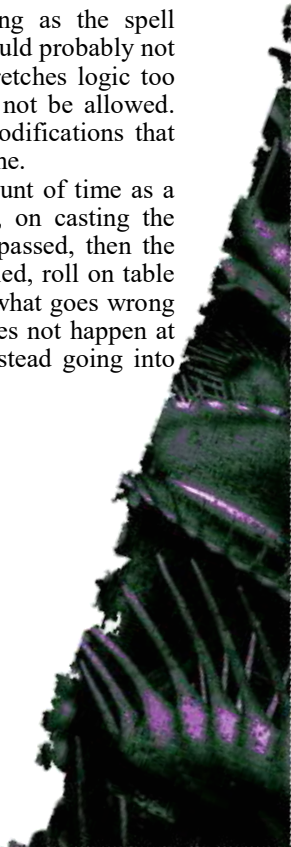
Experimental Spells

A magician can attempt to cast a modified version of a spell, either in their sanctum or that they have memorised. They utilise the same magic, producing a similar effect in-game, but use the spell for a different purpose to its normal use. They might, as examples, try any of the following alterations, or one of their own:

- The spell's effect can be inverted or reversed, such as a spell that protects from fire instead making the subject more vulnerable to fire.
- The spell's effect can be reduced or contained, such as a fireball creating a small burst of flames rather than spreading to fill the air.
- The spell's effect can be made more diffuse, such as a healing spell that heals a variable number of subjects by a small amount, rather than a single subject by a larger variable amount.
- The spell can have the same in-game effect but utilised in ways that the mechanics don't explore, such as a spell that accelerates time being used to accelerate the process of decay.
- The spell can be directed against a target that it can't normally affect, such as a spell that normally only effects the magician instead being used to affect the magician's ally.
- Some combination of the above.

Experimenting magically in this way is not always possible. It is up to the GM to adjudicate if the spell can be modified, and how this will work mechanically if it can. If the modification looks like it will simply do the same thing as the spell normally does but better, the modification should probably not be allowed. Similarly, if the modification stretches logic too far or seems far-fetched, it should probably not be allowed. Ultimately, though, the GM should allow modifications that make sense in-world and add to the fun of game.

Casting a modified spell takes the same amount of time as a normal spell. To do so, the magician must, on casting the spell, make a Save vs Magic. If the roll is passed, then the experimental magic works as intended. If failed, roll on table 45 (What Has Your Hubris Wrought) to see what goes wrong instead. Unless stated otherwise, the spell does not happen at all and the casting is wasted, its energies instead going into the Hubris effect.



Making Scrolls

An occultist can bind magic into a scroll, allowing it to be cast again at a later point.

To use a scroll, the user simply reads from it, and the spell is cast immediately. Casting from a scroll requires a round's activity and for the user to be able to read it. An occultist always succeeds at casting from a scroll. A member of another class must make a Translation skill roll. If the roll is failed, then something goes wrong. Roll on table 46 (Matters Beyond Your Ken) for what; by default the spell does not get cast, but the character can try again next round. Once a spell has been cast from a scroll, the magic fades and it cannot be used again. Scrolls cannot be used to cast experimentally.

The spell bound into a scroll can also be translated and memorized, just like from a spellbook.

To make a scroll of a spell they can cast, the magician requires one magical reagent for each rank of the spell being bound into it and a single day's work. Then make a translation roll; if the roll fails, the scroll is still successfully created, but roll on table 47 (Translation Accidents) for side effects.

An occultist can memorize the spell recorded on a scroll by making a Translation roll, just like if they were reading from somebody else's spellbook.

Researching New Spells

Casting a spell that does something new entirely is possible. Essentially, all that must be done is to cast a spell experimentally, and then bind it into a scroll.

The first step is to prepare a scroll, which works much like normal; 1 magical reagent per rank of the spell being researched, and 1 day's work. There is an additional magical reagent required to bind experimental magic.

The spell must then be cast experimentally. This is exactly as normal; make a Save vs Magic, and if failed roll on table 45 (What Has Your Hubris Wrought) instead of casting the spell.

If successful, the GM and the magician's player should discuss the new spell to be created; since this will not be a 1-off effect it is important for the GM to make sure they're happy with the new spell.

In addition, the overall power of the spell can be increased or decreased by 1 rank; increasing the rank of the spell allows the magician to make the new spell actively better than the one it is based on. If this is done, then another Save vs Magic is required; failure requires a roll on table 44 (The Fragility Of Mortal Minds).

Assuming nothing has gone wrong up until this point, the magician makes a final Translation skill roll to bind the magic. If the roll fails, the experiment goes wrong (roll on table 47 for Translation Accidents). If it succeeds, they now have a scroll of a new spell that they get to come up with a name for. They can cast it from the scroll, but are better off memorizing it and transcribing it in their spellbook.

It's worth noting that you can only change the base spell a limited amount when performing experimental magic. In most cases this process will need to be repeated several times, each new spell being somewhat nearer to the magician's goal.

MYSTIC SPELLS

A mystic can cast spells, but in a very different fashion to an occultist. A mystic has a set number of spells known to them. These are all that their patron is willing to grant them, and they may not learn any more by translating an occultist's work or any other form of research.
A mystic has no limit on how often they can cast a spell. Instead, they must spend a round in supplication to their patron, and make a Charm roll to see if the being answers their pleas. This supplication requires them to be wearing or brandishing a holy symbol of their patron, without which the charm roll cannot succeed. If the Charm roll is successful, the spell is cast successfully. If the roll Charm roll fails then roll a d20 on table 48 (The Fickle Whims Of The Divine) to determine what has gone wrong.

A mystic can cast spells experimentally just like an occultist, making a Save vs Magic when they do so. Roll on table 45 (What Has Your Hubris Wrought) for what goes wrong if they fail the Save vs Magic, as normal.
A mystic cannot create scrolls, and needs to make a translation roll to use them successfully.

Blessings

A mystic can bestow their patron's gifts on another. Doing so requires a rite taking a turn in length to perform, and also that the recipient of the blessing be sincere in their respect (if not outright veneration) for the mystic's patron.
When the rite is completed, the mystic chooses a spell which their patron has granted them. The recipient of the blessing gains the ability to cast this spell once as if they were a mystic, requiring a successful Charm skill roll to do so. They do not need a holy symbol to do this. They cannot use experimental magic when casting in this way; the spell is cast exactly as normal.
When the blessing's recipient attempts to cast the spell, they do not need to roll for The Fickle Whims Of The Divine if they fail. However, regardless of if the spell passes or fails, the mystic *must* roll on table 49 (The Cost of Holiness). If there are requirements before the spell can be cast, then the mystic needs to complete these before the subject of the blessing can use the spell. The mystic is aware that the subject has attempted to use their blessing, and both the mystic and the recipient know what they must do.
Once the blessing's recipient has cast the spell in question, the blessing ends.
A mystic can bless as many people simultaneously blessed as their level. A non-mystic cannot be under the effect of multiple blessings at once.

Mystics worshipping the same patron will be granted similar gifts, reflecting that patron's particular interests and nature. Those members of the same organisation, worshipping the same entity might all know the same spells, and the rules for cults reflect this.
A mystic who is a member of a cult does not roll for the first spell of each rank that they learn. Instead, the patron grants the same spell to each member of their cult. Second and further spells of that rank are generated randomly as normal.
The cults given here are only examples. The GM's book contains more, and the GM may create more cults, or work with players to create cults of their own.

Mystics can start out as members of one of these cults if the GM allows other similarly non-random methods of character generation. Otherwise, their patron, and any cult they belong to, is unique to them.
Any non-mystic PC can be a member of a cult, either one of the pre-generated cults given here or simply a follower of any Mystic in the same party. They get +1 to their Charm roll to activate Blessings given by a mystic in that cult, but can never benefit from blessings from other patrons.

Anassa
The spider-queen. She who spins her webs across the earth, nudging and guiding humanity towards their destiny. The mistress of arachnids, the greatest schemer, the swarm-who-rules-the-dark. Her cultists are everywhere, their goals inscrutable and their actions subtle and inexplicable.
1:Spider-Climb, 2: Web, 3: Clairvoyance, 4: Seven Gates, 5: True Sight, 6: Contingency 7: Remote Surveillance, 8: Mind Blank.

The Black Goat
Moloch, Pan, Baphomet, Shub Niggurath, Baal. The wild, savage thing in the dark forests, whose cultists have terrified the church for millennia. Patron of wild things and madness, who presides over black masses and blood-soaked, howling rites beneath the moon.
1:Bleeding Curse 2: Speak with Animals, 3: Howl of the Moon, 4: Wall of Fire, 5: Pass Through Walls, 6: Gease, 7: Earthquake, 8: Shapechange

Dis Pater
Hades, Saturn, Orcus, Nergaal, Anubis and Pluto. The sepulchral lord of the underworld. The king of Sheol. His worshippers tend to the dead, watching over places where the departed rest and turning thanatropic energies against those who would defy mortality.
1:Turn Away the Undead, 2: Augury, 3: Speak with Corpses, 4: Protection from Weapons, 5: Animate Dead, 6: Turn Flesh to Stone 7: Animate Artwork, 8: Zombie Plague

Ithaqua
The white silence, the great wendigo. Hungry beast of the arctic. Ithaqua is the undeniable sovereign of the frozen north. He is winter personified, its harsh and relentless grasp embodied in a huge, emaciated form that stalks the wilderness. Its worshippers can be said less to revere it and more to appease it, offering sacrifice so that it might turn its attention elsewhere.
1:Freeze the Very Air, 2: Resist Fire, 3: Mist Form, 4: Wall of Ice, 5: Cloudkill, 6: Ward against the Eldritch, 7: Simulacrum, 8: Imprisonment

The Leviathan
The ancient beast of the deep ocean, lord of the Aboleths and Krakens. The tentacle, piscine dreamer who shall one day rise to flood the world. The creator of the undines, the sculptor of the flesh of Innesmouth, who dreamed into being Mother Hydra and who's nightmares spawned Charybdis. It's cultists dwell in the dark and the damp, hoping to share in their patron's world-altering slumber and dream a new world into being.
1:Sleep, 2: Mirror Image, 3: Water Breathing, 4: Polymorph Self, 5: Floating Eye, 6: Mind Switch, 7: Sculpt Flesh, 8: Trap the Soul

Saint Judas Thaddeus
The patron saint of lost causes and desperation. Frequently confused with the betrayer, Judas Iscariot, Judas Thaddeus is a figure venerated as a bringer of hope to the hopeless. He is the saint who intervenes when all seems lost and disaster imminent. His followers work to raise up the downtrodden, and cast down the mighty and untouchable.
1:Cure Wounds 2: Invisibility, 3: Remove Curse, 4: Spell Immunity, 5: Shape Stone, 6: Find the Path, 7: Clone, 8: Time Stop

The Void
The empty, hungry space that lies between stars and atoms, ever devouring, the antithesis of matter and light.
Cultists of the void worship negation and oblivion. They are not well trusted.
1:Darkness, 2: Silence, 3: Senescence, 4: Spectral Step, 5: Turn Rock to Mud, 6: Disintegrate, 7: Reverse Gravity, 8: Call Down the Void.

Vor Glaurung
The incarnate majesty of light, the rainbow that dances. A sentience composed of fractally refracting light waves, an illusion created by the minds of its cultists. The bringer of the truth that reality is less than a lie, merely an agreed-upon consensus, with no inherent meaning. The image is not the thing, but Vor Glaurung is entirely image with no substance.
1:Light, 2: False Sound, 3: Haste, 4: Create Illusion, 5: Feeblemind, 6: Projected Image, 7: Paradoxical Revelation, 8: Polymorph Any Object

Table 44: The Fragility of Mortal Minds	
d20	Effect
1	Pressure builds in the magician's cranium. They take d6 damage to Flesh. If this drops them to 0, their skull explodes, killing them and dealing another d6 damage to those nearby as shards of skull hit them (a Save vs Hazards negates this damage).
2	The spell is a dud. Nothing happens, and the memorized spell is wasted.
3	The spell doesn't want to be used, and the magic squirms in place rather than being cast. Nothing happens yet, but the memorized spell is not used up and the magician can try to cast it again.
4	For the next turn, whenever anybody nearby speaks, the words come out of their mouths as colourful floating bubbles that hang in the air. When a bubble is popped, the words are released all at once. The same applies to any cast spells.
5	The magic burns out uselessly. Nothing happens, and the memorized spell is wasted. If the magician has any other spells memorized, then another memorized spell of the magician's choice is lost as well.
6	Everybody and everything nearby suddenly ages by 3d6 years. Roll for breakage for any items not safely packed away.
7	The magician catches a glimpse of a fixed point in the future, but has no idea what the glimpse means or how it might come to pass. The magician picks a dice of any size and rolls it, recording the result. Thereafter, they can – after seeing the result – choose to replace the result of any dice roll (for dice of that size) with the recorded result. They get to do this once, and then the prophecy has fulfilled itself.
8	Characters' madness starts to shape reality to match it. For every insanity, delusion, or similar that a character has picked up (including restrictions placed on a mystic), they can improve an attribute of their choice by 1. Characters that are insane for no mechanical reason (merely due to interesting role-playing) can get a point to spend in the same way, at the GM's whim.
9	The magician gains a halo of dripping blood, rusty iron, flame, writing, burnished gold, or flowers (randomly determine which) that hangs above their head. It's there for the next turn, hour, day or lifetime (randomly determine which).
10	Insects and vermin creep from the surroundings, forming a ring around the magician and watching them in rapt attention.
11	The magician's chest rips open, splitting along the sternum and splaying out like the pages of a book. The magician takes damage to their flesh equal to the rank of the spell. Among the viscera and organs, membranes have written upon them all the spells the magician has memorized at the point their chest opens. Their innards can be read like a spellbook; opening them up deals d6 damage to their flesh if they're alive when it happens.
12	The magician's mind fails to withstand the pressure of the magic, and their personality is warped as a result. Their dreams are troubled by visions of the deep past, when ancestral humans dug up ancient relics from beneath the polar ice cap, unleashing the power of magic on the world. They gain double XP for recovering treasure that is magically powerful or significant, but no XP for mundane treasure. If the magician already suffers from this madness, then it will spread to another person present as well.
13	The magician's mind fails to withstand the pressure of the magic, resulting in cracks that let in alien memories. They dream of the ancient civilization of serpent folk, in whose subterranean cities vast numbers of Morlock slaves had their hearts ripped out and offered as sacrifice to the serpents' alien gods. They become obsessed with the power of these terrible beings. The magician gains no XP for treasure that was found above ground, but double XP for treasure found underground. If the magician already suffers from this madness, then it will spread to another person present as well.
14	The magician's mind fails to withstand the pressure of magic, and they suffer horribly as a result. They believe themselves cursed, fated to suffer some grim death. They cannot gain XP unless they have suffered damage to their flesh (that wasn't self-inflicted) that has not yet healed. If the magician already suffers from this madness, then it will spread to another person present as well.
15	The magician's mind fails to withstand the pressure of magic, and the void starts to seep into them. If they are ever in absolute darkness (the kind only found underground), they start bleeding out immediately, blood dripping from their nose as the void coils around their brain. If the magician already suffers from this affliction, then it will spread to another person present as well.
16	The magician's mind fails to withstand the pressure of magic, and their psyche is altered as a result. They become a compulsive killer, collecting little talismans of meat and bone from their victims. For every enemy they kill who posed some threat to them, they may take a trophy. If they do, they get 50 XP per hit dice of that enemy. If the magician already suffers from this madness, then it will spread to another person present as well.
17	Everybody nearby sees a sudden glimpse of one of the following, permanently improving one of their attributes by d4 but reducing their maximum flesh and grit by 1 each. A realm of pulsating flesh and sinew (strength improves), the multiple dimensions of time flowing parallel to our own time-stream (dexterity improves), the peaceful gardens of dead souls in the spirit world (constitution improves), a crowd of eager post-human beings from the distant future who gibber prophesies (intelligence improves), the infinite cosmic cycle of the universe as one beautiful machine (wisdom improves) or the lost serpent-folk kingdoms, glistening with the blood of live sacrifices and filled with exotic, opulent treasures (charisma improves). Randomly determine which for each person.
18	Somebody random nearby is host to an ophidian sage: their eye pops neatly out. From the space behind it, a sinuous red serpent appears, asking those present what they wish to know in a lilting voice. It answers each question as honestly as it can. It knows only what the party might know themselves, if they were playing at peak efficiency and picked up on every dropped hint. It knows all the secrets that they didn't notice, and how the choices they didn't take would probably play out. The snake is polite, if a little condescending. Every question it answers deals 1 damage to the host. Once no more questions are asked of it, it slithers back into the host's skull, replacing the eye behind it. Once somebody has hosted the snake, they never will again.
19	The magician realises that hidden beings are constantly watching them and judging their actions. When they die, the fate of their soul depends on these beings' judgement. When they die, the magician must make a Save vs Magic. They improve their save by 5 if they generally behaved virtuously in life, and it is five points worse if they generally behaved wickedly; the GM chooses which modifier to apply. If the save is passed, the magician is judged favourably; when that player rolls their next character's attributes, they treat all 5s as 6s. If they fail, the magician's soul is condemned; when that player rolls their next character's attributes, they treat all 6s as 5s. If this result is rolled again, the problem passes onto another PC nearby as well.
20	Something goes badly wrong: roll on table 51 (And Hell Shall Follow).

Table 45: What Has Your Hubris Wrought?	
d20	Effect
1	The spell is cast successfully, but the modifications do not take hold. Instead, it is cast exactly as standard.
2	The magician's blood becomes as flammable as paraffin. They can bleed it out and use it to light fires, but they suffer double damage from fire from now on. 1 flesh point is enough to make a Molotov. The effect is permanent.
3	Everybody present doubles over vomiting, taking 1 damage in the process. In the vomit, there is an unidentifiable fleshy organ that can be substituted for any magical reagent. Each round, Save vs Poison or continue vomiting.
4	The experiment fails entirely. Nothing happens, and if the spell was memorized it is wasted.
5	The magician, target, or a random bystander (randomly determine which) vomits up a near-perfect doppelganger of themselves, identical in all details but a mirror-reflection. Roll for the doppelganger's reaction as normal. If the subject dies (including if they are killed by the doppelganger) the player may take over playing the doppelganger instead.
6	Something goes wrong. The magician suffers d6 damage to Flesh as veins rupture, blood welling from their eyes and mouth. The spell is not cast at all; if it was memorized it is wasted.
7	The magician, target, or a random bystander (randomly determine which) is infected with some symbiotic parasite. Whenever the patient suffers damage to flesh, the parasites will repair it at a rate of 1 point a turn. Each time they do so, however, the patient loses a point of strength, dexterity, intelligence, or charisma (randomly determine which each time) as the parasites replace more and more flesh.
8	Red mist seeps from the caster's mouth, and they collapse to the floor in a coma. Their consciousness inhabits the mist, which spreads to a radius of ten feet, and can drift slowly (twenty feet a round, slower against the wind, faster in the wind's direction). The mist can ooze through gaps and around barriers. Everybody in the mist's area (including the body of the magician) must save vs stunning each round or else start bleeding out if they are not already. The magician remains in mist form for 2d6 rounds, at the end of which the mist dissipates and their body awakens.
9	The spell does not take effect… yet. After a delay of a round, turn, hour or day (randomly determine which), it is cast exactly as the magician wished.
10	Lights nearby go out. All fires smaller than a person are extinguished, all lightbulbs blow their fuse, and portable light sources (such as mobile phones) run out of battery. The only source of illumination left is natural sunlight, starlight or moonlight, or particularly big fires.
11	The spell works just fine. Somewhere else, somebody the magician cared about (a mentor, husband, daughter, childhood friend, favourite musician, teacher…) dies. The causes are perfectly natural; a traffic accident, heart attack or random act of violence. It's presumably a sheer coincidence.
12	Everything the magician touches for the next d6+1 rounds turns to solid gold. Living things get a save vs magic to resist.
13	The experiment unlocks a previously undiscovered configuration of the magic, more stable than the standard spell. The spell is cast as desired. From this point on, whenever the magician casts that spell, by default it works as the experimental version just cast, with no need to Save vs Magic. If they want to cast the standard version, that requires a Save just like casting experimental magic.
14	The magic fails. There is a soft 'poof' as the power dissipates. The spell is not cast (although spell slots are not used up).
15	The spell does not work and is not cast. A long curling section of the magician's skin peels off, soft and supple on one side, wet, red and bloody on the other. It functions as a scroll, with the experimental spell recorded on it. The magical process is explained as a series of intricate tattoos. The magician takes damage to their flesh equal to the rank of the spell.
16	The magician's chest tears open between the ribs in a welter of viscera and shards of bone. They take d6 damage to their flesh immediately. From the bloody ruin of their ribcage, a fleshy spider-limb emerges. The next round, another limb emerges as the creature within starts to pull itself free from the magician's abdominal cavity. Judging from the size of those limbs, the creature is far bigger than the magician. Each round, another limb emerges, dealing 1 damage to the magician. The creature itself pulls itself into the light after d8+5 rounds. It is a Paradox Beast with as many hit dice as the number of rounds it took to emerge.
17	Rot and decay sweep outwards from the magician in an entropic tide. Anybody with open wounds (IE any damage to flesh) contracts Wound Infestation automatically, no saves allowed. The spell does nothing.
18	Time skips forward unpredictably. Everybody present ages 2d20 years (roll individually). Roll for breakage for any equipment not safely stowed away as it degrades over the course of years compressed into seconds.
19	The magic refuses to work properly, and instead something goes badly wrong. The spell has no effect, and if memorized is wasted. In addition, roll on table 51 (And Hell Shall Follow).
20	Something goes badly wrong: roll on table 51 (And Hell Shall Follow).

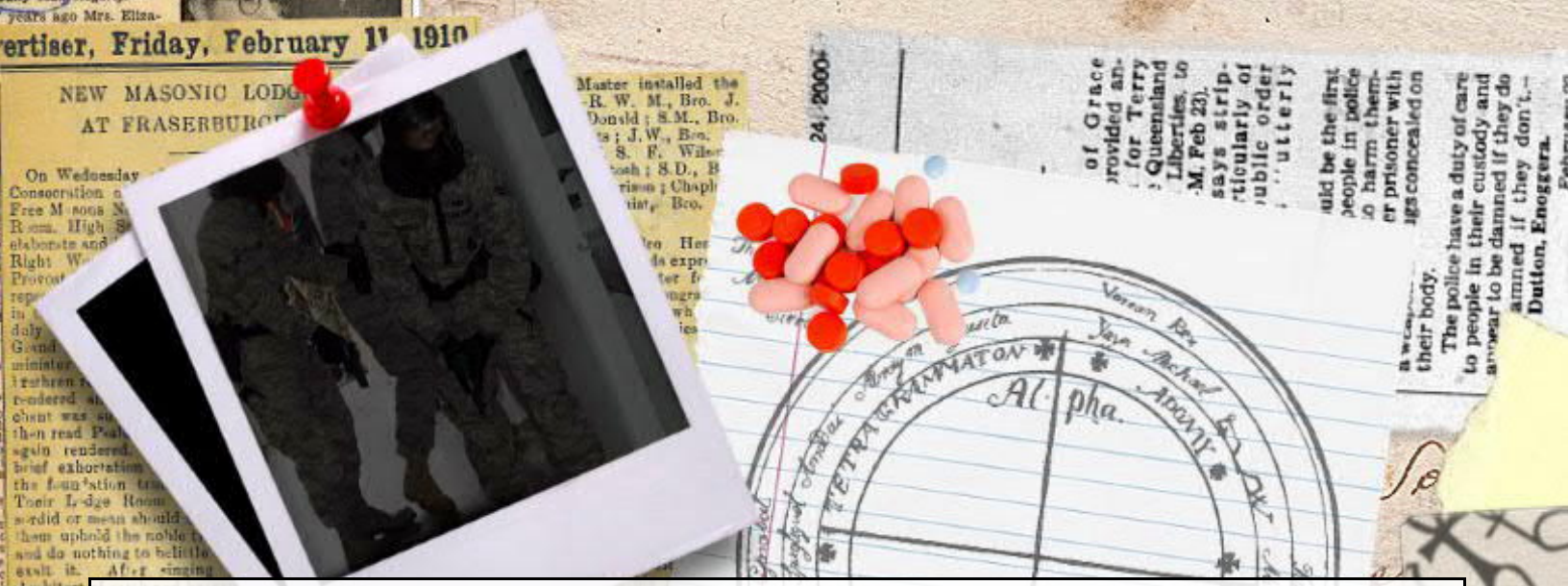


Table 46: Matters Beyond Your Ken	
d20	Effect
1	The reader realises the horrible *wrongness* of the magic they are attempting to perform. Guilt wracks them, their mind turns upon itself. They take 2d8 damage to Wisdom and fall to the floor weeping, clawing at themselves and begging for forgiveness. If the damage is enough to kill them, they claw their skin to bits and perish.
2	The magic seeps into the reader's mind. From now on, they can cast that spell as if they were a mystic (with a Charm roll and a roll on The Fickle Whims Of The Divine if that fails), but with the additional cost that casting it causes them to start bleeding out, blood running copiously from their tear ducts.
3	As the spell is cast, and the scroll bursts into flames, dealing d6 damage to the reader. If they don't have gloves protecting their hands, the damage goes straight to flesh.
4	The spell is not cast. The scroll crumbles to dust uselessly.
5	The magic sears its way indelibly into the reader's mind. They automatically pass any future rolls to cast this spell from scrolls, but doing so deals as much damage to them as the spell's rank as their brain twists in place to bring the memory to the forefront.
6	The spell is not cast. The scroll vanishes, and the words of the scroll appear tattooed on the reader's skin; their skin now functions as a scroll of the spell in question.
7	The reader's eyes and mouth are flung wide open. Smoke, flame, brimstone and sparks billow forth. The reader takes d8 damage. Those nearby must pass a Save vs Hazards or take d4 damage.
8	The magic uses the weakness of the reader's mind as a chance to escape. They must take a Save vs Stunning; if they pass the spell remains bound into the scroll. If failed, then the scroll loses its power and the reader reduces their Intelligence by d4 as the magic scorches their mind.
9	The scroll crumbles away without the magic taking effect, and lethargy sweeps across those present. Everybody nearby is Fatigued until they next sleep or are knocked unconscious.
10	Brackish water, murky and dark, pours from the reader's mouth for 2d4 rounds. They can take a Save vs Stunning each round to be able to act, otherwise they are doubled over retching. Every round after the first, a transparent crab the size of a coin is regurgitated too; each crab's flesh can be used in place of a single magical reagent. The scroll, incidentally, is wasted.
11	The spell is cast just fine. The magic is not used up, either. Instead, the casting only feeds the enchantment growing cancer-like in the scroll. Next time *anybody* tries to cast from the scroll, the scroll's power is again not used up. Keep a tally of the number of times the scroll's spell has been cast, and each time it is cast, roll a d20. If the result is under that amount, the scroll warps and convulses, mutating into a Paradox Beast with as many hit-dice as the number of times the spell was cast.
12	Moths crawl from the reader's clothes and take wing, fluttering around them in a delicate swarm.
13	Food nearby rots and decays. It is spoiled and useless.
14	The spell is cast successfully. The magic leaves an imprint on the reader's soul, irrevocably altering their fate after they die. When they die, the next character their player rolls up must swap the dice results for Flesh and Grit so that the lower result goes to their Flesh.
15	The spell is cast successfully. The rush of magic reveals horrible truths to the reader, leaving them shaken but enlightened. They gain exactly enough XP to get their next level. They are fatigued until they next suffer an injury to their flesh.
16	The spell is cast successfully. The experience of casting magic creeps into the reader's unconscious mind, where it festers, giving rise to horrible nightmares. When they next sleep, they do not regain any lost flesh or grit, and furthermore the nightmares deal d6 damage to their Wisdom.
17	Electric lights nearby burn out and flames gutter out and die.
18	Delicate pink orchids grow in the reader's footprints for the next d10 rounds.
19	The scroll folds in on itself, swelling and multiplying, losing magical potency and transmuting itself into a thick wad of banknotes. The forgeries aren't perfect, but will fetch a price of 100 dollars on the black market.
20	Something goes badly wrong: roll on table 51 (And Hell Shall Follow).

Table 47: Translation Accidents	
d20	Effect
1	The reader accidentally unleashes the magic stored in the text. For the next d6+1 rounds, the caster is flooded with power. Each round, so long as they are conscious, they cast the unleashed spell and suffer 1 damage to flesh as their body struggles to contain the energy.
2	Writing nearby degrades. Non-magical texts become meaningless gibberish and messes of random characters. Magical texts similarly degrade, but retain their magic; a successful translation roll is required for a magician to be able to use them again, just as if they were encountering a spell-book for the first time. Information stored in electronic formats (such as audio files, code and so on) are not affected, but any text stored in these formats displays the same degradation and cannot be recovered.
3	Information pours out of the text and into the minds of those nearby, overwhelming them utterly. The reader can keep reading for as long as they wish, and as long as they continue to do so the effect continues. Each round, those nearby suffer d4 damage and gain a hundred times that much XP.
4	The thread of time unravels for a moment. Everybody nearby stops aging, and all ongoing magical effects become permanent.
5	The spell being read is bound into the reader's skull; the text is visible on the inside of the skull if the brain is removed, and can be cast just like a scroll. The reader knows this, and what the spell is. It is not yet successfully translated, however.
6	The reader or everybody nearby (randomly determine which) permanently lose their reflection and shadow. All images of them degrade and become unrecognisable. It becomes impossible to record their image, and all attempts to do so come out distorted and unrecognisable.
7	The text begins to scream horrific truths. Everybody within earshot takes 1 damage a round and their ears start to bleed. Silencing it probably requires destroying the text or magical intervention.
8	The spell is successfully translated, but uses the magician's attention to escape from the writing trapping it in place. The reader must make a Save vs Magic; if failed all memorized spells are replaced with the translated spell.
9	The text being translated ripples and alters itself. The spells within stay the same, and an additional spell (randomly select a spell of random level) is also contained. Everybody wanting to use the text must translate it afresh, even if they could already read it perfectly well.
10	The text collapses in on itself, and is destroyed, winking out of existence. Everybody nearby must make a Save vs Magic; if failed, part of their essence is sucked in with the text, and they lose a point of Intelligence and Charisma permanently.
11	The spell is translated imperfectly, and the magician's method of casting is unstable. When the spell is cast, roll a d4. On a 1, the spell's effect is delayed by a round. On a 2, it is delayed by a turn. On a 3, it is delayed by an hour. On a 4, the spell is cast immediately, the spell slot is not used up if it was memorized, and roll on table 44 (the Fragility of Mortal Minds) for the knock-on effects of the unleashed magic.
12	The spell is translated imperfectly, and the magician's understanding of it is rigid and unchanging. It cannot be cast experimentally at all.
13	The spell is translated imperfectly, and the magician's understanding of it is incomplete. Whenever they cast it, they must make a Save vs Magic just as if they were casting it experimentally, rolling on table 45 (What Has Your Hubris Wrought) if they fail.
14	The spell is translated imperfectly, and the magician's understanding of it is forever flawed. Whenever they memorize it, it is treated as being unsafely memorized and requiring a Save vs Magic to avoid rolling on table 44 (the Fragility Of Mortal Minds).
15	The spell is translated imperfectly, and the magician can only cast the spell at a great price. Casting it requires the magician to spill their own blood; this starts them Bleeding Out.
16	The spell is translated imperfectly, and the magician's body rejects the magic. Casting the spell is physically draining for them; they take damage equal to the spell's rank when they cast it. Blood runs from their tear ducts and wells up in their lungs.
17	The spell is translated imperfectly, and the magician can only cast the spell by the gracious aid of an external patron. To cast the spell in any way, they must make a Charm roll to convince the patron to lend them their power. Failure means they must roll on table 48 (Fickle Whims of the Divine); only the translated spell is impeded or affected by the Whims, however.
18	The spell is translated imperfectly, and the magician cannot quite wrap their head around it; when the spell is memorized, the magician still needs to refer to their spell-book in order to complete the casting.
19	The spell is translated imperfectly, and the magician must rely on a particular component to cast it. Roll up a magical reagent on table 50; the magician must burn, devour or otherwise sacrifice some of this whenever they want to cast the spell.
20	Something goes badly wrong: roll on table 51 (And Hell Shall Follow).

Table 48: The Fickle Whims Of The Divine	
d20	Effect
1	The patron demands a sacrifice of blood; d4 flesh points either from the Mystic or other willing supplicants. The blood does not need to be drawn out all at once. When the sacrifice has been offered, the spell will take effect.
2	The patron demands a sacrifice of a particular animal. The animal will always be one in some way significant to the patron's nature. The patron will always demand the same animal sacrifice. When the sacrifice has been offered, the spell will take effect.
3	The patron demands a sacrifice of a full thousand dollars of cash, burned. When the sacrifice has been offered, the spell will take effect.
4	The patron demands that the mystic destroy either a magical item or else a shrine or idol of a rival being. When this has been done, the spell will take effect.
5	The patron demands the sacrifice of either an eye, tooth, tongue or finger taken from a Human victim. When the sacrifice has been offered, the spell will take effect.
6	The patron requires adulation. After a total of 2d6 rounds have been spent singing the patron's praises, the spell will take effect.
7	The patron requires an idol of it be made; an image representing it will be burned into the mystics mind. When an idol has been made and consecrated, the spell will take effect. The mystic can cast no other spells until this is done.
8	The patron requires a show of faith from the mystic; they must travel to some nearby site appropriate to the patron's nature, such as a mountain-peak, deep cave or temple, and remain there in meditation for a full day. When this is done, the spell will take effect. The mystic can cast no other spells until this is done.
9	The patron places a restriction upon the mystic. From now on, some activity antithetical to their patron's nature is forbidden. Should the mystic perform such an act, they immediately take d12 damage from a bolt of lightning from the sky, sudden bleeding from the eyes, or similar. The spell does not take effect.
10	The patron requires a daily ceremony from the mystic. Either at sunrise, midday, sunset or midnight, the mystic must perform some small rite of thanks to their patron. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
11	The patron requires a ceremony from the mystic every time they would perform some everyday activity such as eating, sleeping, preparing food or dressing. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
12	The patron requires daily sacrifice. Roll a d6 on this table to determine what is required. Each day, either at sunrise, midday, sunset or midnight, the mystic must offer this sacrifice. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day. If this result is rolled a further time, the penalty for missing this supplication increases by a day. The spell takes effect normally.
13	The mystic is required to spread their patron's image. Each day, they must put a temporary shrine, icon, relic, holy symbol or other devotional symbol of their patron somewhere it will be found by mundane civilians. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day. If this result is rolled a further time, the penalty for missing this supplication increases by a day. The spell takes effect normally.
14	The mystic is forbidden from using some weapon or technique in combat (such as surprise attacks, guns, edged weapons, unarmed combat, sparing defeated enemies, using spells, or similar). Should they break this prohibition, they immediate start bleeding out and contract Wound Infestation as their patron punishes them for breaking the prohibition. If this result is rolled a further time, the mystic acquires an additional prohibition in combat. The spell takes effect normally.
15	A mark or likeness of the patron is permanently burnt into the mystic's flesh somewhere prominent, appearing as a scar or birthmark. The spell does not take effect.
16	The patron decides to mould their mystic's capabilities. The mystic loses a point from a randomly chosen attribute, and gains a point of another random attribute. The spell does not take effect.
17	The patron decides to grant their mystic new gifts. The mystic forgets the spell they just tried to cast, which does not take effect, and instead learns a new random spell of the same level
18	The mystic is knocked unconscious for d4 rounds, during which they experience strange hallucinatory visions of their patron. When they awaken, the spell takes effect, and roll on table 44 (The Fragility Of Mortal Minds) for the resulting psychic fallout.
19	The spell has no effect, and the mystic cannot use that spell again for the remainder of the day as the patron grows irritated with them. They can, however, use any other spell normally. The mystic also suffers psychic backlash as their patron's favour is withdrawn; roll on table 44 (The Fragility Of Mortal Minds)
20	The spell takes effect normally. For 2d6 rounds, the mystic is filled with the their patron's power, and may show signs such as glowing eyes, feet not touching the ground as they walk, a coating of frost, and so forth. During this time, they must cast a spell they know each round, without needing a Charm skill roll. However, their mortal body is not suited to such exertion, and each spell they cast in this way deals a point of damage to their flesh when the power finally leaves them.

Table 49: The Cost of Holiness

d20	Effect
1	If the Charm roll was successful, the spell takes effect as normal. Regardless, the subject's dreams will be filled with surreal imagery of the patron when they next sleep.
2	If the Charm roll was successful, the spell takes effect as normal. Regardless, the subject will begin to see signs of the patron's influence everywhere they look for the next day.
3	If the Charm roll was successful, the spell takes effect as normal. Regardless, somewhere on the subject's body, a mark or icon of the patron is indelibly burned into them.
4	If the Charm roll was successful, the spell takes effect as normal. Regardless, the subject feels a sense of holy awe overcome them; joyful, terrifying or just perplexing depending on the nature of the patron.
5	If the Charm roll was successful, the spell takes effect as normal. The force of the divine presence overwhelms the subject's mind. They cannot act next round, as they are too busy falling to their knees and offering thanks.
6	If the Charm roll was successful, the spell takes effect as normal. The area becomes thick with the patron's presence; shadows take the shape of its holy symbols, and a susurrus of voices whisper its name.
7	If the Charm roll was successful, the spell takes effect as normal. The subject begins to bleed out as stigmata open in their flesh and begin to gush blood.
8	If the Charm roll was successful, the spell takes effect as normal. A mark, symbol or icon of the patron scorches itself into the ground around the subjects feet.
9	The subject's vision swims as their mind struggles to cope with the divine presence. The spell is cast after a delay of one round, and the subject takes d6 damage to their Intelligence as they are disoriented by the experience.
10	Blood runs from the subject's nose as the strain of the divine presence affects them. The spell is cast after a delay of one round, and they take d4 damage.
11	The patron demands a sacrifice of blood; d4 flesh points either from the Mystic or other willing supplicants. The blood does not need to be drawn out all at once. When the sacrifice has been offered, the subject can try to use the blessing again; until then, nothing happens.
12	The patron demands a sacrifice of a particular animal. The animal will always be one in some way significant to the patron's nature. The patron will always demand the same animal sacrifice. When the sacrifice has been offered, the subject can try to use the blessing again; until then, nothing happens.
13	The patron demands a sacrifice of a full thousand dollars of cash, burned. When the sacrifice has been offered, the subject can try to use the blessing again; until then, nothing happens.
14	The patron demands that the mystic destroy either a magical item or else a shrine or idol of a rival being. When this has been done, the subject can try to use the blessing again; until then, nothing happens.
15	The patron demands the sacrifice of either an eye, tooth, tongue or finger taken from a Human victim. When the sacrifice has been offered, the subject can try to use the blessing again; until then, nothing happens.
16	The patron requires adulation. After a total of 2d6 rounds have been spent singing the patron's praises, the subject can try to use the blessing again; until then, nothing happens.
17	The patron takes a liking to the subject. They increase their charm rolls to use the mystic's blessings by 1-in-6 from now on, cumulative for each time this result is rolled. If the Charm roll was successful *and* the mystic pays this price, the spell takes effect as normal.
18	The patron places additional requirements on the mystic: roll a d6+8 on The Fickle Whims of The Divine to see what. If the Charm roll was successful, the spell takes effect as normal.
19	The patron requires payment in blood from the mystic. The mystic can take d4 damage to flesh. If the Charm roll was successful *and* the mystic pays this price, the spell takes effect as normal.
20	The patron disapproves of the Mystic's frivolous use of their gifts. The mystic cannot cast any spells until they have spent a day in penance. If the Charm roll was successful, the spell takes effect as normal.

Table 50: Magical Reagents (roll anew for each work of magic that requires one)	
d20	Effect
1	The blood of an animal. Roll a d8. 1; rat, 2; lamb, 3; black cat, 4; venomous snake, 5; raven, 6; old goat, 7; ape, 8; toad
2	A whole animal, crushed flat. Roll a d8. 1; a crab, 2; a mouse, 3; a lamb, 4, a spider, 5; a venomous snake, 6; a frog, 7; a songbird, 8; a rabbit.
3	A dose of a narcotic. Roll a d8. 1; Opium, 2; Salvia, 3; Absinthe, 4; Psilocybin, 6; Cocaine, 7; Cannabis, 8; Peyote
4	1,000 dollars, cash, or local equivalent. Roll a d4. 1; burned to ash, 2, pulped in water, 3; ground to powder, 4; chewed up and spat out.
5	The finger-bone from (roll d8): 1; an executed person, 2; an artist, 3; a religious ascetic or member of a monastic order, 4; a murder victim, 5; a suicide, 6; a soldier, 7; a murderer, 8; a child.
6	A tooth from (roll d8): 1; an executed person, 2; a member of royalty, 3; a drunkard, 4; a murder victim, 5; a suicide, 6; a soldier, 7; a murderer, 8; a child.
7	An eye from (roll d8): 1; an executed person, 2; a member of royalty, 3; a drunkard, 4; a murder victim, 5; a suicide, 6; a money-lender or banker, 7; a murderer, 8; a child.
8	The tongue of (roll d8): 1; an executed person, 2; an officer of the law, 3; a thief, 4; a murder victim, 5; a suicide, 6; a drowning victim, 7; a murderer, 8; a child.
9	Blood from (roll d8): 1; a nurse, 2; an officer of the law, 3; a thief, 4; a 7th child of a 7th child, 5; a person over 90, 6; an only child 7; a murderer, 8; a baby.
10	The magician's own blood; d4 flesh points of it.
11	The magician's own tooth. An adult human has 32 teeth total.
12	The magician's skin. D4 flesh points of it.
13	Wax from the votive candles in a mainstream church or similar house of religion.
14	The torn-up pages of a mainstream religion's holy text.
15	Stone chipped from a gravestone in (roll d4): 1; a wealthy cemetery, 2; a pauper's cemetery, 3; a soldier's grave, 4; a priest's grave.
16	An object that has killed somebody (the car in a car crash, a murder weapon, the rope used by a suicide, etc.), ground down into a rough powder.
17	The signature of somebody either famous, or dead.
18	Coins from (roll d4): 1; a church collection plate, 2; a wishing well, 3; a charity collection bucket, 4; a child's allowance.
19	Something taken from a famous grave. Roll d6. 1; dirt, 2; lichen from the tomb-stone, 3; flowers, 4; part of the body, 5; morning dew, 6; cobwebs.
20	A unique work of art, burnt to ash.

Table 51: And Hell Shall Follow	
d20	Effect
1	A channel to the hungering Void between the stars opens up at the magicians feet. It's an empty hole, black and sucking in everything. Save vs Hazards to avoid falling in. Everybody within ten feet loses a point of flesh every round. Everybody within one hundred feet loses a point of flesh every turn. Everybody within a thousand feet loses a point of flesh every day. The Void is there forever now. The area will start to spawn Paradox Beasts. Cultists of the Void start making pilgrimages to the area.
2	Everybody present realises... Something. In a last ditch-effort to preserve its integrity, reality erases the knowledge from their minds before they can act on it. Everybody gains an appropriate insanity, and must re-roll their Intelligence, Wisdom and Charisma scores. It doesn't entirely work, however. There are things outside the physical world, and they want the knowledge locked in the characters' heads. Everywhere they pass, hauntings will spring up as these beings reach towards them.
3	All corpses nearby are resurrected as undead creatures. For a single round, they will be busy resurrecting, but from that point on they will single-mindedly try to eradicate all living beings. Reasonably intact parts of corpses (heads, limbs or organs) similarly resurrect, but probably can't do much beyond flop about.
4	An Aboleth awakens from strange aeons of death-torpor in the depths of the earth, its attention drawn to those present. It blames them for waking it, and will methodically hunt them down one by one and kill them before returning to dormancy.
5	Mathematics unravels slightly. For every item a character has, they get an extra one of that item. They lose a point of dexterity and intelligence; all the angles are wrong now, the numbers don't add up. They can tell things are wrong. Nobody else notices.
6	The magician's personality is erased as some intelligence from another plane of existence takes up residence behind the magician's eyes. It is a level 15 Mystic, and it has Big Plans for this dimension.
7	The area becomes slightly radioactive. Plants that grow here will be physically distorted, and animals are likely to be chimeras. People born after a pregnancy where too much time was spent here are likely to be mutated and become Spooks. Sleeping in the area puts a person at risk of radiation sickness (Save vs Poison to avoid). Radiation sickness is a disease with incubation time 1 week, saves every week and permanently reducing a random attribute by 1 for each failed save. It cannot be recovered from for as long as the victim remains near the source of radiation.
8	Everybody nearby must make a Save against Magic; those who fail immediately fall asleep and dream of the empire of serpent-folk in the distant past. Their visions cause them to permanently lose a point of constitution and charisma, and to gain exactly enough XP to reach their next level. Their skin takes on a scaly sheen.
9	Purifying fire sweeps in to wipe away whatever is starting to go wrong here. 5d6 damage, save vs Hazards for half.
10	Flesh nearby re-knits itself into strange new shapes. Everybody re-rolls their Constitution score on 3d6. For those that rolled doubles: On 1s, they are rendered lame, halving their movement speeds. On 2s, they lose the use of one hand. On 3s, their skin is thin and fragile, -2 AC On 4s, they become hideously ugly, -1 to all reaction rolls. On 5s, they lose an eye, taking -1 to skill rolls and -3 to rolls on a d20 that rely on vision. On 6s, they are physically frail, -3 Flesh, down to a minimum of 1. For those that rolled triples: On 1s, they grow an extra arm, and can carry an extra thing in combat. On 2s, their legs are supple and fast, double their movement speed. On 3s, their fingers grow long and sharp, letting them deal d6 damage with unarmed attacks. On 4s, their body is protected by a shell of keratin, +2 AC. On 5s, they're hefty and solid, +3 flesh. On 6s, they're a true monster; +1 to all physical attribute modifiers and they also get all the other results for rolling triples. Regardless of the outcome, everybody is obviously mutated from now own.
11	The magician's head explodes. 2d10 damage to their flesh, d10 damage to everybody nearby. No saves.
12	The magician's skin shift slightly. Each night, when they sleep, an apple emerges from their navel on a thin, sinewy cord. If eaten, it creates a state of delirium; each apple is a dose of a narcotic, that applies a -2 penalty to Dexterity and Intelligence modifiers. The delirium lasts for a turn. Whilst delirious, the eater improves their Save vs Magic by 5.
13	Blood rains from the sky or ceiling, thick, sticky and with chunks of wet meat and gristle in it. The downpour is torrential, and leaves the area slick and wet. It stinks of death. Each round, save vs stunning to avoid spending your action retching.
14	A memetic virus infects the mind of somebody present. Treat it as a disease, but using Saves vs Stunning rather than Poison. The incubation time is one turn, and saves are taken each turn thereafter. For each failed save, the sufferer babbles fractally dense nonsense, taking d4 damage to their Intelligence. Everybody hearing it must make a Save vs Stunning or be infected by the meme-virus too.
15	Everybody's belly churns and bulges. The impressions of limbs and mandibles press through their skin. There are Paradox Beasts growing in them. They can slice the belly open and pull the paradox beasts out (2d6 damage to flesh, or d6 if the surgeon doing the work passes a Medicine skill roll). Otherwise, the beast will rip it's way out anyway in 2d4 rounds, birthing itself in a welter of blood and tainted amniotic fluids, and dealing 2d6 damage to flesh as it exits. Each paradox beast has as many hit-dice as it spent gestating in the host's flesh.
16	D6+2 ropy grey tendrils, as thick as a human arm and twenty feet long, burst from the ground. They grapple living things (starting with the tastiest-smelling) with a strength of 18, dragging them closes to the churning maw at their centre. Each tendril has AC 14, 5 flesh, and saves of 12+. Anything thrust into the maw takes d6 damage to intelligence each round their there as the maw feeds on their mental energies, leaving them a drooling husk. For each person killed by the intelligence damage, another tendril emerges.
17	The magician vomits a glut of blood and bits of lung and throat-lining. In the gore, there are squirming creatures, like a mixture of crab and spider and toad. There's d6+1 of them, and each is a 1-hit-dice paradox beast.
18	Ants, maggots and other tiny vermin start to follow the magician for the next thirteen days. They have a trail of the things behind them, like a wedding dress dragging along the floor, and if they try to squash or insecticide them more emerge to take their place.
19	Somewhere in the depths of the earth, an engine of the Serpent-Folk stirs. It senses an anomaly, and is coming to investigate.
20	The world warps itself to conform with the desires of those present. Everybody gets to pick one: • They add d4 to an attribute of their choice. • Their Resources improves by d4. • They learn an extra spell of their choice (it appears in their spellbook for Magicians) if a spellcaster. • They learn an extra Monstrous Power of their choice, even if not a Spook. • A dead person they care about returns from the grave, undead and possibly rather decayed and very confused, but otherwise fine. The gift comes at cost: all their XP totals to gain new levels are doubled from now on.

Table 52: Rank 1 Spells

d20	Spell
1	Bleeding Curse
2	Bookspeak
3	Command
4	Comprehend Languages
5	Create Fire
6	Cure Wounds
7	Darkness
8	Enlarge
9	Eyes of the Dead
10	Freeze The Very Air
11	Hold Portal
12	Light
13	Mending
14	Message
15	Shield
16	Shrink
17	Sleep
18	Spider Climb
19	Turn Away Undead
20	Unseen Servant

Table 53: Rank 2 Spells

d20	Spell
1	Augury
2	False Sound
3	Heroism
4	Invisibility
5	Levitate
6	Locate Object
7	Mirror Image
8	Resist Fire
9	Silence
10	Speak with Animals
11	Suggestion
12	Web
13	Heat Metal
14	Guess Password
15	Magic Mouth
16	Waking Dreams
17	Resist Electricity
18	Techspeak
19	Know Guilt
20	Erase Data

Table 54: Rank 3 Spells

d20	Spell
1	Clairvoyance
2	Cure Disease
3	Dispel Magic
4	Divination
5	Fireball
6	Haste
7	Mist Form
8	Remove Curse
9	Sacrifice
10	Senescence
11	Speak with Corpses
12	Water Breathing
13	Howl of the Moon
14	Lightning Bolt
15	Explosive Runes
16	Slow
17	Flay
18	Heat Vision
19	Octopus Flesh
20	Become the Sanctum

Table 55: Rank 4 Spells

d20	Spell
1	Create Illusion
2	Hurl Through Time
3	Neutralize Poison
4	Obfuscation
5	Polymorph Self
6	Protection from Weapons
7	Rip Portal
8	Seven Gates
9	Spectral Step
10	Spell Immunity
11	Wall of Fire
12	Wall of Ice
13	Remote Operation
14	Awaken Plant
15	Fear
16	Parasitic Infestation
17	Spoof Identity
18	Absolute Empathy
19	Host The Ophidian Sage
20	Dopethrone

Table 56: Rank 5 Spells

d12	Spell
1	Animate Dead
2	Cloudkill
3	Creation
4	Feeblemind
5	Floating Eye
6	Magic Jar
7	Pass Through Walls
8	Polymorph Others
9	Shape Stone
10	Telekinesis
11	True Sight
12	Turn Rock to Mud

Table 57: Rank 6 Spells

d12	Spell
1	Anti-Magic Shell
2	Contingency
3	Disintegrate
4	Find the Path
5	Gease
6	Legend Lore
7	Mind Switch
8	Projected Image
9	Regenerate
10	Turn Flesh to Stone
11	Ward Against Eldritch
12	X-Ray Vision

Table 58: Rank 7 Spells

d12	Spell
1	Animate Artwork
2	Clone
3	Earthquake
4	Flatten
5	Instant Summon
6	Mass Invisibility
7	Magic Blade
8	Paradoxical Revelation
9	Remote Surveillance
10	Reverse Gravity
11	Sculpt Flesh
12	Simulacrum

Table 59: Rank 8 Spells

d12	Spell
1	Anti-technological Shell
2	Call Down the Void
3	Imprisonment
4	Mental Network
5	Mind Blank
6	Permanency
7	Polymorph Any Object
8	Resurrection
9	Shape Change
10	Time Stop
11	Trap the Soul
12	Zombie Plague

Rank 1 Spells

Bleeding Curse
Range; speaking distance
Duration; Instantaneous
The magician slashes at their skin to draw blood, and similar wounds appear on the victim of this curse. The magician takes d4 damage when they cast this spell.
The victim starts bleeding out, and whilst bleeding lose 1 flesh point a round. As with any other bleeding, the bleeding can be cured by successful Medicine rolls that reduce the bleeding to 1 a turn, and then stop it entirely.

Bookspeak
Range; Touch
Duration; one round per level
When the magician touches a book, it animates, forming a mouth around the edge where the paper shows. The subject can ask the book one question about its contents per round, and if the information is inside it will answer. Books of fiction (or merely inaccurate fact) might give misleading answers if the question is not carefully worded. For example, an atlas written in twelfth century Europe will have no knowledge of the Americas, and will respond that no such place exists when asked about them. If anyone else approaches or asks questions the book snaps and growls that round instead of answering a question.
Intelligent books may save to resist the spell (as an occultist of a level equal to their author). Magical books do not impart their effect when they answer, and spellbooks still need to be translated for the spells within to be learned. The spell is a shortcut to actually reading a book, and it will not give more information than a careful reading would.

Command
Range; 10 feet
Duration; 1 round
This spell allows the magician to issue a command of up to three words that their victim must obey (such a 'flee', 'follow me', 'drop the gun' or similar) for the next round. The victim must be able to understand the order given, and if they cannot understand what they should do, will instead waste the round in confusion. The victim cannot be commanded to do anything that would directly result in their coming to serious harm (in this case, they instead waste the round dithering), but can be made to act against their best interests. A creature with above-average intelligence (13 or above) or more hit dice than the magician is entitled to a Save against Magic; if passed, then they can shake off the compulsion.

Comprehend Languages
Range; self
Duration; 1 turn per level
The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages by analysing hidden contextual clues, drawing seemingly impossibly accurate conclusions from even slight indications. For the duration of the spell, the caster understands all languages as if they were a fluent speaker.
The ability to read does not necessarily impart insight into the material, merely its literal meaning. Subtext and cultural references are not put into context. The spell enables the caster to understand or read an unknown language, not speak or write it.

Create Fire
Range: touch
Duration; 1 round per level
The magician pulls a spark from the sun itself, cupping it in their hands for a moment before applying it to their surroundings. The spell can be used to start a fire assuming flammable materials are available. Otherwise, the magician can use the spark to damage an object they touch, potentially dealing +1 damage on any melee attack they make while the spell lasts.

Cure Wounds
Range: touch
Duration; instantaneous
The magician accelerates the body's natural recovery to incredible levels, causing wounds to heal over and broken bones to set in seconds. The spell can target any living creature the magician can touch. The spell heals 1d6 points of damage to flesh, plus another 1 for each level the magician possesses. The spell can only repair injuries that the body could recover on by itself with enough time; it cannot regenerate missing body parts.

Darkness
Range: 60 foot radius
Duration: 3 turns level
The magician pulls forth the darkness that lies beneath the earth, causing it to blanket their surroundings. Within this radius, there is no light so vision is impossible, although other ways of sensing (such as a bat's echolocation) still work. Any light source, such as a torch, campfire or even the sun continues to burn, but gives off no light as it does so. The area of darkness either stays in place or moves to surround the magician; their choice.

Enlarge
Range: 5 feet/level
Duration: 3 turns, plus 1 turn per level
The magician causes an object or creature to grow in size, roughly doubling its height and making it far heavier. A creature affected by this spell gains 2 hit dice (1 flesh and 1 grit), and increases their strength bonus by 2.

Eyes of the Dead
Range; touch
Duration; 2 rounds per level
On casting this spell, the magician peers into the eyes of a corpse, and sees a snapshot of events immediately before its death reflected there. The snapshot lasts 1 round per level of the magician, and is seen from the corpse's perspective. After this, the image continues, showing events immediately after the corpse's death for another 1 round per level. This spell works fine on corpses which have rotted down to hollow eye sockets, even bare skulls. However, if the eye-socket itself is not intact (or the corpse never had eyes when alive), the spell fails.

Freeze the Very Air
Range; 10 feet
Duration; 1 turn, plus 1 turn per level
The magician freezes ambient moisture in the air to create objects made from solid ice. These objects cannot have complex moving parts, and are brittle (1-in-6 chance to shatter if treated roughly). The duration is the time it takes the items to melt. In high temperatures the duration is instead in rounds, while in sub-zero temperatures the items last indefinitely.

Hold Portal
Range 10 feet
Duration; 2d6 turns
This spell seals a doorway, hatch, or other portal shut, fusing it with the frame it sits in. The door is treated as locked, and for the duration of the spell it cannot be opened with keys or lock-picking, although using force to break it down is perfectly possible. The spell *Dispel Magic* or similar magic ends this effect.

Light
Range: touch
Duration: 3 turns/level
The magician causes an object they touch to glow softly like a burning coal, dimly illuminating the area around it to a 60 foot radius. The glowing object does not create any heat.

Mending
Range: touch
Duration; 3 turns per level
The magician reverses the forces of entropy, returning a single touched object to the state it was in when it was first made. The spell can target any non-magical object that has been broken or decayed over time. It cannot target magical items, or living creatures. In addition, food that has been partially eaten does not count as 'broken' for the purposes of this spell.

Message
Range: 60 feet, plus ten feet/level
Duration; Instantaneous
The magician whispers a message, and the air carries it to their intended target. The target can whisper a response, which will be carried back. The whispered message is audible only to the target, and the response is audible only to the magician. No line of sight is required for the spell to work, only that the magician clearly knows who they want to receive the message. The spell transmits sound, not meaning.

Shield
Range: self
Duration; 3 turns
The magician creates a field of force that repels objects coming towards them. This grants the magician AC 19 against missile weapons, or AC 17 against other attacks, unless they would already have an AC better than that.
The actual force-field created is faintly visible surrounding the target, appearing like a shimmering membrane with swirling colours, similar to those that form on the surface of oil.

Shrink
Range: 5 feet/level
Duration: 3 turns, + 1 turn/level
The magician causes an object or creature to reduce in size, roughly halving its height and making it far lighter. A creature affected by this spell loses 2 hit dice (down to a minimum of 1), and reduces their strength bonus by 2.

Sleep
Range: 30 feet
Duration; Instantaneous
The magician reaches into the mind of their foes, switching their awareness off so they fall fast asleep. The creature with the lowest number of hit dice is affected first (in the event of a tie, the closest is affected), and a total of no more than 2d8 hit dice can be affected. A creature affected by Sleep must make a Save against Magic or else fall asleep; mindless or magically created beings automatically pass the save, as do beings that for whatever reason require no sleep. A sleeping creature will be woken by any loud noise, being poked, the temperature falling, and so on.

Spider Climb
Range: touch
Duration; 1 round + 1 round per level
The subject of this spell finds their fingers and toes sprout tiny sticky cilia, increasing their grip incredibly. They can walk up walls, and across ceilings just as easily as walking across the ground. For the duration of the spell, the subject will also find any normal arachnids in the area attracted to them, although the bugs do no harm to them for the duration of the spell.

Turn Away Undead
Range: 120 feet radius
Duration: d4 turns +1 turn per level
This spell creates an aura around the magician reminiscent of the entropic chill of death. To the living, it is rather unsettling, and to those beings that were never truly alive, the sensation is merely odd. To the undead, however, the sensation is utterly terrifying; these beings know that they should be dead and at least dimly remember feeling death's icy grasp close around their minds.
The magician rolls a d6 and adds their level; this is how many hit dice of undead are turned away. Undead with less hit dice are turned away before those with more. Where hit-dice are tied, the closer undead is turned away first. The magician can choose to aim the effect so that only those undead in front of them are potentially turned away, perhaps in order to protect undead team-mates.
An undead that is turned away flees from the magician. They are not prevented from attacking whilst they flee, but can only do so where such attacks don't noticeably slow their flight (such as raking at foes as they go past, or firing blindly behind them). If their path is blocked by an enemy, they will fight to open a path. If forced into a corner by the magician, they may (depending on how smart they are) attack the magician in order to flee past them. Once outside of spell's radius, the undead creatures are fine, although they will not willingly move back into the area.
Sentient undead are entitled to make a Save vs Stunning if they are affected by this spell. If they pass, they treat the radius of the spell as only ten feet, forcing them away from the magician but potentially leaving them able to continue fighting other targets.

Unseen Servant
Range: self
Duration; 6 turns + 1 turn/level
The magician conjures up an invisible, intangible piece of force that obeys their instructions. The servant can fetch and carry objects, mend and clean things, or similar. It has no will of its own, and will simply obey instructions until told to stop. It cannot talk, and is not very clever, however. The servant, being intangible, cannot attack or be attacked.

Rank 2 Spells

Augury
Duration; -
Range; -
As part of casting this spell, the magician must use some sort of divination tool such as tea leaves, tarot cards, the guts of a slain lamb, or similar. From the patterns formed by these tools, the magician can deduce whether an action they state when casting is most likely to result in reward, injury, both reward and injury, or neither. The GM provides an answer based on their judgement, although they probably only need to think in the short term; long term ramifications are often beyond the scope of the spell.

Erase Data
Range; 30 ft
Duration; Permanent
With a muttered command, the magician conjures a dense field of electromagnetic interference, guided by a hyper-specific virtual intelligence. This completely any irretrievably wipes any data specified from a piece of tech they indicate, as well as any other tech wired into it (such as monitors attached to a CCTV camera). The magician doesn't need direct knowledge of what they want wiped; they simply specify their intent and the virtual intelligence carries it out. Unless the magician wishes to remove the base programming from the item, it continues to function normally, merely with a gap in its memory.

False Sound
Range; 60 feet radius, plus 10 feet/level
Duration; 1 round, + 1 round/level
The magician creates sounds with no physical cause. The sounds can issue from anywhere within the spells radius at once, and can be as complex as the magician requires. They can include intelligible speech. Creatures that do not believe the sounds are real can make a Save against Magic; if passed, they 'see through' the illusion.

Guess Password
Range; Self
Duration; 1 guess
When cast, this spell grants the user a 50% chance to guess the password, login details, PIN or similar identification codes for any device or account they wish to access. They simply key in random digits, and have a disproportionately high chance of being correct. On a failure, they enter the wrong details; most systems will lock themselves if such suspicious activity is repeated enough times. Perhaps 3 incorrect guesses is enough to lock a device or account if the spell fails, and even one is often enough to notify the owner that a login was attempted.

Heat Metal
Range; 30 ft
Duration; 1 round per level, and 4 extra rounds.
The spell heats a single metal object to dangerous levels.
On the first round the spell is active, the object is uncomfortably hot to touch, but does no damage.
On the second round, the object is hot enough that it does d4 damage to anybody touching it (heavy gloves etc may protect, though).
Thereafter, for as many rounds as the magician's level, touching the heated object does d4 damage. Touching it with a bare hand renders that hand useless, much like if a horrible wound had been rolled. If a helmet is heated, the victim also falls unconscious (save vs stunning resists) for the duration of the spell. Furthermore, during this time the object is so hot that it warps, losing any complex function.
After this duration, the object is again hot enough to do d4 damage (without additional effects) for a round, and then is hot but causes no damage for a round.

Heroism
Range; touch
Duration; 1 round/level
The magician reaches into their subjects mind, removing the filters and fears that keep them from greatness. For the duration of the spell, the subject has 2d6 more Grit Points, improves their strength and charisma modifiers by 1, and treats all saves as being 3 points better.
When the spell wears off, if the subject has more grit points than when the spell was cast, their grit returns to its original level. Otherwise, it does not change.

Invisibility
Range; touch
Duration; 1 turn per level
This spell slightly removes something or somebody from people's perceptions. Although still physically present, capable of being touched, smelled and heard, the subject does not exist as far as sight is concerned. An observer's vision simply passes over and ignores the subject. Things carried by or hidden behind the object are also missed in the same way.
Invisibility can be cast on a person, creature or object (although the object can be no bigger than a car; you cannot make an entire building invisible). Should the subject take or be used in a dramatic enough action, the spell is broken as observers are forced to notice what has happened. Attacking, setting an object on fire or similar violent actions will all break invisibility.
Whilst the subject is invisible, attacks against them are somewhat harder. The attacker must first locate the subject somehow; doing so probably requires a successful Perception skill roll. Once the target is located, then attacks against them are made with a -3 penalty (as soft cover) since the attacker cannot see how the subject is defending themselves.

Know Guilt
Range; 30 feet
Duration; Instant
This spell is cast on another person. The caster immediately becomes aware of (and temporarily shares) whichever guilt the subject feels most deeply and strongly. Depending on the subject, this might reveal hidden crimes, give a clue to their personality, or perhaps even reveal some facet of their nature buried too deep for them to consciously examine such as repressed sexuality. Whatever it is, the caster briefly feels it just as strongly and with the same nuance and context.
A rare few individuals seem to have no capacity for guilt or shame whatsoever; the kind of person who abuses a severely disabled partner and then sues them for defamation when they tell people. With people like this, the caster gains no knowledge of their guilt (since they have none). Instead, they gain a sense of staring into a soulless shell, prompting the same uncanny valley effect as looking at a moving corpse, bad CG or too-realistic puppetry.
Animals and similarly simple creatures are capable of feeling failure and shame, albeit in shallow and fleeting ways.

Levitate
Range: 10 feet
Duration: concentration
This spell alters how gravity pulls an object to the floor, causing it to fall slowly, float in mid air or gently rise, depending on the magician‘s wishes. An unwilling subject can make a Save against Hazards to grab onto something if they don’t wish to be lifted; likewise if an object is lifted, somebody interacting with it or holding it can make a save to keep hold of it.
The spell causes the subject to move up or down as much as twenty feet a round as the magician directs. The magician cannot move the subject horizontally, but the subject can pull themselves along by grabbing handholds or similar. The effect ends when the magician is no longer concentrating on maintaining it (during which they are directing the levitated object and cannot attack). When the spell ends, objects high in the air will fall. Since the effect wears off slowly, rather than suddenly cutting out, treat the distance fallen as halved for the purposes of falling damage.

Locate Object
Range: -
Duration: instantaneous
As part of casting this spell, the magician uses some form of divination tool, such as knuckle-bones, tarot cards or smoke from a cone of incense. From the patterns they form, the magician can deduce the direction, as the crow flies, to the nearest specimen of an object that they specify, and whether it will take minutes, hours, or days (or more) to get there.

Magic Mouth
Range; Touch
Duration; Permanent
This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The mouth can be made to appear either every time something happens or only on a single occasion. The message can be up to 30 words long

Mirror Image
Duration; 1 round/level
Range; self
The magician creates a number of illusionary replicas of themselves, each moving in synchronisation with the magician to obscure their true location. 1d4 replicas are created, each of them indistinguishable from the actual magician. When somebody tries to attack the magician, they should randomly determine which they hit out of the magician and their replicas. If a duplicate is struck by a successful attack, it is disrupted and vanishes instantly. The duplicates cannot act independently; they are merely mirror images of the magician.

Resist Electricity
Range; Touch
Duration; 1 turn per level
The magician can surround a subject with a harmless magnetic shell that deflects and grounds electricity directed towards them. The subject is immune to the effects of non-magical electricity and magnetic fields entirely, or those caused only indirectly by magic (such if magic is used to power a generator); they can safely stick their face into the output of a power station and survive. Against overtly magical electricity, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Resist Fire
Range; Touch
Duration; 1 turn per level
The magician can surround a subject with a shroud of winter that repels heat and flame. The subject is immune to the effects of non-magical heat and fire entirely, or heat caused only indirectly by magic (such as an object set alight by a magical spark); they can walk through a raging forest fire without even being singed. Against overtly magical fire, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Silence
Range; 60 feet
Duration; 2 rounds/level
This spell suppresses sound within an area thirty feet across, in a radius of fifteen feet around the source point. No sound can be made within the space affected, although sound from outside this area can still be dimly heard by those within it. If cast on a point, the area of silence will remain in the same place for the duration. If cast on an object or living thing, the area of silence will follow the subject until the spell ends.

Speak with Animals
Range; self
Duration; 2 rounds per level
This spell makes the caster temporarily fluent in the language spoken by a type of animal. The caster must chose a type of animal when they cast the spell that they understand, and the languages of other animals will remain unintelligible to them (although they may gain a dim sense of what closely related animals are saying; the similarities between fox and wolf speech is much like the similarities between Portuguese and Spanish). The caster also finds themselves able to vocalise like the animals they’re talking with.
The spell does not make animals any more friendly towards the magician automatically, but it does allow them to use their Charm skill to interact with them, at a +1 bonus.

Suggestion
Range; Speaking distance
Duration; 1 week
The magician makes a statement, and the hypnotic power of their voice causes the subject to accept it as absolutely true. The victim must be able to understand the magician's words for this to have any effect.
Normally, the victim makes no save at all: they automatically believe what the magician has said. If the statement goes counter to their basic beliefs or principles (such as suggesting to a Wendigo that cannibalism is bad for them) they get to make a Save vs Magic: their beliefs are not magically altered if they pass the save. If the victim encounters concrete evidence that the statement was false (encountering somebody they had believed dead), then they automatically resist the suggestion.

Techspeak
Range; 20 feet
Duration; 1 turn
When the magician touches a piece of technology, it animates, distorting to form a mouth somewhere, perhaps on a seam or join in the plastic casing. The subject can ask the item one question about any data stored on it per round, and if the information is inside it will answer. The answers are accurate and honest, but treat any data as 100% factual; for example, Pokemon cartridge will describe Pikachu as if it were a real animal that actually exists.
Truly intelligent tech (either granted magical consciousness, or housing a self-aware AI) may save to resist the spell (as an occultist of a level equal to the author for inanimate tech). The spell is a shortcut to actually accessing data, and it will not give more information than simply copying the data over and methodically reading and analysing it.

Waking Dreams
Range; Touch
Duration; 1 day
The magician tweaks the cycles of the target's mind. They slumber in tiny bursts of a fraction of a second, brief enough that they can continue to function as if fully awake. The target does not need to sleep, and suffers no penalties for not sleeping for the spells duration.
Due to the dreams intruding into their conscious mind, the subject gets no save against illusions or mind-controlling magic whilst the spell is in effect. If they are under the influence of such magic that would normally allow a save when the spell's duration ends, they can then make a delayed save to resist.

Web
Range; 20 feet
Duration; 1 turn
This spell creates a thick network of cobwebs that creep from the magician's hands and bind themselves onto the surrounding terrain. A roughly circular area twenty feet across is covered. Anything in the area affected, or that moves into it, becomes stuck. They cannot move from the spot until they (or somebody aiding them) spends a round to free them: make a Vandalism skill roll, and if successful, the character breaks free. They can move three feet before encountering more webbing.

Rank 3 Spells

Become the Sanctum
Range; self
Duration; indefinite
Initially casting this spell takes at least a turn, possibly more, during which the magician physically marks out the boundaries of a space with a mixture of their blood and a random magical ingredient. The space so claimed could be anywhere, and is not limited in size. It might be a room, cavern, building, garden, or estate. However, the space cast must be under the magician's control and ownership.
Once this is completed, the space is designated as the magician's sanctum, forging a link between the magician and the space. While they remain in their sanctum, they no longer require food, air, warmth or similar; merely being present in their sanctum is enough to sustain them. Extreme conditions in the sanctum, such as fire, will still harm them normally.
Subsequent castings take the normal amount of time. When cast, the magician falls into a sort of suspended animation. During this time, their consciousness leaves their body and extends out to their sanctum. They become intimately aware of everything present and occurring in that sanctum simultaneously, even down to the action of microbes. Although the spell does not penetrate magical illusions or invisibility, the discrepancies and blind-spots in their otherwise total perception alert them to the fact that something is amiss. This state of torpid omniscience lasts indefinitely, until the magician chooses to rouse themselves and end it.
Once a sanctum has been chosen in this way, it remains the magician's sanctum from that point on, until they choose to cast the long form of the spell and mark out a new one, which replaces the previous sanctum.

Clairvoyance
Duration; 1 turn per level
Range; unlimited
This spell requires the use of a reflective surface that the magician gazes into. This could, at a pinch, be a bowl of water, but the closer to a perfect mirror the magician can achieve the better the results will be. In a poor surface, the image will be indistinct, hazy and wobbly. When the spell is cast, the surface reflects not the magician's face gazing in, but instead an area that they wish to spy on. As the image is reflected, the magician (and anybody else viewing as well) will become dimly aware of the sounds, smells and other sensations of the area.
When casting this spell, the magician must focus on a place they wish to view. This must be a place they are familiar with or can easily pin-point; 'the other side of this door' for example. Alternatively, they could focus on a person or item that they are familiar with, and view its surroundings. If the magician cannot specify where they wish to view, the results will be incoherent and largely useless.

Cure Disease
Range; touch
Duration; instantaneous
This spell draws out all corrupting organisms from the subject, allowing them to purge any sickness from their body. When the spell is cast, the subject makes a save versus poison. Success indicates that they vomit out any sickness in them, instantly curing any illnesses they may be suffering. If the save is failed, the subject has a round to deliberately induce vomiting, which will again cure all diseases they suffer from.

Flay
Range; speaking distance
Duration; Instant
The magician shrieks obscenities and the skin begins to peel from the target of their invective. The target immediately takes d12 damage to flesh. For each level they have, the magician can extend the effect to target an additional enemy if they wish.

Divination
Range; self
Duration; 1 turn
The exalted spirits can think and perceive in ways that mortals are incapable of. This spell allows the magician to throw part of their mind into the spirit world and listen to the utterings of these spirits. The magician can then interpret these words to gain information regarding an area, building, area of tunnels, or other similar place.
Information gained includes, in vague terms, a general idea of how powerful the creatures there are, what sort of resources can be salvaged, and any hidden dangers or distractions. The base chance for a correct divination is 10 or less on a d20, improving by 1 per caster level. The GM should roll this secretly. If the dice roll fails, incoherent or misleading information is gleaned from the spirit world.

Explosive Runes
Range; Written
Duration; Until set off.
The magician draws a set of intricately interlocking runes, binding fractally dense potential energy into them as a deadly trap. If anyone other than the caster examines it, it explodes with force, automatically dealing 4d6 points of damage to anyone directly in front of it. The surface upon which the rune was scribed will likely be destroyed unless it was particularly resilient. An explosive rune can be detected and bypassed by a higher-level magician who encounters it. Spotting the rune before it's triggered requires a specialised Translation skill roll. If it's detected, it can be bypassed (allowing the reader to examine it more closely without it exploding) likewise requires the same roll. Removing the rune entirely relies on magic such as Break Curse.

Fireball
Range; 200 feet
Duration; instantaneous
The magician hurls a bolt of compressed fire from their hand, which explodes when it hits a solid object into a mass of flames. Every creature within the blast radius is affected; in the open this will be a twenty foot radius, but in confined spaces (such as indoors) the flames will expand to fit their surroundings, potentially covering a much greater length of a long thin tunnel. The spell deals 1d6 damage for each level the magician has, and has a 3 in 6 chance to set any unattended flammable objects in the radius alight. Creatures hit by the blast may make a Save against Hazards; if they succeed, they take only half damage from the fire as they manage to duck beneath the sheet of flame as it boils outwards.

Dispel Magic
Range; 120 feet
Duration; instantaneous
This spell creates a rip in reality, draining magic out of the world to some place else. The spell affects an area twenty feet across. All spells active in that area are automatically negated. If cast at the same time as an enemy magician casting a spell (which you can do outside of the normal initiative sequence, as a free action), you can counter that spell as they cast it. Magic items in the area affected have their magic drawn out and lose all effectiveness until ambient magic can seep back into them in 2d6 turns time. Any magical curses or afflictions are also negated for 2d6 turns until ambient magic seeps back to restart them.

Haste
Range; touch
Duration; 1 round per level
This spell warps the flow of time, causing the subject to move and act more quickly than normal. A Hasted creature can make double the normal number of actions and automatically wins Initiative (effectively going on initiative count seven). All of the Hasted creature's forms of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple Haste effects do not stack. Only one spell can be cast per Round while hasted.

Heat Vision
Range; touch
Duration; 1 turn per level
The subject of this spell gains the ability to see the heat created by various objects. Although not the most useful for navigating in total darkness (cold stone and empty space both fail to show up to heat vision, as they give off negligible amounts of heat), it is very useful for tracking enemies in the dark, since their bodies radiate heat. Heat vision can also detect if somebody is undead, a simulacrum or a similar non-living being, as their bodies will be significantly cooler than natural.

Hold Person
Range; 120 feet
Duration; 2 rounds per level
This spell temporarily disconnects the link between the victim's mind and body, resulting in their paralysis. A successful save versus Magic will negate the effect.
Only pure Humans (even human Spooks are inhuman enough to be immune) are effected. Characters of a greater level than the magician are unaffected, as are animals, supernatural beings, the undead and mindless creatures. Victims of the spell are aware, and breathe normally, but cannot take actions of any kind, including speech.
A winged creature which is paralyzed cannot flap its wings and falls (if it is in flight at the time). A paralyzed swimmer cannot swim and may drown.

Howl of the Moon
Range; touch
Duration; 1 night
This spell causes a spiritual transformation of the subject. Although they do not appear to change shape, their spirit becomes that of a great and terrifying predator. The spell can only be cast at night, and the subject must be daubed with the blood from a wild animal as part of casting.
The subject gains a number of benefits whilst under the effect of the spell. They move with preternatural agility, granting them +1 to athletics rolls to jump, swim or climb (based on the capabilities of the predator emulated), and can move as if unencumbered. Their senses are sharpened, giving them +2 to perception rolls. Most notably, they fight with an animalistic grace, ignoring any weapons and instead rending at their enemies with teeth and finger-nails; they get +2 to their hit rolls and their unarmed attacks deal 1d6 damage.
During the spell's duration, the subject loses any vestiges of civility, acting to fill their belly and wound their enemies as quickly and brutally as possible. They will not bother using tools or weapons, and speak only reluctantly, using a few terse words or snarling incoherently.
So long as the spell remains in effect, animals will see the change in the subject, and instinctively shy away from them, fleeing if they can. The only exception to this is the predator being mimicked. Any of that predator within a few miles radius will flock to the subject, treating them as a pack leader and following their lead. If observed using any magical means, the observer will also see the subject as the predator being mimicked.
If the spell is cast on the night of the full moon, it will come into effect as soon as the sun sets each night for the rest of the month.

Lightning Bolt
Range; 20-200 feet
Duration; instantaneous
The magician projects a ray of electrical force from their hand, extending out to strike everything in its path. It burns through minor obstacles (such as glass windows or curtains) but bounces off dense hard surfaces (such as a brick wall), changing its course. This allows a skilful magician to ricochet it around corners, while those who take less care will find their bolts reflected back at them. Every creature in the lightning bolt's path is struck, taking 1d6 damage for each level the magician has. Electrical tech struck by the bolt is almost certainly ruined unless it's deliberately constructed to withstand massive voltages. Creatures hit by the blast must make a Save against stunning; if they fail the electricity causes them to spasm uncontrollably, losing their next action.

Mist Form
Duration; 1 turn per level
Range; self
The magician tilts back their head, opens their mouth, and exhales. Once the breath has left their body, they can keep exhaling, and if they do they will find their body turns to mist from the inside out, escaping through their mouth until the magician has completely dissolved into the air. In mist form, the magician cannot touch or be harmed by physical objects, although they cannot pass through objects unless they are permeable to air. Whilst in mist form, the magician cannot gesture or talk, which prevents them from casting spells. Only the magician's body is transformed; their equipment and clothing falls to the floor beneath them.
In mist form, the magician can move up to ten feet a round, and can pass through any gap or crack that smoke could eventually seep through. They are subject to the effects of the wind, and can potentially travel much faster by letting strong winds carry them.
When the spell ends, the magician's body re-forms, the disparate particles knitting back together in their original arrangement.

Octopus Flesh
Range; touch
Duration; 1 turn per level
The magician turns the subject's flesh into a strange rubbery mass, and their bones become flexible and cartilaginous . Under this spell, the body can be stretched, squeezed and deformed in strange ways, pouring itself like a fluid. The subject gets a 6-in-6 chance on athletics rolls to wriggle through tight spaces or escape from bindings. Furthermore, they get a +1 bonus per hit-dice on wrestling rolls

Remove Curse
Duration; Instantaneous
Range; touch
Remove Curse instantaneously removes one curse or magical affliction on a creature if it makes a saving throw versus Magic. Remove Curse does not remove the curse from a cursed shield, weapon, or other item, although the spell enables the creature afflicted with any such cursed item to remove it from their person and get rid of it.

Sacrifice
Range; Touch
Duration; Instantaneous
This spell allows the magician to transfer health between themselves and another. They can donate any amount of Flesh and/or Grit points from themselves to the subject. The subject cannot gain more Flesh or Grit points than their maximum value; they can only be healed.
Instead of donating health, the magician can choose to steal it. To do so, they must make a successful attack against the victim with their bare hand. They deal an extra 1d6+1 damage when they do so, gain that many lost Flesh and/or Grit points (in the same manner as when health is donated).

Senescence
Range; 10 feet
Duration; Instant
The magician accelerates time's progress on their target, aging them by d10 years, plus one extra year per level of the magician. The change takes no more than a few seconds. There is no save.
A mortal has a maximum lifespan of 80 years plus an additional d20 years; roll to see their maximum lifespan when this becomes relevant. A person aged beyond this maximum will die of old age in a matter of days. A human aged to 20 years above this maximum will crumble to dust in a matter of seconds.
Senescence can also be used to reverse aging. The amount the victim is de-aged is exactly the same as when cast normally. A victim de-aged to childhood (before the age of 15) suffers -1 to all attribute modifiers. Early childhood (before 6) is -2, and infancy (before 3) is -3. A character de-aged to before they were born winks out of existence, and remains gone for as long as it will take for them to get born all over again, at which point they pop back into existence as a newborn.

Slow
Range; 200 ft
Duration; 3 turns
The magician warps the flow of time, causing it to crawl only reluctantly. They indicate the centre-point for the time-warp as they cast this spell, and everything in a 60 ft radius is affected. Within this area:

- Movement speeds are halved.
- Actions take twice as long - actions that take a single round instead take a round to set up an a round to complete.
- Durations of spells and so on last twice as long.
- Clocks run at half-speed.
- And so on.

The effect ceases abruptly when the spell's duration (which isn't doubled) ends. At this point, time snaps back to where it 'should' be in an instant.
This spell can also be cast on a single victim, in which case it only affects that person.

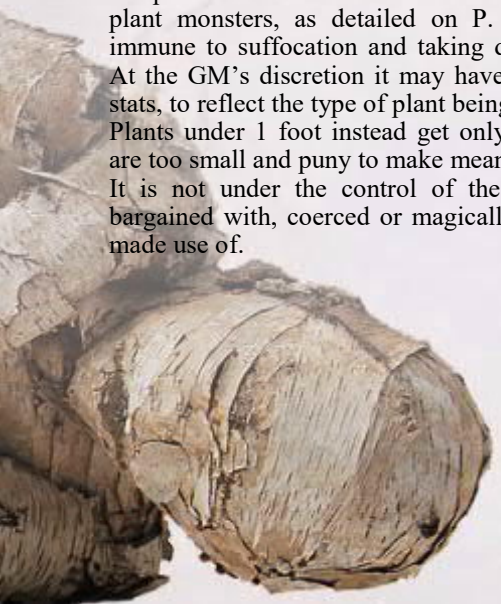
Speak with Corpses
Range; 10 feet
Duration; -
This spell draws back the spirit of a corpse from the spirit world and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.
The corpse's knowledge is limited to what the person knew during life, events that have happened to the corpse since then, and the state of the local spirit world. Answers are often brief, cryptic, or repetitive.
In the spirit world, the spirits of the dead grow like plants do here, forming a part of the landscape. Particularly mighty or famous people might be nurtured and kept by spirits in things worryingly similar to gardens, whilst the weak and inconsequential masses grow wild.
The spell allows a base of three questions. If the death occurred more than a day ago, one less question can be asked, and of more than a year, again one less question can be asked.
This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it is merely a skull, must be intact and present for the spell to work.

Water Breathing
Range; touch
Duration; 6 turns per level
The subject of this spell grows gills in their neck, their skin takes on a scaly texture, and they gain the ability breathe water freely for the duration of the spell, although they can still breath air perfectly well. Creatures under the influence of the spell are not granted any additional proficiency at swimming, but will find themselves attracting small aquatic creatures like newts, leeches and crabs.

Rank 4 Spells

Absolute Empathy
Range; 30 ft
Duration; 1 turn per level
This spell links two minds (one of which can be the magician's, if they wish), granting each total understanding of the other's emotions, motives and personality. The emotional connection works equally in both directions, perfectly symmetrically.
Each of the two individuals understands instinctively the emotional state of their partner. When their partner acts, they understand why they acted as they did, what led to their decision, what they hope to achieve.
Whilst the magic does not quite grant access to the partner's inner monologue and memories, the basic content of surface thoughts can be discerned. Should they happen to dwell on a memory, then the partner likewise becomes aware of that memory.
If one partner feels pain, both do. If one partner suffers damage, the other suffers half as much in the form of psychosomatic sympathetic injuries.
A rare few individuals have minds that are cold and lizard-like, with no capacity to understand that other people have any value except as tools; the same sort of person affected weirdly by Know Guilt. This magic forces such a person to confront the fact that other people's suffering is on some level real, a process which their incomplete mind is not properly equipped for. The mere realisation deals d12 damage to them, which may manifest as stigmata, clawing at the skin, vomiting, and so on. Thereafter, the sociopath must make a Save vs Stunning in order to take any action that affects another person in any way. This effect only affects the sociopath themselves; while their partner feels the sociopath's distress, they don't take damage or require saves to act.

Awaken Plant
Range; touch
Duration; Instant
This spell takes a mundane plant and infuses it with the same vigour as animal life. The plant promptly animates, becoming an intelligent Plant Monster.
It has 1 Hit Dice per full foot high the plant is, of which 1 will be flesh and the rest grit. AC is probably either 12, or 16 if the plant has tough bark. It has a single attack, for between d4-d12 damage depending on the size, spikiness, heaviness etc of the plant. It has all the normal weaknesses and bonuses of plant monsters, as detailed on P. 62, most notably being immune to suffocation and taking double damage from fire. At the GM's discretion it may have other abilities or altered stats, to reflect the type of plant being animated.
Plants under 1 foot instead get only a single flesh point and are too small and puny to make meaningful attacks.
It is not under the control of the magician, and must be bargained with, coerced or magically controlled if it is to be made use of.



Create Illusion
Range; 200 feet
Duration; Concentration
The magician affects the perceptions of those around them to create an illusory image of something. The image can be of anything the magician can imagine, but for things that the magician has not personally experienced, they must pass an Charm skill roll or else the image is unconvincing.
The illusion affects all senses but has no physical presence. It can take effect anywhere within the 200 foot radius of the magician, moving about and changing as the magician directs. However, if the magician stops concentrating on the illusion (for example by attacking or casting another spell) the illusion ends.
There is no save against the spell at first. However, when evidence suggests that the illusion is not real (such as somebody failing to be hurt by an illusory flame) anybody witnessing it may make a Save vs Magic; if passed, they recognise the illusion as being fake.

Dopethrone
Range; Self
Duration; As long as the magician remains intoxicated.
The magician must be intoxicate with some mind-affecting substance in order to cast this spell. Once they do, the spell remains in effect until they sober up; they can consume more drugs in order to extend the spell beyond its initial trip. The spell has the following effects:

- The magician suffers no ill effects if they take further narcotics after the initial one required to cast the spell; they can extend the spell's duration indefinitely by keeping the trip going, suffering no penalty for doing so.
- The magician sees the fractally refracted possible futures in drug-addled snatches and glimpses. When their player declares an action, after seeing the immediate consequences of that action (including damage and even character death) they can choose to instead not do it. This causes their action to be wasted in combat, but allows the magician to avoid traps, dumb mistakes, ambushes etc.

Fear
Range; 40 ft
Duration; Instant
The magician causes the adrenal glands of their victims to malfunction, creating a wave of overwhelming panic. The magician chooses who within the radius is affected; they make a Morale check at the end of the round, with a 1-point penalty for each morale check already made during the encounter. This spell can even force Morale checks & flight on PCs, who would normally be immune to Morale.

Host the Ophidian Sage
Range; Touch
Duration; Until Dismissed
With a muttered invitation, the magician causes a strange spirit to manifest within the body of a chosen host (which might be the magician themselves, a willing host, or a victim).
As the spell is cast, the Ophidian Sage materializes beneath the skin of the host, appearing as a sinuous, squirming bulge. To complete the spell, the host's skin must be sliced open to allow it to emerge, which deals d4 damage.
The Ophidian Sage takes the form of a snake with glossy red scales, emerging from the cut in the host's skin. It speaks with a soft, lilting accent and is polite, if a little condescending.
The Sage will answer questions, in exchange for a single flesh -point's worth of blood (it doesn't care who from). It answers questions truthfully, but its knowledge is limited. It knows everything the PCs would know if they picked up on every clue, and always drew exactly the correct conclusions.
Once a person has been a host for the Sage, they can't host the Sage ever again.

Hurl Through Time
Range; touch
Duration; Hard to Define
The victim of this spell is hurled forwards in time, blinking out of existence and then blinking back in a while later; from their perspective, no time at all has passed. The victim makes a Save vs Magic, and if they pass it, choose if they are hurled forward 1 round, 1 turn, 1 hour, 1 day or 1 month. If the save is failed, the magician chooses instead.

Neutralise Poison
Duration; Instantaneous
Range; Touch
The magician draws out all trace of venom and poison in the creature or object touched, which are sweated from the subject's surface in glistening black drops. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended. The spell does not reverse instantaneous effects such as Hit Point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will revive the character if the spell is used no more than one Turn after death.
Until the subject has been cleaned off, the black sweat forms a deadly contact poison. Those touching it directly with their skin must make a save against poison, or else die.

Obfuscation
Duration; 1 turn per level
Range; touch
This spell completely removes something or somebody from people's perceptions. Although still physically present, capable of being touched, the subject cannot be seen, heard or smelled. An observer's senses simply passes over and ignore the subject. Things carried by or hidden behind the object are also missed in the same way. No matter what the subject does, observers will not notice them.
Obfuscation can be cast on a person, creature or object (although the object can be no bigger than a car; you cannot make an entire building invisible).
Whilst the subject is hidden, attacks against them are rather harder. The attacker must first locate the subject by groping about; doing so probably requires a successful Perception skill roll, and requires them to have given some sign of their presence, such as attacking. Once the target is located, then attacks against them are made with a -3 penalty since the attacker cannot see how the subject is defending themselves.

Remote Operation
Range; unlimited
Duration; Concentration
This spell allows the magician to operate a machine or piece of technology at any distance. They might operate a camera, drive a car, or type on a laptop while on the other side of town. The target must be in direct line-of-sight when the spell is first cast, but after that the spell remains in effect regardless of range or obstruction.
While the magician maintains concentration, they perceive all the outputs of the device (screens, speakers, etc) as if present, and can likewise make any inputs such as turning steering wheels, typing on keyboards, etc. This spell doesn't allow the magician to make the device do anything that they couldn't do normally. That said, if you could hack a device to do something (perhaps requiring a Technology roll) in person, the same is possible using this spell.

Rip Portal
Range; 10 feet
Duration; Instantaneous
This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within three hundred and sixty feet. The being always arrives at exactly the spot desired by the caster. Unwilling subjects may make a Save against Magic. An unknown or unseen place can be specified (for example, '100 ft south and 20 ft up' or 'on the other side of this chasm', but if the destination is already occupied by a solid body, the spell shunts the target to a random place within range.

Parasitic Infection
Range; 10 ft
Duration; Until cured
This spell infests the flesh of its victim with parasites; maggots, tubeworms, leeches or similar, perhaps. They suffer d4 damage to their flesh. Each round thereafter, they must make a Save vs Poison; if failed they take an additional d4 damage to flesh as the parasites continue devouring them, The effect ends, and the parasites are killed or driven off, when two consecutive saves are passed, or a similar cure to a disease or infection is found.

Polymorph Self
Range; self
Duration; 1 turn per level
The magician transforms themselves into another being. A particular individual cannot be mimicked with this spell, only a typical individual of a creature type. The new body must be of a creature with a number of Hit Dice, equal to, or less than that of the magician. The magician retains their Intelligence, Hit Points, saving throws, and ability to attack, but does gain physical abilities of the new form, including Strength or Strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the magician transforms into a winged creature, they will be able to fly. If the caster takes the form of a creature with a petrifying gaze, their gaze will not petrify. The magician is unable to cast spells when transformed. Dispel Magic negates the effects of this spell, and if the magician dies while in a different form they will revert to their natural form in death.

Protection from Weapons
Range; touch
Duration; 1 round per level.
The magician turns their subject's flesh into a strange, dark glittering substance, harder than stone yet supple and mobile. The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures of 5 Hit Dice or greater (not including character levels), are still able to attack as normal if not using weapons. The spell conveys no protection whatsoever against spells or indirect attacks such as falling rocks and fire.

Seven Gates
Range; -
Duration; 4d6 turns
Before this spell is cast, the magician must set up seven archways, each consisting of two vertical posts and a lintel on top. The material each archway is made of is unimportant. Each gate also requires a single magical reagent in its construction in order to be properly set up. Upon casting the spell, the gates are activated, allowing people to move between them. After entering a gate, roll d6 to determine which other gate the traveller steps out of; if several people step into the gate at once, they must all link hands if they wish to leave by the same exit.
Many magicians use this spell to quickly travel to and from their sanctums and other places of power, building six gates ahead of time and then setting up a seventh as and when they need to.

Spectral Step
Range; Self
Duration; 1 round per level
This spell lets the magician shift their form from matter to potential, briefly becoming non-physical if they wish.
Their non-physical state lets them step through any physical object they want; walls cannot stop them and bindings cannot hold them. Furthermore, the more non-physical they become, the harder it is to injure them. For each round that this spell has been active, the magician gets a +1 bonus to their armour class. However, since weapons can pass straight through any armour they are wearing whilst non-physical, they don't get any other bonuses to their armour class for as long as this spell is active.

Spell Immunity
Range; touch
Duration; 1 round per level.
The magician coats the target's skin in a thin, iridescent sheen that protects it from magic. No spell will have any direct effect on the subject for the duration of the spell. Indirect effects are still possible: for example, the subject is immune to the damage from a fireball spell, but if that same fireball sets their tent on fire, they are not protected from the resulting flames. The spell isn't dispelled, it merely doesn't affect the subject, and other targets will still be affected. Should a spell have a duration longer than spell immunity will last, it is no longer suppressed when the spell immunity ends, and will take effect for the rest of the duration.

Spoof Identity
Range; self
Duration; 1 turn per level
This spell allows the magician to assume the online and legal identity of a chosen victim. To be cast, they must know the victim they intend to impersonate by name, and have at least one piece of identifying information for them (an internet password, bank card, work ID, etc).
While the spell remains in effect, any user ID and/or password they enter will be accepted by a computer system, allowing them to log in as the victim they're impersonating. Likewise, any digital 'trace' they leave behind will be traced back to the victim of their impersonation. In person, any identification they present (passports, bank cards, swipe-cards for electronic locks and so on) will be accepted without question. People seeing the magician presenting ID will accept that it proves they are who they say they are, even if the names, photos and other details don't match up.
There is no save against this spell, either as a victim of impersonation or the one being fooled. People and systems fooled by it don't realise they've been fooled until a third party presents evidence to them.

Wall of Fire
Range; 80 feet or 0 feet
Duration; 1 round per level
This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat that one would expect, but the other side merely emits a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall suffer 1d6 points of damage. Undead creatures suffer worse, taking twice the ordinary damage that the wall would inflict. The wall persists for as long as the magician concentrates upon it, or, if concentration is not maintained, will remain for 1 Round per level. The magician can evoke a wall of fire in one of two shapes, a wall or a ring. The size of a straight wall is up to 20 foot square per level. A ring has a radius of up to five feet per level (with the magician in the centre) and is 20' high. If the magician manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the magician.

Wall of Ice
Range; 120 feet
Duration; 12 turns
An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and can be shaped in any manner and to any dimensions the magician desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with less than 4 Hit Dice. Monsters with more than 4 Hit Dice suffer 1d6 points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall cannot be evoked so that it appears where objects are, and it must rest on a solid surface.

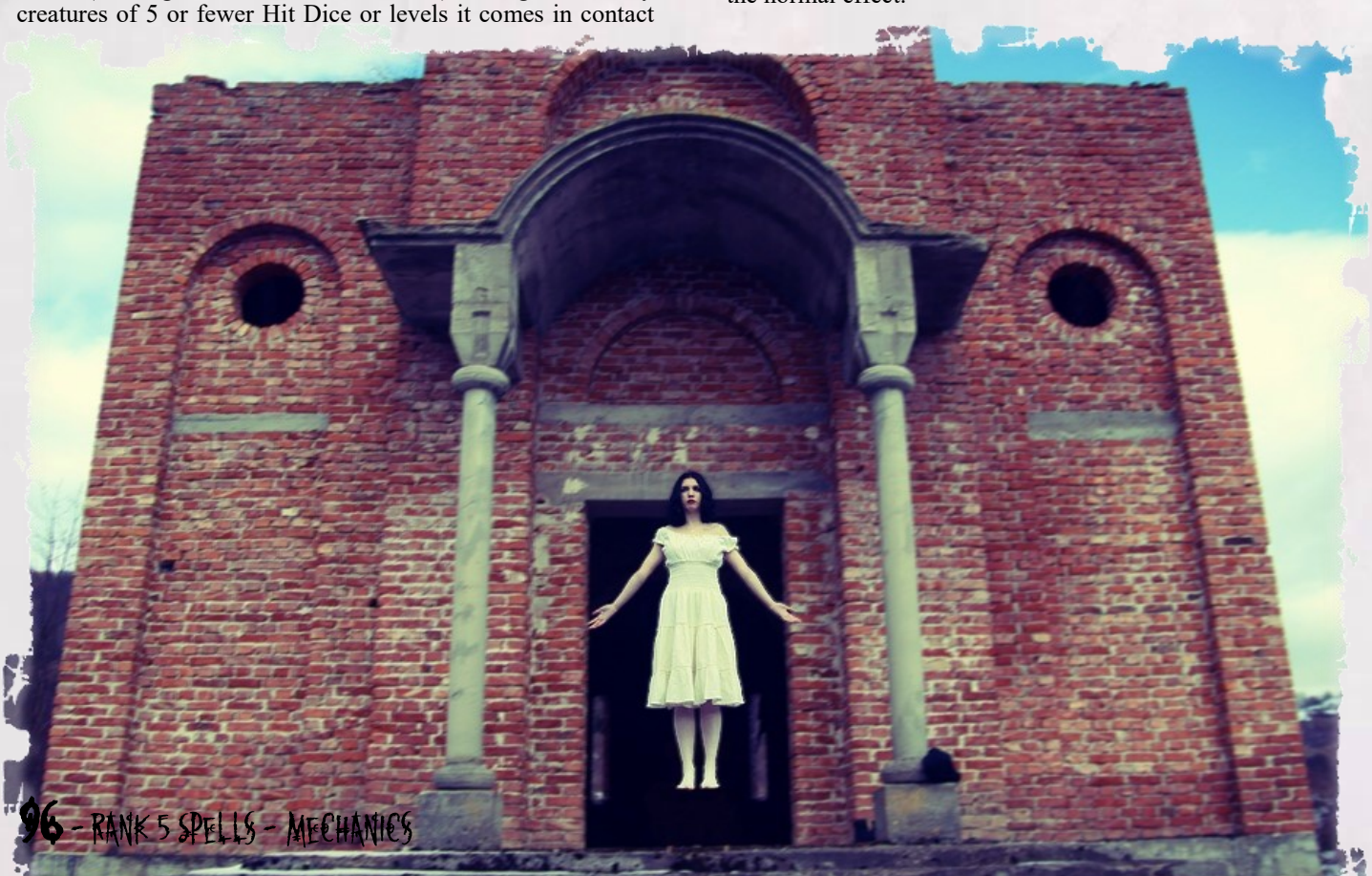
Rank 5 Spells

Animate Dead
Duration; Instantaneous
Range; 10 feet
This spell introduces a spirit plucked from the local afterlife into a corpse, causing it to reinvigorate the faint memories of life that cling to the corpses and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the magician, these undead are under their total control. However, the faint memories of life retained by the corpse or skeleton constantly struggles with the invader introduced by the magician, a conflict that drives the host corpse or skeleton to destructive urges. The animated dead will always interpret any instructions in the most violent and destructive manner possible. They will also prefer to attack those that they knew in life, no matter their former relationship with the person in question. The bodies remain animated until they are destroyed.
For each level of the magician, they can animate up to 1 hit dice of creatures. For each flesh dice the creature had in life, it has a d12 dice of flesh as undead. The undead do not have Grit. The undead creature retains its saving throws, and has an attack bonus of +1 per dice of flesh.
If the undead is to have special abilities, each increases the Hit Dice cost by one. Adding special abilities does not increase the actual Hit Dice of the undead. Only feral undead are created by this spell, and they must be commanded verbally.
See page 200 for more on the nature of undead monsters.

Cloudkill
Duration; 1 round per level
Range; 30 feet
Casting this spell pulls up the infernal gasses that exist deep beneath the earth. A 20' cube cloud of poison gas forms which moves at a rate of 10' per Round under the control of the caster (so long as he concentrates on it). The gas kills any creatures of 5 or fewer Hit Dice or levels it comes in contact with if they fail a saving throw versus Poison; creatures having 6 or more Hit Dice or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it, in which case the cloud also remains immobile for the remainder of the spell's duration.

Creation
Range; touch
Duration; instantaneous
The caster creates an object of non-living matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting Creation. Thus, within the caster's limits on the item's volume, they could create a long rope from a bit of cloth, a knife or manacles from a bit of metal, a finely sculpted throne from a pebble, etc. If the magician tries to create complex items, a Technology skill roll is needed to properly direct the magic; failure results in the item being somehow flawed or it not working properly. Firearms, vehicles, electronics and so on will all require this roll to be made.

Feeblemind
Duration; permanent
Range; 10 feet
This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus Magic, its mind shuts down higher functions. The affected creature is unable to speak, cast spells, understand words, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. In addition, the subject gains a random madness (roll d6+10 on table 44 to determine what) permanently; the madness is not cured by dispelling.
However, if the target succeeds with their saving throw, they are considered to be under the effect of a Haste spell for as many Rounds as the magician has levels as well as suffering the normal effect.



Floating Eye
Range; speaking distance
Duration; Indefinite
The magician plucks an eye from their socket, and places it in the air before them. They must donate between 1 and 3 Flesh points to the eye; their own flesh takes this much damage and the eye gains a single hit-dice and this many flesh points. The damage taken cannot be healed until the eye returns or is destroyed. In addition, whilst the eye is not with the magician, their vision suffers, giving them –3 to all their ranged attacks and -1 to their perception skill chance.
The eye can fly, with perfect agility and the same speed as an unencumbered human. Its Armour Class is 19, and it has the same saves as the magician who donated it. The magician can see through the eye and directs its movements just as skilfully as they direct their gaze normally.
The magician can cast any spells requiring line-of-sight or range as if they were in the same place as the eye.
Whenever they are in the same place, the magician can snatch the eye out of the air and return it to its correct socket, regaining the donated Flesh points. If the eye is damaged or destroyed before being returned, the magician must heal those flesh points naturally.

Magic Jar
Range; 10 feet per level
Duration; see below
By casting Magic Jar, the caster places their soul into a specially prepared gem or large crystal (known as the magic jar), leaving their body lifeless. An attempt can be made thereafter to take control of a body within 120', forcing its soul into the magic jar. At a later time, the magician can move back to the jar, thereby returning the trapped soul to its body, and attempt to possess another body. The spell ends when the magician sends their soul back to their own body, leaving the receptacle empty.
To cast the spell, the magic jar must be within spell range. While in the magic jar, the magician can sense and attack any life force. Attempting to possess a body is a full round action. The magician possesses the body and forces the creature‘s soul into the magic jar unless the subject succeeds a saving throw versus Magic. Failure to take over the host leaves the caster’s life force in the magic jar, and the target automatically succeeds on further saving throws if the magician attempts to possess its body again.
If the magician is successful, their life force occupies the host body, and the host’s life force is imprisoned in the magic jar. The caster keeps their own Intelligence, Wisdom, Charisma, level, class, and personality. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. The creature‘s spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Magic spell is cast.
The spell ends when the magician shifts from the jar to their original body. If the host body is slain, the magician returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the magician and the host die. If the magician‘s life force is within the magic jar and their own body is slain, the magician is trapped in the magic jar until a creature comes within range and can be possessed. If the magician‘s life force is in possession of a host and the magic jar is destroyed, the magician‘s life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Pass Through Walls
Duration: 1 turn
Range: 30 feet
This spell causes a wall or similar barrier to yawn open like a gaping mouth, forming a passage that the magician and their companions can travel through. The passage is up to ten feet deep, five feet in diameter, and has walls that are soft, warm and fleshy. The passage closes when the duration expires, and when it does, all those still within are devoured.

Polymorph Others
Range; 60 feet
Duration; permanent
By means of this spell, one living being can be transformed into another kind of being. The creature may make a saving throw versus Magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature’s Hit Dice totals more than twice the Hit Dice of the original creature, the spell does not work. The subject gains any natural or physiological abilities of the being they’re turned into. This spell cannot be used to reproduce the appearance of a specific identity. Dispel Magic negates the effects of this spell, and if the subject dies while in a different form they will revert to their natural form in death.

Shape Stone
Range; touch
Duration; instantaneous
This spell can form an existing piece of stone into any shape that suits the caster’s purpose, to a total volume of 1' cubed per level. While it is possible to make crude coffers, doors, and so forth with shape stone, fine detail is not possible.

Telekinesis
Range; 120 feet
Duration; 1 round per level
This spell extends the caster‘s reach beyond that of their physical body, allowing them to move objects without touching them. By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level can be moved 20' per Round. Living beings can be moved, but are allowed a Save vs Hazards to resist by grabbing onto something. The magician can manipulate objects with as much finesse as if they were using their hands.

True Sight
Range; touch
Duration; 1 round per level
The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Turn Rock to Mud
Range; 120 feet
Duration; Permanent
This spell turns as much as 3,000 square feet of rock 10' deep into mud, forming a thick bog. Any beings passing through the mud have their movement reduced to one tenth of normal. The spell can be used to change an equal volume of mud, earth or sand described above into solid sedimentary rock. The alteration is permanent unless the reverse spell is cast on the altered mud or rock.

Rank 6 Spells

Anti-Magic Shell
Duration; 1 turn per level
Range; 10 foot radius
Casting this spell shores up the cracks in reality through which magic seeps into the real world, at least for a short amount of time. Within a 10 foot radius around the magician, all magic is negated for the full duration of the spell. Magical attacks will not affect the magician, magic items and spells within the radius are suppressed, and the magician cannot perform further magic until the spell has expired. Spells cast through the Anti-Magic area will also be ineffective. Innately magical creatures cannot pass through the area, but magical beings with physical form will merely lose all of their magical abilities while in the Anti-Magic area. The area affected by the Anti-Magic Shell is stationary and does not move with the magician.

Contingency
Duration; Instantaneous
Range; Self
This spell allows the magician to cast another spell on themselves, with its effect delayed until a specific situation occurs as dictated by the magician. The spell to be brought into effect by the Contingency must be one that affects the magician's person.
The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the Contingency immediately brings into effect the companion spell, the latter being cast instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) can fail when called on. The companion spell occurs based solely on the stated conditions of the Contingency spell, regardless of whether or not the magician wants it to at the time.
Only one Contingency can be placed on a magician at one time; if a second is cast, the first one (if still active) is dispelled.

Disintegrate
Range; 120 feet
Duration; Instantaneous
This spell undoes the bonds of creation that keep a single creature or object together. Up to a ten foot cube of material is entirely disintegrated, leaving behind no evidence that it ever existed. Creatures who do not wish to be disintegrated (which will be most of them) are permitted a Save against Magic to resist the spell; if the save is passed, they merely take 2d20 damage.

Find the Path
Range; touch
Duration; 1 turn per level
The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a Maze spell. To cast this spell requires the magician to use a divining kit such as carved bones or wooden tokens, which they will cast to the ground and interpret how they fall. Find the Path works with respect to locations, not objects or creatures at a locale. The spell enables the subject to divine the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the Path can be used to find the subject from the effect of an Imprisonment spell, or to allow the subject to select which gateway the step out of when travelling into Seven Gates.

Geas
Range; touch
Duration; See Below
The whims of a proficient magician are not often ignored. This spell forces its victim, if a saving throw versus Magic is failed, into performing one service specified by the magician. This service can be a lengthy quest or an immediate action, almost anything the magician desires as long as it is a definite action. The magician cannot, however, order the victim to harm themselves deliberately. The victim retains their own wits and faculties, but must make the wizard's service their top priority at all times else fall under the effects of a curse as specified by the Magician. The only way to remove the curse is to complete the service, and when that service has been performed the spell terminates.

Legend Lore
Range; self
Duration; see below
The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is nobody there to record them. By casting this spell, the magician can put together the clues left behind over time. To cast this spell requires the magician to use a divining kit such as carved bones or tarot cards, or the entrails of a slain rabbit, which they will cast and interpret over time. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4 × 10 Turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumours are known, the casting time is 2d6 weeks. During the casting, the Magician cannot engage in other than routine activities such as eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Mind Switch
Range; touch
Duration; Permanent
This spell allows the magician to switch the minds of two beings. The beings must be of the same race. The magician must touch the two beings in turn, and when the second being is touched their minds switch bodies. A character not wishing to have their mind switched must make a Save against Magic to resist the change. If either of the intended targets succeeds in their saving throw, the spell fails.
Mind-switched characters retain their Charisma, Intelligence, and Wisdom, gain the Constitution, Dexterity, and Strength of the body they have been switched into. The body retains its previous Hit Point maximum, but the minds otherwise retain their former class, level, experience points, and abilities.
The spell is permanent until dispelled. The magician must touch both involved parties once again to cancel the spell, and they are each entitled to a Save against Magic if they want to resist the spell's cancellation. Casting Dispel Magic allows no such saving throw. In each case, if the affected parties are not Dispelled or cancelled at the same time, the first one to be so affected goes into an empty void until their original body is freed of its possessing consciousness. If the original body dies while a mind is in limbo, it is forever lost.

Projected Image
Range; 10 feet per level
Duration; 1 round per level
The magician creates a quasi-real, illusory version of themselves. The Projected Image looks, sounds, and smells like the magician, but is intangible. The projected image mimics the magician‘s actions (including speech) and any sound or spell effects will seem to come from the image. In fact, ranged spells (not touch spells) can be cast from the Projected Image rather than the magician! If the image is physically touched, either by a hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the magician.

Regenerate
Range; Touch
Duration; Instantaneous
As part of casting this spell, the magician takes a mixture of clay and blood and paints it over a broken body, accelerating healing to staggering levels. It heals all damage to flesh, and all grit. In addition, any specific injuries to the subject are healed, with broken bones mending perfectly and wounds sealing over without a scar. Any missing body parts do not re-grow on their own, but if a replacement is made from clay and placed in the correct space, the clay will turn itself to flesh to replace a severed limb, missing eye, and so forth. Regenerate also cures any ongoing conditions such as arthritis, cataracts and so on.

Turn Flesh to Stone
Range; 120 feet
Duration; permanent
This spell turns one creature into a statue, including all gear and any items currently held. A saving throw versus Magic is permitted to resist the transformation. The spell can also be cast in reverse, turning petrified creatures back into living things, or rocks into masses of living, twitching flesh.

Ward Against The Eldritch
Range; 20 feet radius
Duration; 1 turn
This spell blocks off an area from external magical influence, making it invisible and impenetrable to mystical patrons and entities from other worlds.
For the duration of the spell, mystics in the area cannot cast any spells and gain no benefit or effects from their Patron. The spells a mystic casts have no effect on the warded area. Indirect effects might still occur; for example, a fire lit using a mystic’s magic might still spread into the area.
Similarly, for the spell’s duration, haunting entities cannot effect the warded area at all; their connection is suppressed.
Other external magical influences, such as scrying, are blocked. However, magic that is learned (such as an Occultist’s spells) or innate (such as a Spook’s powers), function just fine; it’s only magic drawing on an external source that is blocked

X-Ray Vision
Range; touch
Duration; 1 round per level
The caster of this spell is able to see through solid objects as if a 3' square window is present. For the duration of the spell, the caster can see through more than just one object, but it takes one Round to switch from one to another. The arcane window, according to the caster‘s preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one object. The window is always one way. The spell can be applied to 20 foot thick wood or dirt, 6 foot thick stone, or 4 inch thick living matter. Any metal blocks this spell.

Rank 7 Spells

Animate Artwork
Range; touch
Duration; 1 round per level
The magician can pull an object or creature depicted in a piece of art, such as a cave painting or engraving, into the real world. The object can be used as if it were real (since it now is) and any creature or person seeing the object or creature will believe it to be the same as that depicted in the artwork, complete with the full abilities of either the object or creature.
Animals and other creatures pulled out are not under the magician's control and will behave according to their nature. They may not be very happy with the magician.
Note that the quality of the piece will affect the power of the creature or item in the real world. A masterwork piece of art will yield perfect creations; a work of lesser, but still serviceable quality will provide cre-ations that are only 50% as effective; and anything less (quick sketches) will be at 25% effectiveness. Drawing a quick serviceable doodle takes two Rounds. A more impressive work takes at least two turns. A masterpiece takes at least two days, and requires the artist to have an Intelligence score of at least 16.

Clone
Duration; instantaneous
Range; touch
This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and creates an artificial duplicate of the subject's consciousness, trapping it in the false body.
To create the duplicate body, the magician must have access to this spell, and a small piece of flesh from the creature to be duplicated. To grow the new body, the magician must be working in an environment with suitable medical supplies to grow the clone in a vat; assembling such supplies requires the owner of the facility to have Resources of at least 6. Creating the clone then requires an embryo (which may be taken from any animal) into which the flesh is implanted; this requires a successful Medicine roll, but need not be performed by the magician themselves.
Bringing the embryo to maturity will take 1d20+1d8 days of work by the magician. The magician can spend any number of (randomly determined) magical reagents to speed the process up by 1 day per reagent.
Once the duplicate reaches maturity, the Magician can then cast the spell and this is what creates the duplicate consciousness and imprisons it in the body. The clone person is exactly like the original in all ways, and will awaken after a day's final growth once the spell is cast.

Earthquake
Range; 120 feet
Duration; instantaneous
The volcanic rage of the earth is a terrible thing to behold, and this spell allows the magician to command this wrath and unleash it against their enemies! An intense, but highly localized, tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 Round, during which time creatures on the ground cannot move, cast spells, or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

- Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earth-quake cast on the roof of a very large cavern could also endanger those outside the actual area, but below the falling debris.
- Buildings and cliffs: Earthquake causes a vertical structure to crumble, creating a mass of debris that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.
- Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die; a Save against Hazards allows a victim to grab the edge of the fissure, and potentially rescue themselves before it closes up and swallows them.

Flatten
Range; self
Duration; 2 rounds per level
This spell banishes the depth dimension of the magician's three dimensions of being, thus reducing the visible portion of themselves to the two-dimensional aspects of height and width. The magician can take all normal actions, but has the ability to appear invisible if standing such that only their side is presented to an observer. The magician can also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the magician as three dimensional. This two-dimensional existence also creates a vulnerability in the magician. Any damage that the magician sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The magician can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Instant Summon
Range; see below
Duration; Instantaneous
Time and space do not exist to the forces of magic, and this spell allows the magician to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to their hands from wherever it currently is. To prepare the item, the magician simply places a handprint on the item in a mixture of their blood and a random magical reagent (see table 50 to determine what). The item must not be more than roughly 3' long nor weigh more than 8 pounds. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast). The item appears instantly in the caster's hand. If the item is in the possession of another creature, the spell does not work.

Mass Invisibility
Range; 30 feet radius
Duration; 1 turn per level
This spell works like the spell 'Invisibility', save that every living thing within the radius, and all their equipment, is affected as if it was cast on them individually. Beings that leave the radius remain invisible. Beings made invisible with this spell cannot see one another.

Magic Blade
Range; 30 feet
Duration; 1 round per level
The magician evokes a magical sword into being that hangs in the air, and attacks as directed by the magician. While doing so, they cannot cast spells, use magic items, or move, although the spell does not end if the magician's concentration is broken; the sword simply does not attack during that Round. The sword attacks with a bonus of one-half of the magician's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The sword inflicts 1d12 damage.

Paradoxical Revelation
Range; 60 foot radius
Duration; Instantaneous
This spell makes the magician aware of one of the great secrets of reality; a cosmic truth that is both correct and self-contradictory. Such secrets are dangerous, and most minds cannot cope with such paradoxical revelations. The intonation of this statement utterly banishes creatures not native to the physical world, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the Exalted Word in accordance with the creature's Hit Dice.
All creatures, other than those of such cosmic intelligence as to be able to comprehend such paradoxes, or who are naturally deaf, within 60' of the magician are affected, including the magician. A Save against Magic can be taken; if passed, the victim treats the result as one level less severe (creatures with 12 or more hit dice are unaffected if they pass the save).

- Creatures with 3 or less hit-dice are killed, or paralysed for d4 turns if they pass the save.
- Creatures with 4 to 7 hit-dice are paralysed for d4 turns, or slowed for 2d4 rounds if they pass the save.
- Creatures with 8 to 11 hit-dice are slowed for 2d4 rounds, or deafened for d4 rounds if they pass the save.
- Creatures with 12 or more hit-dice are deafened for d4 rounds, or do not suffer at all if they pass the save.

Once such a paradox has been expressed, reality quietly re-writes itself to remove the contradiction. There are no immediate effects, but places where this spell have been cast often have a liminal quality, as reality is thinner here and more prone to damage.

Remote Surveillance
Range; Touch
Duration; 1 turn per level
This spell enables a magician to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the magician, with no saving throw. The victim will not realize that they are the victim of a spell.
When this happens, the magician is immediately aware of the spell's activation. The magician can then experience all of the subject's senses. In effect, the subject of the spell becomes the magician's perfect spy. The magician can also cast spells through the subject of the spell. However, the magician cannot read the subject's mind, nor does the magician find anything out about the subject. There could be circumstances where the magician does not even know where the subject is. All that the magician becomes aware of is that the spell is active, and from that point is also aware of whatever the subject sees, hears, smells, tastes, or touches until the spell ends.

Reverse Gravity
Range; 5 feet per level
Duration; 1 round
Nature is a magician's plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30 foot squared area, causing all unattached objects and creatures within that area to fall upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward, suffering the usual falling damage when they hit the ground.

Sculpt Flesh
Range; Touch
Duration; 1 turn
The subject's flesh flows like soft wax under the magician's fingers, allowing them to sculpt it freely. Extra bulk can be added by blending wax into the flesh-wax and moulding it, or mass can be reduced by removing flesh.
The subject's physical form can be altered according to the magician's wishes. Crude changes (lengthening limbs, sealing orifices or adding large crests, for example) can be completed automatically. More subtle changes require a successful skill roll. Changes that are primarily appearance-based, such as changing the face to resemble another person or concealing the presence of alterations or unnatural features, require a successful Medicine skill roll. Alterations that are functional, such as adding claws, wings, new organs or similar, require a successful Specialist Medicine skill roll.
Base attributes cannot be altered but the subject might be given new capabilities. They can gain natural attacks (such as a bite attack), or features that mimic the mundane abilities of natural animals such as a frog's extendable tongue or an octopus's boneless body.
When the spell's duration ends, the flesh is no longer pliable. The subject takes damage to their flesh; each major alteration deals 1 damage. The alterations are permanent once the flesh is no longer pliable

Simulacrum
Range; touch
Duration; Instantaneous
Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's Hit Points. The duplicate has a faulty memory of the original's life, and has a 3 in 6 chance to remember any pertinent detail. At all times, the simulacrum remains under the magician's absolute command. No special telepathic link exists, so command must be exercised in some other manner, typically speech. A simulacrum lacks a soul and so has no ability to become more powerful. It cannot increase its level or abilities. If, however, the simulacrum gains a soul somehow, then so long as the soul continues to inhabit it, it can potentially learn and grow; however when the soul leaves it, it will revert to its initial state. If reduced to 0 Hit Points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. True Seeing will reveal a simulacrum's true nature.

Rank 8 Spells

Anti-Technology Shell
Duration; 1 turn per level
Range; 10 foot radius
Casting this spell subtly alters the base values of physics, changing coefficients of friction and the charge on an electron by miniscule amounts. While living things adapt and compensate and simple matter lacks the complexity to be affected, the effect is disastrous for sophisticated technology, which is now built to incorrect specifications. Within a 10 foot radius around the magician, all modern technology fails for the full duration of the spell. As a rule of thumb, anything that uses electricity fails, as do firearms, vehicles, clockwork devices and so forth; anything more complex than a longbow or canoe. Computers become useless bricks, firearms are only good for pistol-whipping, vehicles stutter to a halt, torches die. The effect is temporary; the technology resumes functioning as if nothing happened if it is removed from the area or when the spell ends. The area affected by the Anti-Technology Shell is stationary and does not move with the magician.

Call Down the Void
Range; 200 feet radius
Duration; Instantaneous/permanent
The magician rips open a gap in the weave of space-time, producing a tear through which the Void between worlds can enter the physical world and feed.
Every creature within the spell's radius must make a Save vs Magic. If they fail, they take d20 damage to their Charisma and, if this is survived, they become a Hollow One. If the Charisma damage is enough to kill them, they crumble to ash. Plants and small animals in the spell's radius crumble to ash without resistance.
Furthermore, the Void begins to feed. Everybody in the spell's area of effect takes d6 damage a round for the next d6 rounds. After that, everything in the area takes d6 damage for every turn they remain there for the next d6 turns. After that, everything that spends a day in the area takes d6 damage; this last effect continues indefinitely.
Anything killed by the damage taken from the Void's feeding does not die; instead it retains 1 flesh point and becomes a Hollow One.
A Hollow One is much like a normal person, but lacking a soul. They have no conscience or empathy, cannot feel happiness, satisfaction or love, and are endlessly hungry.
Except for a few greater Hollow Ones who use this spell as a way of spreading their taint, this spell is rarely used; it is in many ways the magical equivalent of a nuclear strike.

Imprisonment
Duration; permanent
Range; touch
When the magician casts Imprisonment and touches a creature, if it fails a Save against Magic it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a Remove Curse spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a Locate Object spell, or some other similar divination does not automatically reveal the fact that the creature has been imprisoned, but may show enough that this can be deduced.

Mental Network
Range; Self/50 foot radius.
Duration; 1 turn per level
This spell breaks down the metaphysical barriers around the mental self, allowing the magician to make brief contact with the other consciousness around them. For the duration of the spell's effect, they gain the following benefits:
They become instinctively aware of every sentient mind within a 50 foot radius. They can send a mental message to every mind they're able to sense, causing either words or emotional impressions to appear in their mind.
They can read the surface thoughts of a mind that they can sense, requiring a round's concentration to do so. If the subject is aware that their mind might be being read, they get to make a Save vs Magic to clutter their thoughts, returning useless chatter. They can search the deeper memories of a mind they can sense, immersing themselves in another's mental landscape. Doing so is risky; it takes d10 rounds of concentration to find a given memory or opinion. Each round of immersion causes 1 damage to Charisma as the Magician's sense of self is eroded.
They can use their action in combat to send a burst of overwhelming junk-data into a victim's mind. The victim gets a Save vs Stunning, and if failed lose their next action and take d10 damage to Intelligence.

Mind Blank
Range; Touch
Duration; 1 turn per level
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works, but the subject of the Mind Blank spell is simply not detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Permanency
Duration; permanent, strangely enough
Range; Touch
The Permanency spell makes other spell effects permanent. It is also used to lock the enchantments of a magic item permanently into the item, such as magical items, wands, and staves. Which spell effects can be made permanent are at the discretion of the GM. Each use of this spell requires the caster to make a saving throw versus Magic; failure permanently reduces the caster's Constitution by 1 point.

Polymorph Any Object
Range; 5 feet per level
Duration; permanent
Objects can be changed into living creatures, creatures can be turned to plants, etc. Subjects cannot be transformed into exact copies specific creatures or items—a rock can be turned into a human, but not into a copy of a particular person, for example. Objects transformed across kingdoms (Plant, Animal, Mineral) cannot increase mass by more than three times. The spell Dispel Magic will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should such detections be made.
Where the spell is used to turn one creature into another, it works just like Polymorph Others. This spell can also be used to duplicate the effects of Turn Rock to Mud, Turn Flesh to Stone, and similar spells that alter matter. When this spell is used to create the effects of these spells, the victim makes any saving throw (if permitted one) with a penalty of –4.

Resurrection
Range; Touch
Duration; Instantaneous
Casting this spell requires access to the corpse of a dead mortal, which must be ritually prepared (requiring a magical reagent and a day's work to do so). It causes the deceased's spirit to be pulled back from the garden of the dead in the spirit world (where the souls of the dead grow like plants), and placed back in the body. The deceased creature's body re-animates immediately as a sentient undead being.
An undead being is unaffected by mundane poisons and sicknesses (although magical or very strange poisons and diseases might still affect them), does not need to eat or breathe, and does not suffer from the cold. They can be damaged by holy water, and holy weapons deal double damage against them. They cannot regain flesh points through the use of the Medicine skill at all, and all other methods of healing never heal more than 1 flesh point at a time. No matter how well they rest or how powerful the magic used, they cannot gain more than 1 flesh from it.
Since they are not mortals, the fae, artificial constructs, ghosts and the undead cannot be resurrected in this way.

Shape Change
Duration; 1 turn per level
Range; self
This spell enables the magician to assume the form of any single non-unique creature. The magician's Hit Points remain the same. The magician gains all of the extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on the knowledge or intelligence of the monster, because the magician's mind remains their own. The caster can change form once each Round for the duration of the spell.

Time Stop
Duration; See Below
Range: Touch
This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell cannot last long. The magician can take 1d4+2 Rounds worth of actions (the exact amount rolled by the GM in secret) instantly, as they act within the folds of adjacent moments.
Alternatively, the spell can be used to stop time only for a single subject. The subject is placed into a state of suspended animation. For the character afflicted in this way, time ceases to flow. The character does not grow older, and their body functions pause. This state persists until the magic is removed (such as with Dispel Magic spell). No saving throw is permitted.

Trap the Soul
Range; touch
Duration; permanent
Trap the Soul forces a creature's life force (and material body) into a specially prepared container, typically a clay bottle. The container holds the trapped entity indefinitely or until it is broken and the life force is released, allowing the material body to reform. Before the actual casting of Trap the Soul, the magician must procure 3 magical reagents for every Hit Die possessed by the creature to be trapped, which are used to make the container. Since the magician does not know the game statistics of their victim, they will need to guess how many reagents are required. The spell can be triggered in one of two ways.

- Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a Save against Magic to avoid the effect. If the save is successful, the vessel shatters.
- A Trigger Object: The second method is far more insidious, as it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, an additional magical reagent must be used when creating the trigger object. As soon as the subject picks up or accepts the trigger object, their life force is automatically transferred to the vessel without the benefit of a saving throw.

Zombie Plague
Duration; Instantaneous/Permanent
Range: 10 feet radius per level
This spell releases a sudden burst of the chill energies of undeath. Souls nearby are thrown from their bodies and catapulted into whatever afterlife awaits them, and replaced with puppet-spirits more willing to serve the magician.
Every living thing within the spell's radius must Save vs Magic or die; those who save instead take 3d6 damage to their Constitution as they sicken under the chill of the grave. Those who die (either outright or due to constitution damage) rise as undead under the magician's control.
Each zombie slave created by this spell use the following game rules. For each flesh dice the creature had in life, it has a d12 dice of flesh as undead. The undead do not have Grit. The undead creature retains its saving throws, and has an attack bonus of +1 per dice of flesh. Only feral undead are created by this spell, with no special abilities, and they must be commanded verbally.

An Introduction to Running RPGs

Preparation

Before you run your first game, you'll want to do a few things.

Gather players. Work out what they want from the game, and what *you* want the game to be like, and make sure that the style of game they're expecting is the style of game you intend to run. If a player comes in wanting to play a methodical political campaign with lots of social manipulation, and the GM wants to run a high-combat meat-grinder, one or other will be disappointed.

Familiarize yourself with the first half of this book (everything before now). It contains the basic mechanics of the game you'll be running. You don't need to memorize every spell or power, but knowing the terminology, how to handle common in-game events and how to run an encounter is important. The game relies on improvised rulings rather than a precise application of inflexible rules, but in order for that to work well, you need to understand the framework you're improvising with.

You'll want to work out the details of the city your game will take place in. On page 172, the process of rolling up the occult underground is detailed. By doing this, you'll randomly generate (or just pick from the options) a social network of gangs, cults and other factions and organisations, and how they relate to one another.

On page 148 the process of randomly generating the undercity is detailed. Doing this will create a rough outline of the undercity's layout, and what sites of interest can be found where. Roll up a few such sites that your players will start out able to access, and then generate more as the campaign progresses.

Lastly page 118 has a few different hooks for jobs that are available. Pick a couple (randomly, or based on what looks interesting) and roll up the details; these are starting plot-hooks for your PCs.

GMing is an involved task, and one that uses a lot of skills. Rules-savvy, creativity, improvisation, strategy and more play into it. The best way to get good at it is practice. The more games you run, the more you'll become familiar with the process. On top of this, read. There are any number of blogs and articles online full of advice and suggestions, and many games - not just this one - have useful ideas tucked away in their books. Read up on different ideas, see what fits the style of game you want to run, and put them into practice.

Your Role As The GM

The GM has a simple job. You control the outside world to provide a suitable challenge for the players. You will determine the layout of the environment, what the PCs find there, and how those things behave, as well as adjudicating the rules for PC actions and tying the world together. There are a few things that you should consider as you do this.

There should be a careful balancing act of risk. If the world is too lethal, players will become frustrated as they make no progress. If the danger is too slight to be relevant, they will become bored. Rather, injury, disaster and death should be a constant threat if the players mess up or are unlucky, but not a sure thing.

There is nothing wrong with having some hazards be overwhelmingly lethal, so long as they're signposted as dangerous. Players should be able to recognize when they are in over their heads, and focus on avoiding the danger rather than rushing blindly into it.

Similarly, players' choices should matter. They should have, or be able to find, enough clues to make reasonable decisions about what to do, and the consequences of those actions should matter. There should be room for your players to make poor choices and suffer for it, and there should be opportunities for them to make smart choices and breeze through supposedly tough challenges.

It's not your job to push players towards a specific outcome. Don't require them to realize a specific solution that you want them to use, as this will only result in players becoming frustrated. Instead, give them an open-ended situation and tools they can use, and see what they come up with.

Players will do things you aren't expecting, and the dice will make unlikely and strange things happen. You may be tempted to fudge the dice, or to steer things back onto a 'correct' path; resist this urge! If you already knew what should happen, then there was no need to roll. Sometimes, player characters get lucky or do things you weren't prepared for, and that's okay, even if it results in player characters rapidly gaining power and resources. It can also happen that things go horribly wrong, resulting in one or more player characters being horribly disadvantaged or killed. This is also perfectly okay; it's not your job to hand-hold your players. Be unbiased, and keep things moving.

Randomness

The game is written with a number of random tables built in. The purpose of this randomness is to keep things unpredictable and moving forward. If the GM wanted to simply tell a story, then there are plenty of systems better suited to it. This game, however, is designed for a more organic style of play where narratives and details emerge over time. The actions of players and random results give a jumping off point for events. Play the game to find out what happens, rather than to force things down a particular route.

Of course, you might sometimes be required to roll for a random result, and have a particular result you want to see come up. Perhaps a player magician has screwed up casting a shape-changing spell, and you want to have horrible mutations inflicted as a result. Perhaps your characters are in the middle of spider-infested warrens, and you want the next random encounter to be a swarm of hungry spiders.

In cases like this, it's fine to simply pick a result (maybe even one not on the random tables) and have that be what happens; the random tables are a tool to spur your imagination, not a concrete rule that you must follow.

It's okay to write up your own random tables, to alter monster stats ahead of time, and so on. It's OK to just improvise details on the fly so that they fit the game-fiction so far. The point of the tables is to act as a spur for your imagination, not as a prescriptive set of rules. Be creative. It's your game, after all. This book is just a set of tools to help you run it.

This right to pick results rather than rolling mostly applies to your side of things; randomly generating details for the world. In situations where players would be required to roll, allow them that roll to do well or to mess up. Rolling to adjudicate character actions doesn't normally favour a PC, and so requiring a roll places the PC in danger of failure and possible consequences. When the results matter, the tension of a dice roll adds to the game.

Of course, for minor matters, or when there is time to do things carefully and methodically, there may be no need to roll at all; only bother with dice when it adds tension and excitement, not just when it adds busy-work. A lot of the time, you can just eyeball things based on a character's stats and your own common sense without needing any randomness.

The flip side of this is that relying on dice rolls takes control out of a player's hands. The ideal situation is one where a player comes up with a cunning plan to avoid being placed at the mercy of the dice, or to put them at an advantage when they roll.

A good example of this is with perception to spot hazards. Let's suppose your players are exploring a safe-house that contains traps designed to keep them out. If they stride blithely forward in the dim light of their flashlights, they'll blunder into a tripwire and set off a claymore mine. They take a certain amount of damage (2d6 maybe) if they're in the area of the blast.

On the other hand, if they are advancing more cautiously, you might allow them a perception roll. Ideally, they'll put somebody with high wisdom in the front (since sending the most keen-eyed member of the party first is the smart thing to do), and this character might spot a tripwire ahead of time with a successful perception roll. Of course, on a failure, they'll still blunder into it, and take damage as before.

Maybe they go even further than this, and are carefully exploring every foot of the passage, probing at detritus with a stick and examining every floor tile and piece of furniture. Here, you shouldn't even require a roll; since they're actively looking for it, they'll find the tripwire and be able to avoid setting it off. Doing this, however, will slow them down, and if they spend too long there, they risk attracting the attention of whoever owns the place.

In this way, 'good' gameplay is a matter of mitigating risk intelligently, so the dice don't have an opportunity to screw them over. Reward them for being smart, and punish them for being reckless.

Running Scenes

The fun in most roleplaying games comes from players feeling like they have agency; that the decisions they make for their characters matter. Even fairly mundane scenes (such as exploring sewers) can become interesting to play through if players know that exactly how they do things matters, and there could be good or bad results from smart or daft actions. To get this going, you need a few things in place.

Firstly, players need to have a good understanding of their situation. Remember, as far as your players can tell, nothing exists in the scene unless you say it's there. They should know what the scene is like and what important features there are nearby. DO NOT limit the information you give people based on Perception or Forensics skill rolls. Perception is there to see if characters avoid an ambush, and Forensics to cover detailed investigation. Any PC is competent enough to observe their surroundings and see what's there. Unless things are specifically hidden, give them an accurate picture of the situation. Where there are hidden details (such as a trap, hidden treasure or lurking enemies), a good practice is to mention some detail that gives the players a clue that something is amiss. For example, if you mention that they can hear a low electronic hum coming from a doorway, smart players will think to check it for electronic devices such as traps.

There are tables later in this book that give a broad overview of different areas, but this could only be the foundation of setting the scene. Throwing in unusual details such as interesting graffiti, signs of previous explorers (such as pitons still in the wall), unusual architecture or similar. You might want to draw a quick sketch or a rough map for players to examine and plan with. Encourage them to ask questions; this both gives them more information to work with and lets you know what they consider important. If they ask if something's present and you aren't sure, roll a dice based on how likely you think it is, between 1-in-six for mostly unlikely to 5-in-6 for pretty probable.

Detail matters. Whatever your players say they're doing, you should always be asking 'how are you doing that'? Make sure it's clear to you (and to your players) exactly how things are being done. If you assume that players can just do what they want without thinking about it, they lose the opportunity to make smart decisions; specific techniques, tools and precautions make a difference to how things work. You should be ready to screw your players over if they do something stupid, and you can't just assume that they're being stupid if it's not clear. Instead, ask questions to see which details they're taking care over, and which they're neglecting. You may also want to make sure that smart, detailed plans don't require a roll (or if they do, then the action would be impossible otherwise) and so won't fail. Don't tell your players what to do, but make sure they're aware of potential ramifications of their actions.

Running Combat

Combat is important to run fairly, because of the high risk of character death. In this case, though, 'fairly' does *not* mean making sure the PCs always have a good challenge that they have a chance of beating. Instead, you should be impartial, caring about making the outcome realistic. Furthermore, you shouldn't use out-of-character things to screw the players over; in combat, even more than the rest of the time, it is important that your players understand the situation and the potential consequences of their actions.

NPCs don't exist simply to be killed by the PCs, as a source of free XP or a power fantasy. Nor do they exist so that you, the GM, can use them to slaughter PCs. Rather, in any fight, the NPCs *want something*, and are willing to use violence to achieve it. Things that the enemy might be fighting for include:

- Wanting the PCs to leave their territory.
- Wanting to eat, and the PCs are, after all, made of meat.
- Wanting living sacrifices to something they worship.
- Wanting to rob the PCs of their valuables.
- Wanting to get a reputation for power and brutality.
- Wanting to punish the PCs for perceived transgressions.
- Wanting to defend themselves from violence by the PCs.

Few monsters are keen on committing suicide-by-PC. If a way to achieve their goals presents itself (the PCs retreat, offer valuables in order to end the fight, or whatever), then they're likely to accept that as a victory.
Unless circumstances obviously dictate how NPCs react to the PCs (such as a SWAT team sent to deal with PCs robbing a bank), it's always good to roll for reactions. Violence is only immediate if the result is 'hostile'. Otherwise 'uncertain' enemies will resort to violence if given a good reason (such as being taunted or trapped by PCs) and 'friendly' NPCs will probably only become violent if the PCs strike the first blow. Remember also that the monsters probably don't *want* to die; if obviously outclassed, they'll probably retreat from those they consider to be enemies rather than starting a fight.

Likewise, defeat doesn't necessarily mean every enemy being slaughtered. Most enemies will try to minimize casualties when they're losing.
It is up to you exactly when Morale rolls are triggered for a given enemy. In this system (unlike many old-school systems), enemies don't have a set 'morale' score. Instead, the comparative bravery of different enemies is reflected by the different circumstances that trigger a morale roll. Well-disciplined, experienced Men in Black agents, for example, probably don't need to roll morale just for being shot at or seeing magic, whereas a casual civilian might roll morale just from being punched.
Totally mindless or suicidally brave enemies might never have to roll morale, but even fanatically loyal combatants can recognise that they can't achieve their goals, and retreat to try again later.

In combat, relative positions matter. Cover, backstabbing, lines of retreat and so on all depend on where combatants and terrain features are in relation to one another.
When a fight begins, it's good practice to draw a sketch map showing the area, and place markers (coins or dice work fine, or else miniatures if you've got them) to show where different combatants are.

Any combat where both sides have guns, and where there's at least a minor amount of cover available, will tend to turn into firefights, with enemies popping in and out of cover to take pot-shots at one another.
Shooting from cover, (including using covering fire) may or may not provoke a free shot from an enemy using covering fire depending on the amount of cover available - use your best judgement. Shooting through a gap (such as a letter-box) doesn't, but poking around the corner of a building *does*.
If both sides are in cover, using covering fire and unwilling to leave, a stalemate ensues with neither side actually rolling to hit until the other gives them a shot. When this happens, enemies might try to break the stalemate by sending a flanker, using blast weapons (such as grenades) to flush their victims out, or making a single aimed shot rather than covering fire.
Where there is a lot of cover, or their targets are in melee, smart enemies are likely to aim rather than simply taking pot-shots.

In a melee fight, different enemies will use different tactics depending on their goals, mental state and capabilities. Remember that monsters are perfectly capable of using combat manoeuvres such as wrestling, sneak attacks and aggressive/defensive fighting.
Wrestling is a particularly powerful tactic if a victim can be isolated. Multiple enemies piling on can swiftly render a victim helpless. However, in a straight fight (with drawn battle lines or a swirling melee), it's also very risky; after all, the one doing the grappling is just as vulnerable to sneak attacks as their victim.

As a final note, violence is horrible, and physical injury is scary. Evocative descriptions in a fight really help sell this idea to your players. Losing grit is trivial; you can describe it with bruises, torn clothes, scrapes, near misses, and mounting fatigue. Losing flesh, however, *hurts*, and should be scary for your players. Describe horrible injuries, make it clear that the pain is ghastly and the victim is largely running on adrenaline. Make your descriptions graphic, gory and unpleasant.

Using Traps and Environmental Hazards

Traps serve different functions in the game fiction and for the GM running the game.

In the game's fiction, people place traps to hurt or capture intruders, or so that the threat of hurt or capture will deter potential intruders who know there might be traps. Their placement is deliberate, and done with forethought. Wherever there is a trap, somebody has put it there on purpose.

Outside of the game's fiction, traps serve a few related purposes. They provide static challenges that can't be overcome merely by the application of violence, instead forcing players to be inventive in how they overcome the trap. A trap being sprung is a punishment for thoughtless, inattentive or reckless play.
On top of this, the potential for traps and similar dangers means that travelling through the undercity (and other interesting locations) becomes meaningful. It means that merely getting to the end of a tunnel and opening the door there becomes worth paying a little attention to, and so takes a little time and effort. This is important; without challenges and dangers on route, players swiftly assume they can cheerfully wander wherever they want in the undercity. This results in the undercity feeling small and insignificant. By putting challenges in the way of getting anywhere, the undercity feels bigger and more dangerous.

Remember, the *fun* for most players comes from having agency to make decision, and the use of traps provides a good example of this. In order for traps to produces meaningful gameplay, they can't be a total surprise to players that just inflicts inexplicable injuries, nerfs and deaths with no way to avoid the damage.
So, telegraph the possibility of traps. Make it clear when traps are a possibility. When the PCs enter an area where traps are possible, drop a hint to let them know to expect something The most basic way to do this is to show that the area's owners are territorial; skulls on pikes, CCTV cameras, 'keep out' signs all work here. Alternatively, showing the results of traps that have already gone off works nicely. A corpse slumped in front of a locked box, a silhouette on the wall in ash (from a fireball) or few broken tripwires across the corridor work. Of course, your telegraphing can be more subtle, so long as you can legitimately say "You should have been expecting traps, because you saw [clue]" and have your players agree.
If your players are expecting traps, they should be checking for them wherever they go. Here, it pays to be cunning, but not *too cunning* with your placement. Traps get put in front of things the trap-maker wants to protect or at choke-points that they can force intruders into. Doorways, treasure chests and altars make good locations for traps; a random spot down a random corridor doesn't.
You should come up with at least one giveaway for the trap's placement so that, if players notice it, they'll know something's up. Maybe a section of floor has no footprints on it as residents avoid stepping on a pressure-plate. Maybe a section of brickwork is much more recent than the rest. Maybe there's wiring on something you wouldn't expect to have electrical components. However, this almost certainly won't be the *only* sign; if players come up with a sensible way to check if something's trapped (tapping for hollow areas, for example), you should probably let that also indicate that something's up.
Once a trap is found, the final matter is what to do about it. Often, a trap can be circumvented by simply stepping over a tripwire or going around a pressure-plate. Alternatively, it may be possible to sabotage the trap to prevent it going off, or even set it off at the player's whims. Here, you should be prepared to roll with whatever plans your players come up with, so long as they make sense.
You may want to require technology skill rolls here, but that's only really appropriate for the sort of thing that's difficult to handle simply through description. An engine or electrical parts (particularly where a computer chip is involved) probably warrants a roll; simple mechanisms don't.
So long as the players have identified how the trap is set off, and avoid doing that, they can probably tinker with it without setting it off. Of course, some traps might have multiple triggers, or be set up so that the only way to get to them to tinker will require doing whatever triggers it.

Once your players are experienced with traps, you can start subverting things to mess with their expectations. A classic example is a pressure plate that sets off a trap a few feet back, to get the smartass with the ten-foot-pole. Really, though, you only want to do this sort of thing once your players have proved that they're good at spotting and dealing with traps. Before then, it will seem arbitrary and unfair.

Environmental hazards (such as fungal spores, subway trains, dodgy wiring, and so on) follow basically the same procedures. You need to telegraph the possibility of these hazards to players, give them clues to spot specific hazards, and then let players come up with inventive ways of bypassing or disabling them.
Of course, since they occur by accident rather than being put there deliberately and with malicious intent, environmental hazards will likely be more obvious than artificial traps, but not always. On the flip side, their placement will be much less predictable than traps, which have a purpose.

Running Campaigns

Much like in individual scenes, communication with your players is important. Keeping them informed of what they've explored, what resources they've found (and can go back to) and which NPCs and groups they've met is important; players often have less of a grasp of the 'big picture' than you do. Rather than requiring them to memorize everything (or keep written notes), maybe keep maps of where they've explored for them to refer to later.

Whilst you can expect players to track things directly involving their characters, the rest is up to you. Once you introduce something to the campaign that's not static - such as a cult, powerful monster, infectious disease, useful NPC or whatever – you should keep in the back of your mind what they might be up to. For example, you may want to keep track of how far a particular sickness has spread, and which groups get infected so that, if the PCs visit them, you'll be able to be consistent with who is and isn't sick.

The sections on Rumours (page 118), Unwanted Attention (page 113) and Reputation (page 112) detail how to track and communicate more specific factors in a campaign.

Emergent Narratives

This bit will vary from group to group. Some people love a game with a pre-written plot that goes from planned set-piece to set-piece and then hits a carefully planned climax. This style of game is fine if that's what you're into, but not really what this game is built for.

Rather, this game is built around the idea of the story being *emergent*. You begin play with a simple premise with no narrative attached; perhaps the PCs have found a section of undercity ruins to loot. From here, more complexity will be introduced through various sources outside of your control. Some sources of ingredients in this soup of random plot elements include:

- Random Encounter rolls.
- Randomly rolled events and rumours.
- Results on the 'Fleshing Out PCs' tables that might be rolled on in character creation.
- Injuries suffered that leave PCs permanently altered.
- Randomly generated treasure and magic items.
- Various magical accidents.
- Something Going Horribly Wrong during a doctor's experiments.
- The restrictions placed on a mystic by the Fickle Whims Of The Divine.

What tends to happen in practice is that essentially-random elements will combine in unexpected ways and the players will latch onto particular elements of the setting as 'important'. Complications will compound upon one another, and intersect to produce further twists and problems.

I have always found that if you're willing to let go of authorial control of how the game progresses, handing to these things off to random chance and fancy, you'll find a very particular style of game emerges. Much like an ongoing soap-opera, you'll find plot elements rising and falling in prominence, tying into each other in increasing complexity.

A large part, therefore, of what makes a good GM in this style of game is the ability to take seemingly disparate elements and tie them together, spotting possible links and adding context to areas of interest. Likewise, a skilled GM will notice which elements of the game the players are taking an interest in and expand on those.

On Tone

One of the most important elements of this game is the tone and atmosphere of the world. Although any campaign will have variations in mood, the overall impression should be a mixture of gritty crime and weird urban-fantasy.

Remember that this is a game about criminals, weirdos, social outcasts and the desperate. The player characters are not heroic, probably not good people, and certainly not the sorts of people with particularly stable lives. Neither are the sorts of people they associate with. Play this up.

The police don't venture into the undercity much, but that doesn't mean that they aren't a problem. If the PCs attract their attention, they could end up with warrants for their arrest out. This should be a significant source of ongoing tension.

The main motivator for PCs is the pursuit of profit, which is to say *treasure*. Give them plenty of opportunities to gain treasure which might be immoral, illegal or otherwise unpleasant. See if they take them. Don't skim over the nasty side-effects of their actions. If they're trading in some dreadful supernatural drug, then let them see the effects the drug has on its users. If they betray an ally, people will know.

The weird forms interludes in this harsh background. This is the stuff that's inhuman and unnatural. Ancient ruins, human cults and magicians, magical disasters and supernatural monsters all serve as sources of the weird.

The point of the weird is to give an unknowable, overwhelming other that the PCs challenge themselves against. It should be unique, unpredictable and frightening. If a particular result (such as an encounter or magical backlash result) has shown up a few times, cross it off and replace it with one of your own devising. Keep things new and strange so that your players can't predict the weird elements.

The weird need not play by the same rules that supernatural PCs obey. The weird does whatever you need it to in order for it's strangeness to be made clear.

Sometimes, the weird elements are overwhelming. Some monsters utterly dwarf mortals in power, and the only hope that PCs have is to avoid their attention. Play up the vastness of these things in terms of age and size and influence. Show them obliquely, by the shadows they cast and the impressions they leave, before you put them on-screen in person. Even when they're encountered face-to-face, depict them as dormant or disinterested, and make it clear that attracting their attention is to invite an overwhelming force. Make your players feel insignificant.

Sometimes, weird elements are insidious. The weirdness is hard to isolate but ever present. Hidden cults, hauntings, and natives of the dark underground are good examples of this sort of thing. Like with vast overwhelming sources of weirdness, the knack is not to show everything all at once. Instead, show hints of a greater pattern, perhaps using repeating motifs or themes. Make seemingly unrelated things tie together inexplicably by introducing the weird motif to them. Have illusions, doppelgangers, secret knowledge and so on throw the player's understanding of things into doubt. Never explain anything until after the weirdness has been defeated.

Sometimes, the weirdness is because of human (or human-like) madness; something that's just gone *wrong* compared to how things normally work. Mad scientists, psychics, slashers, psychedelic drugs, the undead and many more fit here. These are superficially the most understandable weird-elements, but only superficially. Investigation should reveal that the base-premise these things operate on, and those base premises should make no sense by rational human standards. Have the weirdness pursue contradictory or self-defeating goals. Have it take inexplicable interest in seemingly meaningless details and ignore what should be pressing concerns. Have these weird standards of behaviour work in the thing's favour. The weirdness should seem too close to human, and veer strongly into the uncanny valley.

Don't explain the weird, but hint at an explanation. Drop hints that the explanation is rather horrible. Let players draw their own conclusions.

Not Accidentally Traumatizing Your Players

Although the gritty and the weird should both be frightening and unpleasant, avoid crossing the line into out-of-character discomfort. Players could have phobias or have suffered nasty shit in their past, so be careful what you put in. Stuff like sexual violence isn't a part of the game as written for this reason, since it's such a common issue (at least, among people the author plays with). The same goes for a lot of other hot-button topics in the modern world, such as racism and other forms of prejudice. It's possible to put these themes into the game if it's something that your group will enjoy (it can certainly help elevate the grit-factor), but that's not the default. Most people sign up for thrilling heists and tentacle monsters, not a bleak exploration of Man's Inhumanity To Man.

You might want to tone done some of the body-horror, drugs and madness as well if people in your group are legitimately upset by it.

This being said, there's *nothing wrong* with wanting to include darker themes in your games. My own games often have sexual elements, human trafficking, racist cops, religious prejudice, real-world events, and other nasty stuff in them. Like sticking a toothpick into a rotten tooth and really digging around, dealing with unpleasant topics through the medium of roleplaying games can be surprisingly rewarding. Just make sure everybody's keen to take the game in that direction. Probably don't use this stuff too often; the bleak horror of humanity's inner darkness is a Sometimes Food.

Bear in mind that role-playing is an immersive experience, putting the player in their character's shoes in ways that many other mediums don't. Look at how lots of players refer to their PC as 'I' when declaring what they do, for example. There are plenty of things which a player might be happy to passively view in, say, a horror film which they won't be comfortable actively participating in.

Just talk to your players like sensible adults. You're here to have fun, so find out where people's limits are and try not to push things past those limits.

It's generally a good idea to go over any topics that people want to avoid before the game begins, to make sure everybody is on the same page. Likewise, it's often a good idea - particularly if the game's going to deal with more gruesome or bleak stuff - to agree on an out-of-character signal for when things are crossing the line into out-of-character discomfort.

Check in with your players that everything is OK with them. It's easy, if a quieter player is upset, to skip over them and not realise the problem, so make sure everybody's happy - particularly when dealing with darker or tenser moments.

Be prepared to downplay, skip over or quietly remove darker stuff to suit everybody at the table. The game world isn't real, but the people playing with are.

Nobody said GMing was easy. Good luck out there.

Death & New Characters

When creating a new character above first level, broadly the same procedure is used as when generating a first level character.

Generate attributes and pick a character class exactly like a starting character. Flesh and Grit are generated in the same way, but for each level above first, the character will have an extra point of flesh and an extra dice of grit. Likewise, saves may be higher than a starting character. Bodyguards, Criminals, Doctors, Explorers and Mystics get their normal improved skills for their level, and Mercenaries likewise get their bonus to hit. Mystics get as many spells as their level would normally allow, following the normal restrictions on spell rank. Occultists likewise know a random spell (of appropriate rank) for each level above first. Spooks get as many powers as their level; generate the first one as if they were a new level 1 PC and then choose the rest like when a Spook levels up. Lastly, the character picks their equipment like at first level, but for each level over first an additional possession of theirs may be a rare one.

As such, the difference between a first level character and a higher level one is not very significant until there is a massive difference in levels. Higher level characters will tend to have somewhat more survivability (from their higher grit) but flesh and saving throws only advance slowly, meaning that a high level character is still vulnerable in the event of bad luck or poor decisions.

Most higher-level characters will be somewhat more competent in their area of expertise than a starting character, but outside of that specialty can expect to be roughly on par. Instead, the main difference will be in terms of *stuff*. Experienced characters – even ones who haven't levelled – tend to quickly acquire possessions, contacts, social reputation, new spells, alterations and locations they're familiar with. A new player character, regardless of level, is going to be a green newcomer to the world, without any of the *stuff* their companions have acquired.

New characters will, inevitably, join your game. Maybe you attract new players over time, and inevitably characters will die and be replaced. It's not unreasonable for new characters to start at first level; they are not hugely disadvantaged by their low level, and the doubling experience costs for higher levels make it easy to catch up to nearly the same level; for example, the cost to go from first to seventh level is the same as the cost to go from seventh to eighth level. The new character will likely lag behind a little, but not by a significant degree.

You may, however, decide to allow new characters to come in at a similar power level to the rest of the party. For a player new to the game, this has the slight disadvantage of being a little more complex than generating a first level character, but is perfectly doable. You might give the new character as much XP as the lowest XP total in the group (with their exact level varying depending on their class), or have them come in at the same level as the lowest levelled member of the group, with just enough XP to have that level in their chosen class.

A third alternative to introducing new first level characters or higher level characters from out of the blue is to let the new player take over control of an allied NPC who already exists in the world. Let the player pick a follower or ally that they would enjoy playing, and work with them to give the character stats that roughly match the follower they were taking over; they will likely be of the same class and have a similar focus. The newly-promoted character does not get new equipment, however. Instead, they get whichever stuff the NPC had, both in terms of social position, knowledge of the area, and possessions. This gives players a reason to treat their allies well, as they might end up playing as them.

When bringing in new player characters, try to introduce them organically. If multiple characters enter at the same time (perhaps because multiple characters just died from the same cause), it makes sense for them to be in a mini-group together.

Unlike the rest of the time, it's perfectly appropriate to try to guide events so new characters join up with the main group rather than forging off on their own or coming into conflict. Make it clear to your players that they are meant to join up and if necessary, gloss over the details. If the worst comes to the worst, throw a lethal monster at characters off on their own to encourage jolly cooperation.

NPC & Monster Statistics

Entities in the world that aren't the player characters are referred to as Monsters, or Non-Player Characters. Both of these terms are basically interchangeable, the difference being a matter of whether they're likely to fight the PCs (for monsters) or talk (for NPCs). Regardless, the rules treat these identically, and which term is used is a matter of flavour, depending on how hostile the creature is.

Human NPCs use the same system as any other monsters. Although they might have features in common with PCs, they don't need to follow the rules for PCs exactly. For example, police officers will have similar stats to Mercenary PCs, and cultist NPCs probably cast spells using charm rolls. However, the details can vary.

- Monsters have stats like PCs, but since they aren't the focus of the game, their stats are simplified, as follows.
- Attributes are assumed to be 10 by default. Attribute modifiers are likewise assumed to be +0. Some monsters with capabilities outside the normal range will state that a particular attribute is unusual, for example an NPC witch might have intelligence 16 (for a +2 bonus).
- Flesh and Grit are calculated normally, using a certain number of dice of flesh and of grit. By default, monsters use a d6 for their hit dice; only the most frail or resilient of monsters will use a different value.
- Monsters with more hit-dice are more powerful overall. Some will be physically large, and others will be exceptionally talented in the same way as PCs. Human (or human-like) monsters only ever get a single dice of flesh (the rest all being grit), but other monsters might have more flesh dice; those unnaturally tough monsters that need to be hacked into little bits to kill them might have all flesh and no grit.
- Most mundane human NPCs – the everyday shop-keepers, drunks, meddling kids, concerned parents and so on – are the equivalent of level 0 characters. They have only a dice of flesh, and no grit. More competent individuals, such as the police, will have one or more dice of grit, too. The number of grit dice such an NPC has equates to a PC's level.
- Armour Class represents how difficult it is to land a decisive blow on the monster. Agility, armour worn, and protective anatomy (such as tough shells) all factor into this. For humans, they will be AC 10 if unarmoured, with only slight adjustments for particularly clumsy or adroit NPCs; if they have armour on, their AC will be adjusted just like with PCs. Monsters, meanwhile can have armour class anywhere from very low (an AC 4 monster is so clumsy and defenceless that hitting it in combat is trivially easy) to particularly high. However, they don't normally have AC higher than 20, as any higher than this means an average PC has no hope of hitting them. Most monsters won't have AC much higher than about 17 or so. By and large, fleshy monsters have AC 10, durable ones (made of wood or china, say) have AC 13, and incredibly resilient ones are AC 16. A hard exoskeleton functions similarly to armour, giving AC 12, 14 or 16 depending on toughness.
- Saves are simplified. Unlike PCs, with their array of five different saves against different problems, monsters use a single value for all saves. Some monsters are particularly resilient against certain threats, and so their stat-block will note that they get a bonus to their save against that threat.
- Skills are assumed to be 1-in-6, unless noted otherwise.
- Attacks can vary compared to PCs.
- Human NPCs get only a single attack. Those well-trained in combat – police, soldiers, cult fanatics and so on - might get a bonus to hit equal to their 'level' (IE their number of grit dice). Otherwise, they get +0 to hit. Humans deal damage according to the weapon they use, and can use the same options in combat (fight defensively, aim, etc etc) as PCs. The normal modifiers for unusual attributes apply.
- Inhuman monsters might get more than one attack, such one bite attack and one attack with their claws. Predators and other aggressive creatures get a bonus to hit equal to their hit-dice, whilst less dangerous monsters roll to hit at +0. The damage dealt depends on the nature and severity of the attack, and some attacks will have additional effects if the monster hits.
- Many monsters will have unique powers and abilities, too.

Table 60: Saves for Monsters

# Hit Dice	Typical Saves	
	Natural	Unnatural
1	18+	16+
2	17+	14+
3	16+	12+
4	15+	11+
5	14+	10+
6	13+	9+
7	12+	8+
8	11+	7+
9	10+	6+
10	9+	5+
11	8+	4+
12	7+	3+
13	6+	2+
14+	5+	2+

Reputation & Unwanted Attention

Reputation Scores

The PCs are free agents in the underworld, beholden to no particular faction. Their actions will affect how different groups view them, and over time they will make friends and enemies.

For each faction in the underworld (as detailed on page 172), the party will have a Reputation score, ranging from -20 to +20. Negative scores indicate enmity, positive scores alliance, and scores close to 0 relative anonymity. This represents how that faction views the party, and as such determines how they'll be treated. It will change as they do more to bring attention to themselves, and get more active in the underworld's politics.

The party's reputation score for each faction is calculated as follows.

- It starts out at a base of 0.
- If the party have, overall, behaved hostilely towards the faction, subtract their level from the reputation score; in the likely event that different PCs have reached different levels, use the highest level in the party.
- If the party have not acted hostilely towards the faction, add their level to the reputation score; in the likely event that different PCs have reached different levels, use the highest level in the party.
- If the party have a reputation for untrustworthiness, subtract 3 from their reputation score.
- Every time violence breaks out between the party and the faction in question, subtract one from their reputation score.
- Every time the party complete a job on behalf of the faction, add one or more (depending on the importance of the job) to their reputation score.
- Every time the party completes a job that directly attacks the faction's interests, subtract one from their reputation score.
- Offering tributes or bribes to the faction's leadership increases the reputation score by 1, but the bribe must have a value appropriate to the resources level of the one offering the bribe, or else be something the faction in question has a direct interest in.

Events that are covered up do not influence the reputation score until they become public knowledge. The underworld has ways of finding things out, however; magic, skilled investigators, and a rumour-mill kept turning by various informants. Killing or mind-wiping all witnesses won't be enough to avoid word of what happened getting out. Unless the scene is meticulously scrubbed of evidence, all bodies destroyed (not merely hidden) and all involved sworn to secrecy, word will get out eventually. A good rule of thumb is that word will get out after a day. Every piece of evidence the players think to destroy will delay word getting out by another day. If the matter can stay hidden for long enough (three days for minor matters, a week for most, and a month for the most dramatic actions) then it will be forgotten entirely and doesn't affect the party's reputation at all. It is up to them to inventively think of evidence to wipe, and the more they come up with, the longer their actions will stay hidden.

You can't hide actions from one faction while getting a benefit to reputation from another; if one group knows, they all do.

Table 61: Reputation Scores

Score	Result	Mechanics
-20 or less	Warring	Encounters with this faction are always hostile. Increase the chance of random encounters by 1-in-6, on a 1 the encounter is with agents of the faction sent to take out the party.
-19 to -10	Feuding	Encounters with this faction are always hostile.
-4 to -9	Unfriendly	Encounters with this faction are never friendly; a friendly reaction roll is instead unsure.
-3 to +3	Uninterested	Default setting.
+4 to +9	Friendly	Encounters with this faction are never hostile; a hostile reaction roll is instead unsure.
+10 to +19	Allied	Encounters with this faction are always friendly.
+20 or more	Loyal	Encounters with this faction are always friendly, and +1 to contacts rolls when dealing in their area of interest.

Legal Attention Scores

The more criminal acts performed by the player party, and the more they draw attention to themselves, the more likely they are to have the police come after them. The party has a single score tracking the amount of legal attention they've attracted, which will fluctuate over time. It is calculated as follows.

- It starts out at a base of 0.
- Every time they do something blatantly illegal above ground, it is increased by 1.
- Every time they cast magic above ground, it is increased by 1.
- Every time they kill a person with legally recognised citizenship (so, not animals, inhuman spooks or similar), it increases by 1 if underground, or 3 if over-ground.
- Every time they commit a publicly visible crime (such as a bank robbery), it increases by 3.
- Every time they attack, use magic against or attempt to directly subvert law enforcement, it increases by 5.
- Each day spent lying low to avoid legal attention lowers the score by 1.
- Concerted efforts to obscure the party's identity or involvement with the underworld lowers the score by 1.

Legal Attention Score can never fall below *half* the highest value it's reached (IE if you get Legal Attention 12, you can't ever reduce it below 6).

As with Reputation Scores, the Events covered up don't increase the Legal Attention score until they become public knowledge. Assume that the police have access to surveillance equipment, skilled investigators, a network of informants and perhaps even supernatural assistance on the off chance that the Men In Black get involved. Killing or mind-wiping witnesses won't be sufficient to avoid the events being discovered by the law. Again, assume that each piece of evidence wiped delays the police becoming interested by a day, and if you delay discovery long enough, the problem goes away.

As well as the effects given in table 63 below, the result on the 'law enforcement' encounter table is capped at the party's Legal Attention score. A roll higher than this indicates no encounter at all.

If an encounter with cops isn't prevented for radioing for backup, then after 3d6 rounds, roll for who shows up. Use a d12 (or a d20 if the Men In Black are already involved): the result isn't capped by the players' Legal Attention Score.

Table 62: Law Enforcement Encounters

Roll	Result
1	1 Security Guard
2	1 Beat Cop
3	D4 Security Guards
4	D4 Beat Cops
5	D4 Plain Clothes Officers
6	D6 Beat Cops
7	1 Beat Cop and d4 Plain Clothes Officers
8	D4 Beat Cops and 1 Plain Clothes Officer
9	D4 Beat Cops and 1 Firearms Officer
10	D4 Firearms Officers
11	D4 Riot Cops
12	D6 Firearms Officers and a Police Marksman
13	D4 Riot Cops, d4 Beat Cops, d4 Firearms Officers
14	2d6 Riot Cops and d4 Firearms Officers
15	D6 Beat Cops, d4 Firearms Officers and a Men In Black field agent.
16	2d6 Firearms Officers and d6 Police Marksmen
17	2d4 Riot Cops and d6 Men In Black Field Agents
18	D6 Men In Black Field Agents and d4 Men In Black Paladins
19	D6 Men In Black Field Agents and a Men In Black Abomination
20	D8 each of Beat Cops, Riot Cops, Firearms Officers, and Police Marksmen. D6 Men In Black Field Agents, d4 Men In Black Paladins, and d4 Men In Black Abominations. You're a bit fucked, really.

Table 63: Law Enforcement Interest

Score	Result	Mechanics
1 or less	Law Abiding	The police treat the party as normal, law abiding citizens, and cause them no hassle.
2 to 4	Suspicious	The police treat the party as potential criminals, but have no strong evidence against them.
5 to 8	Under Investigation	Police detectives have an active case they are building against the party. Encounters with law enforcement are never friendly, a friendly roll is instead unsure.
9 to 13	Wanted	The police have an warrant for the party's arrest. All encounters with law enforcement are automatically hostile.
14 to 20	Dangerous	Specialists have been brought in to deal with the party; armed units or Men In Black. All encounters with law enforcement are automatically hostile.
21 to 28	Public Enemy	Men In Black are actively tracking down the party. Roll an additional d20 (underground) or d8 (above ground) when checking for encounters; law enforcement are encountered on a roll of 1.
29 or more	Proscribed Entities	Men In Black are making the party a priority target. Their associates (co-workers, neighbours, family etc) are magically interrogated and their memories altered. Information regarding them is suppressed by the authorities. As above, roll an extra dice (d20 or d8) for encounters.

EXPLORING THE UNDERCITY

The undercity is a loosely connected network of hidden underground complexes; bunkers, catacombs, sewers, natural caverns and more. Each such complex is a site of interest comprising up to a dozen or so chambers and containing both the hidden treasure of the undercity and the traps, monsters and weird environments that make accessing such treasure so risky. Effectively, each complex is comparable to the dungeons found in other games.

The connections between these complexes vary wildly, from subway tunnels to mineshafts to smuggler's tunnels to underground rivers. Since only some complexes can be accessed from the surface, often the PCs will need to travel through these 'entrance' complexes before they can reach those that lie deeper under the city. To find the deepest and most dangerous complexes, they might need to make their way through many other complexes and their connecting tunnels, a journey that could potentially take many days.

At its heart, a complex is a simple thing: each room or tunnel contains an encounter or feature that the players can resolve, avoid, or suffer as a result of. These encounters are linked together in simple ways - a tunnel leading from one chamber to another, for example - making the player characters' progress from encounter to encounter simple to track. A room might contain any of the following features:

- A monster, which may or may not be hostile (but probably is).
- An environmental hazard that could hurt the party or slow their progress or traps left by the complex's builders or residents with the intention of punishing or deterring them.
- Clues about what to expect later in the caverns; the room before one with a fire-breathing monster may contain burned corpses and scorch marks, for example.
- Loot, including magical items, treasure that is worth money, spell-books, and other useful resources.
- A safe resting point, normally an easily defended chamber without any dangers or monsters, where the players can recover.
- Nothing significant; empty rooms serve a purpose, in that they can create tension or a lull in the adventure. An empty room can still be interesting without needing to contain a threat or reward.

The Inhabitants

The residents of the undercity can, for the GMs convenience, be lumped into two broad categories; those keyed to a particular room, and those encountered wandering.

Those keyed to a location are fairly simple to run. When the PCs arrive in their location, the monster is there and must be negotiated with, fought, avoided or otherwise dealt with. Since the residents of a specific location are individuals, then if one is killed, it won't be there when the PCs return later. Likewise, if the PCs befriend or otherwise make an impression on a monster, it will remember them.

Wandering Monsters

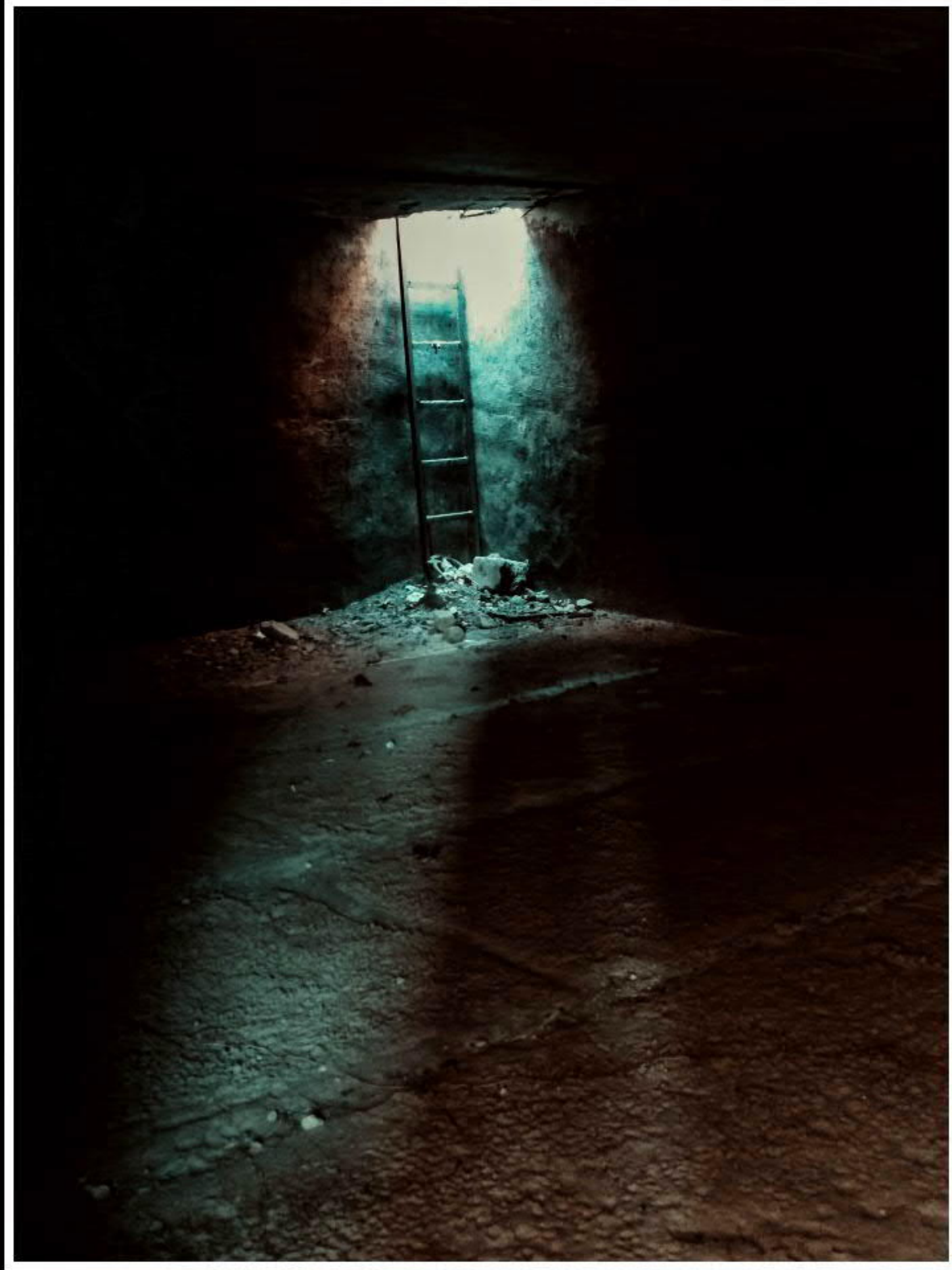
Wandering monsters are a little different. These represent the inhabitants of the undercity who might be exploring themselves, or attracted by the commotion made by the PCs. When wandering monsters might show up, roll a d6. On a roll of 1, something encounters the PCs. If the PCs have been noisy, left signs of their passing or otherwise advertised their presence, something instead shows up on a roll of 1 or 2. If the PCs are intentionally trying to draw attention - leaving bait, making loud tempting noises, etc - then an encounter arrives on 1 to 3.

A roll for wandering monsters is made at the following points:

- Every third exploration turn.
- Whenever the PCs cause a commotion by, for example, firing guns or battering a door down.
- Whenever the PCs enter a busy or heavily populated area.

Unlike monsters tied to a location, these monsters are drawn from a general pool of monsters inhabiting the whole undercity. Pick an appropriate table on page 182-183 and roll on it for what shows up.

When an encounter is rolled that has been encountered before (and not been wiped out or otherwise neutralised), there's a chance that it's the same lot as before. Roll a d6. A roll of 1 means that the encounter is the same as before. If multiple separate groups of the same type have been encountered, then on a 1 it's the first group, on a 2 the second, and so on.



Running Heists

A heist is a simple thing. There's something the PCs want (money, treasure, useful gear, data, etc) but which they can't normally have because it's protected. To get their objective, then, they will need to bypass this protection.

To run a heist, first allow the PCs to stake out their target. Through careful, unobtrusive observation, they learn what obstacles prevent them getting to their target.

Once they know what they're up against, the PCs move onto the planning stage. Here, take them through each of the obstacles in their way, asking how they intend to get past it.

Once a plan is formed, all you then need to do is put it into action. Take them through each step of the plan one by one. As a rule of thumb, you can count each step of the plan as taking a turn to complete. Often, a step will work as expected, but not always. Sometimes, rolls may be necessary (perhaps a stealth skill roll to avoid guards, or some sort of roll to make NPCs cooperate or bypass a security system). Sometimes, they may need to describe how they make a given step work in the moment (what they say to the bank clerk, etc). Sometimes, there may be factors the players didn't notice or couldn't account for, which they will have to invent a solution for on the fly.

If the players are burgling a place with active security guards, then each turn there's a 1-in-6 chance of encountering a guard unless steps have been taken to neutralize the guards.

If a step of the plan fails, the consequences vary. It is possible they can come up with a new plan and try again, but this is likely only the case if they've been very careful to avoid drawing attention. More likely, they'll be discovered. Perhaps guards or bystanders notice them, perhaps alarms go off. Either way, they have limited time to bypass the remaining obstacles and get out before the authorities show up. From this point, the players will need to improvise their solutions, and you'll need to improvise the consequences.

If the PCs are discovered (or their plan involves going in 'hot' and getting away before anybody can intervene) then the number of turns until the authorities arrive is uncertain. Roll a d4 and consult the table below for how quickly the police respond.

Remember that performing these crimes will result in an increase to the PCs Police Attention scores unless they spend time destroying evidence.

Table 64: Police Response Times

d4	Isolated	Normal	Busy	High Priority
1	1 turn	1 turn	1 turn	1 turn
2	2 turns	2 turns	2 turns	2 rounds
3	3 turns	3 turns	3 rounds	3 rounds
4	4 turns	4 rounds	4 rounds	4 rounds

Example Heists

Robbing A Gas Station

- Can be identified from CCTV Footage.
- Cashier doesn't want to give you the money.
- Need to exit the scene before police arrive.

Openly Robbing A Bank

- Police will be automatically alerted as soon as the PCs begin the robbery.
- Can be identified from CCTV Footage.
- Cashier doesn't want to give you the money.
- Security Guards will attempt to stop the PCs.
- Staff don't have access to the main vault.
- Need to exit the scene before police arrive.

Breaking Into A Bank

- Can be identified from CCTV Footage.
- All entrances are locked.
- Money is in a sealed vault.
- Opening the vault sets off alarms.
- Security Guards are patrolling the location.
- Security will spot the PCs on CCTV.
- Need to exit the scene before police arrive.

Burgling a Mob Boss's House

- All entrances are locked.
- All entrances are alarmed.
- Guard dogs patrol the outside of the building.
- Security Guards are patrolling the interior.
- The goods themselves are well hidden.

Burgling a Skilled Magician's House

- All entrances are locked.
- All entrances are alarmed.
- All entrances have magical wards.
- Some horrible monster is bound within the location to defend it.
- The goods themselves are well hidden.

Burgling a Museum

- Can be identified from CCTV Footage.
- All entrances are locked.
- All entrances are alarmed.
- The interior is laced with intruder alarms.
- The goods are in sealed, alarmed cases.
- Security Guards are patrolling the location.
- Security will spot the PCs on CCTV.
- Removing the goods sets the museum on lockdown.
- Need to exit the scene before police arrive.

Busting Somebody Out Of Police Custody

- You need to get into a police station without authorization.
- The station is full of cops, who will try to stop you.
- Can be identified from CCTV Footage.
- The prisoner's cell is locked.
- The prisoner's cell is monitored, and their absence will be rapidly noted.
- You will need to get back out again without being apprehended.
- You are probably a wanted criminal, and will likely be recognised by any cops you encounter.

Busting Somebody Out Of Prison

- Entrances/exits to the prison are locked, everything else blocked with high walls.
- The prison is full of guards, who will try to stop you.
- Can be identified from CCTV Footage.
- Access to the prisoner's wing is locked.
- The prisoner's cell is locked.
- The prisoner's cell is monitored, and their absence will be rapidly noted.
- You will need to get back out again without being apprehended.
- The whole place will go into lockdown if an intruder is seen, or a prisoner noticed to be missing.
- Wide open space without cover between the prison itself and the walls mean you're exposed when you try to leave.
- Guards in watchtowers will likely try to shoot you.

Busting Somebody Out Of MiB Custody

- Entrances/exits to the facility are locked, everything else blocked with high walls.
- The facility is full of guards, who will try to stop you.
- Facility contains Men-in-Black, who can easily identify and capture you.
- Every doorway in the facility needs an appropriate MiB swipecard to open.
- Can be identified from CCTV Footage.
- Large sections of the facility are protected by antimagic fields.
- Large sections of the facility are monitored by powerful scrying magic.
- The prisoner's cell is locked.
- Prisoner's cell is magically warded.
- The prisoner's cell is monitored, and their absence will be rapidly noted.
- You will need to get back out again without being apprehended.
- The whole place will go into lockdown if an intruder is seen, or a prisoner noticed to be missing.
- The Men-In-Black have weaponised monsters they release to hunt intruders/escapees when the place is on lockdown.
- Wide open space without cover between the prison itself and the walls mean you're exposed when you try to leave.
- Guards in watchtowers will likely try to shoot you.

RUMOURS & EVENTS

The world your game takes place in is not a static place, and the PCs are not the only active people in it.

In whichever city your game is set in, you should have a number of underworld factions: see page 172 for how to randomly generate which factions are present, and pages 174-181 for the details of what different factions might be. Each of these has their own goals, plans and activities.

Sometimes, it will be clear what a faction wants or does; here, you can make a decision and introduce the plot-hook to the PCs. Otherwise, you can roll on the following tables to generate a weeks worth of events and rumours in the occult underworld.

Roll a few d8s on table 65 for what happens that week; the more dice you roll, the busier the underworld is (2 or 3 dice is a sensible amount). Each result indicates the broad sort of event that's occurred; for the most part, there'll be a second table for the specific details.

When you roll for events is a matter for your judgement. A good rule of thumb is to roll once per week of downtime. You might want to make a roll when the PCs emerge from an extended voyage into the undercity, for what's been happening on the surface. If the players leave town or go to ground for an extended time, you probably want to make several rolls for how things have changed in their absence.

When you know what's happened, you can seed the information to the players in downtime, or when they encounter NPCs. They'll hear gossip on the grapevine, see gang graffiti appearing to herald shifts in the balance of power, maybe even hear about events in local news. Maybe they even stumble into events as they occur.

As explained later, when you need to choose a random faction, just drop a dice onto your map of alliances, so that it rolls and scatters randomly. Whichever faction it lands closest to is the chosen faction. (If a chosen faction's not suitable, pick the next closest).

At the end of the day, these tables are intended to be spurs for your creativity, giving you ideas for plotlines that you weave together in play. Adapt or ignore the results as you see fit; it's your game.

Table 65: Underworld Events

d8s	Result
1	Everything's quite; no event.
2	The PCs experience an Interruption; something unexpected and potentially dangerous happens while they go about their day-to-day lives. Roll on tables 67 and 68 for the details.
3	A (randomly chosen) faction has a job to offer the PCs. Roll on table 56 for what it is. An easy job pays a flat $500, a hard one $1,000 multiplied by the party's level.
4	The web of power, rivalry, and alliances shifts. Roll on table 69 a few times for how the Faction Alliances map is altered.
5	Current events become impossible to ignore: roll on table 70 for what's in the news.
6	Something big and dangerous happens and the PCs are there to witness it, roll on table 71 for what, and table 66 for where they are when it happens.
7	Something big goes down, but the PCs aren't there at the time. Roll on table 71 for what.
8	Events in the occult underworld shake things up. Roll on table 72 for what's going down.

Table 66: Where are you when shit kicks off?

d12	Result
1	On public transport/driving
2	At home
3	A fast-food restaurant
4	A bar
5	A street-corner
6	Shopping for groceries
7	Waiting for public transport
8	A shopping mall
9	Visiting family
10	A grotty alleyway
11	A multi-story carpark
12	At work/the dole office

Table 67: Interruptions!

d12	Result
1	A police raid! The PCs are minding their own business when somebody nearby is hauled in by armed police.
2	The police turn up looking for the PCs. Depending on their Police Attention score, they might have questions for them, an arrest warrant, or armed specialists to take them down.
3	A drive-by shooting or other hit, which the PCs are witnesses to. Randomly choose two underworld factions for who's attacking who, or pick two with a feud.
4	A faction (pick one randomly, or chose whichever has the worst opinion of the PCs) sends a hit out after the PCs.
5	Petty crooks try to mug the PCs. Good luck to 'em.
6	A contact of the PCs dies in unfortunate circumstances; drug overdose, violence, sheer coincidence. Milk it for melodrama.
7	A close friend or relative of a PC comes to them for help; they're being menaced by occult or criminal forces!
8	Somebody starts to tail the PCs ominously. Either they're being monitored by the cops, or else choose (potentially at random) a faction to be responsible.
9	A PCs home, workplace, car or other environment is bugged. Either the cops did it, or else pick (maybe randomly) a faction to be behind it.
10	A PC suffers a mundane but testing setback: a family member falls ill, they lose their job, their landlord tries to evict them, or something similar.
11	A mundane but unpleasant accident occurs near a PC: a car crash, fire, heart attack or similar. Even if they don't intervene, the chance's are police, insurance investigators etc will want to talk to them as witnesses.
12	Drunk idiots pick a fight with a PC. This was probably not a great plan.

Table 68: Jobs (if the job doesn't match the faction, adapt it or re-roll).

d20	Result
1	"This cop's been causing us problems. Make them go away, your choice how."
2	"There's an artwork we want, under close security, in this gallery. Get it for us."
3	"Kill our rivals' leader. Make an example of them."
4	"Somebody's been targeting our kids, trying to psych us out. Protect them until we put a stop to it."
5	"Somebody stole a shipment meant for us. Find out who, and get it back."
6	"One of our members is locked up in a cell in the local police station. Bust them out."
7	"Look, we just need a big pile of cash, and don't care where it comes from. Payment in favours and services."
8	"Some kids have been putting up graffiti badmouthing us. Shut them up."
9	"There's gonna be an armoured car with some grade A loot in it, at this place and time. If we do the groundwork, can you crack it open, and split the profits 50/50 with us?"
10	"Civilian witnesses saw something they *really* shouldn't the other night. Shut them up."
11	"We accidentally summoned something nasty into our hideout. Maybe do some pest-control?"
12	"*Oh shit the Men In Black are coming for us!* Hide us for a few days while things settle down?"
13	"Plant these bugs and cameras in our rivals' territory."
14	"A shipment's coming in for us later tonight. We got word our rivals are gonna try to hijack it; make sure they don't."
15	"Just do something really stupid and visible to distract the cops while we pull of something sneaky. Have fun!"
16	"We really don't wanna go back to this crime scene, but we also want to clean up the forensic evidence. Do it for us?"
17	"*Oh shit*, we got caught on CCTV doing something really bad. Wipe the tapes?"
18	"We're planning a propaganda blitz. Put these fliers up everywhere!"
19	"We heard the cops are planning a raid somewhere we all care about. Throw a wrench in their plans."
20	"This one cop killed one of ours in a shootout. Make him pay, send a fucking message."

Table 69: Shifts in the Web of Power.

d20	Result
1	Two factions get into a pointless shootout, and now they're bitter enemies until something's done to fix it. Pick the two factions at random.
2	One faction gains powerful leverage (blackmail, a hostage, etc) over the leadership of another. The victim's faction rapidly becomes subordinate, under the stronger faction's control. Pick the two factions at random.
3	Two factions (randomly pick which) get into a bidding war over some resource both want, such as land, drug shipments, influence over local government or similar.
4	A religious faction (pick the most zealous) declares another faction (pick another religious faction, or at random) to intolerably blasphemous and goes to all-out war with them.
5	A random faction disbands entirely, totally unexpectedly. This leaves something of a power vacuum to be filled.
6	Two factions (pick which at random) strike up a firm alliance in order to work against a mutual enemy (pick one that fits or generate randomly).
7	Seizing control of a particular market (drugs, guns, books, etc) renders a random faction suddenly wealthy.
8	Spies from one faction infiltrate another, subverting it to their aims. This is almost certainly not public knowledge, but will likely result in noticeable changes in behaviour. Pick the two factions randomly.
9	A faction takes heavy losses from police attention and enemy action, and goes to ground.
10	A new faction entirely appears on the scene, having sprung up overnight. Drop a d20 onto the faction relationship map for who they are, and maybe add a couple of relationships with other factions in the normal way.
11	A faction suffers an internal coup and dramatically changes priorities and tactics. Reset their opinion of the PCs to neutral.
12	A faction goes on a recruitment drive and their numbers swell, roughly doubling.
13	Two factions with turf that share a border experience escalating tensions; it's only a matter of time before it erupts into violence. Pick the two factions in the normal way.
14	A new faction moves into the city from outside, intent on carving out its own niche. Drop a blindly-chosen dice onto the faction relationship map for who they are, and maybe add a few relationships with other factions normally.
15	A faction suffers internal political struggles, and is too busy bickering with itself to do much or care about the PCs.
16	Two closely-related factions (pick the two most compatible) merge into a single, larger faction.
17	A faction with strong political aims decides to publicly go out in a blaze of glorious violence. Survivors join allied factions.
18	Two rival factions start gathering allies, preparing for an all-out conflict that drags everybody into it.
19	A faction dramatically shifts its business interests, investing in some new field like gambling, rackets or information.
20	A faction suffers an internal schism and splits into two groups of bitter rivals.

Table 70: Current Events

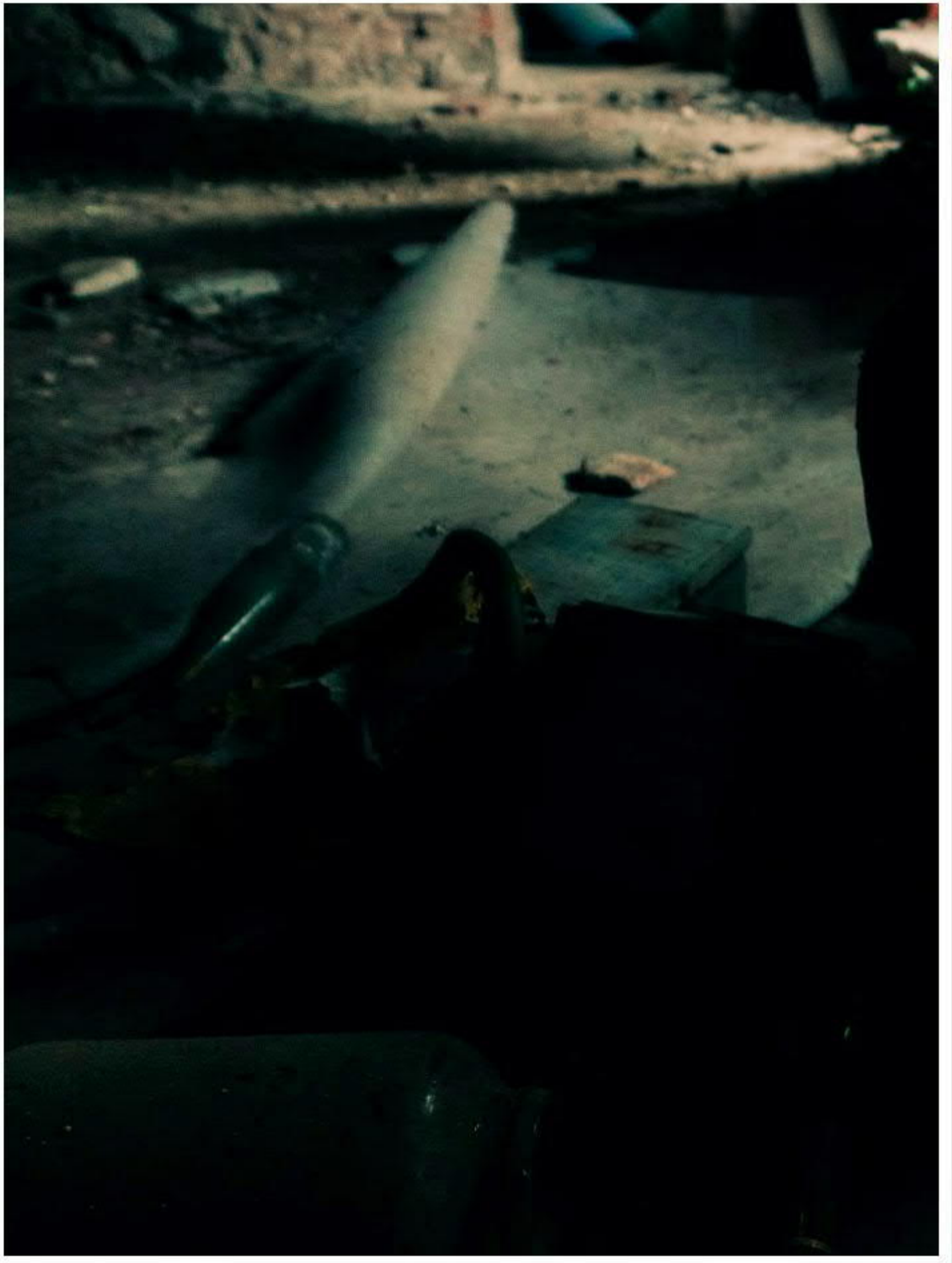
d12	Result
1	Civil unrest! Protests by an angry populace which risk turning to riots if something's not done.
2	Unseasonably bad weather. A heat wave, floods, blizzards or similar.
3	An outbreak of some unpleasant illness. Maybe a nasty flu variant, maybe something sinister.
4	Mainstream religious fundamentalists do a revival, life gets harder for everybody on the fringes of society.
5	Important transport routes are shut down, city grinds to a standstill
6	Local elections! Everybody very excited about democracy, work probably available from corrupt politicians.
7	Rumours of police misconduct. Something you can capitalize on, maybe?
8	Police crackdown on loitering, littering, graffiti and other petty crime.
9	Sudden shifts in the housing market result in a wave of newly-homeless people on the streets. Rough sleepers everywhere.
10	A key local industry shuts down, resulting in mass unemployment.
11	Infrastructure disruptions lead to electricity outages, wifi blackouts or similar problems.
12	A sudden industrial revival brings unexpected prosperity to the town, and with it lots of easy pickings for crime.

Table 71: Something Big Is Going Down

d20	Result
1	Somewhere is bombed. Significant loss of life, building wrecked. Nobody has claimed responsibility, yet.
2	Men In Black moving openly in public, apparently hunting down a petty sorcerer. Civilians traumatized.
3	Some asshole kid decides to do a mass shooting. Stats as 'useless civilian' but with an automatic rifle.
4	Police engage in an armed stand-off with some idiot. Everything very tense.
5	Two petty magicians (see p. 192 for potential stats) get into a shootout, slinging spells and bullets at each other.
6	Somebody (random nobodies, or generate a random faction) is engaged in a high-stakes bank robbery. Police are on-route, civilians panicking, things about to get nasty fast.
7	Police engage in an armed stand-off with members of the occult underground. Generate a random faction for who.
8	The gathering of a fringe religious sect is broken up by police. Things turn ugly, the faithful pull out violence and then perhaps supernatural aid, while the police call for armed backup and perhaps Men-in-Black if things get out of hand.
9	A paradox beast rampages through a public area. Mass civilian panic, huge death toll. Men In Black move in to quickly mind-wipe and silence witnesses. Reporting supressed, misinformation everywhere.
10	A latent psychic suddenly, dramatically taps into their powers, with far more potency than control. Things go all Carrie.
11	The supposedly-dead rise and go on a rampage. Zombie-buffs and trigger-happy cops have a field day, but casualties are high. Massive disinformation to cover the whole incident up, blaming it (inevitably) on PCP use.
12	Somewhere in the public eye (a theatre, shopping plaza, stadium, town hall) is very obviously haunted.
13	A bedraggled nut-job rants that the end is nigh. His reasoning is watertight and indisputable. Badly hidden nearby, representatives of the Dero watch in rapt fascination and take careful notes.
14	Masses of bugs, a dangerous slime, an ooze or some other biological hazard bubbles up from the sewers. Area quarantined, pest-control and/or decontamination teams brought in.
15	A seemingly-random civilian's head is punctured by a bullet that goes straight through it, and they collapse to the ground. They've been hit by a distant, well-concealed sniper. Cause unclear. Maybe it was a hit, police action, or a spree-killer.
16	A corpse is found. It's obviously murdered, and shows signs of supernatural involvement.
17	Representatives of two factions get into a shout-out right there in the open. Civilian casualties in the crossfire are high.
18	A disgruntled political radical decides to kill a bunch of random civilians. Stats as 'Thug' but with an automatic rifle.
19	A seemingly-random stop-and-search goes badly wrong as the detainee turns supernatural powers against the cops.
20	A group of kids flee from an abandoned building, pursued by some supernatural monster they disturbed.

Table 72: Events in the Occult Underworld

d12	Result
1	A new drug floods the market.
2	A new nightclub has opened, and everybody wants to claim it as turf.
3	A serial killer stalks the streets. He's not affiliated with any faction, and drawing unwanted attention.
4	A new occult bookshop has opened, not under anybody's influence, and everybody wants to gain control of it.
5	Disgruntled citizens form a neighbourhood watch organisation (possibly armed) to defend from criminal activity.
6	Portents and signs indicate something big is gonna go down soon. Table 71 has some suggestions for what.
7	A new casino has opened, and everybody wants to get their fingers in the pie.
8	Excavation reveals a whole new unexplored area of the undercity: drop some dice onto the map and roll up the site as usual.
9	Rumours get out that the cops have informers planted in most organisations, paranoia and accusations abound.
10	Increasingly bizarre and surreal events occur in quick succession, Dero agents are seen lurking everywhere.
11	Vampires or other predators offer a bounty for highly specific prey.
12	Mad scientists and occult researchers begin collaborating on some grand, risky project.



Hazards of the Undercity

A number of dangers present themselves to explorers in a n undercity complex Mostly, these will be normal features of the caves and tunnels that spelunkers and urban explorers would be familiar with. However, magic pools in the deep, dark places of the world, and sometimes deep chambers will contain hazards that are startlingly bizarre and unnatural. A number of potential hazards are given below.

Terrain

The basic process of exploring a cave isn't easy. Many complexes won't have wide, flat passageways that explorers can stroll down. Instead, larger chambers may be connected by any of the following:

- Narrow cracks, pipes and tunnels that must be slowly wriggled through, and where characters risk becoming stuck.
- Deep pits that must be abseiled into.
- High chimneys that must be climbed.
- Deep chasms, with ledges along the side, so that to progress the explorers must carefully skirt the edge of a huge pit.
- Deep chasms blocking progress along an otherwise flat passage.
- Tunnels partially or completely submerged in water, so that navigating them requires swimming.
- Passages filled with rubble and detritus that must be cleared in order to progress.

Tunnels that were built deliberately probably had means in place to traverse these areas, but those might have since decayed into uselessness or been destroyed. Narrow tunnels may have been widened by hand, if the rock is soft enough and the people determined. Vertical areas may have pitons driven into the rock, ladders bolted to the wall, hand- and foot -holds carved in or ropes tied on to hold. Similarly, there may be ropes or bridges across chasms.

Some portions of the cave may be unstable. Characters who don't move carefully risk setting off a rockfall or cave in, or having the floor fall away beneath them. You require rolls to negotiate an unstable piece of floor, or climb up or down an unstable cliff. See the section on Dangers (page 48) for the potential results of cave-ins.

Magma Pools

Magma, or lava when it's on the surface, can be found flowing or resting in pools. It normally requires a source of impressive heat for magma to remain liquid, otherwise it will begin to solidify into solid rock. Touching magma a little does d6 damage (to flesh if the location isn't protected) and risks setting the character alight. Sticking a whole hand in or stepping in properly does 2d6 damage (again to flesh unless both hand and arm or foot and leg respectively are protected), and sets the character on fire automatically. Immersion deals 3d6 damage to flesh, and sets you on fire.

Radiation Fields

Radiation is not uncommon underground. It might be perfectly mundane in origin, the result of radioactive isotopes in the rock, or perhaps the runoff from poorly-secured nuclear facilities on the surface. More often, though, it's the lingering remnant of ancient magi-tech or supernatural disasters.

A radioactive area has a few tells that distinguish it; it will be a little warmer than surrounding areas with no discernible source of heat, and may also feature a dull blue or green glow emanating from water or the stone itself.

Exposure to radiation in small doses is seemingly harmless, resulting only in apparently unrelated sickness decades later. However, spending too much time in a radioactive area is dangerous, risking of radiation sickness. Sleeping in the area, or spending a few hours present, puts the victim at risk of radiation sickness unless they pass a Save vs Poison.

Radiation sickness can be treated as a disease with incubation time 1 week, a save every week and permanently reducing a random attribute by 1 for each failed save. It cannot be recovered from at all for as long as the victim remains near the source of the radiation.

Radiation in the environment results in potentially dramatic mutations in those born nearby. As such, monsters encountered near sources of radiation are often heavily mutated.

Doors

Doors in the undercity can normally be opened with a technology roll to pick the locks, as normal, and if this fails then vandalism rolls will be required.

Some doors underground will be rusted shut, stuck due to their frames warping, or barricaded. Here, another vandalism roll to get the door to physically open might be required, although technology can be substituted if, for example, the players start taking the hinges apart with metal saws.

Tight Squeezes

A PC can wriggle through any space at least a few inches wider than their shoulders without a need for a roll.

A space as narrow as the character's shoulders requires an Athletics roll to navigate safely. A failure on the roll indicates that the character becomes stuck d% of the way through the wriggle. Once stuck, every yard of progress back or forward deals 1 damage to them from scrapes, bruises and so on.

A narrower than the character's shoulders but wider than their head is still accessible, but only slightly. Each foot of progress (or part) requires an Athletics skill roll. Failure indicates that the character becomes stuck. Once stuck, the only way to progress or withdraw will be painful; every foot of movement deals 1 damage to flesh as the character must dislocate joints and scrape off skin to be able to move.

In addition, when stuck (in either tight squeeze), roll breakage for any equipment on the character that could be damaged by scraping on the tunnel walls.

Fighting in a tight squeeze is incredibly difficult. Before attacking, a character must pass an Athletics roll to wriggle into position.

Gasses

Under the ground, there is little access to fresh air, and various gasses accumulate in pockets. Sometimes, there is merely little oxygen present, but at other times foul vapours seep up from cracks leading to the deep earth. These toxic vapours can be incredibly harmful to human health if inhaled.
Toxic gasses force a character breathing them in to make a Save against Poison; if failed they suffer some horrible effect such as unconsciousness, damage to flesh, attribute point loss or simple death.

Flammable Gas

Perhaps it's fumes from gasoline, perhaps it's the gas fuel used by boilers and cookers. Either way, the tunnel section here is filled with the stuff. The smell, at least, is distinctive. The gas fills the chamber, and other than making it a little harder to breath with the low oxygen content (causing fatigue in anybody in the room), they have little effect. However, the gasses burn readily and violently.
On approaching a chamber containing such gasses, flames burn with a blue light and are more vigorous than might be expected merely from traces of gas that have seeped out. If a flame is introduced to the gas where it's collected in bulk, it results in an explosion that deals 2d6 damage; if there is cover to shelter behind, a successful Save vs Hazards lets a character take shelter and take half damage. Similarly, fireballs, breath weapons and other attacks that deal flame damage deal double damage in the room
Enough gas will have seeped into the air that there's enough for another fireball after a turn.

The Coiling Fog of the Worms

Coiling Fog of the Worms is a gas found in some caves, seeping up from cracks in the earth. Where it passes, animals sicken and die, leaving only swarms of hungry worms behind that feast on the sickly remains.
The coiling fog is sweet-smelling and appears as a pale yellow mist hanging in the air. Any living being that breathes it in must take a Save against Poison. Failure indicates that the Fog has got into them. A portion of the victim's skin melts away, dealing 1d8 damage to their flesh. Underneath the liquefied meat, there are dark amber-yellow worms, as long as a finger but thin, glistening wetly against the victim's flesh. The worms will quickly wriggle away into the environment; encountering these worms is a warning sign of the Coiling Fog ahead.
Fog Worms are not aggressive and are normally too small to be dangerous normally. They appear to feed entirely on rotting meat, and pose little threat to characters whilst they're still alive. They do, however, create more banks of coiling fog when they gather in large numbers.

Black Smog Belchers

Black Smog is found in volcanically active areas. Water seeps down cracks in the rock, dissolving various chemicals on the way down to become rich with minerals and alkaline. In the depths of the earth, it is superheated by magma, and returns to the surface as a potent mixture of steam, ash and corrosive gas.
The sites where Black Smog emerges are distinctive. Hollow black cones, made of a semi-organic crust of mineral deposits, emerge from the floor. From ragged openings at their peak, and tears in their flanks, they belch choking black smoke into the surrounding cave, leaving a similar deposit on all surfaces.
The gas is highly corrosive. Merely being in the same room deals 1 damage a turn. Up next to the vents, the damage is increased to 1 a round. If a character is daft enough to put part of themselves into the vent, it's d4 damage a round. If the whole person goes in, it's d8.
Each time damage is taken from the smog, the GM can pick a piece of clothing or armour worn by that character; roll for breakage for it.
The damage done eats away at skin, eyes, lungs, clothing. A scarf of veil over the face won't protect you, gasmasks are rapidly eaten away too.

Polluting Clouds.

This is gas seeps down from the surface, carrying with it the chemical filth of surface industries.. It's milky yellow-white, and hangs limply in the air. It smells of petrol and rust, and leaves a horrible patina on everything.
Breathing it in makes you Fatigued. You cough and wheeze and don't breathe properly for as long as any is in your lungs, and some will stay in your lungs for a full hour after you breathed it in.
Being in the gas's area is insidious. It ruins things slowly, seeping into everything and slowly corroding it, tainting it and making it filthy. Wounds sustained in it go bad. Any damage taken (to flesh, grit or attributes) is increased by 1. Any roll to see if lights go out or equipment breaks is 1 worse.

Cambrian Vapours

Cambrian vapours originated in a long-forgotten previous age of the world, when life was harsher but more diverse, an orgy of predation and evolution. It forms trapped pockets underground, where it is distinctive by its sharp, sulphurous smell and seething appearance.
Cambrian vapours are never still, in fact; like the era of their origin they are in a state of constant flux and turmoil even when the air is otherwise still. Merely breathing in the vapours has no effect. However, anybody taking an injury to Flesh in an area of Cambrian Vapours must pass a Save vs Magic or else develop a random mutation that emerges over the next d4 rounds. Anything that dies in the vapours collapses in on itself, the flesh self-devouring and mutating. D6 rounds later, it will resurrect itself as a strange monster of some sort, probably either bugs, oozes or plants: if the PC in question passes a Save vs Stunning at the point they die, then they retain enough sentience to be playable as a 1st level Spook, otherwise they are a mere animalistic monster.
Things that are not alive, such as golems and the undead, are immune to Cambrian Vapours.

Calcifying Miasma

The Calcifying Miasma is a gas often found in volcanically active areas, normally trapped in pockets under the ground. It is much heavier than air, and collects in depressions where it is visible as a pearly white mist over the floor.

The Miasma calcifies anything it touches. Even slight contact with the Miasma will result in a thin crust of chalky precipitate forming over the skin. If scraped off, the flesh underneath is wet and raw; the person's skin *is* this calcified mass now. The miasma will soak through most clothing, although hazmat suits etc provide protection.

If the miasma is waded through, up to the victim's neck, then they must take a Save against Poison; if passed then the same layer of lime will begin to accrue on their skin. If the save is failed, they lose 1d12 Dexterity permanently as their flesh begins to calcify.

If the miasma extends as far as the victim's face, unless they're wearing a gasmask it will get into their soft inner body through eyes, ears, mouth and nose. A Save against Poison must again be taken, and if passed the victim again loses 1d12 dexterity from calcification. If failed, the victim dies. If wearing a gasmask, the calcification will slowly ruin the gasmask's filters (roll for breakage) but the wearer is protected.

Spores

Some fungi that infest underground areas may release spores into their surroundings that have a similar effect to toxic gasses. Any characters who die from inhaling the poisonous spores will have their bodies start sprouting similar fungi before long, forming the mulch that the fungi grow on. It is possible that, if the save is failed, rather than simple death, the mushrooms start growing over the character's body whilst they're still alive, using the mechanisms for a disease. A character affected by the spores may find their behaviour affected or their body physically mutating.

A character with a gasmask or similar precautions over their face should be protected from inhaling spores.

The Lambent Corpse-mushroom

The Lambent Corpse-mushroom is an example fungus found typically under graves and among crypts. It appears as a cluster of thin, tall stalks with a pointed cap at the top of each, with heavy black gills. Within the centre of each cluster there is normally a heavily decayed corpse or cluster of bones. The mushroom itself is a pale pink and glows faintly in the darkness, illuminating the cloudy air around it.

Breathing in the spores causes infestation with Lambent Corpse-mushrooms. The incubation period is a turn, and saves are taken every turn after that. Each failed save deals 1d8 damage to Wisdom, as the victim begins finds their perception altered and disorienting.

After the first failed save, the victim will begin to develop pink bulges, like boils, on their flesh, and after the second small, faintly luminous mushrooms will emerge from these. If the victim dies, then the mushrooms will blossom forth into another stand, rooting onto the floor and holding the victim's body up like ivy holding up a rotten tree-trunk.

Glittering Dust

Glittering Dust is a set of spores released by a form of fungus found in the deep underground. The fungus itself is unassuming; a mass of white mycelium crusting the walls that sprouts dull, wrinkled fronds. The fronds seep Dust into the air.

The air around these fronds is seeded with Dust, that can be seen as it shimmers and sparkles in the air. If breathed in, it will begin to infect the breather, causing them to hallucinate. Unless they are wearing a gasmask or similar protection, anybody in the same chamber as the Dust is at risk; they need to make a Save vs Poison to avoid being infected.

The initial dose deals 1 damage to the victim's Wisdom score each round for 3d6 rounds, representing the way the dust corrupts the victim's mind. At first, they suffer mild hallucinations; angles are wrong, distances distorted and similar. If they are reduced to six or less wisdom, it progresses to more severe hallucinations. Geometric shapes and patterns are superimposed on the victim's vision. If reduced to 3 or less wisdom, the hallucinations become overwhelming, blocking out perception of the real world. As the victim is reduced to 0 Wisdom, their mind slips into a trance-state, lost in strange visions the dust shows them.

At this point, they are lost, and their mind detaches from their body, to be absorbed into the fungal mass. There is an upside to this: minds lost to the fungus are still there, coded into the mycelium network, dreaming of grids and geometry. They can be accessed. Anybody who eats the mycelium takes 1 damage to their Wisdom per mouthful. They get +1 to their next Charm or Translation skill roll dealing with magic, as the dreaming minds within grant them an insight into strange geometries. Multiple mouthfuls deal more Wisdom damage, but don't improve the skill roll by more than +1; instead the bonus applies to more subsequent rolls.

Sleeping Puffballs

These are another breed of fungus found mostly in the deep underground, but occasionally in dark, dank areas of the surface too. The fungus forms a colony of puffballs, each a few inches high, fat with spores and all crammed together in a dense mat across the floor.

Stepping on the mat causes a puffball to burst, vomiting spores into the air. So does poking it with a stick, or trying to pick it; the puffballs are constantly on the verge of bursting. Each foot of movement through the puffballs, or action that involves touching them, causes d4 puffballs to burst. More violent actions might cause d6 or more puffballs to burst.

When puffballs burst, everybody nearby (except those whose are protected by gasmasks etc) must take a Save vs Poison or else fall asleep. They remain asleep for one round for every puffball that had already burst; the more spores in the air, the longer they sleep. Luckily for those knocked out by the spores, the puffballs cushion their landing when they fall to the ground. Unluckily for everybody else, their falling causes another d8 puffballs to burst. Whilst inconvenient, this isn't normally a serious danger. However, often monsters nearby know about the spores' effect, and will lurk waiting for victims to fall asleep before striking

Slimes

Slimes can be found growing deep under the ground; primitive forms of life with no regular form that consume everything that comes into contact with them.

A slime might simply corrode anything that touches it. It will deal damage to flesh unless the location is protected (by gloves or boots for example), in which case the damage is instead soaked by grit first. The slime may or may not dissolve non-living objects they come into contact with. More exotic slimes might have more unusual effects when touched. Like with fungi, a Save against Poison may be required to avoid some horrible thing from happening.

Creeping Red Rot

Creeping Red Rot is an example slime found in certain underground chambers. Appearing like a thin, translucent red jelly that forms a film over surfaces, the Rot poses an insidious threat to explorers.

Contact with the Rot deals 1d10 damage from digestive enzymes; if the location is not protected, then this damage is dealt to flesh. In addition, if the location is not washed off, the Rot will begin to spread over the victim, slowly burning them as it feeds. After one turn, it deals 1 damage and is hardly visible except by close examination. Each turn after that, the damage increases by 1 as the Rot covers a greater area, until each turn it's dealing as much damage as the initial d10 roll.

The Rot can be easily washed off with water, which dilutes it enough that it will not be a threat for the next few days (when it begins to form in the puddle left behind). Burning it with a flame will kill Creeping Red Rot.

Hungry Muck

Hungry Muck is another slime sometimes found in cave systems, but more often growing in the channels and cisterns that store sewage from the surface world. The Muck is found in a mass of rotting organic matter, and is indistinguishable from the compost around it save for the pungent, bitter smell it produces. However, due to the dangerous nature of the Muck, most growths of it have a number of visible skeletons emerging from the wet black mess.

Skin contact with Hungry Muck does no damage, although it produces a slight itching sensation. However, Hungry Muck tends to infest large areas, and characters may have to wade through it to progress, and the sucking, heavy quagmire of the mulch halves movement speeds in it.

Each turn the character spends wading deals 1 damage to their grit. Once there is no more grit to be lost, the Muck begins to seep into the character's clothing, inflaming their skin and causing it to swell up and crack. Thereafter, each turn the character loses 1 flesh and must make a Save against Poison. On a failed roll, the Muck begins to extract nutrients from them. They must eat a meal's worth of food every turn (not every day) in order to avoid starvation. If they can't or don't, they need to make a Save vs. Poison or else lose a point of Constitution just like if they were starving. Living things that die to the Muck collapse into it and are slowly consumed until they're fully a part of the mass of filth.

Spite Pools

Spite pools are a life-form found in various cave systems. Each is a single huge single-celled organism, like an amoeba the size of a human child. The spite pool slithers across cavern floors, searching out the various crevices and recesses that harbour life. The pool's movement is too slow to really treat it as a monster; it moves at most a few feet a day. However, at rest (such as when digesting prey) it appears much like a puddle of water, gently rippling. Only a few signs betray its nature; the puddle is never perfectly still, and often its surface is not properly level. Furthermore, in the puddle's depths, a lumpy nucleus and other organelles can sometimes dimly be made out. When a character walks through a cavern infested with these amoebas, then unless the player specifically states that they are avoiding the water, they stand a chance of stepping in a spiteful pool. They can make a Save vs Hazards to avoid stepping in the pool at the last minute. If failed, the pool's rapid digestion deals d6 damage to them; if they are wearing boots, then this can be soaked by grit. Otherwise, it will go straight to flesh.

Burning Spit

Burning Spit is a living liquid. It soaks into porous rocks, forming a glassy sheen over the surface that ripples with colourful patterns like oil on water. It is a mess of micro-organisms that seep digestive enzymes and acids into their surroundings. Normally, it soaks into permeable rock in a cave ceiling, waiting for something to wander under it.

Touching the Spit deals 1 point of damage. If gloves are worn, then Grit can soak the damage; if touched with bare skin it goes straight to flesh. The Spit can hear, in a rudimentary way. When it detects noise below, it drops onto the thing beneath it. Make an attack roll (with a +0 bonus) against the victim's AC, and if it hits the Spit deals d4 damage. This happens every time even a slight noise is made; walking quietly enough to avoid the Spit's attention will require a Stealth roll.

Green Sludge

This is your basic, archetypal slime. It's green, it's wet, it smells acrid and it digests any organic matter it touches. Flesh, leather bone and wood are all digested by the sludge. Initially, it comes in patches about the size of a finger.

If touched with anything organic, it does one point of damage; unless the location is protected by gloves or similar, that damage goes straight to flesh. If the location is protected, then the protective clothing needs to roll for breakage; similarly, if it's poked with some organic, that object likewise rolls for breakage.

Whenever the sludge deals damage , it's physically dissolving and digesting matter, incorporating it into its own mass. It gets bigger as a result. Next time, it will do one point more damage. Larger patches might do around five damage (for areas the size of fist), ten damage (for areas the size of a head or even twenty damage (for patches the size of a whole person). Of course, that's when it's first encountered; every time you feed it, it grows bigger

Water

Water poses a number of threats to player characters. The most obvious is the risk of drowning. Some water will also be fast-flowing, requiring Athletics skill rolls to avoid being swept away, or turbulent, potentially dragging characters under.

Some chambers may be flash flooded periodically, fed by storm drains when it rains above ground or unstable rocks moving about further upstream. Again, characters risk being drowned or swept away by flash floods, and may also take damage as they're battered by flotsam. A save versus hazards may be required to avoid a flash flood.

Not all water will be completely natural, as well. Some pools of water may have magical effects, either when drunk or when touched at all. Some water might have beneficial effects (healing some, or maybe granting a minor bonus to an attribute), but more will be dangerous. Characters might be turned to crystal or wood, become intoxicated or lose their memory, or begin transforming into some monster. Mostly, these waters will allow a Save against Magic to resist the effects, although some might instead require a Save against Poison instead.

Not everything that appears to be water actually is. Some liquids might be highly acidic (dealing a little damage every round that a character touches it, and significantly more if they're immersed in it), and some might behave like water save that it can be breathed like air.

Sump

A sump is a section of an underground river or flooded tunnel that is completely submerged, with no air above the water; to navigate it, one must hold ones breath until air is reached again. Remember, character can hold their breath for half as many rounds as their constitution score before they start drowning (drowning deals d6 damage per round). The sump is probably between 20 and 200 feet long, so the length of time it takes to traverse it, so the number of rounds you need to

Obviously, getting a boat past a sump is tricky.

Waterfall

A waterfall will likely require cunning methods to get up or down it safely. Being swept over the waterfall deals 3d6 damage from falling, and then requires Athletics rolls to be able to safely recover at the bottom; those who fail are trapped under the water and begin drowning.

Currents, Rapids & Whirlpools

A whirlpool, rapids and other dangerous currents make navigating the water incredibly difficult. Each round spent in the water near a whirlpool, you need to pass an Athletics roll or be dragged underwater and risk drowning, potentially taking d6 damage from being knocked about as they go down. On top of this, piloting a boat safely through such water is likely to be difficult, requiring Driving rolls to avoid the boat getting damaged, stuck or pulled underwater.

Echoing Azure Depths

The Echoing Azure depths are wells found deep underground, infected with magic that links them to other places. The depths are always found as water filling a deep pit; swimming to the bottom would require a successful athletics roll to hold breath long enough. At the bottom of the depths, there are a number of skeletons – animals, people and strange extinct creatures – crusted over with a deep blue precipitate that glitters in the still water.

Each such well has a counterpart on other worlds. Anybody who immerses themselves in the water will be able to hear beings similarly bathing in the connected pools. Whilst in the pools, they can even communicate with these creatures, allowing a confusing telepathic conversation to take place. Each round they remain they can make a Translation skill roll; success allows them to ask a question and receive an answer, which will likely be true depending on the being communicated with, while on a failure the character cannot make sense of the babble of voices they hear.

Such connection to the wider universe will be both life-affirming and invigorating; any being who immerses themselves will heal a single point of damage (first flesh, and then grit) each round that they bathe. However, the experience, whilst highly pleas-ant, has its downsides. A Save against Magic must be taken for the bather to willingly return from the depths. If failed, they will stay where they are in blissful communion with the higher cosmos, unable to feed, defend or care for themselves until either somebody else pulls them out, or they die.

Those who die slowly sink to the bottom of the Echoing Depths, their life-force absorbed into the water; in truth it is the vitality of those who died in the Depths that fuels their healing effect.

Liquid Limestone

Liquid Limestone is a chemical ooze that results from mineral -rich deposits left to accumulate over time. It appears as a thick, grey liquid, with the consistency of syrup and a stone-like crust floating on the surface. It soaks into porous rock and forms pools on its surface.

Anything porous immersed in the liquid stone soaks it up and turns to stone. Wood, clothing and so on are all affected. Non-porous things (including people!) instead have their surface turned to stone. When a person is immersed in the water, then they risk turning to stone.

A body has ten points of 'surface area' that can be turned to stone in this way; once the tenth point is turned, then their mouth, eyes and nose are sealed up. Although their innards might be safe, they are effectively petrified and will soon be dead. Otherwise, for each point of stonification they:

- take a point of damage to Flesh.
- count as carrying an extra item for the purposes of encumbrance, permanently.
- improve their AC by 1, permanently.

How much the character is stonified depends on how much of their body goes in. For every 10%, they get a point of stonification. Waterproof boots or gloves can protect a foot or hand that goes in; instead the boot or glove gets turned. Any more than this, though, and the liquid stone will seep through the clothing to affect the body. If a character drinks the stuff, then they die spectacularly as their delicate inner parts turn to stone.

Necrotic Rivers

A necrotic river is an underground river that, having flowed through graveyards and slaughter-houses, has become imbued with the energies of undeath.

A necrotic river is hard to distinguish from normal water. The water might be darker than normal, and slightly red-tinged. However, the main sign is the smell of death lingering around it, despite the lack of any corpses in or near the water. Immersion in the water leeches the energy from living beings. They take a point of damage to Flesh each round in the worst parts of the river, or each turn in places where the effect is less severe. Non-living beings, such as the undead or artificial constructs, are not affected by this.

If a magician (or other character who memorizes spells) is immersed in or drinks the water, then if they have any spell-slots empty, one will immediately be filled with Animate Dead. The knowledge seeps into their mind, nestling there like a repressed memory. The next round, if they still have spell slots free, they memorize Speak with Corpses. The round after that, if they have a third spell slot free, they will memorize Eyes of the Dead. Finally, in the fourth round a fourth spell slot will be filled with Zombie Plague.

Any being that dies in the water—by drowning, from the life-draining effect, or killed by another being or some other cause—is immediately resurrected as a feral undead creature. The beings resurrected in this way understand that killing living things in the water reanimates them, and seek to do just that.

It‘s not unknown for necromancers or the more intelligent sort of undead creature to make use of these rivers, typically as an easy way of creating undead thralls. Often, undeath-obsessed cults will gravitate towards them, incorporating them into their mythology and worshipping the river‘s source as some sort of chthonic deity. Sometimes, the river even responds to their prayers, becoming the focus of a strange and morbid cult.

Acid Pools

An acid pool is an insidious threat. A pool of clear, pleasant-looking water, often with something valuable made of metal (coins or weapons perhaps) at the bottom. The only give-away is the slightly sharp smell in the air. Anything you put in the acid (that isn‘t made of stone, metal, etc) is destroyed in a matter of seconds: s Save vs Hazards lets you pull it out in time, but you still need to roll for breakage. A person putting part of themselves in it takes d6 damage to flesh immediately. Each round they remain in there, they take another d6 damage. Gloves or boots won‘t protect you, the acid soaks through and then dissolves you and your gloves. If you put a whole person in, it‘s 2d6 damage per round of immersion.

Sicknesses:

These are just a small selection of diseases that might be encountered in the undercity. Infection might require merely touching infected matter, breathing in tainted air, spending time in an area infected with fleas, tainted water getting into the body through the mouth, eyes or cuts, or some other vector. A Save vs Poison prevents the potential victim from catching them when exposed, and characters who’ve taken appropriate precautions (a hazmat suit, gasmask, heavy gloves or what have you) are immune.

As mentioned in the main rules, sicknesses require a Save vs Poison at a set regular duration. On a failure, something bad happens. If two such saves are passed in a row, the victim recovers.

Alkaline Sweats:

The victim sweats a powerfully corrosive digestive fluid. The incubation time is 1 turn, and saves are made every turn thereafter, and also whenever they exert themselves by running, fighting or similar. Each failed save means the alkaline eats into their clothes: roll for breakage for each item the are wearing. Anybody touching their skin whilst the infection lasts takes 1 damage to flesh.

Barnacles:

Barnacles grow across the victim’s skin, crusting over and making movement difficult and painful. Incubation time 1 hour, saves every hour thereafter. Each failed save deals 1 damage to flesh, gives +1 AC and counts as two more items towards encumbrance as the barnacles replace more and more skin. When the victim recovers, the barnacles are shed and the encumbrance and AC bonus goes away.

White Blindness:

A variation on myxomatosis, engineered to rapidly affect humans. The victims eyes become dim and milky and the flesh around them puffs up and starts to die off. Incubation time 1 turn, saves made every turn thereafter. For the duration of the disease, the victim is unable to see at all, and takes 1 damage to flesh for each failed save.

Bone Spurs:

The victim’s bones start to warp and twist into new shapes. The incubation time is 1 hour, saves are made every hour thereafter. Each failed save, the victim’s body warps even worse, and they take d6 damage to Strength and Dexterity.

Rococo Tissue Fronds:

The skin peels away, forming strange fleshy fronds that wave in the air around the victim. The incubation time is a round, and saves are taken each round thereafter. Each failed save indicates another frond rips itself free of the victim’s skin, dealing d4 damage to their flesh.

Scintillating Luminescence:

The victim’s sweat and other fluids (saliva, tears, blood) glow faintly, the colour slowly shifting in mesmerising patterns. The incubation time is a turn, with saves made every turn thereafter. Each failed save results in d4 damage to Wisdom as the victim’s mind becomes slowly addled. In addition, whilst infected, the victim automatically fails at hiding whilst glowing; the light makes them easy to spot.

Blood Pearls:
Thick, irregular pearls start to form under the victim's fingernails and slowly force their way out in a mess of blood and splintered chitin. The incubation time is 1 turn, and saves are taken every hour thereafter. Each failed save causes a pearl to emerge, dealing d4 damage to Dexterity and 1 damage to flesh as the victim's fingers are progressively ruined.

Iridescent Pus:
Iridescent violet pus seeps from the victim's mouth and nose. It smells floral but slightly rank, like a pile of rotting cherry-blossoms. The smell and taste of this pus is intoxicating, causing the victim to become disoriented and prone to distraction. The incubation time is 1 turn, and saves are made every 3 rounds thereafter. Each failed save deals d4 damage to Wisdom & Intelligence (use the same roll for both). Anybody who tastes the pus takes the same damage, with no save.

Scorching Fever:
The victim's skin heats up and blackens like a log in a fire. The incubation time is 3 rounds, with saves taken every round thereafter. Each failed save deals 2 damage to the victim's flesh and causes more blackening. Anybody who touches the victim's flesh with their bare skin likewise takes 1 damage to their flesh.

Endless Vomit:
The victim begin to vomit up the contents of their stomach, and once its empty, they keep going, regurgitating a stinking red mess that might be their innards. The incubation time is a round, and saves are taken every third round thereafter. Each failed save results in the victim losing their action that round as they throw up, and taking d4 damage. Unlike most damage from sickness, this is soaked by grit first, as they void the contents of their stomach. Only when they're throwing up meat does it damage flesh.

Wasting:
The victim's digestive system stops working properly, and they become progressively more thin and gaunt. The incubation time is 1 hour, and saves are made every day thereafter. For as long as they are infected, the victim gets no benefit from eating food or drinking water, taking the normal penalties for starvation and thirst.

Lycanthropy:
The victim's body is slowly taken over by a spiritual infection, mutating them gradually into a shape-shifting animalistic monster. The incubation time is 1 hour, and saves are made every day thereafter. Each failed save deals d10 damage to charisma. If this would kill them, instead the damage is cured instantly and the victim is fully transformed into a lycanthrope; a first-level Spook with the Human origin and the Animal Form power. Which animal shape they take, and which subsequent powers they learn, depends on the breed of lycanthrope that infected them.

Mycelid Infestation:
This disease is one of the main ways mycelid colonies spread themselves, infesting new hosts with threads of fungal matter that slowly take over the victim. Once infected, the disease has an incubation period of one hour, and deals d4 damage to Dexterity and Intelligence every hour, as the mycelium threads spread through the flesh, winding around the nervous system and slowly throttling it. The victim's skin reddens, splitting into sores and rashes, and as their nerves and brain are damaged their movements become shaky. As the condition worsens, the victim's mind begins to dim. They lose co-ordination and their memory begins to crumble away. Eventually, when either Dexterity or Intelligence reaches 0, they are reduced to a mindless, motionless husk, hardly breathing and un-blinking. One turn later, they resurrect as a mycelid husk, now completely taken over by the fungus.

The Black Death:
The plague that swept across the medieval world, wiping out 40% of the European population in the 14th century. Victims suffer painful swelling in the lymph nodes (which sometimes split to become sores), accompanied by fevers, vomiting, and flu-like symptoms. In the later periods of the infection, extremities such as lips and fingers become gangrenous. The incubation time is 3 days. Thereafter, a save is made twice a day. Each failed save permanently reduces the victim's Flesh Points by 1. The disease is incredibly contagious, and outbreaks can be devastating to a community.

Radiation Sickness:
Contracted by spending too long in a radioactive area, or exposure to high doses of radiation. Incubation time 1 week, a save every week and permanently reducing a random attribute by 1 for each failed save. It cannot be recovered from at all for as long as the victim remains exposed to radiation.

Memetic Virus:
A mental infestation. Infectious ideas QR-code-dense, warping thought processes to accommodate and propagate them. The GM should come up with a core conceit for the virus; a set of ideas that warps the victim's thinking around a central theme. Example themes might include vicious justice, probability and luck, delusions of persecution and conspiracy, radical shifts in how the host conceptualises themselves, different conceptualisations of mortality, and more. Anything that really fucks with the victim's mindset and how they relate to the outside world.
Use Saves vs Stunning rather than vs Poison to resist the memetic virus. Incubation time is one round, saves are made every day thereafter.
Each failed save deals d4 damage to a mental attribute. Which attribute depends on the nature of the memes. If the virus attacks the victim's basic concepts of how reality works, the damage is dealt to Intelligence. If it attacks their ability to make sense of the external world, it damages Wisdom. If it attacks their internal sense of self, it damages Charisma.
While infected, the memetic virus compels its host to act in certain ways. Where there's a chance to spread the infection, the victim may be required to make a Save vs Stunning not to take it, spreading the idea further.
Finally, for as long as they're infected, the victim earns half XP from any source. They don't suffer the penalty if they've done something in the last day that would seem irrational, meaningless or self-defeating to those not infected. IE: XP is not halved if you've done something noticeably crazy in the last 24 hours.
The Dero absolutely love this sort of thing when it happens to others, and are terrified of it happening to them. Needless to say, they're all infested with a whole host of such ideas, to which they're completely immune. They can still spread the ideas of course (and sometimes do so on purpose). Their Geniuses can even deliberately cause the ideas to mutate into new forms to suit their particular goals, shaping ever more infectious memetic infestations like a farmer breeds their livestock.

Curses

Effectively, a magical punishment that affects a character who triggers it. A curse might be the result of disturbing a tomb, robbing supernaturally warded hoards, killing something magically protected. Sometimes, they're spontaneous; a sufficient concentration of spite, despair or frustration - combined with at least a little residual magic - coalesces into a magical taint that lingers on those who interact with it. At other times, they're deliberately created by unusually vengeful magicians.

Normally, you don't get a save to resist being cursed; if you did whatever triggers the curse, it affects you. There might, however, be a save if there's doubt as to whether a character is a valid victim (for example, you might allow a Save vs Magic to see if a character gets cursed for merely standing by and allowing their companions to desecrate a grave).

The effects of the curse last until removed with some sort of counter-magic. In some cases, proper steps might be able to end the curse, such as returning stolen treasure or giving a murdered victim a proper burial.

There are all manner of curses that might affect a character who meddles where they shouldn't. These here are some of the possibilities.

Thief-Marks

A brand appears on the victim's forehead that reads 'THIEF'. Everybody able to read who looks at it reads it in their native tongue, the brand's appearance varying from person to person to get its point across. Similar curses might exist to mark characters for other transgressions ('BLASPHEMER' 'GRAVE-ROBBER' 'TASTELESS PHILISTINE' 'CHILD-KILLER' etc).

Confessing Brand

A horrible mark - somewhere between a brand, an open sore, and a birthmark, appears prominently on the victim's face. Whenever somebody comments on the brand, asks about its origin, or similar, the victim feels a painful compulsion to explain what transgression earned them the brand (such as: "I got this brand for desecrating graves"). If they refuse, keep a tally of how many times they've refused to answer, and then they make a Save vs Magic. If they pass, they're fine. If they fail the save, they take 1 damage for every time they've refused to explain the brand.

Karmic Retribution

The victim is completely fine, but feels the weight of their transgression hanging over them, suspecting that - whatever comes after death - this will have some nasty effect on their soul. When this PC dies, and the player rolls up their next PC's attributes, treat all 6s rolled as 1s instead.

Divine Judgement

The victim is seemingly fine, but instinctively knows that their actions have doomed their soul's final fate. When this PC dies, and the player rolls up their next PCs starting HP, they get the minimum possible results for Flesh and Grit rather than rolling.

Ill Fortune

The victim finds themselves constantly beset by petty setbacks, minor accidents and inexplicable bad luck. Although these matters are only slight, they add up to make their day to day life inconvenient. The character reduces their Resources level by 1 to reflect all these problems draining their income. Furthermore, whenever the GM needs to pick a random victim for something bad to happen to, they should always pick this character; they're just a magnet for trouble.

Unsettling Aura

While seemingly the same as they've always been, there's a slightly off-putting air to the victim. They suffer -1 to reaction rolls. Animals, children and the truly innocent are more perceptive, and will always instinctively hate or fear them. This is a problem for PCs who have pets, and a much bigger one for those who are parents.

Fine Things Turn To Ashes

The victim finds that they no longer have any interest in whatever sort of thing triggered the curse; to them it seems dull, ugly and irritating. Pick a type of treasure appropriate to whatever gave the PC the curse (perhaps 'money', 'art', 'things in graves', 'things taken from victims', 'magical things' etc). The PC no longer gets XP for that sort of treasure.

Blight

The victim's health fails them, and their body weakens and withers noticeably. They reduce all their physical attributes (strength, dexterity & constitution) by 5 each, to a minimum of 1.

Senility

The victim's mind begins to come apart, and they find themselves operating as if in a fog, often confused, forgetful, deluded or disoriented. They reduce their mental attributes (intelligence, wisdom and charisma) by 5 each, to a minimum of 1.

Poverty

Uncanny coincidence and spiteful bad luck wipe out the victim's wealth almost overnight. Within the space of a few days, they're reduced to resources level 0, and nothing they do will be able to raise it; any steps they take to fix the matter backfire in ever more contrived and bizarre ways.

Recursive Nightmares

The victim's mind turns upon itself at night, tormenting them with bad dreams. They constantly revisit the source of the curse when they sleep, each nightmare adding a new twist to make the situation ever more bizarre and frightening. They gain no benefits for sleeping (such as healing etc) while cursed.

Dangerous Construction

In the undercity, much of what's down there has gone unmaintained for many years. While local authorities might initially have maintenance crew see to new underground construction, before too long the undercity encroaches on it and sending workers down there to do their jobs becomes increasingly hazardous, and eventually the construction is abandoned. If it fails, new infrastructure is built to replace it rather than venturing into the dangerous undercity, and thus the maze of tunnels beneath the city grows.

Because of this lack of maintenance, much of what's down in the undercity is distinctly dangerous. Electrical wires in particular pose a great risk, as an ungrounded cable can electrify standing water, metal doors and ladders, and other terrain. As well as this, the structure of the undercity itself is often unstable, prone to cave-ins, collapses and other problems.

Steam Clouds

Perhaps a leaking pipe is responsible, or perhaps this whole section is used to pump steam. Either way, the air is hot and humid. The effect fills the whole 500-foot section. Visibility is reduced to 10 feet, beyond which enemies have soft cover and a perception skill roll is required to pinpoint them. Everything living is fatigued while in the steam, from the sheer heat. They must make a Save vs Stunning each turn, or else take 1 damage.

Loose Wires

Electrical wiring here is unsafe, it's rubber sheath having come away and the wires themselves frayed. Perhaps it hangs down from the roof, or lies on the ground where it might be trod on, or is in contact with metal furnishings. The first person to blunder into it is affected; probably this is the person at the front of the group. If there is good lighting, a Save vs Machines is allowed to spot the dangerous wiring and avoid it, otherwise it is touched and electrocutes the victim. 2d6 damage and a Save vs Stunning to avoid being paralysed and taking damage again next round.

Electrified Puddles

Frayed wires dip into a pool of dirty water. If you can find a way to get past without setting foot in the puddle, its fine. If you do tread in it, 2d6 damage and Save vs Stunning to avoid being paralysed and taking damage again next round.

Steam Bursts

The piping here is filled with high-pressure steam, creaking and groaning. If the pipes are knocked or damaged, then there's a chance (2-in-6) that a jet of high-pressure steam will burst from them, dealing d4 damage to whoever is next to the site of the burst.

Traps

Traps are mechanisms deliberately placed to cause harm to those who encounter them. These might be placed by human builders, residents of the undercity, or stranger beings from the deep underground. However, it should be clear when a complex has previous or current inhabitants who might have placed traps, since they don't just sprout in caves out of nowhere.

Typically, they have a simple trigger and cause an instant, unfortunate effect. Of course, a trigger might be more cunning than that. Pressure plates might trigger with a nice, obvious 'click' and then attack a few feet back from the trigger, in order to catch the character who steps back in panic. Another trap might target a spot ten foot behind the trigger, to catch the smart guy with a ten-foot pole.

Traps serve two purposes in the game. Firstly, they are a direct threat to the players that can be overcome through cleverness on the players' part. Secondly, they encourage a sense of healthy paranoia in the players, adding a certain degree of tension to even an empty tunnel

Most traps have a simple trigger condition. This is commonly a pressure-plate hidden in the floor or a tripwire, but making a loud noise or removing an item weighing down on a switch could all set the trap off. Normally it's up to the players to take effective counter-measures against traps, identifying them or setting them off from a safe distance. A generous DM might allow them a perception roll to spot more obvious traps as they blunder into them.

Bear Traps

A set of serrated iron jaws under tension from heavy springs, kept apart by the trigger mechanism so that - when set off - they'll spring together to clamp onto whatever's between them. If sprung, the victim takes d8 damaged and is unable to move from the spot until they've removed the trap from their foot.

Sprung Spikes

A sharp spike, concealed in a niche in the wall or a slot on the floor. When triggered, the spike is thrust rapidly and forcefully from the wall, impaling whatever is in its way. It makes an attack roll at +2, and deals d12 damage if it hits. If it hits it's first victim and deals damage to their flesh, it might go straight through them and into somebody else; make another attack roll against somebody behind them, and so on until the trap fails to do damage to flesh.

Gun Turret

An automatic weapon mounted on a tripod or bracket, able to pivot and rake the area before it with bullets. It might be set off by a motion-sensor, or be programmed to respond when a pressure-plate or laser is tripped. The gun turret makes a single attack each round against every valid target, with +0 to hit and dealing d10 damage if it hits.

Landmine

An explosive buried beneath the ground or hidden under detritus. When the pressure-plate is trodden on, it blows up. Everybody nearby needs to take a Save vs Devices on hearing the click of the mine being triggered, which allows them to fling themselves out of the way of the explosion. Those who fail take d12 damage.

Pit Trap

A hole in the ground, concealed with a flimsy surface that gives way when trod on. A Save vs Hazards allows a victim falling in to grab the sides, otherwise they take d6 damage for every ten feet they fall, plus d6 more if there are spikes at the bottom. A typical pit-trap is 20 feet deep with wooden stakes a the bottom, dealing 3d6 damage to those who fall in.

Railway Lines

Subway tunnels are likely to be as narrow as the builders can make them. For those with a single track, this is probably means being about ten to twelve feet wide and about as high. Where there are two or three tracks, the width is doubled or tripled, but the height stays the same. Most such tunnels are likely to have concrete walls and ceilings, or brick in the oldest examples. The floor has the familiar metal rails on wooden slabs, laid on gravel or shingles. There is no lighting. Every 200 feet or so, there's a little niche in the walls, allowing maintenance crew to get out of the way of trains as they go past.

Every turn, there's a 2-in-6 chance for each track that a train comes along. You get a minute's warning (6 rounds) if you're listening for it, or 30 seconds (3 rounds) if you're not. The train goes too fast to run away from: one second it's out of sight, the next it's hit you. Getting hit by a train does 3d10 damage at the point of impact, and then d10 damage each round thereafter as you're dragged along.

In single-track tunnels, the train pretty much fills the whole cross-section of the tunnel. You can't step to the side and shelter against the wall. You don't get a save to jump out of the way; there's nowhere to jump to. If you can get to one of those niches in the wall, you're safe. At the point that a train is coming, the next niche is d20 x 10 feet away. At a sprint (combat speed) you might be able to make it there, or you might not. Sprint the wrong way, and the train hits before you get there.

You could lie between the rails and hope it passes over you. That probably succeeds. For each section of subway, when the players first try this, roll a d6. On a 1, the model of train that runs on this track doesn't have enough clearance for lying between the tracks to save you, and instead everybody under there gets hit and dragged along.

For two or three-track subway tunnels, roll a d6 for each to see which tracks have a train on them that turn. If all of them have a train that turn, then all three arrive simultaneously and, as with single-track tunnels, there's no room to get out of the way. Otherwise, stepping out of the way onto a track without a train on it is a trivial matter.

Just for fun, you might want to randomly determine which direction the train is coming from when it hits you, and so which direction your mangled carcass ends up going in.

People being hit by trains in unusual circumstances (such as heavily armed individuals, or ones dressed in weird culty robes) might increase the party's legal attention score by 1, too.

TREASURE TABLES

Table 73: Treasure in the Undercity

d30	Treasure
1-5	This many gemstones, each worth $200.
6-10	A crate containing this many hundred dollars, in old coinage.
11	The signet ring of an aristocratic family ($500)
12	A gold and gem-encrusted human skull ($500)
13	An antique chess set, with black and white marble pieces on an inlaid wooden board ($300)
14	A jewellery box (2d6 pieces, each worth $100)
15	An elaborate mask ($300)
16	A painting by a well-respected artist ($800)
17	A pair of antique duelling pistols or similar paired weapons ($700)
18	An antique sword or other weapon ($300)
19	An antique vase ($200)
20	An antique clock ($200)
21	A marble statuette ($400)
22	The first-edition printing of a rare book ($500)
23	Lost painting by a famous artist ($1,500)
24	Religious Triptych ($800)
25	Map of the Undercity's overall layout ($300)
26	Envelope of letters and/or photographs of historical significance ($100)
27	Magical artefact (roll on table 80)
28	Old, rare-vintage wine ($100)
29	Expertly made jewellery ($300)
30	Magic weapon (roll on table 79)

Table 74: Contraband

d30	Contraband
1-5	This many hundred dollars, in cash.
6-10	This many hundred dollars, in counterfeit cash.
11	A small stash of some narcotic (roll on table 82 for what) ($100)
12	Handguns (d8 of them, worth $300 each)
13	Large crate of ammunition ($300)
14	Stolen Credit Cards ($500)
15	A significant supply of some narcotic (roll on table 82 for what) ($500)
16	Heavy firearms (d8 of them, worth $600 each)
17	Poisons ($300)
18	Human body-parts on ice ($300)
19	A cache of explosives ($200)
20	Stolen computers ($400)
21	A bulk shipment of some narcotic (roll on table 82 for what) ($1500)
22	Stolen mobile phones ($300)
23	Counterfeit consumer goods ($200)
24	Porn ($100)
25	Uncut diamonds ($500)
26	Bootleg medicine ($200)
27	Propaganda for terrorist organisations ($100)
28	Booze & Cigarettes ($100)
29	Hacking software ($300)
30	Equipment for manufacturing narcotics ($500)

Table 75: Occult Treasures

d30	Treasure
1-5	This many hundred dollars, in old, strange coins.
6	Scroll of very vague prophecies ($300)
7	Holy icon, oil paint on wood ($100)
8	Painting of a Paradox Beast ($200)
9	Minor Grimoire (d4 spells, each randomly determined from rank d6. Worth $200 multiplied by the total ranks of spells within.)
10	Old VHS tapes showing paranormal events ($200)
11	Holy Water ($50)
12	Holy relics from a saint ($500)
13	A magic weapon (roll on table 79)
14	Scrolls (d6 scrolls, each of a random spell of rank d8. Each worth $100 multiplied by rank of spell).
15	Antique tarot deck ($200)
16	Materials for ritual magic (bits of dead animal, rare plants, etc) ($50)
17	A magical artefact (roll on table 80)
18	Diaries of historical occultists ($800)
19	Vampire teeth ($100)
20	Men-in-black hypertech pistol; d12 damage ($500)
21	Preserved hand in a jar ($100)
22	Derro research notes; on reading, save vs stunning or believe a derro conspiracy (table 171) ($300)
23	Trophies from a serial killer's career ($600)
24	Robes and vestments of a proscribed cult ($200)
25	The egg of some dangerous monster ($800)
26	Film of the Men In Black in action ($200)
27	Ritual knife ($200)
28	Last will and testament of a famous magician ($200)
29	A silver crown made by fairies ($600)
30	Votive candles, the wax made from human fat ($100)

Table 76: Things to Burgle

d30	Treasure
1	Flatscreen TV ($100)
2	Cheap Laptop ($200)
3	Trendy abstract painting ($500)
4	Game console ($300)
5	Jewellery box (2d10 pieces, each worth $100)
6	Cutting-edge laptop ($800)
7	Trendy smartphone ($200)
8	Credit cards & unsecured financial information ($500)
9	Microwave ($100)
10	Security cameras (d6 of them worth $50 each)
11	DVD Player ($100)
12	Jar of savings (3d6x10 dollars)
13	Native/aboriginal sculpture ($100, no occult significance)
14	Violin ($100)
15	Desktop computer ($300)
16	Antique Silver Cutlery ($100)
17	Pro gaming computer ($500)
18	Wedding Ring (1 or 2, each worth $100)
19	Antique bible or other holy book ($200)
20	Pair of earrings ($100)
21	Photographer's camera ($100)
22	Rare tropical fish (d6 of them, each worth $200)
23	Antique clock ($400)
24	Fossils ($100)
25	Self-defence handgun ($100)
26	Smartphone ($100)
27	Antique painting ($800)
28	i-Pad ($100)
29	Rare vintage wine ($200)
30	Children's piggybank (d% dollars)

Table 77: I Search The Body (roll a few times)			
D%	Civilian	Criminal	Occult Weirdo
1-25	This much cash, in coins and small notes.		
26-45	Smart-phone ($100)		
46-64	Debit & credit cards ($100 if sold)		
65	Contact lenses	Lockpicks	Tinfoil hat
66	Rubber bands	Sock full of quarters (d6 damage)	Wobbly-bladed knife (d6 damage)
67	Hairbrush	Cigarettes	Chalk
68	Can of energy drink	Flick-knife	Silver crucifix ($100)
69	Photographs of loved ones	Sharpie	Glass eyeball
70	Cigarettes	Matches	Notebook
71	Diabetes medication	Baggie of *mystery pills*	Tarot deck ($50)
72	Lighter	Bottle of lighter fluid	Polaroid camera
73	Loose tobacco and rolling papers	Scalpel (d6 damage)	Bag of human teeth
74	Biro	Notebook	Biro
75	Hip flask of cheap booze	Engagement ring ($300)	Sunglasses
76	Notebook	Can of spray-paint	Bag of dried mushrooms
77	Box of matches	Loose tobacco and rolling papers	Cloth dolly stuffed with human hair
78	Sunglasses	Stickers with gang tags	Paper mask
79	Wedding ring ($100)	Bag of weed	Envelope full of dried flowers
80	Sticking plasters	Hypodermic needle	Candle
81	Pencil	Lighter	Live spider in a jar
82	Lipstick	Breathing mask	Communion wafer
83	Engagement ring ($300)	Bolt-cutters	Needle and thread
84	Gum	Concrete coring-drill (d10 damage)	Bag of ash
85	Swiss army knife (d6 damage, $50)	Bandages	Zip-ties
86	Painkillers	Screwdriver	Matches
87	Mints	Zip-ties	Hand-made flute
88	Flashy jewellery ($100)	Roofing hammer	Bottle of rum
89	EpiPen	$200 in counterfeit bills	Lighter
90	Pregnancy test (1-in-6 chance positive)	Wedding ring ($100)	Prayer beads
91	Expensive perfume ($100)	Electrical tape	Hypodermic full of sedatives
92	Pepper spray ($50)	Balaklava	EMF reader
93	Toothbrush	Baggie of *mystery white powder*	Bundle of sage
94	Contraceptives	Fake ID	Old coin
95	Sketchbook	Knuckle-dusters (d6 damage)	Severed finger
96	Gameboy ($100)	Blank keys	Painting of a deity
97	Headphones	Biro	Bag of salt
98	Paperback novel	Contraceptives	Rat skull
99	Deodorant	Comb	Bell
100	Parking ticket	Sticking plasters	Incense

Table 78: I Loot The Room (roll a few times)			
D%	Respectable	Criminal/Occult	Undercity
1-35	This much cash, in coins and/or small notes.		
36-55	Roll for an appropriate sort of treasure (table 61-64)		
56-64	Notepads and pens	This much cash times 10, stolen	Dead rats
65	6-pack of cola.	Handgun (d8) under a loose floorboard	Human fingerbone
66	Radio ($50)	Sawn-off shotgun (d12)	Brightly-coloured eggshell
67	Clock	Binder full of fake IDs ($200)	Pickaxe
68	Deck of playing cards	Drug paraphernalia ($50)	Human-ish skull
69	Tins of paint	Big dribbly candles	Gold tooth
70	Cleaning supplies (bleach etc).	Heavy-metal poster	Baseball bat with a nail in it
71	Vacuum cleaner	Bonsai	Discarded ragdoll
72	Newspapers	Crate of ammunition	Crucifix
73	Unused phone charger	Jury-rigged alarms	Dose of some drug
74	Phone book	Zip ties	Electric torch
75	Pot-plant	Printing press	Wax effigy of local politician
76	Pair of shoes	Toolbox	Political graffiti
77	Jar of candy	Flick-knife (d6)	Dead crow nailed to the wall
78	Tea cups, going cold	6-pack of beer	Bottle of wine
79	Air freshener	Stash of weed ($100)	Glass eye
80	Sketchbook	Stuffed animals	Dice carved from bone
81	Birthday cards	Holy water, hidden behind furniture	Snare with razor-blades in the wire
82	Hamster in a cage	Mixtape ($50, or $500 in a few years)	Box of tin soldiers
83	First-aid box	Folder of hair-clippings	Can of petrol
84	CCTV camera	Old take-out boxes	Meat-hooks
85	Spanner	Vintage porn stash ($50), hidden	Boot with a foot still in it
86	File of financial records ($200)	Blowtorch (d10)	Inhuman footprints
87	Duck tape	Banned religious text, concealed	Gold pocket-watch ($150)
88	Trashy romance novel	Pair of boots	Willendorf Venus made of wax
89	Deodorant	Jar of blood	Dead bats still clinging to the ceiling
90	Mop	Box of silver bullets	Crate of teeth
91	Paper shredder	Cans of spray-paint	Remains of a campfire
92	Gossip magazines	Kirlian camera	Barbed wire
93	Pre-wrapped birthday presents ($150)	Scrawled conspiracy-theory notes	Frog trapped in a glass bottle
94	Bible or other holy text	Bottle of bleach	Goat's skull
95	Inspirational poster (hang in there!)	Mask	Dead cat, pinned and vivisected
96	Private diary	Handcuffs	Lightbulb, dimly flickering
97	Abandoned underwear	Sleeping bag	Telephone wired into the public grid
98	Box of painkillers	Revolutionary pamphlets	Fossilized rodents
99	Coffee machine	Private server	Slime that twitches when you poke it
100	Jar of nails & screws	Jury-rigged medical kit	Fancy hat, much decayed

Table 79: Magic Weapons (roll a d20 for each of Plusses and Weapon Type, and one or more d20s for Special Powers)			
d20	Plusses	Weapon Type	Special Power
1	No bonuses	Pistol	None
2	+1 to hit & damage	Rifle	Can cut through anything. Ignore entirely if rolled for blunt or ranged weapons.
3	+2 to hit & damage	Shotgun	On fire, +d6 fire damage. Can be suppressed.
4	+3 to hit & damage	Bow	Electrical charge, +d6 electrical damage. Can be suppressed.
5	+1 to hit	Crossbow	Glows on command.
6	+2 to hit	Sword	Talks with the voice of a poet. Opinionated and proud. Ignore entirely if rolled by anything other than a sword of some sort.
7	+3 to hit	Rapier	Whispers advice to the wielder, has an agenda. Ignore entirely if rolled by anything other than a sword of some sort.
8	+4 to hit	Axe	Allows the wielder to see invisible things.
9	+1 damage	Hammer	Glows when enemies are near.
10	+2 damage	Spear	Vampiric. Dealing damage to flesh causes the wielder to heal that much damage. Ignore entirely if rolled by ranged weapons.
11	+3 damage	Whip	Slaughterer. If the wielder would die, they can immediately make an attack; if the victim of that attack dies, the wielder instead remains alive on 1 HP (delaying death by bleeding, dead-man-walking etc by 1 round).
12	+4 damage	Flail	Missiles pass through cover and cannot be blocked. Ignore entirely if not rolled for a ranged weapon.
13	+5 to hit & damage vs entirely subterranean beings only.	Knife	Appears in its owner's hand when they speak its name, regardless of distance, damage, restraints etc.
14	+5 to hit & damage vs undead only	Knuckledusters	Lightning fast. User always goes first in initiative on the round they intend to draw it, even if ambushed etc.
15	+5 to hit & damage vs police and other mortal authorities only	Halberd	Holy. Double damage vs undead and other unholy things.
16	+5 to hit & damage vs fairies only	Katana	Mutilator. Always causes a Horrible Wound on a hit, as well as damage.
17	+5 to hit & damage vs animals only	Throwing Knife	Venomous. Save vs Poison on taking damage to flesh, or fall comatose.
18	+5 to hit & damage vs those outside the law only	Cudgel	Never runs out of ammunition. Ignore entirely if rolled for anything other than a ranged weapon.
19	+5 to hit & damage vs unnatural monsters only	Two-handed Sword	Renders the sound of combat (both sides) totally silent when used.
20	+5 to hit & damage vs armed opponents only.	Two-handed Axe	Weapon disguises itself as something harmless (an umbrella, walking stick, handbag, etc) when not in combat.

Table 80: Random Magic Items (roll a d20 for object & type of magic, and one or more d20s for the effects created.			
d20	Effect	Object	Type of Magic
1	Single use, when first activated.	Clothing	Illusions
2	Always active, alters surrounding environment.	Armour	Animals
3	Always active, grants a new capability.	Glasses	The undead
4	Always active, defensive.	Ring	‘Hard’ mind control
5	Always active, enhances competence.	Briefcase	Violence
6	Always active, grants total immunity.	Camera	Stealth
7	Always active, detects something.	Mask	Emotional manipulation
8	Finite charges (3d10 remain), activated on use.	Coin	Entropy & decay
9	Finite charges (2d6 remain), activated with a command word.	Children’s toy	Wealth
10	Permanently transforms the owner, forever.	Jewellery	Sickness
11	Permanently transforms the owner so long as it’s still owned.	Prosthetic	Healing
12	Activates when used, unlimited uses.	Workman’s tools	Shapeshifting
13	Activated with a command word, unlimited use.	Incense	Fortune-telling
14	Triggered by a particular misfortune, unlimited activations.	Painting	Technology
15	Triggered by a particular misfortune, one time only.	Lantern	Time
16	Intelligent, communicates in whispers, activates as it sees fit.	Furniture	Fire
17	Has a dim personality, activates of its own accord.	Gemstone	Ice
18	Activates in response to nearby emotions, unlimited uses.	Ammunition	Electricity
19	Activates when something dies nearby, once.	Bones	Spelunking
20	Cursed, activates whenever it would be least convenient.	Sceptre	Travel

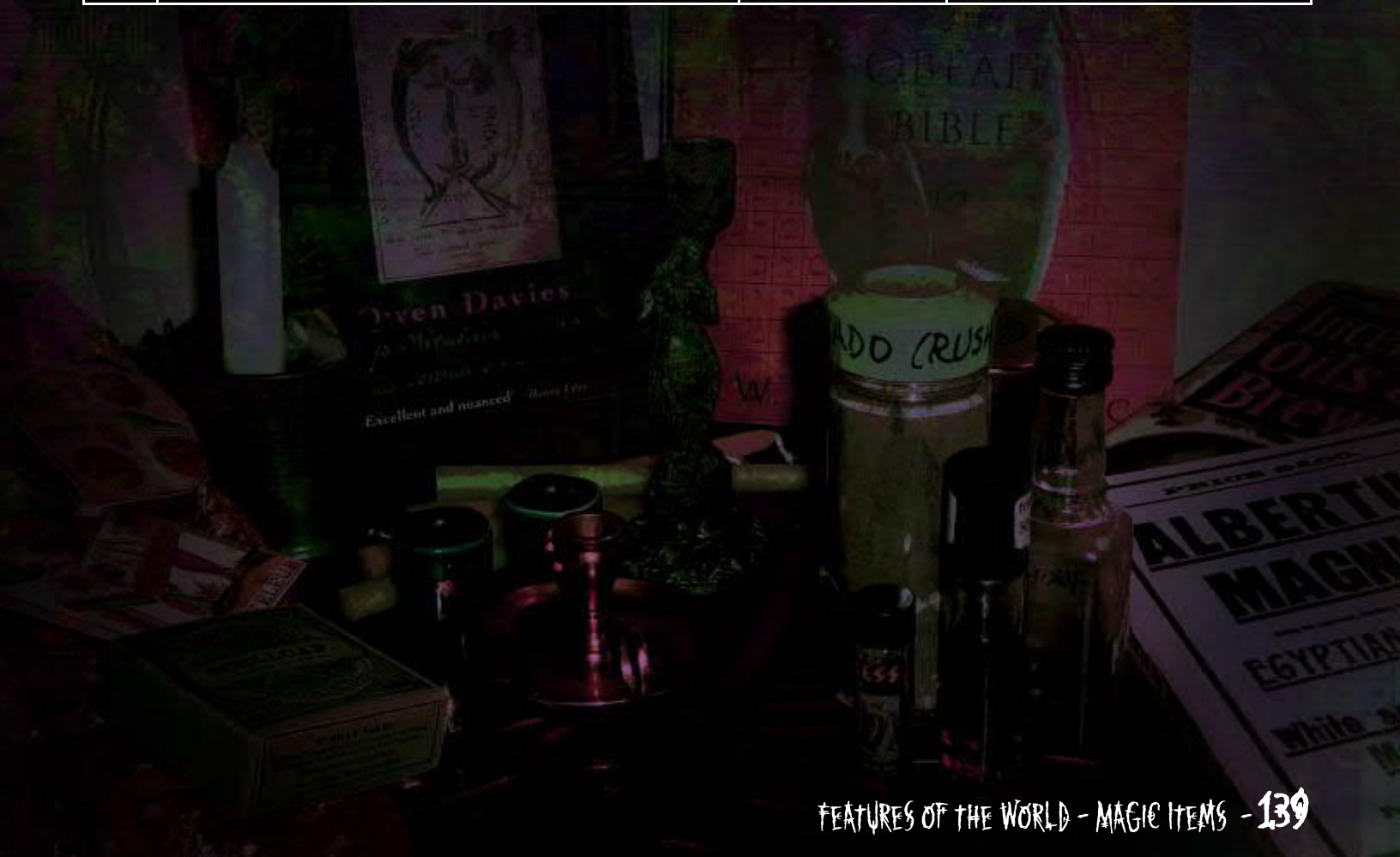


Table 81: Random Grimoires		
D%	Title	Contents
1-2	Aradia, or the Gospel of the Witches	Contains the spells: *Light, Mending, Unseen Servant, Spider Climb*
3-4	Arcadian Songs	Contains the spells: *Howl of the Moon, Speak With Animals, Spectral Step*
5-6	Book Of Going Forth By Day	Contains the spells: *Eyes of the Dead, Speak with Corpses*
7-8	Book of Saint Cyprian	Contains the spells: *Command, Suggestion, Silence*
9-10	Codex Seraphinianus	Contains the spells: *Polymorph Self, Turn Flesh to Stone*
11-12	Cultes Des Ghoules	Contains the spells: *Turn Away Undead, Animate Dead*
13-14	De Vermis Mysteriis	Contains the spells: *Hurl Through Time, Senescence, Haste*
15-16	Galdrabók	Contains the spells: *Cure Wounds, Neutralise Poison, Cure Disease*
17-18	Grimorium Verum	Contains the spells: *Augury, Locate Object, Divination*
19-20	Malleus Maleficarum	Contains the spells: *Dispel Magic, Ward Against the Eldritch*
21-22	Mystery of the Cathederals	Contains the spells: *Shape Stone, Turn Rock to Mud*
23-24	On Flesh	Contains the spells: *Clone, Shield*
25-26	On the Vapours of Leng	Contains the spells: *Mist Form, Cloudkill*
27-28	Rauðskinna	Contains the spells: *Disintegrate, Shrink*
29-30	Shams al-Ma'arif	Contains the spells: *Resist Fire, Heroism, Sacrifice*
31-32	Sirenen liburua	Contains the spells: *Water Breathing, Sleep, Message*
33-34	The Black Arts for Dummies	Contains the spells: *Bleeding Curse, Darkness, Enlarge, Web*
35-36	The Black Gate	Contains the spells: *Seven Gates, X-ray Vision*
37-38	The Crucible of Enlightenment	Contains the spells: *Create Fire, Fireball, Wall of Fire*
39-40	The Thief's Arts	Contains the spells: *Invisibility, Rip Portal*
41-42	Things Unspoken	Contains the spells: *Divination, Paradoxical Revelation*
43-44	Unaussprechlichen Kulten	Contains the spells: *Antimagic Shell, Remove Curse*
45-46	Voormish Translations	Contains the spells: *Bookspeak, Comprehend Languages, True Sight*
47-48	Voynich Manuscript	Contains the spells: *Floating Eye, Polymorph Others*
49-50	Weaknesses of the Eye	Contains the spells: *False Sound, Create Illusion, Mirror Image*
51-52	Work With Others	Contains the spells: *Sculpt Flesh, Cure Wounds*
53	The Antichrist's Cookbook	Contains the spells: *Hold Portal, Erase Data, Explosive Runes*
54	Chthonic Voyages	Contains the spells: *Heat Vision, Shape Stone, Turn Rock to Mud, Find the Path*
55	Minun Lomani	Contains the spells: *Contingency, Instant Summons, Permanency*
56	Secrets of the Four Humours	Contains the spells: *Bleeding Curse, Cure Wounds, Octopus Flesh, Flay*
57	Xiran Manuscripts	Contains the spells: *Know Guilt, Fear, Absolute Empathy, Mind Switch*
58	The Maw of the Wendigo	Contains the spells: *Disintegrate, Call Down the Void*
59	ReadThisNow.pdf	Contains the spells: *Techspeak, Erase Data, Spoof Identity, Remote Operation, Anti-technological Shell*
60	On the Nature of Theurgical Insight	Contains the spells: *Augury, Divination, Legend Lore*
61	The Structure of Entropic Workings	Contains the spells: *Dispel Magic, Antimagic Field, Ward Against the Eldrich, Mind Blank*
62	The Librum Arachnis	Contains the spells: *Spider Climb, Web, Parasitic Infestation, Clone*
63	White, Green & Scarlet Ceremonies	Contains the spells: *Become the Sanctum, Animate Artwork, Ward Against the Eldrich*
64	Thorns.txt	Contains the spells: *Waking Dreams, Awaken Plants, Dopethrone*
65	Aklo Letters	Contains the spells: *Speak with Animals, Parasitic Infestation, Host the Ophidian Sage*
66	Mao Games	Contains the spells: *Invisibility, Obfuscation, Mass Invisibility*
67	Chronologies of the Techtonic Lords	Contains the spells: *Earthquake, Shape Stone, Turn Wall of Fire*
68	The Hexachron	Contains the spells: *Heroism, Rip Portal, Instant Summon, Trap the Soul, True Sight, Sacrifice*

Table 81: Random Grimoires		
D%	Title	Contents
69	Cthäat Aquadingen	Reader aligns with alchemical water, gains the monstrous powers *Aquatic* and *Fluid Form*.
70	Dhôl Chants	Details the plateaux of Leng. Contains the spells *Parasitic Infestation* and *Enlarge*.
71	Eltdown Shards	Inscriptions from pottery dating (supposedly) to the Triassic era. When referring to the book, any spell or ability that animates or controls corpses can apply equally well to fossils. Contains the spell *Animate Dead.*
72	The King In Yellow	A play. Reading it requires a Save vs Stunning to avoid insanity. Performing the play summons the Yellow King from the planet Carcosa: his stats are as a Progenitor Vampire, with the spellcasting of a High Priest of Hypnos.
73	On the Sending Out of the Soul	Readers soul becomes untethered from the body. Save vs Magic or metamorphose into a Ghostly spook.
74	Pnakotic Manuscripts	Details the time-travelling voyages of the extinct and/or not-yet risen Great Race. Contains the spell *Hurl Through Time*. In addition, when referring to the Mansuscripts the reader can cast Hurl Through Time to send the subject forwards or backwards in time in multiples of 1,000 years.
75	Seven Cryptical Books of Hsan	Reader dimly aware of fractally diverging possible futures. Makes all d20 rolls on 3d6 instead, forever, may gain addition insight on matters of Destiny. Contains the spell *Augury*.
76	Book of Dyzan (H. Blavatsky)	The reader - if an occultist - immediately gains a single extra spell slot of the rank of their choice.
77	Chlacis Aclhimiae (R. Fludd)	Reader bleeds some narcotic (roll on table 70); each flesh point bled is 1 dose.
78	De Furtivis Literarum Notis	Reader gains the capacity to break any cypher of a language they speak with a turn's work.
79	The Seventh Book Of Moses	Reader understands the world's division into Lawful (divine, orderly, & perfect), Neutral (mundane) and Chaotic (supernatural, reality-breaking & weird) forces, and can instinctively tell which of these something falls into.
80	Ynnian Sonnets	Grants +1 to Charisma Modifier, unearthly talent as a poet (allowing the reader to get +3 to their resources level if they publish). Contains the spells: *Awaken Plants, Paradoxical Revelation*.
81	Morphic Agent's Field Manual	Details parallel worlds: reader vaguely recognises any parallel world they find themselves in. Contains the spells: *Magic Jar, Mind Blank*
82	The Pepsi Manifesto	Bizarre & hallucinatory design notes. The reader forever transforms their relationship with carbonated beverages; whenever they drink one, they gain the monstrous powers *Slippery Mind* and *Smell Magic* for the next turn.
83	Dero Conspiricies	Reader driven Dero-mad (roll on table 170 for how), and gains the monstrous power *Mad Insight*.
84	Games of Troy Town	Reader can, if they wish, immediately metamorphose into a Fey spook, retaining all earned XP.
85	The Green Book, a Girl's Diary	Reader can immediately switch class to being a Mystic in the cult of The Black Goat; they retain the same XP total, re-stat them as a mystic of appropriate level. Contains the spells: *Howl of the Moon, Legend Lore*.
86	Curwen's Recipes	Contains the spell *Clone*. When working with reference to this book, *Clone* calls back the subject's actual soul from beyond death if it is used to clone a deceased individual., in the same way as when *Resurrection* is cast.
87	Until the Daylight Takes Us	Despite its incredible edginess, there's nothing supernatural about this black metal musician's memoirs.
88	Dreams from the House of Thorns	Infests Reader with a Memetic Virus (p. 129) relating to madness and plants. The reader can immediately switch class to being a Mystic in the cult of the Idea of Thorns; they retain the same XP total, re-stat them as a mystic of appropriate level. Contains the spells *Howl of the Moon*, *Awaken Plants*.
89	Men-in-Black Field Manual	Reader gains the *Lie Detector* monstrous power. Reader's *Police Attention Score* immediately leaps to 21.
90	On Pluto's Mushrooms	On death, the reader metamorphoses into a 1st level Plant-type Spook, a vaguely insectile fungus-monster with *Memory Worm* as their first monstrous power.
91	Rings.mp4 (transcript)	On death, the reader metamorphoses into a 1st level Ghost-type spook. Recreating the original video summons Sadako after a delay of 7 days, a Titanic Elemental of stagnant water with the spellcasting of a Technomancer.
92	Revelations of St Theresa	Reader's attacks automatically count as both magical and holy, and they get +1 Charm to use Mystic Spells and/or blessings. If they ever do something they consider sinful, they must Save vs Stunning or take 1 damage.
93	The Vivinomicon	Reader's flesh warps and twists into new shapes. Re-roll Strength, Dexterity and Constitution.
94	The Prophecies of Hypatia	Reader gains insight into possible futures. Exactly once, can choose the result of any dice roll rather than rolling.
95	Madotsuki's Dream Diary	Reader gains the capacity to detach their consciousness from their body while sleeping. When they sleep, their disembodied mind gains the standard adjustments for a Ghostly spook (but no monstrous powers) until they wake.
96	Catalogue of the Stygian Library	The reader instinctively senses all books in the same building as them. Contains the spells *Bookspeak*, *Speak with Corpses* and *Techspeak.*
97	Conversations with the Ancient Dead	Contains the spell *Speak with Corpses*. When Speak with Corpses is cast referring to the book, the dead individual can be drawn back to inhabit an artistic depiction of them as if it were their corpse.
98	Testimony of Vorm the Parasite-God	Reader can immediately switch class to being a Mystic in the cult of Vorm the Parasite God; they retain the same XP total, re-stat them as a mystic of appropriate level. Contains the spells: *Parasitic Infestation, Simulacrum.*
99	Engines of the Gods	Reader learns to rip reality apart. They can, by taking 1 damage to flesh, immediately cause a roll for the effects of reality-breakdown on table 51 (*And Hell Shall Follow)*.
100	The Phantanomicon	Different for each reader. Each reader generates a random spell of each level; that's what they can learn from it.

Table 82: Random Narcotics				
D30	Drug	Penalty	Affected Attributes	Other Effects
1	Alcohol	-2	Dex, Int, Wis	-
2	Ayahuasca	-2	Dex, Con, Int	Hallucinogen (+3 to saves vs magic when casting experimentally) and +1 to charm rolls when using Mystic spells.
3	'Cake'	-3	Dex, Int, Wis	Fail all saves vs time-related magic. All effects of time-related magic (duration, range, etc) are doubled.
4	Cannabis	-1	Dex, Int, Wis	-
5	Cocaine	-2	Int, Wis, Cha	-
6	DMT	-2	Dex, Wis, Cha	Hallucinogen (+3 to saves vs magic when casting experimentally)
7	Dust	-1	Str, Dex, Int	User can interact with (and be interacted with by) intangible beings.
8	Ecstasy	-1	Con, Int, Wis	-
9	Elf-wine	-1	Str, Con, Int	Double damage from iron while intoxicated, Charm increases to 5-in-6.
10	Ephemerol	-2	Str, Dex, Con	Roll a random spell of a random rank. Can cast that spell once during the trip, accompanied by a roll on table 44 (The Fragility of Mortal Minds)
11	Heroin	-3	Con, Int, Wis	Painkiller (recover d6 lost grit immediately)
12	Ketamine	-2	Dex, Con, Wis	Painkiller (recover d6 lost grit immediately)
13	Krokodil	-3	Con, Int, Cha	-1 to affected stats, permanently.
14	Liao	-3	Str, Dex, Wis	Can step forward in time any amount exactly once during the trip. Blink out of existence and back in.
15	Lotus Petals	-1	Int, Wis, Cha	Each dose causes you to re-roll your Intelligence, Wisdom or Charisma (you choose) and keep the new result forever.
16	LSD	-3	Dex, Int, Wis	Hallucinogen (+3 to saves vs magic when casting experimentally)
17	Mescaline	-1	Dex, Int, Wis	Hallucinogen (+3 to saves vs magic when casting experimentally)
18	Meth	-3	Con, Int, Cha	-
19	Nepenthe	-3	Con, Int, Wis	Permanently wipes a memory that the imbiber concentrates on while affected, or else the last twenty-four hours.
20	Opium	-2	Con, Int, Wis	Painkiller (recover d6 lost grit immediately)
21	Peyote	-1	Dex, Int, Wis	Hallucinogen (+3 to saves vs magic when casting experimentally)
22	PCP	-2	Con, Wis, Cha	Painkiller (recover d6 lost grit immediately)
23	Psilocybin	-1	Dex, Con, Wis	Hallucinogen (+3 to saves vs magic when casting experimentally)
24	Purple Lotus	-1	Dex, Wis, Cha	Gain a Monstrous Power for the duration of the trip, roll a d8 to determine which 'flavour' of monster the power comes from and then generate a power from that random table.
25	Salvia	-1	Dex, Int, Wis	Hallucinogen (+3 to saves vs magic when casting experimentally)
26	Soma	-1	Dex, Con, Wis	Double experience gained while high, fail all saves vs mind-affecting magic
27	Space Meade	-2	Dex, Int, Cha	Double range and duration of teleportation/transportation magic while high, can survive in a hard vacuum without protection.
28	Stygian Wine	-2	Dex, Int, Wis	User can see in the dark, is blinded by light.
29	Vitae	-1	Str, Con, Cha	Subject does not bleed, gains Blood Drinker monstrous power while high.
30	White Claudia	-1	Str, Int, Wis	+2 Charm when using Blessings.

Specific Magic Items

Aboleth Darts

These darts are crafted from shards of bone, placed in the presence of a sleeping Aboleth and left for months to become infected with the slumbering fish's dreams. Anybody taking damage from one of these darts must make a Save vs Magic or else fall asleep. If they sleep, they find themselves sharing the Aboleth's dreams; when they wake, their mind is altered - roll on table 44 (The Fragility Of Mortal Minds) for what. Normally, d4+1 are found together, each of which only works once.

Aeon Stones

These are small stone or glass beads which, when held by a person, start to orbit gently around them, suspended in mid air. Each Aeon Stone allows a its owner to have an additional Contingency active on them simultaneously. D4 are found in one go.

Animating Spike

This long metal spike is flat at one end and etched with chain-link patterns. When impaled through a corpse's brain, that corpse reanimates as an obedient undead slave of whoever put it there for as long as the spike remains. Conveniently, having a spike thrust through their brain tends to kill most people that the user might want to reanimate. Functions once.

Artificial Womb

There are three major parts to this machine; the input, the workings and the vat. The whole thing is huge, about the size of a car, and built into its environment making it hard to move.

- The input is a small brass funnel, connected by a tube to the workings.
- The vat is a huge glass tube, sealed at both ends, into which tubes from the workings empty. The front has a hinged hatch on it that can be opened, but which forms a airtight seal otherwise. The vat is large enough to comfortably contain an adult human.
- The workings, which make up the bulk of the machine, are a tangled mess of glass tubes and vials, metal gears, filigree, pumps and pistons.

The womb was built by serpent-folk, to create innocent souls in mass amounts that can be sacrificed to their gods. How it works is like this: If any sort of flesh from a mammal is put into the input, it is sucked into the workings. This will cause the pumps to start working, and various fluids to pour through the tubes and into the vat.

Shortly after the vat is filled with these amniotic fluids, a foetal form of whatever the genetic material came from will start to grow in the vat. This is recognisably a perfect genetic copy of whatever was used to create it. After a turn, the machine falls silent and an embryo, suspended in animation, waits in the vat.

It will not mature unless removed from the vat and implanted into an actual womb or egg; any type of animal will do for this. Doing so successfully will require a medicine roll at a -3 penalty, killing the foetus if it fails. The foetus dies after a turn if it is removed from the womb. If flesh is added to the input whilst the foetus is still suspended in animation, a second foetus forms, intermingled with the first in a horrible conjoined mass.

The resulting creature blends features of both donors, and its form is unstable. It constantly shifts and mutates. If one of these creatures is removed from the womb, it will start to shriek and wail horribly. It is suffering but it cannot really understand anything else. Its flesh jerks and twitches, and continues to mutate horribly.

Treat it as a shoggoth with only as many flesh-points as the number of genetic samples used to create it. Unlike other shoggoths, it is not mindless, and can probably see and hear normally. It may have other abilities, depending on the creatures that were used to make it; for example, it may be able to produce a similar venom to creatures that it is made from.

It is hostile to pretty much everything, but that's only to be expected and not really its fault.

Briefcase of Holding

As made famous by Mary Poppins. Bigger on the inside. Can hold as much stuff as a large wardrobe, and only counts as a single item for encumbrance regardless of how much is in it.

Bottle of Endless Water

This dark green bottle sized and shaped as if to carry champagne. The label is a faded yellow, with only the dimmest impression of text visible. When the cork is removed, water pours from the bottle, at a rate of ten gallons every turn. If left open and undisturbed for a month and no effort is made to pump or drain the spewing water, it will completely flood a cave system, cellar or similar underground complex. The water of the now-flooded complex will almost certainly have some strange magical effect. If left pouring water into flat dry terrain that lacks proper drainage for a full year, the terrain will slowly and inexorably become a swamp, again with some magical effect in the water.

Burned Coat

This jacket is made from glossy red-black pleather, with various band patches and badges stitched onto it. The whole thing is blackened and scorched, patches of the coat's surface melted and re-set in rough blobby shapes, and a layer of soot coating everything. It smells of burning plastic fumes. The wearer and their gear are completely immune to the effects of non-magical fire. They do not burn or take damage from heat. Smoke inhalation and so on may still prove a problem. They also give AC 12 like any other leather jacket.

Crown of Frost
This circlet is made from dirty ice, and when placed on the head freezes onto the skin, dealing 1 damage to flesh. It allows the wearer to issue commands of up to three words, that the subject of those commands must obey unless they pass a Save vs Magic. Each time a command is issued, the crown melts a little more until, when it has no more uses left, it is reduced to mere water running down the wearer's shoulders. When found, it has 2d8 charges remaining.

Cloak of Invisibility
Woven from spider-silk in deep underground caves, unseen by the sun, this cloak shimmers subtly and takes on the coloration of its surroundings. When the user covers themselves completely with the cloak, and remains still, they blend into the surroundings and are effectively invisible until they move again.

Displacing Trench-coat
To a casual observer, this is a seemingly unremarkable coat, if slightly shabby. The lining made of intricately patterned fabric, the intersecting angles of the design serving to shift space and light. The wearer appears to be a few feet to the side of where they *actually* are. Handy for shoplifting, shootouts, evading pursuers, etc.

Erasing Water
This is a glass bottle full of salt water, decorated with etched-in imagery of saints and angels, and scented with lavender. When the water is used to wash a person or object, any magical alterations, curses, transmutations or similar effects are removed from them.

Flesh Stealer
Taking the form of a metal rod, the striking end shaped like a grasping emaciated hand, this baton does no damage when it hits. Instead, it causes the victim to shrink and the wielder to grow. The victim loses a hit-dice of flesh and grit, and reduces their strength bonus by 1. So long as they have any grit remaining, their flesh value does not drop below 1. If their flesh and grit are reduced to 0, they shrink so small as to be undetectable. Likewise, the wielder gains a dice of flesh and grit, and increases their strength modifier by 1. The shrinking and enlarging wears off 1 turn after the last blow is struck.

Flying Carpet
An ornate, luxurious Persian rug. On speaking a command word (which the perceptive can deduce from reading the patterns on the carpet, although it's often in an unfamiliar script) the carpet levitates itself, and can be directed to fly with as much control as riding a bike. Can carry as many people and things as can fit on it, although being a mere flat carpet falling off might be a problem if over-loaded or if flown recklessly.

Glitch Cassettes
These set of audio tapes contain, encoded electromagnetically, something that should not be possible to exist; some sort of glitch, typo or error in the basic nature of reality. Playing the tape (on a standard cassette player) has disastrous effects; d10 rounds in, roll on table 51 (And Hell Shall Follow) for what goes wrong.

Hand of Glory

The hand of an executed criminal, preserved in wax. Each finger can be lit like a candle, burning for one hour before being reduced to a dribbly stump.

While a finger-candle burns, invisible things and illusions illuminated by it are revealed for what they are. Furthermore, anybody asleep in the same building as the finger-candle (or the same underground complex or other location) will not wake up for as long as the candle burns, no matter what happens. Loud noises, physical movement, and even actual wounds all fail to wake the sleeper. Lastly, anybody bored, fatigued, intoxicated or otherwise prone to sleep must make a Save vs Stunning each turn or else fall asleep.

Hubcaps of Speed

A set of four shiny chrome hubcaps, each etched with a pattern seemingly depicting the orbits of electrons about an atom, the path of stars in a swirling galaxy, or both at once. Whichever vehicle they're fitted to doubles its maximum speed. Subtly shift in size and shape to fit any vehicle - leave them unattended and they might even transform themselves into rims for bike wheels.

Immaculate Veil

This veil is made from incredibly delicate white lace, formed into intricately interlocking patterns of lilies and stars. The whole thing is gossamer-thin, and when worn hangs over the head, face, and shoulders like an ephemeral shroud. The wearer is protected from breathing in dusts and spores, and from other things that could damage their eyes or get into their mouth and nose.

On top of this, weapons do not harm them. No being wielding a weapon can cause them any damage, and they are likewise protected from the attacks of predators such as dogs or drakes. The blows simply glance from their skin, without even leaving a mark. Unarmed people, the natural attacks of herbivores (such as horses) and things like traps and accidents can still hurt them.

Furthermore, the wearer can unveil themselves by ripping the veil in two to reveal their face; if they do, then any orders they give as they unveil themselves compel the target as if the spell gease had been cast; the wearer's face shines with a brilliant, terrifying light when they do so. Doing this destroys the veil, preventing it from providing further protection.

Insightful Camera

Taking the appearance of a fairly normal polaroid camera, the photographs this camera produces show additional information beyond what's immediately visible. Photos might have context provided in annotations, Kirlian-style auras around people that reveal their emotional states, other relevant images superimposed as if by double-exposure, or render objects translucent to reveal what's hidden behind them. This isn't an exhaustive list, however, and the camera finds ways to offer hints that are bizarrely varied. That being said, the camera is never direct with its hints, working via cryptic clues and subtle symbolism.

The camera itself has a limited amount of film, but can be refilled between adventures with a little effort.

Leech's Coils

This is a long ceremonial spear, made from black wood with a glittering obsidian tip, the whole thing banded and veined to resemble the glossy tubular body of a leech. When it deals damage to an enemy, the wielder heals that many hit-points.

Named Bullet
This bullet is hand-made in some gunsmith's workshop, displaying slight imperfections but competently put together. Around the base, in a ring-shape, somebody's full legal name is engraved. The bullet gets +3 to hit somebody with that exact name, and does +3 damage. Furthermore, that victim must Save vs Magic or else be instantly killed.
A rare few such bullets are found with the space for the victim's name left blank; the owner can - when they decide they hate somebody enough - engrave their name in that space to designate them as the bullet's particular victim.
Against anybody who doesn't share the name on the bullet, it functions like any normal bullet would (although being magical it can affect things weak to magic etc). Each can only be fired once, but the bullets are generally found in batches of 2d4, each keyed to a different individual and with the 6th, 7th and 8th still left blank.

Necklace of Fireballs
This necklace is strung with a number of beads made from red gems. The wearer can pluck each such gem from the necklace and throw it, each one exploding into a 20 foot radius fireball that does 3d6 damage to everything caught in the blast. When found, it has 2d8 beads remaining.

Obedient Rope
An apparently normal rope, 50 feet long. If spoken to like a person, it animates and obeys any instructions given to it. It's as intelligent as a monkey, but able to fully comprehend human speech and totally obedient. Its movement is too slow to be of much use in combat, but it *is* rather useful for binding captives.

Octopus Ring
Made of a band of dark, tarnished lead, decorated with engraved tentacle patterns, this ring turns the flesh of the wearer rubbery and their bones cartilaginous and pliable. They can deform themselves in strange ways, getting a 6-in-6 chance on Athletics rolls to wriggle through tight spaces or escape from bindings. Furthermore, their flexible form gives them a bonus of +1 per hit-dice on wrestling rolls. Functions indefinitely

Panoply of the Ophidian Champion
This is a full suit of armour made from blue-black metal with gold detailing. A stylised helmet is linked to a shroud of metal chain that covers the wearer's neck and shoulders. Below this, the torso and legs are protected by a coat of metal scales, and a pair of gauntlets cover the hands. Wearing the full suit counts as 5 items towards encumbrance, prevents any other armour being worn, and increases AC by 10.
In addition, the wearer may smear their blood on the plate to take on Ophidian form; their skin becomes scaly and their blood runs cold; doing so costs 1 point of damage to flesh. Whilst in their ophidian aspect (which lasts for seven rounds) they act twice each round, move twice as fast, and gain 10 extra ablative points of flesh. When found, it has d6+1 activations remaining.

Martian Lamp
Made of carved stone, this lamp is a simple bowl filled with grease, with a groove in one side in which a fibrous wick can be rested. Beneath the grease, the stone at the centre of the bowl is carved with a relief-map of the planet Mars, and the outside is decorated with etchings of the Martians themselves; strange creatures with beaked, bag-like bodies, round eyes and long tendrils in place of limbs.
When the wick is lit, the flame takes the shape of one of these Martians, and speaks in the Martian language of whistles and soft hoots. Whilst the flame is lit, the owner gains a rough and instinctive understanding of the Martian tongue. This is, in fact, a communication beacon with a scholar on Mars. To speak to the Martian, a Charm skill roll must be passed in order for it to properly comprehend what is being said. To really understand its replies, an Translation skill roll must be passed or else the response is unintelligible gibberish.
The Martian is smart, and has access to vast stores of knowledge; if the wick is kept lit it can go and look things up. It has a 5-in-6 chance to know about most topics, but only a 1-in-6 regarding recent developments. It is eager for knowledge and will ask all sorts of questions (from the insightful to the bizarre and inane). Using the lamp is risky; if the flame is disturbed or the lamp is knocked over, contact is lost until the lamp is cleaned out and re-lit. Furthermore, both ends of the conversation must Save vs Magic or else roll for a horrible result (And Hell Shall Follow, p. 39).

Portable Hole
A circle of dark cloth that is, in actuality, the entrance to an extradimensional pit. When laid flat on the floor, it forms the edge of a pit 20 feet deep. When hung flat against a wall, it forms a tunnel through it 20 feet long. Can be closed off from within by grasping the edges, or picked up and moved elsewhere. May malfunction in the presence of coyotes.

Restful Elk Statuette
Delicately carved from a single piece of antler, this figure represents a sleeping elk, stylised into a single curved mass with antlers extending around it like a cage. Those sleeping in the statuette's presence always get the benefit of a full night's restful sleep (for the purposes of healing and anything else that cares about it) if they sleep for two hours or more that night.

Returning Knife
A knife, the blade curved slightly, with the handle and cross-guard made of copper. The shape suggests an origin in Turkey or the Levant, and the intricate decoration of the dagger indicates a highly skilled maker. After being thrown, it pulls itself from whatever it has struck (doing 1 extra damage if stuck in the flesh of a victim) and floats back to its owner, taking its place in their hand in time to be thrown again next round.

Serpent-folk Glaive
This polearm consists of a curved bronze blade on the end of a long metal haft, easily six feet long. Etched into the haft is a double-helix pattern that mimics DNA, and each side of the blade is delicately engraved with spirals and swirls. The glaive deals d10+2 damage, requires two hands to use, and functions like a spear. In addition, any living creature with 7 or less hit dice hit by the glaive must save vs magic or die.

Shape-changer's Bane
This is a club made from a mummified human arm, coated in bitumen to preserve it and studded with dozens of shards of flint. When it strikes a shape-shifted enemy, that enemy is instantly returned to its natural form and takes double damage; the effect does not trigger at all against enemies in their natural form already.

Sovereign Glue
This tube of off-brand superglue is in actuality the most potent adhesive known to mankind. Once the glue leaves its tube, any items coming into contact with it are instantly permanently stuck together. A save might be permitted to avoid touching the glue, but if it is, the join is permanent and absolute; only cutting away the glued area (doing d4 damage to flesh and perhaps causing a horrible wound if a person is stuck) can separate the bonded items.
When found, 2d10 doses of the glue remain.

Spell-storing Ring
This simple lead ring is inlaid with gold circuitry, allowing it to act as a capacitor for magic. A magician can - when they cast a spell - choose to place it in the ring instead of casting it normally. Once a spell is stored in the ring, the wearer can choose to cast that spell simply by twisting the ring on their finger to release the magic; the result is as if the wearer had just successfully cast the spell by themselves.
The ring can only store a single spell at a time, but wearing multiple rings (up to one per finger) allows multiple spells to be stored.

Spider Gloves
These gloves are made with soft, supple leather , studded with little metal hooks on the palms and undersides of the fingers. They allow the wearer to grip onto any surface with their hands, climbing perfectly so long as they have at least one hand in contact with the surface. They also cause unarmed attacks to do d6 damage.

Throat-closer
This garrotte is made from the sinews taken from some huge monster with tiny metal blades woven into it. When used to throttle an enemy, throat-closer's victim is incapable of making any noise. They can't gurgle or shout, and the struggle makes no noise.

The Subtle Knife
Made from an unidentified metal that displays subtle iridescence , this knife's blade is long and impossibly thin, so that it's almost transparent on the cutting edge. The knife cuts through anything. Given time, it will slice apart any substance.
In combat, when it deals damage to Flesh it also inflicts a locational injury of the wielder's choice as it slices parts of the victim clean off.
Furthermore, the knife is capable of cutting through the fabric of space-time, creating tears in reality. It can be used—with a turn's work and a successful Vandalism skill roll—to cast Rip Portal. A skilled user might be able to cut through space-time for even stranger effects. The knife always functions.

Universal Solvent
This little bottle of off-brand cleaning liquid contains the most potent corrosive agent known to mankind. If poured out of its bottle, it dissolves anything it comes into contact with (other than its own bottle). A single capful of the stuff is capable of dissolving about as much matter as a brick (more for delicate or light matter, less for particularly dense matter) before losing most of its potency and becoming merely a very potent bleach. Getting a capful of the stuff on a person does 2d6 damage to flesh.
When found, 2d10 doses of the stuff remain.

Viewing Bowls
These two wooden bowls are each hemispherical and matching in size. Elaborate patterns painted onto the outside surface in chalk and ochre continue from one over onto the other seamlessly, indicating that the two were both halves of a single sphere. When both are filled with water, each shows the reflection that should be seen reflected in the other, allowing one to be used to scry on the other's location.

Warding Bones
This item takes the form of a set of human bones, a full set of ribs and vertebrae, each coated in resin lacquer and dyed. They are frequently found scattered about, hung from tree branches or placed in niches in the stone. There are typically 56 in a full set. When laid out in a circle, the bones form a powerful ward that traps anything within the circle. To function properly, each bone must be within direct line-of-sight of the next in the circle. The ward functions for as long as the bones remain in place, each one visible from the next and not broken into pieces.
When the circle is set up, any living thing within the circle is trapped; it gets no saving throw. The things within can move about freely, talk to those outside the circle and so on. However, they cannot leave the circle. The line between each bone and the next forms an impassable barrier, as solid as stone. The trapped beings cannot walk through it, fly over it (no matter how high they go) or burrow beneath it. Missiles they hurl rebound from the barrier, and magic they use cannot affect or cross to the other side of it. If line-of-site between the wards is broken, the barriers vanish and the trapped beings are immediately freed.
Due to the impracticality of setting such a trap, they tend to be used only in the most extreme circumstances. Meeting a row of preserved warding bones in the undercity is a sure sign that something horrible is on the other side.

Warrants of Protection
The original versions of these documents were made in the 19th century, by organisations believed to be the precursors of the Men in Black. These warrants, however, are mere copies of the originals.
Each is a short collection of papers, perhaps a dozen pages, printed with dense legal text. When read aloud, the warrant grants the reader, and up to one appropriately deputized companion, total legal and supernatural protection from a particular type of being.
To read the near-impenetrably dense legalese of the warrant without error, the reader must make a Translation skill roll each round that they continue to read. For each round that this roll is passed, the reader (and any deputized companion) are rendered totally immune to anything the type of being the warrant refers to. For each round that the warrant is successfully read out loud, the effect continues.
The reader can, if they wish, pause and resume reading as they wish, or pass the task off to somebody else to continue reading. However, as soon as they fail a Translation roll, the warrant has been read incorrectly and the protection is rendered null and void; that copy of the warrants loses all potency.
Different versions of the warrants exist that protect from different sorts of beings. Common variations include Warrants of Protection from The Undead, Artificial Life-forms, The Fey, Ghosts, Worshippers Of Proscribed Patrons, The Dero, Practitioners of Sorcery, Elementals, Morlocks, Lycanthropes, Paradox Beasts, Psychically-endowed Humans, and Vampires.

Rolling up the Undercity

To create the undercity, take a piece of paper, roughly A3 sized (or two A pages next to one another). The top of the page is 'north', the left 'east' and so on. This roughly corresponds to positions on the surface. Then take a big handful of dice – of all different sizes and types, the more variety and weird dice in there the better – and drop them onto this page so that they scatter randomly across the page.
Where each dice lands will be a complex of its own in the undercity. This is a site of some significance, with multiple rooms and passages and its own unique features. Record where each dice landed, what size it was (IE the number of faces) and what number it rolled. Put a ring around the dice and draw a line to link it to its neighbours in a rough network.

The lines between each complex is a long connecting tunnel. Look at the size of dice at each end of the tunnel, and check the table below to determine what form this tunnel takes. For the purposes of this table, treat dice with an unusual number of sides as d8s.

Each dice itself is a complex. To determine which type, look up the number rolled on the table below. Most complexes will need to have their specific details rolled up when the party encounters them.
The scale for the map is roughly 1 inch representing half a kilometre on the ground.
The rough depth of each complex can be determined by the colour of the dice that rolled it: the darker the dice in question, the deeper underground it is.

Finally, work out how many complexes have an entrance from the surface. If the result is less than 4, drop enough markers (such as coins) onto the map to bring the number up to 4. Each marker represents an entrance.

Table 83: Connecting Tunnels

Dice	Dice	Tunnel
D4	D4	Recently dug by undercity residents
D4	D6	Ancient Ruin
D4	D8	Steam Tunnels
D4	D10	Sewer (historic)
D4	D12	Sewer (modern)
D4	D20	Sewer (recently built)
D6	D6	Subway line (three tracks)
D6	D8	Access tunnel
D6	D10	Subway Line (two tracks)
D6	D12	Subway Line (derelict)
D6	D20	Subway Line (single track)
D8	D8	Storm Drain (derelict)
D8	D10	Storm Drain (historic)
D8	D12	Storm Drain (modern)
D8	D20	Storm Drain (recently built)
D10	D10	Abandoned traffic tunnel
D10	D12	Underground River
D10	D20	Smuggler's tunnels
D12	D12	Ancient tunnel dug by undercity residents
D12	D20	Abandoned mineshaft
D20	D20	Natural Cavern

Table 84: Complexes in the Undercity

Roll	Complexes
1	Entrance from the Surface
2	Sewer Cluster
3	Natural Limestone Caves
4	Cult Stronghold
5	Gang Stronghold
6	Derelict Subway Station
7	Black Market
8	Bomb Shelters
9	Underworld Club
10	Underground Frontier
11	Church Crypt
12	Buried Ruins
13	Historic Tombs
14	Vampire Nest
15	Abandoned Mine
16	Mad Surgeon's Laboratory
17	Plague Pit
18	Landfill Pit
19	Geothermally-active Caves
20	Morlock Lair
30	Cistern
40	Shoggoth Lair
50	Abandonned Research Facility
60	Serpent-Folk Ruins
70	Embassy of the Lithic Courts
80	Fey Grotto
90	Mycelid Blight
00	Lich's Sanctum
Other	Reliquary

Rolling up Undercity Complexes

There's a simple method for creating a randomly generated underground complex map for player characters to explore.
First take a large sheet of blank paper that will form the basis of the map. Then, take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map. Where each dice lands will be a room, with the number rolled determining what's in there. More common features have lower numbers, so more dice can potentially roll them.
Circle the dice, and note down in the circle the number rolled, and what size dice rolled it. Each type of complex has a table that determines what sort of room each dice-roll represents. Some chambers have additional details, determined by the size of the dice that rolled them.
The relative depth of different chambers can be determined using the color of the dice that rolled them: darker dice represent chambers deeper underground.
Once this is done, connect each chamber to one or more nearby chambers with a line for the passageways. The nature of the passageway depends on the type of complex. The slope of the passage depends on the difference in dice color; the passage will be flat if they are the same color, and very steep in they are dramatically different.
Lastly, each chamber will be connected to others by larger routes. Look up how many tunnels connect to the complex on your map of the overall undercity: draw a line for each one leading from an appropriate chamber in the complex off the paper.

Special Complexes

A few types of complex work a little differently. Rather than rolling up the complex on a table of results as above, these complexes are set up as whichever method is listed below.

Entrances from the surface

Rather than an entire complex, this is one simple chamber accessed from the surface in some way. How you get to the entrance chamber is determined by the dice that rolled it:
D4: The maintenance hatch leading to the city's sewer system.
D6: An unmarked doorway in the depths of a minor subway station.
D8: The outflow where a storm-drain empties into a river.
D10: Half-collapsed basement in an abandoned warehouse.
D12: An unmarked doorway in an underground car-park.
D20: Hidden doorway in the wall of a historic mausoleum.
Other dice: Basement hatch in an underground nightclub.
Marker: Graffiti-covered metal hatch in a shitty housing estate.
Below the entrance itself there is a single chamber, typically bare concrete. The room is filled with detritus, the walls covered in graffiti.

Derelict Subway Stations

Behind a chained-shut door, steps lead down from the city streets to an abandoned underground railway station. Most have two platforms as well as a few rooms for staff. Drop a few d6s and d20s onto paper for the map, and link them together. Each d6 is a platform, each d20 an underground room. Depending on the layout of the undercity, subway tunnels might still run right through here without stopping, or else the place is blocked off by collapsed tunnels. The whole place is largely empty save for a few encounters with monsters and vagrants that take up residence in this sort of place.

Black Markets

A single huge underground chamber, in which various members of the underworld meet to trade goods. Improvised stalls set up here and there, selling booze, contraband, weapons, occult supplies. Supposedly neutral ground, where violence is rare. A bustling den of vice.
When a black market is first rolled up, randomly determine a faction in the underworld for who runs the place; their representatives will be present in force to act as security. As well as this, there are some traders that act as permanent fixtures:

- A bar selling drinks.
- Somebody selling cheap fast food.
- A fence willing to buy anything the PCs want to unload.
- The masters of the market, and their security.
- Roll a handful of d20s for what else long-time fixtures are selling.

As well as this, when the PCs visit, they'll find representatives from different underground organizations present to trade. Drop a few dice without looking onto your diagram of the underworld's factions; the group each dice lands closest to has a delegation present, and the number rolled is what they're here to trade.
Ask around for particular goods in the black market and there's a good chance that you'll be able to find a seller eventually. You roll Contacts at +2 . If the roll succeeds, the exact number rolled is how many weeks it will take for the goods to show up.
The black market is run by a criminal mastermind, with stats as a Mob Boss. Their direct underlings have the stats of Mob Lieutenants, and their security have stats as Mobsters and Hitmen. If trouble is caused, a Lieutenant and d6 each of Mobsters and Hitmen will be on the scene. 5 rounds thereafter, a contingent of another Lieutenant and 2d6 each of Mobsters and Hitmen will arrive.
Overall, the organisation running the black market consists of the Mob Boss, d6+1 Mob Lieutenants, and 4d6 Hitmen and 8d6 Mobsters. All stats are on p. 190.

Underground Nightclub

This club is underground both literally and metaphorically. If you know the right people and you're cool enough, and they think you can deal with the weirdness, they'll invite you to a club-night, take you down a set of hidden steps and there it is.
The space itself is one huge underground chamber, with a few side-rooms for staff. Massive sound systems, dim high-contrast color-tinted lighting. Masked, uniformed staff carry drinks to private booths. The fashion choices down here are exotic and eye-catching, almost enough to disguise the presence of less-human beings that drift between tightly-packed revelers. The music is thunderous and extreme; a given night might be playing some strange blend of grime, grindcore, hardcore punk, acid rap, or trve kvlt black metal. Whatever it is, it hits you like a wall of sound.
There's always an entrance from the surface here, typically in the back of a shady bar, warehouse or private residence. Getting in is easy if you know the right people: at worst, make a contacts roll to see if you can drop the right names, or offer the bouncers a nice bribe.
The bar serves booze, of course, as well as the typical party drugs; MDMA, coke, amphetamines etc. Roll a few d30s on table 82 for what else you can buy here on any given night.
Drop a few dice onto your map of factions to see who else is present on a given night; whichever faction a dice lands closest to is who's there, and the number rolled is how many of them.
The place is packed with people. Many of them intoxicated to the point of uselessness. Most of them innocent civilians who are - at best - only tangentially aware of the occult underground. Among them, though, there'll inevitably be a few serious mobsters, a few monsters blending in. If you pull a gun in here, they will too and then - with no cover and packed bodies - it will turn into a fucking slaughterhouse.

Table 85: What's For Sale in the Black Market

Roll	Result
1	Guns & Ammo
2	Explosives
3	Narcotics (see table 82)
4	Narcotics in industrial quantities (see table 82)
5	Scrolls (roll up a random spell on page 84)
6	Hacking software on USB sticks
7	Medicine
8	Deadly poisons
9	Grimoires (roll on table 81 a few times for which)
10	Human body-parts on ice
11	Silver/cold iron/blessed weapons
12	Stolen credit cards
13	Seeds/spores to grow your own narcotics
14	Fake ID
15	Holy Relics
16	Counterfeit money
17	Young monsters in cages
18	Counterfeit artworks
19	Stolen electronics
20	USB sticks of financial data, for identity theft

Mad Surgeon's Laboratory

A small complex that is the domain of a medical scientist whose research would be wildly illegal on the surface. There are three main chambers, each linked to the others.
The first is the only chamber accessible from the rest of the undercity, which any routes into the laboratory enter. This is the public face of the laboratory; a street doctor's clinic. A few surgical slabs, bright lights, crates of medical supplies, a sink, a simple bench for patients to wait on.
Another room is the living quarters for the scientist and those assistants that are in full-time residence. The place is spartan - a few cupboards, bunk-beds, wires hooked into the ceiling to keep computers plugged in, a screened-off bathroom, a small stove.
The final room is the largest. This is where the surgeons actually conduct their experiments. The place is temperature controlled, the doorways in hermetically sealed to prevent contaminants getting in or experiments getting out. The whole thing is lit with glaring fluorescent lights bolted to the concrete ceiling. Within the chamber there are:

- A vivisection table with restraints to keep a subject in place.
- Racks of tools, drugs, etc.
- A walk-in freezer of spare parts.
- A number of large glass vats with experimental life-forms growing in them.
- Specimens in jars.

If one of the factions of the occult underworld is a Mad Scientist's Project, then it will be based here. Otherwise, the surgeons are comparatively reclusive, and their numbers are as follows:

- A Fleshcrafter
- D6+1 Altered Medics
- D4 Organ Harvesters
- D4-1 experimental monsters kept in their vats (use the stats of Paradox Beasts).

Plague Pit

A single deep chamber, 20 feet across and 50 feet deep. The entrances are at the top of the pit, where rickety walkways lead from entrance to entrance over yawning hole below. Big metal staples in the brick wall form ladders leading to the bottom of the pit.
The bottom of the pit is a single mass grave. The bodies of plague victims are piled high, 10 feet deep in places, left to putrefy. It stinks of death and rot in a way that can't really be experienced anywhere else; Save vs Stunning on exposure to the smell in order to avoid vomiting.
Merely being here requires a Save vs Poison to avoid contracting some horrible disease (see p. 128 for potential sicknesses). A respirator and gloves to prevent touching anything or inhaling anything prevent the need for a save. Any injury here likewise requires a save, as might anything else the GM feels could result in infection.
There are roughly 800 corpses here. Of these, 2d6 are animated Plague Zombies that respond to the PC's presence when they enter. There are an additional 5d20 corpses that will reanimate when interfered with, mostly as Plague Zombies, but also as Bloat Zombies, Crawling Hands and Flesh Hulks.

Vampire Nest

Inhabited by a pack of vampires (p. 181 & 214). If there's a Vampire Brood as a faction in the occult underground, then you can have this be their base; otherwise, it's merely a reclusive minor brood. Either way, roll up and stat the type of brood dwelling here.

Once you know which vampires dwell here, generate a set of chambers as normal, picking either a Cult Stronghold (p. 156), a Gang Stronghold (p. 157), a Mad Surgeon's Laboratory (p. 151), a Church Crypt (p. 160) or Historic Tombs (p. 162) as you see fit.

Morlock Lair

Inhabited by a pack of Morlocks (p. 178 & 230). If there's a Morlock Pack as a faction in the occult underground, then you can have this be their base; otherwise, it's merely a reclusive minor family.

If the pack is a minor family, then there will be 2d6 standard Morlocks present, as well as d8 Crawling Killers and d10 harmless children. They're led by either a Whispering Elder, an Eloi, or one of each.

Roll the lair up as either a Sewer Cluster (p. 154) or a Limestone Cave (p. 155), using only a small handful of dice; perhaps 4 or 5 grabbed without looking from your bag. Where a chamber would refer to the size of dice that rolled it to determine details, instead use the chart below:

Table 86: Chambers in Morlock Lairs

Dice	Chamber
D4	Nests made of furs and stolen cloth that the morlocks sleep in.
D6	Food storage; smoked meat, roots, fungus, bugs kept alive in crates, and so on.
D8	A campfire, and improvised benches and stools.
D10	Work-centre for practical matters, where the morlocks make tools from flint and scavenged metal.
D12	Work-centre for magical matters, with a brazier, branding irons, tattoo-guns, and other tools for body-modification that the morlocks use to unlock their magical potential.
D20	Used as a midden, with a deep crack in the floor serving as a latrine.
Other	Dead rats.

Cistern

A huge underground chamber to store runoff water. 100 feet in diameter, 100 feet deep, lined with thick concrete. A multitude of storm drains empty into it from above.

The entrances are connected by gantries and walkways, and metal ladders bolted to the walls.

The depth of the water varies. During a drought, there might only be a few inch-deep puddles on the cistern floor, along with the muck and detritus carried by runoff that once lingered here. Most of the time, though, the water is dozens of feet deep, slowly draining away. Occasionally the whole chamber is totally filled by recent rain. Each time the cistern is visited (unless the previous visit was a few days ago or less), the water is at a different level; roll a d% for how deep it is.

Often, the water here is tainted by magic that seeps in from the deep earth. Unnatural water hazards are not uncommon, and might vary each time the cistern is visited. It's not uncommon for aquatic or amphibious monsters (angler-turtles and giant eels, perhaps) to take up residence in the water, too, preying upon those who come too close.

Shoggoth Lair

To generate a Shoggoth layer, pick another type of uninhabited, uncontrolled complex - sewer clusters, limestone caves, underground frontiers and geothermally active caves work well.

Roll one of these up in the normal way, using only a small handful of dice; perhaps only 5 or 6. In addition, drop a single special marker (maybe a coin) into the middle of the page, and link it to the other chambers in the normal way.

The central marker becomes the shoggoth's spawning-chamber. This room is largely bare, the walls coated in protoplasmic slime. Pooling in the center there's a heaving, shuddering mass of pseudo-flesh, the mother-bulk from which the shoggoths spawn.

All rooms linked to this one are likewise covered in the glistening protoplasm.

Furthermore, any room that would contain some sort of monster instead contains a shoggoth or, possibly, some lesser form of ooze. Where fungi, plants or similar life-forms grow, replace them with a dangerous slime.

Lich's Sanctum

Inhabited by a lich, who has the center of their power here. Pick another type of inhabited complex, perhaps a Cult Stronghold, Church Crypt, Mad Surgeon's Laboratory, or Reliquary as a base, and generate the complex normally. Unless the lich is particularly powerful (perhaps a power in their own right in another area of the underworld or undercity) you probably only need 4 or 5 dice to make up the complex.

Pick one of the chambers to be the dwelling-place of the lich, where they are found most of the time. Pick another to be the location of the lich's phylactery; it is cunningly hidden here, and protected by devious traps and magical wards if the players manage to find it.

Lastly, where a chamber would refer to the size of a dice to determine details, instead use the chart below.

Table 87: Chambers in Lich's Sanctums.

Dice	Chamber
D4	Stacks of books everywhere.
D6	Dead animals stored in jars or stuffed and mounted.
D8	Comfortable furniture for guests, a recent addition.
D10	Walls covered in the deranged scribblings of an undead mind.
D12	Shows signs of a recent fight; the lich's would-be vanquishers now stand idly as zombified thralls.
D20	Walls covered in magical workings, that can be read and used like a spellbook; all the spells the lich knows are here, as well as several more random spells of random level.
Other	Dust and old cobwebs, barely sees uses.

Table 88: Sewer Clusters

Roll	Chamber
1	Empty, dry. Check the dice-size on the table below for appearance.
2	Empty, damp. Check the dice-size on the table below for appearance.
3	Flooded with still, stagnant water. Check the dice-size on the table below for appearance.
4	Flooded with running water. Check the dice-size on the table below for appearance.
5	Infested with some sort of dangerous vermin such as rats, albino crabs, leeches or similar.
6	A single huge cistern. Deep water. Something lurks within.
7	Flooded, containing a whirlpool, rapids waterfall or other dangerous water terrain. Check the dice-size on the table below for appearance.
8	Contains shallow puddles of water with some supernatural property. Check the dice-size on the table below for appearance.
9	Flooded right up to the ceiling, no breathable air.
10	Infested with some dangerous fungus, with spores hanging in the air.
11	Water tainted with some supernatural disease.
12	The lair of some horrid monster, such as a giant centipede or crocodile, containing signs of its presence.
13	Corpses of dead explorers floating in shallow water. D6 dead, relatively recently. Roll on table 77 (I search the bodies) a few times for what's on them.
14	Built up sewage, left to rot. The air is foul-smelling and flammable.
15	At risk of a cave-ins, with signs of crumbling masonry and rubble where parts of the roof have already collapsed.
16	The lair of a pack of dangerous creatures, such as wild dogs or ghouls, containing signs of their presence.
17	Deep and completely flooded, with no air. A strong current drags you towards a pump at the bottom.
18	Contains a pocket of dangerous gas.
19	Is the lair of some bizarre supernatural monster, such as a hydra, containing signs of its presence.
20	Pipe in the roof leads - after a dangerously tight squeeze - to a manhole cover on the surface
30	Occult Graffiti scrawled on the walls can be read like a scroll of a randomly-rolled spell.
40	Contains the corpse of some huge dead monster.
50	Choked with trash. Roll on table 73 (treasure in the undercity) a few times for what might be salvageable.
60	Seems only to be filled with detritus, but one or more exits are guarded by hidden traps.
70	Contains a pool of shallow, foul-smelling water that is heated from below, and fills the air with steam.
80	Is packed full with detritus and rubble, with little room to move.
90	Illuminated by electric lightbulbs wired into the city's mains.
00	In a niche in the wall, a stash of left by previous explorers. Roll on tables 73 (treasure in the undercity) for what.
Other	Contains corpses in the dark that will reanimate if disturbed.

Navigating sewer complexes is difficult, since the tunnels between chambers are not always made with human access in mind.

By default a tunnel between chambers is big enough to crawl through, with a few inches of running water. Apply the following modifiers.

- If there's a d8 at either end of the tunnel, the tunnel is instead narrow enough to force a slow squeeze. A d8 at both ends makes this squeeze tight enough to be dangerous.
- If there's a d10 at one end, the tunnel is tall enough to walk easily. If there's a d10 at both ends, then there's a raised walkway.
- If there's a d12 at one end of the tunnel, there's only a trickle of water. If there's a d12 at both ends, the tunnel is totally dry.
- If there's a d20 at either end, the tunnel is flooded halfway full. If there's a d20 at both ends, then the tunnel is totally flooded with no breathable water at all.

Where these contradict, just pick which option is more interesting or makes more sense.

Table 89: Chambers in Sewer Clusters

Dice	Chamber
D4	Walls covered in graffiti.
D6	Albino weeds growing in the damp.
D8	Ceiling low enough to force crawling.
D10	Metal walkway over the sewer itself.
D12	Decorated with strange murals.
D20	Visible footprints of previous explorers.
Other	Dead rats.

Table 90: Limestone Caverns

Roll	Chamber
1	Dry and filled with rubble and dust. Check the dice-size on the table below for appearance.
2	Contains a pond in the floor, chest-deep. Check the dice-size on the table below for appearance.
3	Shallow flooding throughout the chamber, ankle-deep everywhere. Check the dice-size on the table below for appearance.
4	Infested with bats, crabs, spiders or some other troglodyte species. Dangerous if the swarm is riled up. Check the dice-size on the table below for appearance.
5	Contains rapidly running water, perhaps a stream leading to another chamber, perhaps pouring from the ceiling into a deep basin. Check the dice-size on the table below for appearance.
6	Water drips from the ceiling constantly and rapidly, almost as if it were raining underground. Check the dice-size on the table below for appearance.
7	Inhabited by a pack of dangerous troglodytic monsters such as hyenas or giant leeches. Defend their territory fiercely. Check the dice-size on the table below for appearance.
8	Obviously unstable and at risk of cave-ins. Check the dice-size on the table below for appearance.
9	Flooded with water with some sort of supernatural property.
10	Infested by some dangerous slime.
11	The room is a deep pit or chasm with the only entrances at the very top, the bottom hundreds of feet below.
12	The lair of a single powerful monster, such as a child of the abyss or cave barnacle. Predatory and vicious. Check the dice-size on the table below for appearance.
13	Air filled with some dangerous gas.
14	The lair of a dangerous, supernatural monster such as a Shoggoth. Littered with bones and corpses.
15	The floor is sucking quicksand.
16	Infested by some sort of fungus that fills the air with dangerous spores.
17	Contains the fossilized skeletons of ancient beasts in the walls or littered about the floor.
18	A huge vault, with a high ceiling covered in clusters of dramatic stalactites and other mineral formations. Stunning enough that the first photos or footage of the place would probably sell for a few hundred to interested publishers.
19	Infested with slightly disgusting but essentially harmless life-forms; bacterial mats on the surface of water or forming snottites hanging from the ceiling.
20	Pitons driven into the walls and dangling ropes indicate cavers got here before. Rust and decay indicates that this was some time ago. The corpse of a caver is here, dead from some accident, and roll on table 77 (I search the body) for what can be salvaged.
30	Prehistoric cave-art on the walls can potentially be read like a spellbook, with a handful of spells. Some are random, others are ancient and lost to modern magicians; perhaps use this to add spells from other games.
40	A huge heap of bat guano, teeming with insectile life and little fungi.
50	A huge cavern containing a strange ecosystem of life-forms never seen on the surface, all drawing sustenance from bacterial mats growing in mineral-rich water. Basically a few different slimes and spores, and perhaps some very weird monsters.
60	Water has washed various bones into the room, and the place is littered and piled high with them.
70	Colourful, acrid-smelling steam issues from cracks in the floor, deeper within the earth water is being heated by geothermal energy. Mineral deposits from the chemical-rich steam crust all over the room, forming a food source for microbial life. Visible in the steam-clouds, swarming insects feed and hunt.
80	The air in this room is separated into two layers by a distinctly visible thermocline; one layer is more or less breathable while the other is some highly dangerous gas. Disturbing the thermocline causes the gases to mix.
90	Phosphorescent minerals in the walls illuminate the room dimly.
00	Human skeletons below the surface of a still pool, their bones fused with the stone by slow mineral deposits.
Other	Stalagmites and stalactites grow sideways rather than vertically, and shift directions. Gravity works oddly here.

Navigating limestone caves is always tricky. The connecting tunnels have been carved out by the steady drip and churn of running water with no concern for human access.

Look at the dice highest dice size at either end of the tunnel to see how tight the tunnel is:

- If it's a d4, the tunnel is less than a foot in diameter requiring excavation to be wide enough to navigate.
- If it's a d6, then the tunnel is 18 inches diameter, a dangerous squeeze.
- If it's a d8, then the tunnel is 2 feet high, requiring wriggling on the explorer's belly.
- If it's a d10, then the tunnel is 3-4 feet high, allowing explorers to crawl.
- If it's a d12, the tunnel is 5 feet high and roughly as wide, allowing you to walk with a stoop.
- If it's a d20, the tunnel is a long crack 20 feet high or more, but only 2 feet wide..
- If it's some other dice size (a d16 perhaps) the tunnel is wide and flat, 2 feet high but 12 feet wide or more.

If the chambers at each end of the tunnel contain water features, then the tunnel itself is totally flooded, and contains a sump with no breathable air; explorers must hold their breath or rely on oxygen tanks.

If only one chamber contains water, then the tunnel is flooded but has breathable air all the way along.

Table 91: Chambers in Limestone Caves

Dice	Chamber
D4	Ceiling low and cramped.
D6	Tall, narrow vertical crack.
D8	Roughly spherical.
D10	Long sloping gallery, floor and ceiling at 45 degrees.
D12	Deep pit/chimney, much taller than it is wide.
D20	Conveniently shaped, flat floor and arched ceiling.
Other	Conical, wide near the roof narrowing to a thin pit.

Table 92: Cult Stronghold

Roll	Chamber
1	Antechamber with some ominous mural depicting the cult's patron. Check the dice-size on the table below for appearance.
2	Storage chamber with hooded robes, masks, candles, ect. Roll on tables 73 and 74 (treasure in the undercity and occult treasures) for what else. Also check the dice-size on the table below for appearance.
3	Checkpoint, manned by a few cultists armed with firearms. Check the dice-size on the table below for appearance.
4	Doorways guarded by some ingenious booby-trap. Check the dice-size on the table below for appearance.
5	Protected by some guardian beast unable to leave the room. Check the dice-size on the table below for appearance.
6	Ossuary containing the bones of the fallen faithful.
7	Occult library, containing a wide variety of religious texts and also d6+1 random Grimoires (roll on table 81 for which). Check the dice-size on the table below for appearance.
8	Minor shrine, containing a small icon, candles and so on. Check the dice-size on the table below for appearance.
9	A vault containing the cult's wealth. Roll on tables 73 and 75 (treasure in the undercity and occult treasures) a few times.
10	Contains a font of water with some supernatural property.
11	Air filled with incense and smoke, with effects like those of some dangerous gas.
12	The lair of some sacred monster, filled with luxurious fittings and the remains of its victims.
13	Corpses of dead intruders hung on hooks from the ceiling or impaled on spikes. D6 dead, relatively recently. Roll on table 77 (I search the bodies) a few times for what's on them.
14	The abode of cultists who've been transformed into sacred monsters, potentially either a reward or a punishment depending on the cult. Appropriate monster stats, with the spellcasting abilities of a cultist.
15	A huge altar, made of a delicately engraved stone slab fitted with grooves to channel blood. Candles and censers give the room a dim, smoky illumination. Roll on tables 73 and 75 (treasure in the undercity and occult treasures) for what's on the altar.
16	A huge idol of the cult's patrol, so well made as to be almost lifelike. If disturbed or defiled, it animates into some avatar of their god.
17	A room filled with dozens of little idols and icons depicting the cult's patron and other important figures. The whole place under some weird spell-like effect like reversed gravity or sped-up time.
18	An altar draped in ceremonial cloth, upon which rest various relics - roll on table 75 (occult treasures) for what the relics might be. Guarded by some horrible trap to deter those who would get to close.
19	A fabulous lectern, upon which rests a large book. Roll on table 81 (grimoires) for what, or pick one appropriate to the cult.
20	The entire room is a trap, with at least two booby-traps to deter the unworthy.
30	Sacrificial pit, hundreds of feet the bottom of which is pitch black and littered with what's been thrown in and left to decay. Might be corpses, depending on the cult. Regardless, at least a few thousand XP of valuables and roll on table 75 (occult treasures) for what else.
40	A cell in which the cult keeps its prisoners. Probably a few very scared civilians in here, or possibly something horrible that really shouldn't be freed.
50	Is haunted by a spirit with ties to the cult's patron, viewed as a guardian angel. The room is littered with written prayers and little offerings to the haunter.
60	Lit by a single huge brazier that burns sacrifices to the cult's patron.
70	Contains a number of tables with manacles at either end, as well as various tools for use on those fastened down. The exact purpose (interrogation, repentance, transhumanist alteration) depends on the cult, but the implications are gruesome.
80	Carefully stored sacraments or relics in an environment-controlled room. Roll on table 63 (occult treasures) for what's here; it's available in bulk.
90	Contains some portal leading to the patron's domain. Locked, warded with traps, and guarded. Those that travel through don't come back. This might, potentially, lead to some adventure location from another book you have. Or it might just result in those who go through being transubstantiated into the strange matter of this location, and rendered unplayable.
00	Guest quarters for visiting diplomats from other cults. Richly furnished and luxurious. Roll on table 61(treasure in the undercity) for what's worth stealing.
Other	Contains stairs leading up to some entrance on the surface, perhaps in a home owned by a cultist or a private religious centre.

These areas are built to be easily used by people. The corridors are cramped - being only 3 or 4 feet wide in places - but with ceilings high enough to walk without stooping.

The rooms themselves are likewise cramped, as all underground construction tends to be, but high-ceilinged and made for habitation. Each exit in a room has a door to separate it from the corridor behind it. 50% chance that a door is locked. The cultists all have keys.

The residents will be a cult (minor, monster or murder). Pick one from the various underworld factions. If there are none suitable, then the residents are reclusive and don't have dealings with the rest of the underworld. Roll up a cult as normal for who they are.

Table 93: Rooms in Cult Strongholds

Dice	Chamber
D4	Elaborate mosaic floor and ceiling.
D6	Paintings on the wall.
D8	High arched vault ceiling.
D10	Carved from the living rock.
D12	Decorated with strange murals.
D20	Lit by candles.
Other	Decorated with bones set into the walls.

Table 94: Gang Stronghold

Roll	Chamber
1	Living quarters, with furniture and amenities. Check the dice-size on the table below for appearance.
2	Sleeping quarters, with beds for several gang-members. Check the dice-size on the table below for appearance.
3	Checkpoint, manned by a few gang members armed with firearms. Check the dice-size on the table below for appearance.
4	Doorways guarded by some ingenious booby-trap. Check the dice-size on the table below for appearance.
5	Armoury, containing a cache of weapons and ammunition Also, roll on table 73 (treasure in the undercity) for what else is here. Check the dice-size on the table below for appearance.
6	A lab used to produce some illicit substance (page 70 lists a few). Check the dice-size on the table below for appearance.
7	A treasury; cash and valuables worth several thousand XP if looted, and roll on table 73 for what else can be found here. Check the dice-size on the table below for appearance.
8	A defensive point, with tripod-mounted heavy weapons (manned by gang-members) behind a defensive barricade. Check the dice-size on the table below for appearance.
9	Filled with racks of UV lights and hydroponics, in which the gang grows large quantities of cannabis or possibly some other plant-based drug.
10	An electrical generator that provides power to the stronghold.
11	A foundry that produces illegal weapons and ammunition. Molten metal (as lava), welding torches and so on likely prove a danger.
12	A security centre; the rest of the complex has CCTV cameras and other features that are controlled from this room. Filled with TV screens, snaking wires, control panels for various booby-traps.
13	Contains some natural hazard (slimes, gasses or similar) that infests the chamber. Barricaded from the outside by the gang, who don't come here much.
14	Contains some stubborn monster that refuses to leave, such as a river hag or mimic. Barricaded from the outside by the gang, who don't go in if they can help it. Perhaps the gang feeds snitches and victims to the monster, or uses it to dispose of bodies.
15	Contains a number of large freezers, within them body parts for sale to underground doctors. Perhaps human, perhaps harvested from the strange monsters that inhabit the undercity.
16	The kennel for some tamed monster - perhaps a ferret-hydra or rust monster - kept here by the gang, and unleashed on their enemies in times of need. The monster itself is probably secured with a rope or chain.
17	A makeshift doctor's station; maybe it's mostly for treating injured gangsters, maybe there's a more sinister purpose.
18	Mine works for a tunnel being dug to the surface. Not yet finished, but once it surfaces, it will open into the basement of somewhere highly useful such as a museum, prison, hospital or similar.
19	A tunnel dug to the surface, with a steel ladder bolted to the wall and a steel hatch at the top. Opens out into the location used as a front for the gang - a seedy bar, scrapyard, pawnshop or similar.
20	Quarters for the gang's boss. Well furnished, with various luxury items and spoils of the gang's activities. Roll on tables 73 and 74 (treasure in the undercity and contraband) a few times for what's of note here.
30	A huge machine that produces some weird commodity that the gang sells on the black market (cigarettes, knockoff sunglasses, flicknives, car parts or something like that). The machine only needs to be fed some totally unrelated raw material (perhaps meat, broken glass or books) and churns the stuff out in large amounts; it's internal workings are a baffling mystery.
40	Cells for keeping prisoners. Probably not occupied; if they are whoever's in there is as likely to be a genuine innocent, a rival criminal, or something nasty being kept contained.
50	The room is one huge booby-trap; as well as the exits and any other features being cunningly trapped, the gang can cause the whole room to cave in on those within.
60	Several racks of hard drives, mining bitcoin or engaged in some other, more dubious, task that requires massive processing power.
70	The room is still in the process of being dug out by the gang in order to expand their stronghold.
80	An active mine, from which the gang is able to dig out something valuable - rubies, uranium ore, magically resonant fossils or similar - that they sell on for a tidy profit.
90	A library of occult books - mostly dealing with conspiracy theories, fringe movements and the more practical side of magic - but with a few genuine grimoires mixed in (roll on table 81 a few times for which).
00	Resting quarters for some intelligent monster that works with the gang - a vampire elder or redcap, perhaps - in return for tribute, payment or some other agenda.
Other	Recording studio, from which surprisingly authentic underground music is produced.

As with cult strongholds, these areas are built to be easily used. The corridors are tight - only 3 or 4 feet wide - but with ceilings high enough to walk without crouching.

The rooms themselves tend to be similarly cramped, but have ceilings high enough to be at least vaguely comfortable. Each exit in a room has a door to separate it from the corridor behind it. 50% chance that a door is locked. The gang members all have keys.

The residents will be a gang (street gang, smugglers, crime family, or mercenary company). Pick one from the various underworld factions. If there are none suitable, then the residents are insular and territorial, and don't deal with the rest of the underworld. Roll up a gang as normal for who they are.

Table 95: Rooms in Gang Strongholds

Dice	Chamber
D4	Contains a stash of booze.
D6	Painted murals on the walls.
D8	Has a rack of weapons on one wall.
D10	Contains a pretty good audio system.
D12	Contains a portable mini safe with $1k.
D20	An expensive carpet on the floor.
Other	Has a bunch of games consoles in one corner.

Table 96: Bomb Shelters

Roll	Chamber
1	Contains rusty bunk-beds packed into the space efficiently. Check the dice-size on the table below for appearance.
2	Storage room with tinned food, bottled water, etc. Roll on table 73 (treasure in the undercity) for what's of much value. Also check the dice-size on the table below for appearance.
3	Was once a kitchen. Industrial cookers powered by huge gas tanks, which - left to rust - pose some risk of explosion. Check the dice-size on the table below for appearance.
4	A store of fuel; gas, petrol or similar. Check the dice-size on the table below for appearance.
5	An electrical generator wired into the rest of the shelter, built to run on conventional fuel. Rusted over, but still functional. Check the dice-size on the table below for appearance.
6	Living quarters, with mouldering furniture and various 1950s nick-nacks, that might be worth a few hundred XP if sold to a collector. Check the dice-size on the table below for appearance.
7	Library for rebuilding society after the nuclear winter. Nothing of occult significance, but various scientific and cultural texts; the collection is worth several thousand to collectors.
8	Control room, with CCTV monitors, radio stations and so on. Check the dice-size on the table below for appearance.
9	Water purification plant, still pumping up groundwater from some deep well. Possible that some old subterranean magic has seeped into the water, giving it some supernatural property.
10	Nuclear power generator. Without proper maintenance it's started coming apart, leaking radioactive matter into the room.
11	Infested with vermin of some sort - albino crabs, bats or similar - that have taken up residence.
12	Contains some machine - a generator, boiler, pump or similar - that has broken down and now poses a danger to those that interact with it.
13	Cracks or burrows in the concrete floor indicate where some horrible subterranean monster - an ooze or troglodytic beast - has crawled up from the depths of the earth and taken up residence in the room.
14	A small bunk-room, with the desiccated corpse of a doomsday prepper on one of the bunks. Roll on table 77 (I loot the body) for what's on it.
15	A private chapel of the sort of sect that believes the end times are nigh. Austere, with a simple alter and lectern and some holy book. Perhaps a simple Bible, Torah or Quran, or perhaps something more sinister.
16	Toxic gasses or some other breathing habit have seeped into the room through cracks in the floor, and hang in the air in this otherwise-sealed room.
17	This room was till being dug when the project was abandoned, worked stone giving way to a rough Minehead, excavation tools scattered about.
18	A store of fuel rods for nuclear reactors, each in a heavy lead case. You could probably use them to rig together a nasty bomb or crude reactor, given a little expertise.
19	A tall circular shaft leads to the surface. At the top, hatches expose the whole shaft if opened. At the bottom, the long, dense form of an intercontinental ballistic missile sits rusting away. Depending on how well maintained the missile is, the whole room may be a radiation hazard.
20	A rusting iron spiral staircase leads up to the surface world through a narrow shaft.
Other	Contains stairs leading up to some entrance on the surface that's still in use, perhaps in a home owned by a cultist, a wealthy and paranoid patron or a private religious centre.

These areas are built to survive heavy artillery. Well underground, with sturdy construction made of brick and metal struts.

The rooms themselves are solid, well ventilated, but rather cramped. Each exit in a room has a heavy steel door that can be locked and hermetically sealed, totally blocking the room off from the outside world. Each such door is either left ajar or else shot, bolted and sealed from the inside, requiring cunning methods to get it open. 50% chance of each.

Table 97: Chambers in Bomb Shelters

Dice	Chamber
D4	Elaborate mosaic floor and ceiling.
D6	Paintings on the wall.
D8	Infested with insects.
D10	Made of stone slabs with no cement.
D12	Decorated with strange murals.
D20	Lit by candles.
Other	Dead rats.

Table 98: Underworld Frontier

Roll	Chamber
1	Empty save for ankle-deep water. Also look up the dice size on the table below for appearance.
2	Empty save for gang-related graffiti proclaiming some faction's dominance over this turf; drop a dice onto your faction map for who's tried to claim this space. Also, check the dice size on the table below for appearance.
3	Two sets of corpses , from two different factions, dead from the outbreak of violence between them. Roll on table 77 (I loot the bodies) a few times for what's on them, and check the dice-size on the table below for the room's appearance.
4	Heavily booby-trapped but otherwise empty. Check the dice size on the table below for the chamber's appearance.
5	Corpses impaled on spikes or hung from the ceiling on hooks. Check the dice size on the table below for the chamber's appearance.
6	The room is heavily barricaded with detritus, rubble, furniture etc. Also check the dice size on the table below for the chamber's appearances.
7	The room is flooded, waist deep in murky water. Dangerous animals such as piranhas or eels lurk within. Check the dice size for the chamber's appearance.
8	The lair of a dangerous sedentary monster like a giant cave barnacle or mimic. Littered with detritus and bits of corpse from the monster's meals.
9	The nest of a pack of predators such as hyenas or troglodytes. Scattered nesting materials, the remains of their meals. They may or may not still be present.
10	Meeting-chamber, with a slightly battered round table, chairs, and electric lightbulbs hanging from the ceiling. Several bullet holes in the walls.
11	Broken pipes fill the room with clouds of steam, electrified puddles or some other hazard.
12	Filled with some horrible monster - maybe a cave bear or giant cave barnacle - that's kept on a chain here to guard the room.
13	Infested with huge fungi. Maybe they're safe, maybe some sort of toxic spores hang in the air.
14	Infested with some sort of fast-growing fungus or slime. A line of harsh chemicals painted in a ring across the wall, floor and ceiling of each entrance provides a barrier the slime can't grow across, but if this line is broken, the fungus will be able to spread, taking over other rooms in a matter of days.
15	Circles, hexagrams and sigils carved into the floor, scorch-marks on the ceiling. Something horrible (perhaps a paradox beast of some sort) was once summoned here, and blood spilled on the floor will attract it back.
16	Concealed behind an obvious boobytrap (maybe a beartrap or gun turret) lies a chache of treasure. Roll on tables 73 and 75 (treasure in the undercity and occult treasure) a few times for what's there.
17	Dangerous gas seeps into the room through cracks in the floor. The entrances are sealed behind heavy hatches.
18	The room is flooded with some sort of water hazard.
19	While seeming to be empty and boring, but behind loose bricks or tiles there's a stash of treasure. Roll a few times on tables 73, 74 and/or 75 (treasure in the undercity, contraband and occult treasure) to find out what's there.
20	The bones of some huge monster lie here, still well preserved.
Other	Corpses littered about the room are in fact some sort of undead monster that will territorially defend their makeshift grave.

The connecting tunnels in this sort of complex vary wildly. By default, a tunnel between rooms is a now-dry sewer tunnel, four feet in diameter. Look at the dice-size of the chamber at either end for variations on this.

- If there's a d6 at either end of the tunnel, the tunnel is instead narrow enough to force a slow squeeze. A d6 at both ends makes this squeeze tight enough to be dangerous.
- If there's a d8 at one end of the tunnel, the ceiling is 5 feet high, enough to walk without stooping.
- If there's a d10 at one end, the tunnel is tall enough to walk easily. If there's a d10 at both ends, then there's a raised walkway.
- If there's a d12 at one end of the tunnel, then the tunnel is tall enough to walk easily, and lit by lightbulbs in the ceiling.
- If there's a d20 at either end, the tunnel is flooded halfway full. If there's a d20 at both ends, then the tunnel is totally flooded with no breathable air at all.

Table 99: Chambers in Underworld Frontiers

Dice	Chamber
D4	Dead fish scattered about.
D6	Littered with barbed wire.
D8	Very angry grafitti scrawled on the wall.
D10	Carved from the living rock.
D12	Remains of an old hobo camp in one corner.
D20	CCTV camera watching the room.
Other	Ceiling 4ft high.

Table 100: Church Crypt

Roll	Chamber
1	Contains steps leading back up to a church on the surface; at the top of the steps a trapdoor is bolted shut, locked and heavily barricaded from the other side, preventing things leaving the undercity without significant effort. Check the dice size on the table below for the room's appearance.
2	Bare and empty, without even any furniture. Check the dice size on the table below for the room's appearance.
3	Used in the past for storage. Old pews, candles and similar, left to crumble and moulder away. Check the dice size on the table below for the room's appearance.
4	Used in the past for meetings with the congregation. A few benches, a desk, a bookshelf. Largely mundane. Check the dice size on the table below for the room's appearance.
5	A tomb; the single stone sarcophagus of a deceased priest. Check the dice size on the table below for the room's appearance.
6	A tomb; beneath stone slabs 2d6 wooden coffins for an entire family. Check the dice size on the table below for the room's appearance.
7	An ossuary; shelves holding with dozens upon dozens of skeletons packed in tetris-like. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
8	Piled wooden coffins, stacked floor to ceiling. 3d6 of them, each containing a carcass. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
9	An open grave: each of the four walls has d4 shelves, each shelf bears a slowly decaying corpse, surprisingly well preserved. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
10	A mummified body, preserved by wax or formaldehyde, in a glass case. Check the dice size on the table below for the room's appearance.
11	The cell of a religious hermit. Bible, desk, cot, chamber pot, candle-stub. The hermit is long-dead, their bones arranged in a neat pile in the corner. A simple engraving records their name and residency.
12	A glass case, locked securely, contains relics from a saint; fingerbones, teeth, hair clippings, letters or something along those lines.
13	A font containing basically as much holy water as you could ever want: still connected to the relevant pipework, so it will slowly re-fill over time.
14	Haunted by some weird spiritual entity drawn by the faith permeating the space.
15	Once used as storage for dangerous religious texts. As well as mundane books worth $1000, roll for a grimoire that can be found here.
16	Once used to extract confessions from those accused of witchcraft or heresy. Contains various nasty implements (thumb-screws, wracks, etc) worth $1000 to a collector. Ominous stains.
17	Scattered with some sort of trap, in order to deter intruders.
18	Packed floor-to-ceiling with the decaying corpses of plague victims. Merely being here risks exposure to some weird sickness that lingers in the air.
19	The cell of a religious hermit. Bible, desk, cot, chamber pot, candle-stub. The hermit still lingers, having become something other than human. They're quite happy to talk to those who are appropriately respectful, or else turn their supernatural wrath against those defiling the crypt.
20	Contains 2d6 wooden coffins laid out on the floor. All are cracked and broken. The dead within are restless and will rise if disturbed.
Other	A narrow crevice leading to the surface, lined with mirrors, directs sunlight down underground, shining through a huge stained-glass work of art that illuminates the room in scintillating colours.

The connecting tunnels in these complexes tend to be well-made and easy to navigate. All are wide and high-ceilinged enough to walk through with little to no difficulty. All have a door at either end of the tunnel, with only a 25% chance of being locked.

Table 101: Chambers in Church Crypts

Dice	Chamber
D4	Elaborate mosaic floor and ceiling.
D6	High vaulted ceiling, carved stone decoration.
D8	Walls painted with religious murals.
D10	Bare stone.
D12	Lit by electric lightbulbs.
D20	Lit by candles.
Other	Covered in cobwebs.

Table 102: Buried Ruins

Roll	Chamber
1	Partially collapsed, filled with rubble and detritus, you need to wriggle and clamber through. Check the dice size on the chart below for what sort of room this once was.
2	Slowly falling apart. Brickwork gently sags and collapses, cement crumbles. Check the dice size on the chart below for what sort of room this once was.
3	Tree roots push through the ceiling and grope blindly through the room, making movement difficult without becoming entangled. Check the dice size on the chart below for what sort of room this once was.
4	Well preserved, as if only recently vacated. There's still furniture and other items down here. Roll on table 61 (treasure in the undercity) for what ele is here. Check the dice size on the chart below for what sort of room this once was.
5	Flooded up to your ankles, filled with pallid subterranean weeds that float on the water's surface. Check the dice size on the chart below for what sort of room this once was.
6	Infested with vermin, such as a rat king, swarming cockroaches or similar. Check the size of the dice on the chart below for the sort of room this once was.
7	Crumbling infrastructure means this room contains some danger, such as a build up of flammable or trailing electrical wires. Check the size of the dice on the chart below for the sort of room this once was.
8	Ceiling only staying up by the barest of margins, could collapse at any minute. Check the dice size on the table below for what this room once was.
9	The camp-site for some sort of underworld residents, possibly merely vagrants but possibly something weirder and more dangerous such as morlocks or derro. Campfire, lanterns, sleeping bags and so on scattered about an otherwise largely bare room.
10	Half-filled with sucking silt that resembles quicksand.
11	Piled full of junk, so full that you need to clamber and wriggle through it. Roll on table 73 (treasure in the undercity) for what's here.
12	Every entrance to this room is locked or barricaded shut from the inside, within a makeshift camp and the desiccated skeleton of the room's single former resident. As well as a good weapon or two, roll a few times on table 77 (I Loot The Bodies) to see what else is here. Scrawled on the walls are dire warnings about other things that might be found (or might once have been found) here.
13	Room stripped bare, scorched to total emptiness by intense heat at some point in the past. Nothing but soot and burn marks. Melted glass and metal form pools on the floor.
14	Was once a library. Old books are slowly crumbling away on their shelves here. Sold to collectors, they're worth $1500 collectively, double that if they can be restored to good condition first.
15	Was once some sort of bedroom, now all the furniture has been gnawed apart and ripped up, to be used as a nest by the monster - a chimera or angler-turtle perhaps - that now lives here.
16	Haunted by the spirit of a former resident, who keeps this particular room immaculately preserved. Roll on table 73 (treasure in the undercity) a few times for what else can be found here, although removing it will no doubt anger the spirit.
17	Filled up to chest-height with sludge and filth. Horrific smell. Something ominous - perhaps a cave barnacle or angler-turtle - lurks below the surface waiting for prey.
18	Was once a laboratory, with various tools and instruments still present but left to decay in the dark. Sold to collectors, the materials here are worth $1500 collectively.
19	Totally collapsed in on itself, a mess of loose rubble and huge fallen blocks of fallen masonry or concrete. Will need to be cleared in order to get in.
20	An archaeological dig-site, now abandoned. Scattered trowels, sieves, etc. Notes on what's been found where.
Other	A set of steps leads up to a concealed entrance from the surface, in some known historical site such as an old castle or manor.

The connecting tunnels in these places are less deliberate passages and more spaces between rooms that have yet to collapse in on themselves.

By default, a tunnel is low and cramped enough to require crawling, being largely choked with rubble. However, this will vary wildly, check the dice-sizes of the rooms at either end and apply each that applies.

- Where there's a d4 at the end of a tunnel, it's tight enough to require a dangerous squeeze to get through at one point.
- Where there's a d6 at the end of a tunnel, its small enough to require you to wriggle on your belly.
- Where there's a d8 at the end of a tunnel, its unstable and might collapse if knocked about too badly.
- Where there's a d10 at the end of the tunnel, it's a non-collapsed corridor, intact and comfortable to navigate.

Where the dice sizes conflict, just apply whichever takes your fancy.

Table 103: Rooms in Buried Ruins

Dice	Chamber
D4	Bathroom
D6	Kitchen
D8	Store-room
D10	Bedroom
D12	Living room
D20	Work room
Other	Shrine

Table 104: Historic Tombs

Roll	Chamber
1	An ossuary, the walls lined with stacked tessellating skulls. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
2	An ossuary, the walls covered with neatly stacked vertebrae. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
3	An ossuary, the walls lined with intertwined stacks of ribs. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
4	An ossuary, the walls presenting a jigsaw-pattern of various interlocking bones. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
5	Stone construction, dozens of mummified corpses curled up foetally in niches in the walls. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
6	Skeletons laid out on stone slabs. Doors in & out all locked. Disturbing the dead results in a curse (p. 130). Check the dice size on the table below for the room's appearance.
7	Haunted by a gestalt of the various souls entombed here (p. 206). Check the dice size on the table below for the room's appearance.
8	Skeletons laid out on stone slabs. Each door guarded by some fiendish trap to prevent entry. Check the dice size on the table below for the room's appearance.
9	Single corpse, perfectly preserved, in a glass coffin in the centre of the room. Roll on table 73 (treasure in the undercity) for what she's been buried with. Check the dice size on the table below for the room's appearance.
10	Skeletons laid out on stone slabs. The dead don't rest easily here. If a skeleton is disturbed - even slightly - it will reanimate and attack. If the whole room is disrupted, all the skeletons - perhaps two dozen of them - will likewise animate all at once. Check the dice size on the table below for the room's appearance.
11	Collection of grave-goods, stored in crates and chests. Roll on tables 73 and 75 (Treasure in the Undercity and Occult Treasures) a few times for what's here, as well as minor historical artefacts worth $1,500 at auction if all brought to the surface.
12	A single skeleton in a chained coffin. Can be heard clawing at the inside of its prison. Very angry. Will attack if released.
13	On a brittle wooden table, a huge book lists the names of the almost-forgotten dead in tiny writing.
14	Piled floor-to-ceiling with stacks of coffins. Disturbing the dead results in a curse (p. 130).
15	A reliquary for the revered dead. Behind a gilded cage, the ornate bejewelled skeleton of a saint. Worth $3000 on the black market.
16	Coffins already broken open by previous explorers, bits of wood and scattered bones strewn about.
17	Totally empty. Bare stone walls scrubbed clean.
18	Metal-bound crates. Some contain neatly sorted bones, others treasure - roll on table 73 (Treaure in the Undercity) a few times, as well as grave-goods worth $1,000
19	Bones scattered about haphazardly, shattered and broken. A ritual circle burned into the stone floor. Still haunted by the *thing* that was called up.
20	Corpses of reviled occult criminals. Iron coffins, corpses within mutilated and pinned in place with metal spikes. Unwholesome.
Other	A long spiral staircase to the surface, ending in an iron-barred door.

The tunnels in historic tombs are all narrow, forcing you to go single-file, but have high arched ceilings so you don't have to stoop. The floor is flagstones, forming steps where there's a slope, and the rest carved from the rock. Doors into and out of rooms are unlocked, and pretty easy to bust down if you lock them.

Table 105: Chambers in Historic Tombs

Dice	Chamber
D4	Walls, floor and ceiling all made of interlocking bones.
D6	Illuminated by a chandelier of cleverly joined bones.
D8	High arched ceiling, 30 feet up.
D10	Long, narrow and cramped.
D12	Brickwork slowly crumbling an collapsing.
D20	Thick cobwebs impede vision.
Other	Lit by candles.

Table 106: Mycelid Blight

Roll	Chamber
1	Smooth walls coated with spongy masses of mycelium, like being in a padded cell but more mildew-ey. Check the dice size on the table below for the room's appearance.
2	Mycelium-coated walls sprout clusters of bracket fungi, wide and firm enough to hold the weight of a climbing human. Check the dice size on the table below for the room's appearance.
3	Mycelium clinging to the walls, dotted with little mushrooms that give off a pale violet bioluminescence. Check the dice size on the table below for the room's appearance.
4	Bare walls, floor a black mass of rotting organic filth, threaded with strands of pale fungal flesh. Stench horrific. Check the dice size on the table below for the room's appearance.
5	Floor covered in puffballs, some sort of dangerous spore hangs heavy in the air. Check the dice size on the table below for the room's appearance.
6	Surfaces damp and slick, covered in some dangerous slime. Check the dice size on the table below for the room's appearance.
7	Moisture drips from the slimy ceiling, collecting in a shallow pool of cloudy water at the bottom of the room. Moisture drips from the slimy ceiling, collecting in a shallow pool of cloudy water at the bottom of the room. Check the dice size on the table below for the room's appearance.
8	Spongy clumps of fungal matter form the den of mycelid spawn and/or hulks. Check the dice size on the table below for the room's appearance.
9	Grubby liquid, full of stringy fungal growths, seep from the floor, forming some sort of water hazard. Check the dice size on the table below for the room's appearance.
10	Chamber is host to a mycelid queen, that grows across the walls and ceilings. Check the dice size on the table below for the room's appearance.
11	Mycelid husks pupate in fungal pods that hang from the ceiling. Check the dice size on the table below for the room's appearance.
12	Mucusy tendrils hang from the ceiling, infecting all those who touch them with some sort of sickness. Check the dice size on the table below for the room's appearance.
13	Rotting corpses litter the ground, their nutrients being slowly absorbed by the fungal network. If disturbed, they animate as mycelid hulks.
14	Room is home to a dangerous slime, and the ooze-monster that birthed it.
15	Papery tubes belch spores into the air in vast clouds.
16	Hives of pallid bloated insects tend to the fungal mass, feeding it. Their bodies - already riddled with spores - are absorbed into it if they die.
17	Whole room is a single fungal gut that exudes digestive enzymes and twitches gently.
18	Room filled with broad toadstools. Walls, floor and ceiling coated with wildly potent hallucinogenic grease.
19	Bracket fungi form a wide bank of gibbering mouths that, while deeply strange and whimsical, can be conversed with, perhaps revealing useful secrets.
20	Mycelium has wormed its way into the city's infrastructure. Pipes and wires snake across the room in a mad tangle, entwined with tendrils of fungal growth. Cracks in the pipes seep steam and gas into the room, or slowly drip moisture.
Other	Room totally bare of fungus, an antiseptic stone chamber. The mycelids won't come here, shrivel and die if they try.

The tunnels in mycelid blights are smooth mycelium-lined tubes, generally wide enough to navigate easily. They twist and wind around, curving and looping like tree roots.

For specific details, look at the dice-size at either end of the tunnel, and apply each that applies.

- Where there's a d4 at the end of a tunnel, it's tight enough to require a dangerous squeeze to get through at one point.
- Where there's a d6 at the end of a tunnel, its small enough to require you to wriggle on your belly.
- Where there's a d8 at the end of a tunnel, its wide and high, comfortable to travel through. However, hanging mycelium fronds and curtains block line of sight and must be pushed past to progress.

Where the dice sizes conflict, just apply whichever takes your fancy or combine them.

As well as these wider tunnels, the mycelium has forced its way through countless cracks and crevices too small for a PC to navigate. The smallest mycelids can wriggle slowly through them given time, and sometimes do in order to outflank intruders.

The whole place is basically a single huge organism. There's a dim intelligence to it, a weird coordination to the mycelid inhabitants. The huge fungus-mind reacts to intruders, changes over time. It can grow new rooms between visits, alter its layout like scar-tissue when attacked. Slowly, inexorably, it will keep growing inch by inch, year by year.

Table 107: Chambers in Sewer Clusters

Dice	Chamber
D4	Powdery white mycelium clumps hang like stalactites.
D6	Little black mushrooms grow everywhere.
D8	Air is uncomfortably humid, tastes like mildew.
D10	Black specks of algae grow over everything.
D12	Room's contents shudder gently when touched.
D20	Huge fat puffballs like bloated rotten armchairs.
Other	Hair-thin threads of mycelium hang from the ceiling.

Table 108: Landfill Pit

Roll	Chamber
1	Basically empty, save for scattered trash and detritus.
2	Packed with heaving piles of trash, leaving only narrow gaps to crawl or squeeze between them.
3	A single heap of garbage against one wall, the other side of the room left bare.
4	A teetering mound of detritus and garbage in the centre of the room, edges largely empty.
5	Piles of trash held in place through hastily-erected props and supports, at risk of cave-in if disturbed.
6	Decomposing garbage fills the room with flammable gas.
7	Water drips from the ceiling, pooling on the floor between heaps of rubbish. Either you walk over the garbage, or wade through pools of foul-smelling water that might be some sort of water-hazard.
8	Build-up from the forces of chemical decay have filled the chamber with some dangerous gas
9	Dangerous slime covers everything in the room.
10	Some sort of strange monster - a Rust Monster or Angler Turtle perhaps - makes its lair here, lurking hidden among the detritus.
11	Heaps of garbage conceal surprisingly useful stuff. Roll for each of Treasures in the Undercity, Contraband, Occult Treasures and Things to Burgle (tables 73-76) a few times for what can be salvaged.
12	.Mushrooms grow among the heaps of trash, releasing some sort of nasty spores into the air.
13	Trace amounts of garbage from nuclear sites render the room mildly radioactive.
14	A stack of old tyres, set alight at some point in the past and still smouldering. The room is filled with choking smoke, rendering it impossible to breath safely.
15	A number of corpses, face down and left to decay among the trash, dumped here by the mob. Roll a few times for what's on the bodies.
16	A small colony of Mycelids - perhaps a hulk and a few drones - slumbering among the rot and decay.
17	Neatly-stacked crates. Most contain nothing of much value, but a few have useful stuff in them; roll for Contraband (table 74) several times to see what can be salvaged.
18	Heaps of garbage shift and squirm on their own, incubating a strange sort of decay-driven life. Torpid an harmless if left to their own devices, but if disturbed they defend themselves with stats like a shoggoth.
19	A small colony of Derro dwell among the heaps of trash. Sleeping bags, a campfire, a cooler filled with food and booze. Pinned against the wall, a corkboard details their plans and imagined conspiricies. Much of the garbage has been carefully selected and placed, perhaps for artistic effect or some other, stranger purpose only the Derro know.
20	Piles of trash form the nests for huge hives of vermin; giant wasps, ants, termites or perhaps even something stranger like spiders or trilobites. Regardless, there will be a single bloated queen, and her various worker-spawn.
Other	A long chimney in the ceiling leads up to a garbage dump on the surface. It can be climbed and - if the industrial-sized waste disposal unit turned off or circumvented - used as an exit from the undercity. Going through an active industrial waste-disposal-unit deals 3d6 damage every round until a Save vs Machinery is passed.

The connecting tunnels in these places are tight corridors between spaces in the landfill pit.

By default, each tunnel is low and cramped enough to require crawling, full of trash and detritus. However, this will vary wildly, check the dice-sizes of the rooms at either end and apply each that applies.

- Where there's a d4 at the end of a tunnel, it's tight enough to require a dangerous squeeze to get through at one point.
- Where there's a d6 at the end of a tunnel, its small enough to require you to wriggle on your belly.
- Where there's a d8 at the end of a tunnel, its unstable and might collapse if knocked about too badly.
- Where there's a d10 at the end of the tunnel, it's a good sized corridor, comfortable to navigate without having to stoop.

Where the dice sizes conflict, just apply whichever takes your fancy.

Needless to say, the whole place smells kinda bad. Not as bad as you might think, though; everything that's going to rot badly has probably already done so. It's no worse than exploring a storm drain or sewer culvert.

Table 109: Chambers in Landfill Pits

Dice	Contents
D4	Rotting food, infested with worms and cockroaches.
D6	Glass bottles, tin cans. Got dumped instead of recycled.
D8	Shredded paper, bits of cardboard.
D10	Household waste. Smells foul.
D12	Wood, bricks, rubble. Building waste.
D20	Batteries, bleach, other chemical refuse.
Other	Medical waste. Might be salvageable by Doctors.

Table 110: Abandoned Mine

Roll	Chamber
1	Empty save for ankle-deep water. Also look up the dice size on the table below for appearance.
2	Contains scattered mining equipment; drills, picks, lanterns, and so on. Also, check the dice size on the table below for appearance.
3	Contains abandoned mine-carts filled with rubble and ore. Some still on their rails, some tipped over spilling their contents across the floor. Check the dice-size on the table below for the room's appearance.
4	An active minehead before the mine was abandoned. An open face of rock, left mid-excavation, with seams of whatever was mined here (coal, iron, gold, uranium, etc) visible. Scattered tools and rails leading up to the rockface. Check the dice size on the table below for the chamber's appearance.
5	The room is flooded, waist deep in murky water. Check the dice size for the chamber's appearance.
6	Held up by failing pit-props, the roof sags and cracks. The whole room is at risk of cave-in if you give the walls or ceiling a knock. Also check the dice size on the table below for the chamber's appearances.
7	Cracks in the floor allow some dangerous gas to seep into the air. Check the dice size on the table below for the chamber's appearance.
8	Broken pipes fill the room with clouds of steam, electrified puddles or some other hazard.
9	A huge water pump, now rusted over and inactive. If provided with power, it will creak into life, and slowly pump all water from the mine complex, rendering any flooded room dry. Check the dice size on the table below for the chamber's appearance.
10	A large machine to filter and recycle the air, pumping stale or dangerous underground air to the surface to replace it with fresh oxygenated air from above ground. Currently powerless, falling apart and abandoned. If provided with power, it will slowly work to cycle all the air out of the complex and replace it, rendering safe any rooms with dangerous gasses or spores. Check the dice size on the table below for the chamber's appearance.
11	The nest of a pack of predators such as hyenas or bat swarms. Scattered nesting materials, the remains of their meals. They may or may not still be present.
12	The lair of a dangerous sedentary monster like a giant cave barnacle or magma child. Littered with detritus and bits of corpse from the monster's meals.
13	Contains a pool of shallow, metallic-smelling water that is heated from below, and fills the air with steam.
14	Infested with some sort of fast-growing fungus or slime. A line of harsh chemicals painted in a ring across the wall, floor and ceiling of each entrance provides a barrier the slime can't grow across, but if this line is broken, the fungus will be able to spread, taking over other rooms in a matter of days.
15	A lift-shaft leads up to the surface. Making the lift move itself is going to be difficult since there's no power-source for it anymore, but not impossible if a skilled engineer applies their mind. The shaft is also not that hard to climb. At the top, the exit to the surface is boarded shut but this can be broken through with effort.
16	Contains several crates of mining explosives. Massive amounts; each crate is enough to bring down a building, and there's 2d6 crates. Each crate can be sold for $700 if the PCs don't see the point in running around with large amounts of heavy explosives.
17	Dangerous gas seeps into the room through cracks in the floor, absolutely filling the room; there's so little normal air that those within will start to suffocate. The entrances are sealed behind heavy hatches.
18	The room is flooded with some sort of water hazard.
19	Steps leading to the surface. At ground level, the exit is sealed from the outside, boarded over and forgotten. Getting out will take some work.
20	The fossilized bones of some huge monster emerge from the rock-face, still well preserved.
Other	A rare vein of highly radioactive ore. A dull glow of Cherenkov radiation, a slight static in the air. The room has dangerous levels of radiation.

The connecting tunnels in an old mine are your standard mineshaft. Rough-hewn stone walls, pit-props holding the roof up, railings on the floor. Lamps at frequent intervals; depending on how old the mine is they might be electric, linked together with a dangling cable, or else little glass miners' lanterns that each have space for a candle. When the PCs first enter the mine, they're unlit, but lighting them up is pretty simple if you've got a box of matches or a portable generator.

Table 111: Chambers in Abandoned Mines

Dice	Chamber
D4	Oily-smelling water dripping from the ceiling.
D6	Steel braces supporting the walls.
D8	Scattered furniture, a few chairs and a table, decaying.
D10	Rails ripped up and a tipped-over minecart.
D12	A mechanical winch, rusting over.
D20	A bright yellow warning sign, paint peeling, now illegible with age.
Other	Partially collapsed, one wall a mess of rubble.

Table 112: Geothermally Active Caves

Roll	Chamber
1	Low roof, flat and wide, cramped. Empty save for rubble and dust. Check the dice size on the table below for the room's appearance.
2	A deep chasm, a split in the rock wrought by titanic seismic forces at some point in the past. Check the dice size on the table below for the room's appearance.
3	A deep shaft, once the vent through which magma was forced to the surface, now cold. Check the dice size on the table below for the room's appearance.
4	A roughly spherical chamber, like a huge bubble in the stone. A pool of sluggish, cooling magma at the centre. Check the dice size on the table below for the room's appearance.
5	A thin ledge forms the room's perimeter, ten feet above a pool of bubbling magma. Check the dice size on the table below for the room's appearance.
6	A long, thin stone bridge traverses the room. Far below it the room's floor is a sea of magma. Check the dice size on the table below for the room's appearance.
7	Deep cracks in the floor vent flammable gas into the air. Check the dice size on the table below for the room's appearance.
8	Vents in the floor, conical mounds from mineral deposits around them, belch dangerous gasses into the chamber. Check the dice size on the table below for the room's appearance.
9	The room is flooded with hot water, steam hangs heavy in the air. Check the dice size on the table below for the room's appearance.
10	Room filled with rubble and detritus.
11	A pool in the centre of the room boils and bubbles. Periodically, it flings super-heated steam, boiling water and perhaps dangerous gasses into the air.
12	Tall tube-like vents belch mineral-rich black smog into the air. Around them, masses of tubeworms grow, fronds waving gently in the air, and scurrying between them a mass of crabs, cockroaches, centipedes and other little vermin that form this subterranean oasis ecosystem.
13	Mats of extremophile bacteria coat the floor in spongey masses.
14	Some weird extremophile life form - perhaps an ooze monster or dangerous slime - dwells here.
15	Some sort of dangerous water hazard forms a boiling pool here.
16	A bizarre underground monster - perhaps a magma child, rust monster, or child of the abyss - dwells here, the room is scattered with its spoor, the remains of its victims and perhaps a rough nest.
17	Magma falls from the room in a red-glowing waterfall, pooling on the ground.
18	The room is an outpost of the Lithic Courts, perhaps manned by a seismic knight and a few igneous peons. Stone has been melted into the form of rough furniture.
19	Magma seeps from cracks in the walls and ceiling, dripping down to form long basalt stalactites and pooling on the floor.
20	The floor is a pool of magma, surrounded by a stone ledge on the room's walls. The ceiling, meanwhile, is coated in a sticky black bacterial mass that feeds on the heat and mineral-rich air, while crawling over and through it a mess of extremophile worms and cockroaches feed on the bacteria and each other.
Other	A deep shaft in the centre of the room, its depths illuminated flickering orange, surrounded by a furnace heat-haze. It descends into the earth's mantle, inhospitable to surface-dwelling life.

Travelling through volcanic caverns is difficult for human explorers. The tunnels have been ripped open by seismic activity, melted by extreme heat or forced apart by high-pressure magma; in any case, it's not been formed with any consideration for ease of access.

Look at the dice highest dice size at either end of the tunnel to see how tight the tunnel is:

- If it's a d4, the tunnel is less than a foot in diameter requiring excavation to be wide enough to navigate.
- If it's a d6, then the tunnel is 18 inches diameter, a dangerous squeeze.
- If it's a d8, then the tunnel is 2 feet high, requiring wriggling on the explorer's belly.
- If it's a d10, then the tunnel is roughly four feet high, allowing explorers to crawl comfortably or walk at a low crouch.
- If it's a d12, the tunnel is 10 feet high and roughly as wide, allowing you to walk comfortably.
- If it's a d20, the tunnel is a long crack 20 feet high or more, but only 2 feet wide..
- If it's some other dice size (a d16 perhaps) the tunnel is wide and flat, 2 feet high but 12 feet wide or more.

Table 113: Chambers in Geothermally Active Caves

Dice	Chamber
D4	Jagged black obsidian.
D6	Foamy pumice.
D8	Smooth volcanic glass.
D10	Granite, melted and re-formed.
D12	Rough black basalt.
D20	Scorched black, coated in soot.
Other	Crystalline protrusions.

Table 114: Embassy of the Lithic Courts

Roll	Chamber
1	Stone melted and distorted by monumental heat, warped to form a circle of benches around a basalt slab of a table. Check the dice size on the table below for the room's conditions.
2	Stone melted in seismic heat, distorted to produce the form of a single huge throne made of glassy black slag. Check the dice size on the table below for the room's conditions.
3	Room empty of furniture, but lithic heraldry is scorched and melted into the walls. Check the dice size on the table below for the room's conditions.
4	Seismic shearing has raised a platform on one side of the room, that forms a natural stage. Arranged before it, the stone floor has been melted and distorted to form rows of benches. Check the dice size on the table below for the room's conditions.
5	A thin ledge forms the room's perimeter, ten feet above a pool of bubbling magma. Check the dice size on the table below for the room's conditions.
6	A long, thin stone bridge traverses the room. Far below it the room's floor is a sea of magma. Check the dice size on the table below for the room's conditions.
7	Deep cracks in the floor vent flammable gas into the air. Check the dice size on the table below for the room's conditions.
8	Vents in the floor, conical mounds from mineral deposits around them, belch dangerous gasses into the chamber. Check the dice size on the table below for the room's conditions.
9	The room is flooded with hot water, steam hangs heavy in the air. Check the dice size on the table below for the room's conditions.
10	A treasury for trade with the surface-dwellers. Stored here, precious metals in huge amounts, melted into rococo-organic forms by the heat of the lithic treasurers. Chemical impurities in gold and silver reduce the total wealth to sensible if still incredibly opulent levels. Worth 20K total if sold, but transporting and selling that sort of money is a hassle. Also, the Lithics guard their treasure. Check the dice size on the table below for the room's conditions.
11	Room filled with clusters of corroded metal tubes that belch some dangerous gas into the air, which the lithics enjoy as one might light background music. Check the dice size on the table below for the room's conditions.
12	Room contains some sort of weird beast of the earth's mantel, such as flint songbirds or a magma child, as part of the court's menagerie. Check the dice size on the table below for the room's conditions.
13	Blooms of radioactive flora, uranium and plutonium corroding and decaying to form elaborate plant-like curls. Life operating on nuclear rather than chemical reactions, fission and fusion working in dynamic equilibrium. Like a metal garden. Air fizzes, crackles, shimmers, heavy with alpha-particle static. Geiger counters explode. Check the dice size on the table below for the room's conditions.
14	Lithic armoury. Metallic-crystalline devices - resembling a cross between retro-scifi rayguns and archaic swords - propped up on racks. Each works like a surface-dweller weapon of some sort, but does double damage on a hit and induces radiation sickness. Check the dice size on the table below for the room's conditions.
15	Lithic scientists investigate organic life. Petrochemical slurries syphoned and refined inside tall glass columns. Methodical investigation, grindingly slow like anything the lithics do. Organic matter is as much a mystery to them as they are to surface dwellers. Check the dice size on the table below for the room's conditions.
16	Lithic birthing-chambers. Huge stone vats of molten metal hiss and groan. Lithic life-forms slowly stir within, dense metals and crysteline matrices accreting like an embryo forming in a volcanic womb. Dozens of the birth-foundries, each watched over by a doting lithic parent. Check the dice size on the table below for the room's conditions.
17	Siliceous-life-support chamber. Vast seismic engines formed of radium ore and condense basalt clank and creak as they churn. Vast tubes extend into the deepest veins of the earth, drawing up heat and strange chemicals that allow the lithics to live comfortably up here. Check the dice size on the table below for the room's conditions.
18	Museum of lithic treasures. Hyper-dense metals - atomic numbers in islands of stability above 150 - formed into works of weighty art. A ring or circlet is as heavy as a fridge. 3d6 such treasures, each worth $1000 to a collector or scientific institute, but an absolute nightmare to transport. Check the dice size on the table below for the room's conditions.
19	Archive of records from the deep earth. Stored engraved in huge sheets of millimetre-thick gold-thorium alloy. Histories of the vast empires of the mantel and igneous nuclear pope dwelling in the earth's core. Scripts are fractal-QR-code-dense, will take months to decipher. Each text in the archive with $1000 to a collector. 2d6 texts present. Check the dice size on the table below for the room's conditions.
20	An empty tomb. Cold, geologically passive. The body of a lithic noble, now still and heatless, lies in state. Interfering with the grave results in a curse (p. 130) and radiation-sickness.
Other	A deep shaft in the centre of the room, its depths illuminated flickering orange, surrounded by a furnace heat-haze. A long chain descends within, bearing an elevator platform. It goes to the deep lithic courts in the earth's fiery depths.

Tunnels in a lithic embassy are made so that the various courtiers can travel through them easily. As such, they'll be wide, at least 12 feet high, with shallow steps or a slight slope. Most chambers don't have a door, but some might. To see what sort of door a room's exit has, look at the dice size at the *other* end of the passage.

- If it's a d20, then there's a dense metal portcullis that needs to be slowly, loudly hauled up to get past.
- If there's a d12, then there's a set of scale-maile curtains, that block line of sight and make loud noise when pushed through, but don't block access.
- If there's a d10, then there's a standard black iron door. It's not locked, and opens normally.
- Any other dice means there's nothing blocking the entrance, just an open archway.

Table 115: Chambers in Lithic Embassies

Dice	Chamber
D4	Radioactive.
D6	No breathable air, visitors must bring their own supply.
D8	Stifling heat. 1 damage each turn spent here.
D10	Perfectly hospitable to surface-dwellers.
D12	Corrosive fumes. 1 damage a turn without protective gear, or roll for breakage for protective gear each turn.
D20	Both stiflingly hot (1 damage each turn) and lacking breathable air.
Other	Static electric charge in the air.

Table 116: Abandoned Research Facility

Roll	Chamber
1	A set of holding-pens down one side of the room. Now empty. Bullet-proof glass walls, doors that lock from the outside, manacles set into the floor. Sterile looking. Check the dice-size on the table below for the room's details.
2	A break-room for off-duty staff. Chairs, a sofa, a microwave. A few yellowed newspapers and magazines from the 60s. Check the dice-size on the table below for the room's details.
3	An archive of film footage. Records of MiB operations several decades ago, supernatural incidents, etc. All wildly supressed, these films are basically impossible to find on the surface, and will get you black-vanned if you're discovered with them. Worth $800 to the right buyers. Check the dice-size on the table below for the room's details.
4	A store of fuel; gas, petrol or similar. Check the dice-size on the table below for appearance.
5	An electrical generator wired into the rest of the facility, built to run on conventional fuel. Rusted over, but still functional. Check the dice-size on the table below for appearance.
6	Some sort of horrific monster - perhaps a paradox beast - kept suspended in a glass vat. Break the glass or open the hatch and it will escape and rampage. Check the dice-size on the table below for appearance.
7	Vivisection theatre. Floodlights, surgery table, medical equipment. Tools on neat racks. All covered in dust. On the walls, little jars contain tissue samples and organs, preserved in formaldehyde.
8	Contains, in a crate in one corner, a stock of d8 Men-in-Black-grade threat containment loadouts. Each consists of a full body protective suit with respirator & goggles (AC 17), MiB ID, a small silver hypertech pistol (d12 damage, powered by batteries), a bulky hypertech rifle (d20 damage, powered by batteries), an earpiece radio (tuned to pick up other MiB transmissions), and a set of official warrants, (each functions as scroll each of Antimagic Field, Command, Know Guilt and Fear). Each loadout worth $1k. Using or possessing this stuff without proper authorization is *unbelievably illegal.* Police Attention Score gets +5 while in your possession.
9	A chemical lab. Containment for various substances has decayed, allowing them to mix, mingle and react. A chemical fog hangs in the air; some sort of dangerous gas.
10	Once a hydroponic garden, growing rare specimens. Now left to rot and go to seed, infested with pallid creepers and fungi that grow in the dark. Some sort of hazardous spore hangs in the air.
11	Control room, with CCTV monitors, radio stations and so on. Check the dice-size on the table below for appearance.
12	Contains some machine - a generator, boiler, pump or similar - that has broken down and now poses a danger to those that interact with it.
13	Photographic dark-room. Sealed so no light gets in from outside. What's left of the work-in-progress photography and undeveloped film in here is worth a good $800 to the right collector if it can be restored. All wildly suppressed, of course.
14	Particle Accelerator. Long circular tube 6" across extends into the darkness, loops back around. Controls in the room let you accelerate particles around and collide them at high speeds. Combined with supernatural interference, all sorts of weird thaumoquantum experiments could be carried out. The whole place thrums with unreality, if you mess around with the accelerator there's a 1% cumulative chance (IE 2% the second time, 3% the third time, etc) that you rip a hole in reality and a Paradox Beast with d20 HD comes out.
15	Nuclear power generator. Without proper maintenance it's started coming apart, leaking radioactive matter into the room.
16	Infested with vermin of some sort - albino lab-rats, leeches or similar - that have taken up residence.
17	This room was still being dug when the project was abandoned, worked stone giving way to a rough Minehead, excavation tools scattered about.
18	A store of fuel rods for nuclear reactors, each in a heavy lead case. You could probably use them to rig together a nasty bomb or crude reactor, given a little expertise.
19	Water purification plant, still pumping up groundwater from some deep well. Possible that some old subterranean magic has seeped into the water, giving it some supernatural property.
20	A rusting iron spiral staircase leads up to the surface world through a narrow shaft.
Other	Contains stairs leading up to some entrance on the surface that's still in use, perhaps in an army base, university or secret facility.

These areas were built to be easily used by the researchers. The corridors are cramped - being only 3 or 4 feet wide in places - but with ceilings high enough to walk without stooping. All are lit with electric lamps, that - while currently unlit - are still connected to the mains and will light up if the switch is flipped.

Each exit from a room has a door closing it off from the connecting corridors. To see how a given door is secured, look at the dice size at the *other* end of the passage.

- If it's a d20, then the door has a keypad and electronic lock. Putting in the right 4-digit code will unlock it; all 'd20' doors are opened by the same code.
- If there's a d12, then again the door has a keypad and electronic lock. Putting in the right 4-digit code will unlock it; all 'd12' doors are opened by the same code.
- If there's a d10 or d8, then the door is locked, and needs a key (or lockpicks) to open it.
- Any other dice means the door's unlocked.

Table 117: Chambers in Research Facilities

Dice	Chamber
D4	All the lightbulbs smashed, room in perpetual darkness.
D6	Filing cabinets upended, ashes from where their contents were burned.
D8	1960s pin-ups blue-tacked to the wall, slowly peeling.
D10	Room behind MiB-grade police tape, restricting access.
D12	Ominous bloodstains on the floor, and the odd bloody hand-print. Faded brown with age.
D20	Keys hanging on a hook.
Other	Spent bullet-casings on the floor.

Table 118: Serpent-folk Ruins

Roll	Chamber
1	Empty and spacious, containing only damp, smooth rock and detritus. Check the dice-size on the table below for appearance.
2	Contains nothing but rubble. Skilfully carved rubble, but just rubble. Check the dice-size on the table below for appearance.
3	Contains a deep pool of fresh drinkable water, with a corpses weighed down at the bottom by rocks. Check the dice-size on the table below for appearance.
4	Coloured tiles set into the walls, depicting the serpent-folk being their normal horrible selves. Check the dice-size on the table below for appearance.
5	Piled with scattered bones of Morlock slaves. If searched, scattered archeological finds worth $500 to collectors. Removing the Morlock bones causes a curse (p. 130) until the bones are returned, and all Morlocks who encounter those cursed will instinctively understand that they're grave-robbers. Check the dice-size on the table below for appearance.
6	Inhabited by a construct or two, their programming degraded, but still functioning after aeons in the dark. Check the dice-size on the table below for appearance.
7	Currently inhabited by swarms of squamous vermin such as toads or serpents. Check the dice-size on the table below for appearance.
8	Has a set of vicious traps hidden among scattered rubble to deter intruders. If searched, also several artefacts of archaeological significance (jewellery, tools, etc) worth $1000 at auction. Check the dice-size on the table below for appearance.
9	Contains the broken remains of stone furniture. Ornately carved, sized for things bigger than humans, horrible looking. Also, among the detritus, historical artefacts worth $500 to an interested buyer. Check the dice-size on the table below for appearance.
10	A deep pool of water with some magical property. Check the dice-size on the table below for appearance.
11	An altar to a horrible serpent-folk deity. An ornately carved stone slab, with metal restraints, a sacrificial knife, and lots of dark blood-stains. It's haunted by the horrible *thing* worshipped here. Various trinkets scattered about worth $500 to a collector.
12	An altar to a horrible serpent-folk deity. An ornately carved stone slab, with metal restraints, a sacrificial knife, and lots of dark blood-stains. Various trinkets scattered about worth $500 to a collector. The whole place is cursed; touching anything holy to the serpent-folk results in a curse (see p. 130)
13	A metal cage, half buried in detritus, with a Morlock skeleton in it.
14	Houses some titanic antediluvian machine, now broken down and useless. If restored to functionality, capable of some feat far beyond modern technology, the sort of thing that is closer to scifi technobabble or magic. Worth $5,000 if it can be restored and brought to the surface, or $1,000 if salvaged in its broken state.
15	Has had all stone turned to glass by some titanic explosion. Dark stains might once have been people.
16	Choked full of rubble and detritus. Hard to move through. Dangerously unstable, might cave in.
17	Cracks in the ground, from which some dangerous gas seeps out.
18	Contains a pool of magma, besides which lie long recliners on which the serpent-folk used to bathe.
19	Infested with some sort of dangerous fungus or slime.
20	Contains a the corpse of one of the long-dead serpent-folk among the rubble. Twelve feet long, serpentine in form with vicious fangs.
Other	Contains d4 metal slabs among the rubble. Each has a random spell of random level recorded on it, just like an occultist's spellbook.

The connecting tunnels in these places are often more spaces between rooms that have not fully collapsed, rather than surviving corridors and tunnels..

By default, a tunnel is tight and low enough to require crawling, being largely choked with rubble. However, this will vary significantly. Check the dice-sizes of the rooms at either end and apply each that applies.

- Where there's a d4 at the end of a tunnel, it's tight enough to require a dangerous squeeze to get through at one point.
- Where there's a d6 at the end of a tunnel, its small enough to require you to wriggle on your belly.
- Where there's a d8 at the end of a tunnel, its unstable and might collapse if knocked about too badly.
- Where there's a d10 at the end of the tunnel, it's a non-collapsed corridor, intact and comfortable to navigate.

Where the dice sizes conflict, just apply whichever takes your fancy.

Table 119: Chambers in Serpent-Folk Ruins

Dice	Chamber
D4	Scattered bits of serpent-folk attire, all leather and bronze and jade. Horrible looking.
D6	Claw-marks scratched into the wall.
D8	Covered in cobwebs.
D10	Scattered bones from normal-sized vermin.
D12	Murals of the serpent-folk being horrible to their slaves.
D20	Soot and ash coat everything gently.
Other	A few giant snake-teeth here and there.

Table 120: Fey Grotto

Roll	Chamber
1	A single huge chessboard. Person-sized chess-pieces scattered about. Check the dice size on the table below for other details.
2	Delicate silver furniture, chairs and an ornate table, laid out for a meal. Check the dice size on the table below for other details.
3	An underground garden. Pale roses and ferns grow under candlelight, mist hangs in the air. Check the dice size on the table below for other details.
4	A kitchen. Giant brass Aga cooker, cupboards stocked with food, fire merrily burning in the grate. Homely. Check the dice size on the table below for other details.
5	An ornate fountain, containing some sort of water hazard. Check the dice size on the table below for other details.
6	Huge mushrooms, slightly bioluminescent, gently scatter potentially dangerous spores that hang in the air.
7	Throne room for the fairy nobility. Two thrones face each other at opposite ends of the room, one each for the seelie and unseelie courts. Between them, a green-baize negotiating table, scattered chairs, etc. A noble occupies each throne at all times, as well as a wide variety of courtiers - goblins, hags, domovoi and so forth.
8	A treasure horde; coins and gold worth $2000, and roll a few times for Treasure in the Undercity and Occult Treasure. Check the dice size on the table below for other details. Stealing anything results in a Curse (p. 130).
9	A collection of 3d6 skeletons (humans and animals) displayed in amusing poses. Check the dice size on the table below for other details.
10	Filled with mist, some sort of dangerous gas. Check the dice size on the table below for other details.
11	Cells for human prisoners. Small, bare. Brass bars prevent exit. Within, 2d6 prisoners of the fey, enchanted to become their willing servants, replaced by changelings, or merely taken as captives and then neglected. Also ssome sort of fae jailor, a Troll or slaugh perhaps.
12	The boudoir of some fey noble. A bed, dresser, wardrobe, candlesticks. Roll a few times for Treasure in the Undercity and Occult treasure for what else is here. There's a pretty good chance the resident is here when you enter.
13	A wine cellar. 2d6 barrels of elf-wine (see Narcotics, table 82) as well as another d8 barrels of expensive mundane wine, mead, brandy etc. Each barrel worth $500.
14	The lair of some heraldic beast - perhaps a chimera, drake, or cave bear - kept as a pet and beast of war by the fey. Scattered straw, remains of the beast's meals, a nest. The beast itself is collared and attached to a long chain that prevents it leaving the room.
15	A waterfall cascades into a deep pool, ringed by albino subterranean lilies and crocuses, lotuses floating on the water's surface. Drinking the water (or eating the flowers) for the first time grants +2 to a random attribute and thereafter is mildly narcotic (-1 to dex, int, wis).
16	An enchanted treasure horde. $1000 in jewellery, gems, etc, as well as several magic items and magic weapons. Taking anything from the horde subjects the thief to a curse of some variety.
17	Stuffed full with giant piles of confectionary.
18	A single huge geode, a spherical cavern lined with jagged crystalline growths.
19	Benches arranged around a huge fire pit in the centre of the room.
20	A duelling arena. A circular pit in the centre, with benches for spectators. On wall-mounted racks, various archaic or esoteric weapons in matched pairs. Some pairs are magical.
Other	Steps leading up to the surface world, opening out in a secluded corner of a garden or museum. Guarded at all times by one or more trolls, ogres or other dangerous fey.

When generating a fey grotto, also drop a marker (a coin or counter) onto the map, linking it to the others as normal. Where it lands is a Goblin Market.

The goblin market is staffed by various fairies, mostly lower-ranked such as goblins, svartalfr and slaugh. They set up stalls, bustle about selling their wares, get into arguments, and so on.

At the goblin market the following are for sale:

- Several magic weapons, d8 perhaps (roll on table 79 for what they do)
- Several magical artefacts, d8 perhaps (roll on table 80 for what they are), and perhaps another d4 of the example magic items.
- A few mundane items, d4 perhaps (roll on table 73-76 for what).
- As much elf-wine as you want.
- D6 stolen humans, in an enchanted sleep.
- 2d6 Bottled Dreams. Drinking a bottled dream grants double the benefit for the next 100-1,000 XP (roll a d10 and multiply up by 100) that would be earned.

The goblin market doesn't accept money as payment. Instead, roll on table 109 for what a given item costs. Smart players ask the cost before making a trade.

Connecting passages in fairy grottos are smooth, elegant and easy to walk down.. They're well lit, pleasant and inviting.

This location is the home of a fairy enclave, if one exists in the Occult Underground. If not, the inhabitants are recluses.

Table 121: Costs in the Goblin Market

d8	Cost
1	A memory. -1 Int, permanently.
2	Beauty. -1 Charisma, permanently.
3	Health. -1 Constitution, permanently.
4	Youth. Age d6 years.
5	Fortune. Reduce Resource Level 1 step.
6	Their first-born child. Or first-not-yet-sold.
7	A favour, to be called in at a later date.
8	Blood. D4 damage to flesh's worth.

Table 122: Chambers in Fey Grottos

Dice	Chamber
D4	Sized for people 2 ft high.
D6	Sized for people 12 ft high.
D8	Tree roots hang from the ceiling like chandeliers.
D10	Strong smell of absinthe.
D12	Illuminated by pinpricks of light hanging in the air.
D20	Low background music with no source.
Other	Gravity reversed.

Table 123: Reliquary

Roll	Chamber
1	Totally empty, save for dust.
2	Crates containing rare goods - cloth, spices etc, that have since crumbled and faded away.
3	In display cabinets, ceremonial vestments and jewellery worth $1000.
4	In a glass case, a portion of a saint's body (a finger, eyeball, jawbone etc). Worth $1000 to a collector.
5	A glass case containing some sort of treasure (roll on tables 73 or 75 for what). The case protected by a cunning hidden trap.
6	Seemingly empty, each entrance/exit guarded by a vicious hidden trap.
7	A stone plinth displaying some odd treasure (roll on table 73 or 75 for what).
8	A lectern, on which is a single grimoire (roll on table 81 for which).
9	A weapon-rack displaying a handful of mundane weapons and, in the most prominent position, a magic weapon.
10	A securely locked safe (technology or vandalism rolls to get in) containing some magic item (roll on table 80 or see p. 143-147 or what).
11	A giant fucking pile of gold. $4,000 worth. Taking any of it results in a curse until it's all put back.
12	Some dangerous monster, perhaps a shoggoth, chimera, or angry fossil, is kept in this room. All the entrances are tightly locked and barred from the outside to prevent it escaping.
13	A font, producing either some sort of dangerous water or else Holy Water.
14	Room guarded by an obvious trap. Less obvious is the contact poison (on door-knobs, candlesticks, etc) placed to hurt those who interact with the room unwarily.
15	Room sealed off with tightly-fitting metal doors, glass portholes reveal the fog hanging in the air within: some dangerous gas and - concealed in the mist - scattered treasure (roll on table 73 or 75 and also 80).
16	Room contains some implacable artificial guardian, perhaps a Stone Guardian, Flesh Hulk or Genius Loci, that seeks to drive out intruders.
17	Room contains some supernatural monster, perhaps a Paradox Beast, Progenitor Vampire, or Chronological Aberration, kept contained behind a set of wards or bound into a ritual circle. Breaking the wards releases it. It's been here for centuries, and will do anything to get free.
18	A horribly cursed magic item, kept locked in a glass-fronted cabinet; the curse affects anybody who takes possession of the item. See p. 143-147 for potential magical items and p. 130 for curses.
19	A shelf of forbidden texts, each chained to the bookshelf. Mundane books worth $700 to collectors, and then a handful of Grimoires (roll on table 81for which).
20	Some sort of tempting treasure on a plinth in the centre of the room. The whole room is a single death-trap, with the treasure as bait. If it's moved, the doors swing shut and lock. The ceiling then starts to descend at a rate of 6 inches a round. The round before floor and ceiling touch, being crushed deals 3d6 damage. When they touch, unless you've got a way to survive being totally flat (the spell Flatten, totally fluid form, or intangibility) that's instant death.
Other	Some sort of tempting treasure on a plinth in the centre of the room. The whole room is a single death-trap, with the treasure as bait. If it's moved, the doors swing shut, lock, and seal the room water-tight. The room then begins to fill with water at a rate of 2 feet a round, resulting in drowning if nothing is done.

The corridors in reliquaries are sturdy, skilfully constructed tunnels lined with brick or stone. Each is five feet wide, seven feet high with an arched roof. There are sconces every twenty yards or so to hold a torch or candle, but these are unlit when the PCs enter the complex.

All doors in the complex are closed when the PCs first encounter them. For each door, check the dice-size of the chamber at the *other end* of the tunnel for how it's secured.

- If it's a d20, then there's a dense metal portcullis that needs to be slowly, loudly hauled up to get past.
- If there's a d12, then there's a thick iron door, locked and barred from within, that will be very difficult to break down.
- If there's a d10 or d8, then there's a standard wooden door, locked.
- Any other dice means the door is unlocked.

Table 124: Chambers in Reliquaries

Dice	Chamber
D4	Bare brick
D6	Brick reinforced with iron bands
D8	Religious frescos
D10	Lit by hundreds of candles
D12	Stacked with old furniture.
D20	Warding sigils engraved into bare stone
Other	Covered in cobwebs.

Rolling up the occult underworld

To generate the details of the city's occult underworld, use the following method.

First, take a handful of various dice, of a variety of sizes. Drop them onto a sheet of A4 paper, and record what landed were; both the number rolled and the type of dice that rolled it. Link each dice to those nearest to it by drawing a line between them, so that the dice end up forming a loose network. As a rule of thumb, each dice wants to be linked to between one and four neighbours.

Each dice represents a single power in the occult underworld; an organisation or particularly powerful entity. The number rolled determines what the power is, as listed on table 126.

A line between two powers indicates that they are currently interacting in some way. Depending on the factions the power at each end belongs to, the relationship will vary.

Dice sizes are used to determine the relationships between different powers. Each dice size represents a particular faction, so all powers rolled on the same size dice are part of the same faction and thus friendly with one another. The exception to this is d20s; all results on a d20 are fiercely independent and not part of a greater alliance.

To determine the specific relationship between two powers, look up the dice at each end on table 125.

Once you've mapped out the different factions and powers, you'll want to do a little creative work to pull this together into a distinct picture. Look at the commonalities between different members of a faction to work out what probably unites them. Perhaps one power is a strong leader that has united them, or they're brought together for practical purposes, or they share an ideology. Similarly, look at the powers at each end of a line, and the relationship between them; the exact nature of their relationship can be determined.

Lastly, drop a final marker (a coin perhaps) into the middle of the page. Link it to a few neighbouring powers. The marker represents the PCs group as the campaign begins. They start out very familiar with those powers they're linked to, although the relationship between them is neutral. Events once the game begins will probably alter this relationship as things progress.

You'll find that the undercity likely has a few locations such as 'cult strongholds', 'surgeon's laboratories' and 'gang strongholds' that obviously have residents. Pick an appropriate power from those active in the underworld to occupy these locations (IE some sort of cult in a cult stronghold, etc). If no suitable power exists (no morlock packs to occupy a morlock lair, for example), then the residents can be assumed not to be active participants in the underworld's politics, and instead keep to themselves.

If you need to randomly determine a faction in the underworld, drop a dice onto this map without looking; whichever it lands next to is your randomly selected faction.

Table 125: Relationships Between Factions

Dice	Dice	Relationship
D4	D4	Close Alliance
D4	D6	Open, bloody conflict
D4	D8	Infrequent violence over past vendettas
D4	D10	Infiltration, spies from the d10 subverting the d4
D4	D12	Subtle manipulation, the d12 controlling the d4
D4	D20	Client-patron, with the d20 employing the d4
D4	Other	Trade, the d4 buys from the other.
D6	D6	Close Alliance
D6	D8	Infrequent violence over territory and resources
D6	D10	Co-operation on a mutual venture
D6	D12	Ongoing violent grudge
D6	D20	Neutrality, brutally enforced by the d20
D6	Other	Minor shared business venture
D8	D8	Close Alliance
D8	D10	Covert, brutally violent conflict
D8	D12	War of extermination, the d12 is winning.
D8	D20	The d8 is a puppet of the d20.
D8	Other	Trade, the d8 buys from the other.
D10	D10	Carefully-negotiated Truce
D10	D12	Infiltration, spies from the d10 watching the d12
D10	D20	All-out war in the streets, shit's getting nasty
D10	Other	Exploitation, the d10 under the other's control
D12	D12	Close Alliance.
D12	D20	Covert conflict, assassinations and blackmail
D12	Other	War in the streets, with lots of civilian casualties
D20	D20	Subtle war of influence & subterfuge
D20	Other	Confused, begrudging respect
Other	Other	Close Alliance

Table 126: Factions in the Occult Underground

Roll	Result
1	Street Gang
2	Smugglers
3	Crime Family
4	Minor Cult
5	Occultist Cabal
6	Avatar Cult
7	Tainted Bloodline
8	Experimental Ritualists
9	Mercenary Company
10	Corrupt Business
11	Militant Cult
12	Occult Artist's Collective
13	Necromantic Circle
14	Morlock Pack
15	Exploration Project
16	Fairy Enclave
17	Lithic Court
18	Mad Scientist's Project
19	Dero Conspiracy
20	Vampire Brood
Other	Sleeping Godling

Street Gangs

A loose collection of criminally-inclined individuals, engaged in petty crime, the drug trade, turf wars and so on. Many such gangs are young, with members recruited in their teens. Older members tend to drop out of the petty gangs, either graduating to more serious organized crime, ending up behind bars, getting killed, or getting their shit together and leaving the criminal world.

Being young and inexperienced, these gang members will tend to be less well-informed about the various occult goings-on. Certainly, they know that there are drugs out there with supposedly supernatural powers, that forbidden texts can be sold for good money to the right occult weirdos, and that there are monsters in the sewers. But they don't do more than dabble with this knowledge. Their focus is on getting rich quickly, through the application of violence and crime, rather than any particular esoteric or long-term goals.

Typically, such a gang has territory that it holds jealous control over. Depending on the gang's size and success, this might be a city block or two, or might extend to cover several neighborhoods. Their territory is likely marked out with graffiti, with members (and affiliated civilians) wearing particular colors to signal affiliation. Border skirmishes are not unknown, and they're likely to be hostile towards other occult organizations operating on their turf.

The bulk of the gang will use the stats for Thugs and Drug Pushers - perhaps 2d10 of each. These individuals are often young, and their involvement with the gang may well be casual or part-time. The upper echelons of the gang consist of d6 more serious career criminals, using the stats for Mobsters. These stats are all on p. 190.

Smugglers

A well organized group of businessmen, specializing in providing things that the Man doesn't want you to have, and making a tidy profit on the side.

Smugglers are at the heart of the drug trade, as without their enterprise there would be no way for various proscribed substances to enter the black market. However, drugs aren't their only trade, and they likely have a financial interest in such diverse markets as untaxed cigarettes, unregistered firearms, counterfeit jeans, proscribed texts, blood diamonds and various other less ethical fields.

For the most part, an organization of smugglers will try to remain on good terms with other members of the underground - these people are, after all, their main market - and rely on other organizations to actually sell their goods on the street.

Demographically, the bulk of the organization will use the stat blocks for Smugglers, perhaps 3d10 such individuals. There's likely to also be a smattering (d10) of individuals using the stats for Drug Pushers. The upper echelons of the organization - those in a more managerial role - use the stats for Mobsters; there'll be 2d6 Mobsters, as well as d6 Mob Lieutenants and a single Mob Boss. (All stats on p. 190). Roll on table 127 a few times for what their main business interests are.

Crime Families

A competent criminal organization, based (at least loosely) on family lines, with a strong internal hierarchy and expectations for members. Take things seriously, present themselves as professionals. This sort of organization represents groups like the mafia, yakuza, triads, etc. The faction is certainly only a smaller part of a larger whole with other cells in other cities and a larger hierarchy outside the city.

Above all else, these people are competent, organized and disciplined. They care about maintaining their reputation, and keep their members in line.

You've seen plenty of Mafia movies (or failing that, Hong Kong action movies), you know the tone for these people.

The bulk of the crime family will be made of Mobsters, 3d10 of them. Depending on the family's specialty, there might be another d10 each of Smugglers, Organ Harvesters, Bodyguards, Hitmen and/or Underground Librarians on retainer, and likely at least as many Useless Civilians associated with the family as formal members. The family's leadership has 2d6 Mob Lieutenants, and then either 1 or d4 Mob Bosses in overall command. Stats on p. 190.

Table 127: Things to smuggle

Roll	Result
1	Cocaine
2	Guns and Ammo
3	Ecstasy
4	Amphetamines
5	Counterfeit designer clothes
6	Cheap booze
7	Magical texts
8	LSD
9	Fake IDs
10	Human organs
11	Cheap cigarettes
12	Weed
13	Counterfeit art
14	Mescaline
15	Explosives
16	PCP
17	Weirder drugs (see table 82 for some)
18	Counterfeit money
19	Occult ingredients
20	Luxury goods

Minor Cults

A religious organization dedicated to some proscribed (or just very bizarre) patron. Secretive and initiatory, meeting in hidden shrines and keeping their organization's activities well hidden. Perhaps they have a less bizarre front (maybe online or posing as a more mainstream organization) but their true nature is kept concealed.

The nature of the cult varies wildly depending on their patron. Depending on their patron, they may be methodical and patient, bacchanalian, frighteningly cruel, self-serving, hedonistic, self-disciplined, rigorously intellectual, or just plain weird. For each patron and cult, you'll need to do a little thinking to work out how that particular cult interprets their patron's ideals and what their particular practices might be. The main thing to bear in mind is that a Minor Cult is, as its name suggests, a comparatively unimportant cell. Likely isolated and certainly not numerous or influential. They're likely involved with less-than-legal activity, but that's not their area of focus.

The demographics of a minor cult tend towards the less powerful sorts of mystics. The bulk of the organization will use the stats for Cult Novices and Lay Cultists, with 2d10 of each. Tagging along with the cult there will also be d6 of any of that patron's Associated NPCs (IE, for a cult of Anassa, d6 Arachnophiles). The cult's inner circle consists of 2d6 inner-circle initiates, lead by either a council of d4+1 Magisters, or a single High Priest. Stats mostly on P. 196-199.

Occultist Cabals

A circle of magicians, dedicated to exploring the arcane arts and mastering spellcasting. See themselves as being more of an academic organization than a criminal one. None-the-less, the practice of sorcery is wildly prohibited, so they know to keep their experiments hidden, and to do most of their business with other members of the underworld. The cabal's approach to magic is formal and intellectual. They keep detailed notes of the results of their experiments, publish their research in papers that get circulated among like-minded individuals, collect noteworthy texts. There's an academic jargon they use to discuss and analyze their various theories of magic.

The cabal is made up of 2d6 each of Underground Librarians and Occult Assistants, and an additional d4 each of Reanimators, Illusionists, Pyromancers, Arachnophiles, Technomancers, Hypnotists, Vivimancers, Chthonicists, and Puissant Sorcerers.

Furthermore, they have access to several books filled with useful occult information. As well as the spell-books of each of the members, there are several grimoires (perhaps 5 or 6) Roll up what they are: the particular grimoires held by the cabal give you an idea of the direction their research is taking. Stats on P. 192-193.

Avatar Cults

A cult given to the worship of a direct incarnation of their deity. Some form of monster acts as a physical embodiment or ambassador of their patron, through which their patron communicates with them directly.

As with Minor Cults, these particular beliefs, rites and practices of the cult will vary wildly based on who their patron is. However, the cult's behavior will be single-mindedly devoted to their patron's work - after all, their patron speaks directly to them. Any other cults of the same patron in the city will acknowledge their claim to having a direct line of communication from their patron.

The demographics of the cult tend towards the more devoted and potent sorts of mystics. There are only d6 each of Cult Novices, Lay Cultists and Cult Fanatics. However, there are a full 2d10 each of Inner Circle Initiates, as well as d6 each of the cult's associated NPCs, and Magisters.

Lastly, the Avatar itself is an odd beast. To create it, take the stat-block of one of the cult's associated monsters. Double the number of Flesh and Grit points the monster has. Regardless of its normal stats, it has Intelligence and Charisma 18, and can talk eloquently. It has the spellcasting of a High Priest of its cult. Its attacks always count as holy.

Stats on P. 196-199.

Tainted Bloodlines

Human families infected by some inhuman influence, a genetic inheritance that the family guard closely. Tight-knit, insular and possibly somewhat inbred, but none-the-less powerful. The bloodline has likely has wealth, influence and cover. Most only see the public face, a dynasty with a reputation and ties to the community, and don't suspect that this is only a front. Behind those more human-seeming members that the family exposes to the public, the rest are far more bizarre and monstrous.

The bulk of the tainted bloodline will be made up of 4d10 useless civilians, making up the acceptable public face of the family. Perhaps some of them instead use the stats for thugs, when the family needs muscle. Behind closed doors, however, there are two other types of NPC. The pure-bloods represent a more concentrated version of the family's nature, typically the family's inner circle, respected elders, or dominant branch; there's 3d6 of these. Lastly, the family has a matriarch and a patriarch, the progenitor of their line from which the taint in their blood originates.

Once you know who the bloodline descends from and the sort of people that make up the heart of the family, you can use that as a jumping-off point for the imagery, goals and practices of the family.

Stats are all over the place, but P. 194-195 are a good start.

Experimental Ritualists

A cabal of occultists pursuing some high-minded project. This might be an experiment into the nature of magic and its possibilities, the creation of a grand enchantment, researching a whole new family of spells, or an attempt to refine existing knowledge into something concrete.

Their work is slow and methodical. To achieve their goals, they must have a safe, secure and stable place in which to experiment, occult reagents, test subjects and so forth. They keep detailed records. They solicit other occultists for advice and publish their results along the same underground academic channels as other cabals.

Firstly, to determine what sort of experiments the cabal are conducting, roll up one or two Grimoires (roll on table 81). These texts give you a theme for their experiments, so decide what they're actually working towards.

The bulk of the cabal will be made up of 3d6 occultists of an appropriate type for the project; pick either Reanimators, Illusionists, Pyromancers, Arachnophiles, Technomancers, Hypnotists, Vivimancers, or Chthonicists. As well as this, there are d6 each of Underground Librarians, Occult Assistants, and Puissant Sorcerers involved with the project.

Lastly, there are likely a few hangers-on; pick either another type of occultist, or else Altered Medics, Urban Shamans, Speakers for the Dead, Wendigos, or Death Cult Assassins; whichever you feel best fit the cabal and it's goals.

Stats are all over the place, but P. 192-195 are a good start.

Table 128: Tainted Bloodlines (roll one d20 for both columns)

d20	Pure-bloods	Matriarch & Patriarch
1	Latent Psychics	Two Prometheans
2	Speakers for the Dead	Two Ghosts
3	Wendigos	Two Ghouls
4	Post-humans	MiB Paladin & Promethean
5	Murder-children	Two Slashers
6	Post-humans	Child of the Abyss & Chthonicist
7	Altered Medics	Two Fleshcrafters
8	Death-cult Assassins	Ghost & Death Knight
9	Vengeful Wights	Two Death Knight
10	Urban Shaman	Two Shadow-folk
11	Reanimators	Two Liches
12	Revenants	Two Mummified Saints
13	Swarms-that-walk	Insect Queen & Arachnophile
14	Goblins & Redcaps	Two Unseelie Noble
15	Domovoi & Sidhe	Two Seelie Noble
16	Dero	Two Dero Geniuses
17	Young Vampires	Ancient & Progenitor Vampire
18	Post-humans	Vivimancer & Aboleth
19	Lycanthropes	Two Lycanthrope Pack Leaders
20	Morlock	Whispering Elder & Eloi

Mercenary Company

Professionals in the field of violence. Not one of the larger PMCs, but rather a local business, recruiting from ex-military, criminal and security circles. A tightly-disciplined organization, focused on making money by acting on behalf of others rather than pursuing goals of their own. Pragmatically capitalist. Take their professional reputation seriously, generally try to remain impartial when not being paid for to get involved.

A typical mercenary company has its operatives following a code of professional ethics, maintaining client confidentiality, honoring contracts and so forth. A typical operative will be wear a uniform while on business, generally a practical outfit with subtle insignia of their organization. They leave business cards and advertise in underground circles.

Unlike many other factions, a mercenary company aren't amateurs or self-taught, nor are their actions casual or spontaneous. Going up against them is much closer to fighting the military than a street gang. When they fight, they have tactics, a command structure, preparation and a significant arsenal.

A mercenary company is probably well aware of the supernatural and its potential; after all, they pay well to be kept informed, and pride themselves on their top-of-the-market equipment and tactics. While they don't employ anybody capable of using magic themselves, they're typically trained in sophisticated countermeasures. Dirty tactics such as using tear-gas, snipers, sub-sonic disruption, and so forth are all used to gain an edge over spellcasters. When all else fails, most monsters and sorcerers still can't cope with a well-disciplined team of heavily armed soldiers.

The core of the company probably consists of their main field operatives; 2d8 each of Hitmen and Bodyguards. Keeping the organisation running, there are likely also d6 Mobsters who - while also trained for violence - mostly focus on logistical matters, as well as a Professional Doctor on retainer. The command structure of the organisation consists of d6 Mob Lieutenants and d4 Mob Bosses, who the company probably refers to by military titles such as corporal and sergeant.

Stats on P. 190.

Corrupt Business

A wholesome capitalist venture investing in unorthodox areas. Use - or even knowledge - of the supernatural might be suppressed and even outlawed, but that needn't stop businesses from turning to the occult in order to gain an edge over their competitors.

The business is probably a moderately successful local one, with a few locations and a few dozen staff. Smaller businesses probably don't have the resources to invest in weird projects like this, while larger, more successful businesses have sensible individuals on hand to tell their management not to do something this stupid. Exactly what field the business is in can vary wildly: Roll on table 129 for what their main source of income is.

The business itself is made up of 3d10+20 individuals, all of them probably Useless Civilians (although this may vary, security contractors might have a Bodyguard or two available, and medical centers will have Professional Doctors).

Then roll a few times for exactly who the business is employing on the side; these contractors are probably only in it for the money, or using the company as a step to better things.

As well as their regular contractors, the business deals with the occult underworld, hiring members of the underworld to fix their problems and making a little extra on the side trading in proscribed goods.

Really, they're victims of hubris. No doubt they will soon learn why you don't casually meddle in this sort of thing.

Militant Cult

Hard-liners in the worship of their patron. They're well aware that their deity is socially frowned upon, or even wildly illegal, and they don't care. They intend to push their patron's agenda through propaganda, subtle social influence, or force if need be.

The cult is tight-knit, disciplined and secretive. They have a handful of closely guarded shrines, as well as hideouts where they stockpile weaponry and materials. Members are expected to serve the cult and its goals whole-heartedly, even when this means doing things that are distasteful, disturbing or deranged.

As with other cults, roll up the cult's patron and, based off that, work out what the cult's likely goals are. They no doubt work closely with other cults of their patron, although other cells probably see them as being radical and potentially dangerous; the possibility of a religious schism is very real when these cults disagree with one another.

The bulk of the cult are dedicated and competent: 2d6 each of Cult Fanatics and Inner Circle Initiates. Leading the cult, there are d6+1 Magisters and a High Priest. At the other end of the hierarchy, there are only d6 each of Cult Novices and Lay Members. Along with the cult proper, there will be various allied hangers on and allies; d8 each of the cults associated monsters and associated NPCs.

Stats on P. 196-199 are a good start.

Table 129: Corrupt Businesses

d20	Main income	Occult Contractors
1	Building contractors	A Hypnotist
2	Small restaurant chain	A Technomancer
3	Shipping and imports	An Illusionist
4	Law firm	A Latent Pyschic
5	Letting agents	A Magister of Mammon
6	Abattoir	An Initiate of Coyote
7	Financial services	An Initiate of Hypnos
8	Interior decorators	An Initiate of The Great Librarian
9	Advertising agency	A Magister of Anassa
10	Security contractors	A pair of Hypnotists
11	IT services	A pair of Technomancers
12	Local newspaper	A pair of Illusionists
13	Car dealership	5 Homunculus slaves
14	Small bar chain	The Ghost of a dead founder
15	Local radio station	The Ghost of a dead employee
16	Sporting goods store	The Genius Loci of their HQ
17	Garbage disposal	A Korred Scholar
18	Local mall	A Banshee Oracle
19	Medical Centre	A trio of Dero
20	Realtors	An Elder Vampire

Occult Artist's Collective

A rather unusual group, this faction is composed of bohemians, intellectuals, free-thinkers, creative geniuses, and so forth, who have - in the process of pursuing some artistic movement or other - started to incorporate genuine occult practices or themes.

The main medium the group works in varies. They might be a musical group, a theatre troupe, a workshop of painters and sculptors, a writer's circle, a dance troupe, a circus, or living-history enthusiasts. Whatever their main focus, however, there will be others pursuing their muse in other directions; a dance troupe will include musicians, a painter's studio probably has a few writers hanging out with them, and so on. Each member has their own vision to explore.

The bulk of the group will consist of 2d10 artists who probably have the stats of Useless Civilians, although Graffiti Artists, Drug Pushers and Exploring Kids might also be found among them. However, despite lacking any specific supernatural powers, these individuals might be just as well versed in the occult as any serious magician; they merely choose to capture the supernatural in poetry or photographs, rather than casting spells themselves. Alongside these dedicated artists, there are likely several direct practitioners of the occult. Roll several times on table 130 for who they are.

Table 130: Artistic Types

Roll	Result
1	An Underground Librarian
2	An Illusionist
3	A Chthonicist
4	A Hypnotist
5	A Vivimancer
6	A Technomancer
7	A Junkie
8	An Urban Shaman
9	A Speaker for the Dead
10	A Latent Psychic
11	A Promethean
12	An Altered Medic
13	A Magister of Amanita Muscara
14	An Initiate of Dionysos
15	An Initiate of The Idea Of Thorns
16	A were-butterfly
17	A Magister of Prometheus
18	An Initiate of Vor Glaurung
19	A Sidhe, somebody's muse
20	A Dero Genius

Necromantic Circle

A cabal of occultists dedicated to resisting, circumventing or exploiting death itself. Thoroughly morbid. They purchase bodies and body-parts on the black market, rob graves, and possibly even take experimental subjects (alive or otherwise) off the street when they can get away with it.

Most in the occult underground find their experiments macabre and distasteful. Those not used to the supernatural would instead describe them as utterly horrific. Their sanctums and laboratories are heavy with thanatological energies, filled with corpses in various states of dismemberment and decay. Shit like this is the sort of thing the authorities use to justify their suppression of the occult.

The bulk of the cabal are Reanimators: d6+3 of them, accompanied by d4 each of Occult Assistants and Organ Harvesters who act as apprentices. Also accompanying the necromancers will be a handful of d4 sentient undead, most likely Revenants, Vengeful Wights or Death-Knights; these might be the products of their research, or allies of convenience.

Serving them will be 2d10 mindless undead slaves; probably Husks or Skeletons, although weirder undead such as Flesh Hulks, Stubborn Foetuses or Plague Zombies might also be among the mix. Lastly, the cabal will be led by either a Puissant Sorcerer or a Liche; either way, add Animate Dead, Zombie Plague and Turn Away Undead to the leader's 'memorized spells'. Stats on p. 192-193 and p. 200-202.

Morlock Pack

A tribe of the albino Australopithecine occultists that inhabit the deeper veins of the earth, venturing to the surface to trade and explore. Concepts such as sunlight, the open sky, huge cities and so on are alien and frightening to them. However, you probably aren't meeting them on the surface world, but in the depths of the undercity, and in the undercity you are indisputably on their turf.

You can safely assume that a Morlock pack has basically the entire undercity mapped, since their people are entirely troglodytic and have been exploring the underworld for millennia. Their natural adaptation to subterranean life, along with the bound spells they use, allow them to wriggle and squirm through routes that are unknown and inaccessible to other explorers, appearing when and where they want. Indeed, the Morlocks are one of only a few groups (the others being the Lithic Courts) who know they ways into the abyssal depths, burrowing down miles to strange geological ecosystems unknown and uninhabitable by surface-dwellers.

They're quiet, placid, patient and understanding. Easy to take advantage of. Until, of course, you take things too far. Piss them off, and you're trapped in *their* world. Darkness, disorientation and claustrophobia suddenly give way to frantic terror as packs of shrieking troglodytic savages emerge from the shadows to rip you limb from limb.

The Morlocks come this close to the surface to trade. Surface-dwelling humans have things they want: electrical goods, medicine, plant-based food, heavy weapons. In exchange, the Morlocks offer snippets of their knowledge of the depths, or ancient ophidian treasures dredged up from the abyss, or service as occult mercenaries.

The pack consists of 4d6 basic Morlocks who handle most tasks and interactions, with another 2d6 Crawling Killers accompanying them as enforcers. Leading the pack are d6 Whispering Elders. If there's any Eloi with them, then there'll be d4 such individuals, but most outsiders won't encounter such beings unless they're *incredibly* trusted, or the Eloi decide to turn their arcane might against them. Stats on p. 230.

The pack is only the tip of the iceberg, representatives of far larger tribe existing deeper below the earth.

While the Morlocks are statted with particular spells branded into their skin, in the depths they have access to far more. If they want, the Morlocks can prepare themselves with basically any other spell they think would be convenient.

Exploration Project

A collection of assorted specialists, weirdos and locals on a mission. They seek to explore, chart and record the undercity. Not massively interested in pursuing temporal or supernatural power, they're after knowledge. The thrill of discovery, the glory of being the first to truly know a place.

Maybe they're being funded by an outside source. Maybe they're enthusiastic hobbyists. Maybe it's a temporary alliance to achieve some goal and then move on. It doesn't really matter. They focus on the now.

They're well equipped, methodical, disciplined. They train, have protocols for emergencies, know what they're doing. They aren't massively involved in the politics of the underground, except where necessary to secure access or resources.

The group isn't that big. At its core, there's d10+2 Urban Explorers and d8 Exploring Kids. Accompanying them are less mundane individuals: d6+1 Chthonicists, and another d8 who might be Graffiti Artists, Professional Doctors, Technomancers, Arachnophiles, Urban Shamans, Speakers for the Dead, Initiates of Amanita Muscara or Initiates of Ursus the Great Bear.

Their biggest advantage is their knowledge of the undercity. Whilst lacking the total familiarity enjoyed by Morlocks, the project is probably familiar with one half of the map; divide it down the middle, and they've covered one side already. For the other half, they have only rumors, research, and exciting plans.

Fairy Enclaves

A collection of fairies, human dreams come to life. Weird beings drawn from human folklore and imagination, each a fairytale in the flesh.

Among their own kind, they organize into courts. They play-act at human organization, mimicking various human social structures. Sometimes sincerely, sometimes a weird mockery. Regardless of what other forms of government they might be imitating, there are always two immutable rules:

- There are two courts. One seelie, derived from pleasant dreams, and one unseelie, derived from nightmares.
- In each court, the fairy nobles are in charge.

For each court, roll a few d20s on the table below for who's present: each court gets the same number of rolls.

As well as these rolls, each court has a monarch; one court gets the king, the other the queen.

Table 131: Fairy Enclaves (roll a few d12s for each court).

d12	Seelie	Unseelie
1	D10 Domovoi	D10 Goblins
2	D6 Svartalfr	D6 Svartalfr
3	D10 Sprites	D6 Redcaps
4	D6 Korred Scholars	D6 River Hags
5	A Banshee Oracle	A Bandersnatch
6	D4 Trolls	D4 Ogres
7	A Bandersnatch	D6 Slaugh
8	A Pair of Sidhe	A Banshee Oracle
9	A single Fairy Knight	A single Fairy Knight
10	D6 Fairy Knights	D6 Fairy Knights
11	A Fairy Lord/Lady	A Fairy Lord/Lady
12	A Fairy Prince/Princess	A Fairy Prince/Princess

Lithic Court

Travel down into the earth, below the undercity, past the earth's veins where morlocks dwell, cross the Mohorovičić discontinuity and descend into the crushing heat of the upper mantle. Here, in the grinding tectonic depths, there is more than just dead rock.

In the heat and pressure, life of a sort has developed. Not the sort found on the surface, made of water and hydrocarbons. Rather, complex silicates, hyperdense metals, and magnetically resonant compounds combine to form living stone. Complexity leads to evolution, adaptation, intelligence. Fueled by the heat of the earth's core and the radiation of decaying metal, these huge, slow life forms expand and develop.

They have societies of their own down there. Existing on geological timescales, impossibly vast to the human mind, these creatures form hierarchies, struggle against one another, define territory, form pacts and alliances.

Their society has the deliberate, grid-like regularity of crystal. Like ancient Chinese bureaucracy or feudal Europe; stratified, organized, everything in its place, everybody with their allotted task. A sorting scale ranging from vast and powerful emperors of the mantle, down to the merest igneous peons.

There are fractures and fault-lines, though. Discontinuities, where the structures of society don't link up across the divide. Huge, glacial wars in the lithosphere. Why do you think continents drift about on tides of semifluid stone? Why do volcanos form over heat-points in the mantle? These hot-spots and currents are the symptoms of the lithosphere's wars. The mid-Atlantic ridge is one huge war-front, a lava-spewing Somme where men-at-arms of basalt and feldspar samurai entrench themselves. The Hawaiian islands sit over vast fortresses and volcanic engines of war.

Sometimes, these empires have business on the surface. They intervened when the testing of nuclear weapons threatened the stability of the under-empires, for example. At other times, the surface might have rare resources they crave, new magic, or scientific knowledge. It pays to keep diplomatic ties with the fat-and-water beings crawling on the earth's surface.

These, then, are the Lithic Courts that your PCs might encounter. Diplomats end envoys sent from below. Only the tip of a vast molten iceberg, on ambassadorial or espionage duties.

The demographics of such an embassy are fairly consistent. Leading them, there will be d4 Exalted Lithic Nobles, and this many Seismic Knights to serve the Nobles, that form the core of the court. Accompanying them are 2d6 Igneous Peons of various servile positions, and d6 Lithic Envoys. The court brings with it it's own menagerie of beasts from the earth's depths; at the very least 2d6 flint songbirds, but probably also d4 of Magma Children, Elementals, Animated Tools or other weirdness.

Mad Scientist's Project

A doctor performing wildly illegal experimentation, accompanied by various assistants, hangers-on and products of their experiments.

Like Smugglers, a Scientist's Project is intimately linked to other members of the underground. Their real work takes a lot of resources, and this means they need a reliable income. The best way to achieve this is very simple for them; their skills as medics are always in high demand among other factions. By being willing to treat anybody regardless of allegiance, and not ask inconvenient questions, a mad scientist's project can ensure that they keep a steady revenue stream and no other factions will really bother interfering with them; they're too useful to upset.

This arrangement gives the project plenty of room to pursue their real goals. The nature of their medical experiments vary wildly. Often, the project will be trying to create unusual beings through reanimation, splicing-together creatures Frankenstein-style, cross-breeding, or surgical modification. Others work on creating biological weapons, enhancing existing creatures, manufacturing weird drugs, or cloning experiments. Regardless of the details, their work is probably unethical and *definitely* illegal.

At the heart of the project are the experiment's leaders, a core of d6 Fleshcrafters, accompanied by 2d6 Altered Medics that act as their assistants. As well as these serious researchers, the group likely has an additional d4-1 each of Organ Harvesters, Professional Doctors and Vivimancers as hangers on.

Lastly, there are the potential products of the project's experiments. These might be kept caged or suspended in glass vats and artificial wombs. Others, however - the more pliable and helpful experiments - will be working with the project as enforcers and assistants, free to go about their business. Roll a few d20s on table 132 to see what the project has created already.

Table 132: Mad Science

Roll	Result
1	D4 Latent Psychics
2	D4 Post-humans
3	A Flesh-hulk
4	D4 Husks
5	D6 Stubborn Foetuses
6	D4 Plague Zombies
7	A Clockwork Man
8	D4 Homunculi
9	A Pain-engine
10	A Chimerical Monstrosity
11	A Swarm-that-walks
12	D4 Lycanthropes of some sort.
13	An Ooze
14	A Shoggoth
15	A Giant Amoeba
16	D6 1-hd Paradox Beasts
17	A Paradox Beast with d12 HD
18	A horrible new disease (see P. 128 for ideas).
19	A horrible spore or slime (see P. 125-6 for ideas).
20	Industrial quantities of some narcotic (table 70).

Dero Conspiracies

At its heart, this organization is less the individuals who compose its membership, and more the gestalt madness that exists between them. A small body of Dero, acting in unison, pursuing obscure and nonsensical goals, as well as various pawns, hangers on and Manchurian candidates.

At its heart, the conspiracy is driven by whatever madness affects the collective, which will be rather more stable than normal for Dero; if the madness falters, then the conspiracy will start to come apart. On page 228 roll a d20 on Table 170 a couple of times to determine the weird delusions of this particular conspiracy. Then roll on table 171 twice. The first roll indicates what the Dero are currently working on, the second roll indicates a (probably imaginary) conspiracy that they're trying to stop.

While the beliefs and conspiracies of the Dero are probably delusional, that probably is important. They have an uncanny habit of being right, whether through luck, subconscious insight or merely paying attention to things others don't.

There's always a chance that the Dero's paranoid theories were correct all along. Wise factions in the underworld treat an organized group of Dero almost like oracles, analyzing their prophecies and theories for any kernel of truth that might be there.

The actual membership of the Conspiracy is comparatively low. A given group will include 2d6 'standard' Dero, and an additional d6 Dero Geniuses. On top of this, there'll be an additional 2d6 humans as hangers-on infected with the Dero's ideas; a mixture of Junkies, Hoboes, Graffiti Artists, Useless Civilians, and Latent Psychics.

Lastly, the entire conspiracy will be carriers of a Memetic Virus or two. Contact with them can lead to infection, although the dero themselves are immune, as are their direct pawns.

Dero stats are on P. 228. Memetic Viruses on P. 129.

Vampire Broods

Convergent evolution has led to all manner of predators that live among humanity and prey upon them. Bloodlines and dynasties of monsters that feast on human blood.

Some are undead, once human but now transformed by the power of the blood. Some are intelligent animals practiced at mimicry, like those spiders that take up unseen residence in an ants' nest. Others the result of curses or sickness.

The oldest are truly ancient beings, having accumulated vast power in their long lifespans. They and their minions dwell unseen in human society, shaping the modern world much as a farmer shapes their herd. Different broods of vampires compete over the richest hunting grounds, where humans are healthy, lazy and gullible. They keep their conflict in the shadows, unwilling to reveal the literal the societal parasites they are.

For a vampire brood, roll up the sort of vampire they are using table 166. This should give you some options for appropriate origins and powers for the brood, as well as their general mannerisms and nature.

The brood itself consists of 2d12 fledglings, 2d10 young vampires, 2d6 established vampires, and then a leader who is (roll d4); 1 - a cabal of d4+1 elder vampires, 2 - an ancient vampire and d4 elder vampire acolytes, 3 - a progenitor vampire with its children (d4 ancient vampires and d4 elder vampires) or 4 - a single progenitor vampire. Vampire stats are on P. 214-215.

Sleeping Godlings

A literal divinity, now buried and dormant.

Maybe it's an obscure saint, now in a holy sleep mistaken for death, interred in a tomb, forgotten. Maybe an ancient pagan deity, no longer openly worshipped, sating itself on the blood-soaked loam of its old holy sites. Maybe some horror from behind the stars, now bound to earth and trapped behind a ritual circle in some forgotten grotto. Maybe an ancient piscine leviathan-dream, now dissolved in the groundwater, seeping into everything the water touches.

The Godling works a little differently to other factions. It has no NPC members, being merely an intangible intelligence behind events. Instead, it has things it *wants*, and concepts it radiates into its surroundings.

The Godling's will is transmitted through dreams and portents. The mentally sensitive - those who are psychic, weak -willed, mentally ill, truly innocent - pick up on the transmissions most strongly, but everybody in a town built over a Sleeping Godling has their dreams touched.

Its agendas are pursued piecemeal. When the Godling wants something, that desire infests the dreams, hallucinations, daydreams and subconscious urges of those nearby, and psychically vulnerable people will carry them out, without really understanding why. Each time the PCs encounter direct agents of the Godling, they'll mostly be random civilians, acting in a dreamlike trance or - if more conscious - unable to explain why they feel so strongly about the matter.

Mostly, however, the influence is subtle. The dreams exuded by the Godling shape the nature of the town. The general atmosphere of the place, the patterns regular people take, the slow year-to-year rhythms of the place. The Godling's mark on the town is indelible. Iconography that reflects its nature is everywhere. The whole place reflects their dreams.

More than any other faction, the presence of a Sleeping Godling should dramatically shift the nature of your setting.

For the specifics of the Godling, roll a d20 on table 133 for what it actually is, and a few d20s for the concepts and desires associated with it.

Table 133: Sleeping Godlings

d20	Nature	Concepts
1	Forgotten Dead Saint	Romance & passion
2	Being From Beyond The Stars	Blood, fertility, darkness and nature red in tooth and claw
3	Ancient Pagan Deity	Parasitic life-forms infesting flesh
4	Old Paradox Beast	Motherhood and nurturing
5	Psychic Gestalt	Death, entropy & decay
6	Servitor of a True God	The breakdown of reality
7	Saint in Divine Coma	Paranoia and hallucination
8	Host of old Ghosts	The nuclear fire of stars
9	Fallen Angel	Stasis and preservation
10	Aboleth Psyche	Books and writing
11	Deposed Lithic Emperor	War and violence
12	Bloodthirsty Serpent-folk Deity	Life in the lightless oceanic depths
13	Pre-Cambrian Bacterial Sentience	Machinery and engineering on vast scales
14	Fungal Dream-mind	Flux, mutation, evolution
15	Impossibly Ancient Fairy Monarch	Volcanic activity and the deep underground
16	Antediluvian AI	Music and poetry
17	Child of the Void	Rot, death leading to new life
18	Vast Nature-spirit	Mathematics
19	Precursor Intelligence for a Galactic Invasion	Architecture and grand stone monuments/
20	Remnant of a Previous Reality	Forgetfulness, things faded from living memory.

ENCOUNTER TABLES

Table 134: Encounters in Sewers

d12	Result
1	d4 Swarms of Rats, hungry
2	A Rat King & a Swarm of Rats, territorial
3	An Alligator, lurking in ambush
4	A Trash Golem, ambling along
5	D4 Repair Crew, doing their job
6	D6 Were-rats, and 50% chance of a Rat Swarm
7	D6 agents of a randomly selected faction
8	Rot & Decay (table 155)
9	Mundane Explorers (table 145)
10	Weirdos (table 144)
11	Petty Criminals (table 149)
12	Mundane Animals (table 150)

Table 135: Encounters in Old Ruins

d12	Result
1	A Stone Guardian, guarding
2	A Genius Loci
3	A Bandersnatch, on the prowl
4	A swarm of bugs
5	Grey Mould, oozing casually
6	A Bat Swarm
7	D6 agents of a randomly selected faction
8	The Restless Dead (table 156)
9	Things That Have Waited In The Dark (table 151)
10	Things That Dwell In The Depths (table 154)
11	Inhabitants of the Undercity (table 158)
12	The Fae (table 152)

Table 136: Encounters in Caves

d12	Result
1	A Cave Bear, slumbering
2	A Bat Swarm, swirling in the air
3	D6 Vampire Bats, hungry
4	D6 Troglodytes, 50% chance of a Troglodyte Mystic
5	D6 Morlocks, d4-1 Crawling Killers, d4-2 Whispering Elders
6	A Chthonicist, exploring the depths.
7	An Angry Fossil
8	D6 agents of a randomly selected faction
9	Things That Came Up From The Earth's Depths (table 148)
10	Mundane Animals (table 150)
11	Things That Dwell in The Depths (table 154)
12	The Fae (table 152)

Table 137: Encounters in Abandoned Infrastructure

d12	Result
1	D4 Shambling Mounds
2	A Gelatinous Cube, blocking the exit
3	A Half-zombie and its two Crawling Hands
4	A Trash Golem, idle
5	D4 Concrete Nymphs, enjoying the ambience
6	Inhabitants of the Undercity (table 158)
7	Things That Fled The Surface (table 159)
8	Religious Sorts (table 147)
9	Mundane Explorers (table 145)
10	Weirdos (table 144)
11	Petty Criminals (table 149)
12	Mundane Animals (table 150)

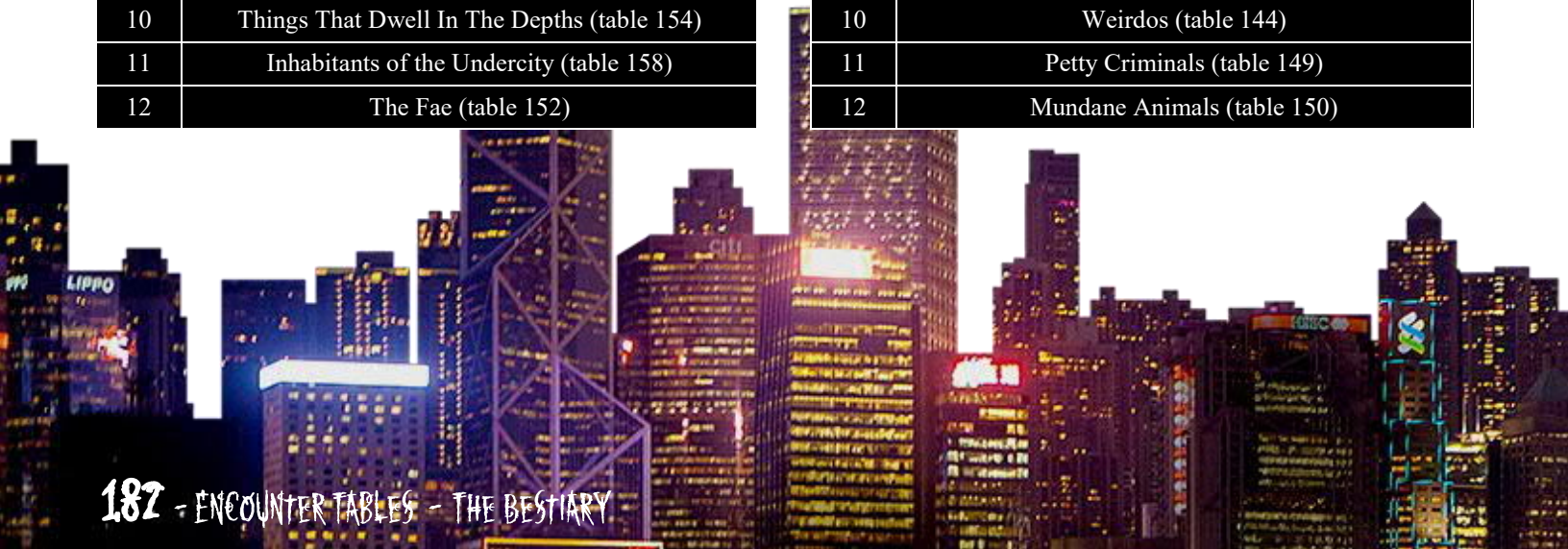


Table 138: Encounters in Holy Places

d12	Result
1	An Urban Explorer, and an Exploring Kid
2	D6 Death-cult Assassins, on holy business
3	D4 Mummified Saints, guarded by a Death Knight
4	A Maintenance Golem, maintaining things
5	D4 Shadow Folk, performing their weird rites
6	An Elder Vampire, and a flock of d6 Useless Civilians
7	A Ghost, lingering for its own reasons
8	Things That Fled The Surface (table 159)
9	Two sets of Religious Sorts (t. 147), in conflict
10	D6 agents of a randomly selected faction
11	Weirdos (table 148)
12	Religious Sorts (table 148)

Table 139: Encounters in Strongholds

d12	Result
1	A single sentry (pick an appropriate stat-block)
2	D4 guards patrolling (pick an appropriate stat-block)
3	D6 residents, relaxing (pick an appropriate stat-block)
4	D6 residents, doing maintenance work
5	D4 visiting Useless Civilians
6	D4 visiting Repair Crew, on business
7	A Bodyguard, hired security
8	D4 Security Guards, on patrol
9	D6 agents of a randomly selected faction, guests
10	Inhabitants of the Undercity (table 158), intruders
11	Petty Criminals (table 149), here on business
12	Weirdos (table 146), here on business

Table 140: Encounters in Volcanic Places

d12	Result
1	D6 Radioactive Vampires
2	A brood of 2d4 Salamanders
3	D4 Magma Children
4	d6 Minor Elementals
5	D4 Lesser Elementals
6	A Greater Elemental
7	A Titanic Elemental
8	An Envoy of the Lithic Courts with d4 Flint Songbirds on chains
9	D4 Seismic Knights, on a mission
10	2d6 Igneous Peons, hurrying about
11	An Exalted Lithic Noble and d6 Igneous Peons
12	Things That Came Up From The Earth's Depths (table 148)

Table 141: Encounters in Subway Tunnels

d12	Result
1	A Ghost Train
2	D4 Half-zombies, the results of accidents
3	A Lurking Lamp, attended to by d4 Shadow Folk
4	D6 Repair Crew, doing their job
5	D6 agents of a randomly selected faction
6	Things That Fled The Surface (table 159)
7	Inhabitants of the Undercity (table 158)
8	Mundane Explorers (table 147)
9	Weirdos (table 148)
10	Petty Criminals (table 149)
11	Mundane Animals (table 150)
12	Things That Dwell In The Depths (table 154)

Table 142: Encounters in Mass Graves

d12	Result
1	A Genius Loci, guarding the place
2	A Ghost, forlorn
3	2d6 ghosts of people who are interred here
4	2d6 Skeletons, a maintenance crew
5	2d6 Husks, guarding the dead
6	A Reanimator and d6 Crawling Hands, grave-robbing
7	A Lich, at home among the dead
8	A Mummified Saint, keeping a lonely vigil
9	Weirdos (table 146)
10	Reality Comes Apart (table 153)
11	Religious Types (table 147)
12	The Restless Dead (table 156)

Table 143: Encounters in Flooded Places

d12	Result
1	An Angler-turtle, dangling a lure
2	A Conger Eel, lying in ambush
3	An Electric Eel, waiting
4	2d6 Giant Leeches, hunting
5	A Surinam Toad-Queen, shuffling along
6	An Octopus, playing with detritus
7	A Conger Eel and 2d6 of its young (as Giant Tadpoles)
8	A River Hag, guarding her territory
9	d6 Fog-Sylphs, hanging over the surface of the water
10	D6 Bloat-Zombies, torpid and floating half-submerged
11	Mundane Explorers (table 145), with a little boat
12	Things That Came Up From The Earth's Depths (table 148)

Table 144: Weirdos

Roll	Result
1	An Underground Librarian, and d4 Occult Assistants
2	A conclave of an Illusionist, Hypnotist and Vivimancer
3	An Arachnophile, accompanied by a Walking Swarm
4	A Pyromancer, accompanied by d4 minor elementals
5	A Hypnotist, and d6 Thugs as her thralls
6	An Illusionist & a Prismatic Child of Vor Glaurung
7	A Reanimator, and their creations; d4 Ghouls and a Flesh Hulk
8	D6 Were-rats, and a Rat Swarm
9	A Puissant Sorcerer and their servants, D6 Underground Librarians
10	A Vivimancer, and d4 Homunculi
11	A Fleshcrafter and d4 Altered Medics
12	A Slasher, and d4-1 Murder Children
13	An Urban Shaman & Host of Petty Spirits
14	A Speaker For The Dead, & d4-1Ghosts
15	D4 Wendigos, hunting
16	A Latent Psychic, gibbering
17	D6+1 Post-humans, on ominous business
18	A Promethean, and d4 Latent Psychics & d4 Post-humans
19	D6 Dero, 50% chance of a Dero Genius, scrawling prophecies
20	A Clockwork Man, lonely

Table 145: Mundane Explorers

d12	Result
1	D4 Graffiti Artists, making art
2	D4+1 Exploring Kids, drinking and relaxing
3	D6 Urban Explorers, taking pictures
4	D4 Hobos, making camp
5	D4 Junkies, and a Drug Pusher, in mid-trip
6	D4 Repair Crew, here to do their jobs
7	D4 Urban Explorers and a Chthonicist, communing with the dark
8	D6 Emergency Responders, & a Professional Doctor, on duty
9	A Useless Civilian, very lost
10	A Useless Civilian, pursued by d4 Murder Children
11	D6 Smugglers, smuggling stuff
12	D4 Hobos and a Latent Psychic

Table 146: Science Gone Horribly Wrong

Roll	Result
1	A Giant Bug Queen, and 2d6 Giant Bugs that are her offspring
2	A Gelatinous Cube
3	A single Rust Monster
4	A Swarm of pink-eyed lab-rats, carrying some disease
5	A Pain Engine, searching for victims
6	2d6 Plague Zombies, looking to infect more hosts
7	2d6 Crawling Hands, seeking wrists
8	An Ooze
9	3d6 Were-gulls, very hungry
10	D6 Prometheans, seeking to test themselves
11	D4 Shambling Mounds
12	2d6 Fledgling Vampires
13	A Carnivorous Plant
14	D4 Giant Amoebas
15	A Neural Slime, throbbing gently
16	A Chimerical Monstrosity
17	A set of d4 Homunculi
18	A Chronological Aberration, floating about
19	A Were-bull, escaped
20	A Clockwork Chrome Crab

Table 147: Religious Sorts (roll their patron on Table 148)

d12	Result
1	D4 Cult Novices
2	D6 Lay Cultists
3	D4 Cult Fanatics and an Inner Circle Initiate
4	D6 Inner Circle Initiates, led my a Magister
5	D4 Magisters
6	A Hight Priest & D4 Magisters in attendance
7	D4 Cult Novices, & d4 of the cult's Associated NPCs
8	D6 Lay Cultists, & 1 of the cult's Associated NPCs
9	D4 Cult Fanatics & 1 of the cult's associated monsters
10	D6 Inner Circle Initiates, & 1 of the cult's associated NPCs
11	D4 Magisters, & 1 of the cult's associated monsters
12	D8 Lay Cultists, & 1 of the cult's associated monsters

Table 148: Things That Came From The Earth's Depths

Roll	Result
1	A Swarm of Bugs
2	A brood of 2d6 Giant Bugs
3	A Child of the Abyss
4	A Horrible Worm
5	A Blind Troglodytic Beast
6	D6 Morlock Crawling Killers, and d6 Whispering Elders
7	2d6 Morlocks
8	D6 Morlocks, D4 Crawling Killers, A Whispering Elder & an Eloi
9	2d6 Troglodytes
10	D8 Troglodytes and d4 Troglodyte Mystics
11	D6+1 Troglodyte Mystics, worshipping a Host of Petty Spirits
12	An Envoy of the Lithic Courts, guarded by D4 Seismic Knights
13	A Seismic Knight, and d4+1 Igneous Peons
14	D6+1 Radioactive Vampires
15	D4 Angry Fossils
16	2d6 Shadow Folk, confused by light
17	2d6 Hopping Mouths
18	D6 Morlocks & their hunting beasts, d4 Cave Bears
19	D6+1 very angry Ancient Vampires
20	D4+1 Shoggoths

Table 149: Petty Criminals

Roll	Result
1	D6 Thugs, looking for trouble
2	D4 Drug Pushers, and a Thug watching their back
3	D4+1 Muggers, looking for prey
4	D6 Smugglers, carrying goods
5	D4 Organ Harvesters, and d4 Muggers, hunting
6	D4 Mobsters, laying low
7	D6 Mobsters, staking out territory
8	D6 Mobsters, fleeing from something horrid
9	A Mob Lieutenant, guarded by d4 Bodyguards
10	A Hitman, making his way towards his target
11	D4+1 Hitmen, laying an ambush for somebody
12	D4 Thugs, led by a Mob Lieutenant

Table 150: Mundane Animals

Roll	Result
1	An Alligator
2	An Angler-turtle
3	A Bat Swarm and d4 Vampire Bats in their midst
4	A Black Goat, stumbling and gibbering
5	A Cave Bear, slumbering
6	A Constrictor Snake
7	2d6 Feral Dogs
8	D4 Ferret-Hydras
9	A Giant Frog
10	A Surinam Toad-Queen and 2d6 of her spawn, Giant Tadpoles
11	A Giant Tortoise
12	The Black Dog, observing ominously
13	2d4 Troglodytic Hyenas
14	2d4 Troglodytic Apes
15	A Nightmare
16	A Salamander
17	A Rat-king and d4 Rat Swarms that serve it
18	A Venomous Snake, lurking
19	A Witch's Cat, minding its own business
20	A Nightmare and d4 Black Goats

Table 151: Things That Wait, Forgotten In The Dark

Roll	Result
1	A Maintenance Golem
2	A Pain Engine
3	D6 Skeletons
4	A Repair Drone
5	A Stone Guardian
6	3d6 Shadow Folk
7	A Mimic, looking innocuous
8	D4 Oozes
9	A Progenitor Vampire and d4 Ancient Vampires
10	An Aboleth
11	D6 Root-dryads
12	A Lurking Lamp, and its collection of junk

Table 152: Fairies

Roll	Result
1	D4 Domovoi, led by a Sidhe
2	2d6 Svartalfr, at work
3	D10 Sprites, at play
4	A Korred Scholar, occupied studying something
5	A Banshee Oracle, weeping
6	D4 Trolls
7	A Bandersnatch, lurking in ambush
8	A Pair of Sidhe, engaged in a torrid affair
9	A single Fairy Knight, on a quest
10	D6 Fairy Knights, hunting
11	A Fairy Lord/Lady, and d6 attendants (either goblis or sprites)
12	A Fairy Prince/Princess
13	D10 Goblins, up to no good
14	D6 Svartalfr
15	D6 Redcaps
16	A River Hag, lurking in ambush
17	D4 Ogres
18	D6 Slaugh, whispering to one another in the dark
19	D6 Goblins, & D4 Redcaps, chasing a poor Civilian
20	An Ogre & a Troll, fighting good-naturedly

Table 153: Reality Comes Apart

d12	Result
1	D4 Dero Geniuses, gibbering and scrawling mad prophecies
2	A paradox beast with d12 HD
3	D8 1-HD paradox beasts
4	A Mimic, waiting
5	A Neural Slime, hunting
6	A Chronological Aberration, observing
7	D4 Shadow-folk, lurking in wait
8	A Prismatic Child of Vor Glaurung
9	2d6 Useless Civilians, carrying a Memetic Infection
10	A Men-in-Black Abomination, dormant
11	A Lurking Lamp, lurking
12	D4 Useless Civilians, each host to a 1-HD parasitic Paradox Beast

Table 154: Things That Dwell in The Depths

Roll	Result
1	A Genius Loci
2	D4 Giant Cave Barnacles
3	A Giant Spider
4	A Giant Spider, and her young, a Swarm of spiders
5	D6 Concrete Nymphs, singing
6	A Lurking Lamp, and d4 Shadow Folk
7	D6 Blind Troglodytic Beasts
8	A Were-spider and a Walking Swarm
9	D4 Were-bats and a Bat Swarm
10	A Shoggoth
11	A Rust Monster
12	An Ooze
13	A Carnivorous Plant, albino and desperate
14	D6 Dero
15	D6 Morlocks, and a Whispering Elder
16	2d6 Morlocks, and d6 Crawling Killers
17	A Collector of Eyeballs
18	D4 Root Dryads
19	An Aboleth and 2d4 of its Post-human slaves
20	A Draconic Beast

Table 155: Rot & Decay

d12	Result
1	A Trash Golem
2	Grey Ooze
3	A Grey Molds
4	A Rust Monster
5	2d6 Mycelid Spawn
6	A Mycelid Hulk and d4 Mycelid Spawn
7	A Mycelid Queen, d4 Mycelid Hulks, and d4 Mycelid Spawn
8	D4 Mycelid Hulks and 2d6 Mycelid Husks
9	A Mycelid Queen and 2d6 Mycelid Husks
10	A corrosive Lesser Elemental
11	d4 Shambling Mounds, dormant
12	An Ooze

Table 156: The Restless Dead

Roll	Result
1	D4 Crawling Hands, crawling
2	D6+1 Ghouls, in search of prey
3	2d6 Husks, standing idly by
4	2d6 Skeletons, carrying tools
5	D4 Half-zombies, the results of accidents
6	A Flesh Hulk, and d4 of its Bloat-zombie spawn
7	D4 Flesh Hulks
8	2d6 Bloat Zombies
9	3d6 Stubborn Foetuses and their 'mother', a Ghoul
10	2d10 Plague Zombies, carrying some disease
11	2d4 Revenants, led by a Death Knight
12	D4 Death Knights, on a Quest
13	D4 Mummified Saints, guarded by d6 Death Knights
14	A Mummified Saint, in quiet contemplation
15	D4 Vengeful Wights, preparing to rampage
16	A Vengeful Wight, leading d4 Husks
17	A Lich, and 2d4 Skeleton minions & a set of Animated Tools
18	A Ghost
19	A Ghost Car
20	A swarm of d6+1 petty Ghosts.

Table 157: Things That Have Mutated

Roll	Result
1	A swarm of 2d6 Giant Bugs
2	A Draconic Beast
3	A Were-snake, and d4 Venomous Snakes
4	D4 Were-butterflies
5	A Child of the Abyss
6	A Shambling Mound
7	A Swarm-That-Walks, that wants your skin
8	D4 Mycelid Husks, seeking new hosts to infect
9	D6 Giant Amoebas, wobbling about blindly
10	D4 Fledgling Vampires
11	D6 Plague Zombies
12	A Blind Troglodytic Beast

Table 158: Inhabitants of the Undercity

Roll	Result
1	D8 Morlocks, d4 Crawling Killers & d4 Whispering Elders
2	D6 Dero and a Dero Genius, conspiring
3	2d6 Svartalfr, mining
4	2d6 Goblins, looking for trouble
5	A Were Spider and d4 Giant Spiders, hunting
6	2d6 Were Rats, led by a Pack Alpha, exploring
7	D8Werewolves and d4 Pack Alphas, marking territory
8	D6 Concrete Nymphs, singing to the city's infrastructure
9	A Lurking Lamp & Collector of Eyeballs, sign-talking animatedly
10	D6 Root Dryads, tending to what still grows here
11	3d6 Hobos, supporting d6 Post-human messiahs
12	D4 Urban Shamans
13	D6 Vengeful Wights
14	D4 Revenants and d4 Ghouls
15	A Chthonicist, a Root-dryad and a Concrete Nympth
16	A Dero and d4 Morlock Crawling Killer mercenaries
17	D6 Morlocks, & their Child of the Abyss pack-beast
18	D6 Morlock Whispering Elders & a coven of d4 Eloi
19	A Redcap and d4 Goblins
20	A Troll and d4 Sprites

Table 159: Things That Fled The Surface

Roll	Result
1	D6 Junkies
2	D6 Werewolves, led by a Pack Alpha
3	D4 Murder Children, and their parents, both Slashers
4	D4 Established Vampires and d6 Young Vampires
5	D4 Latent Psychics and d4 Post-humans, all with different powers.
6	D4 Wendigos, hunting.
7	An Urban Shaman, and a Witch's Familiar
8	A Clockwork Man and his pet Clockwork Crab
9	A Vengeful Wight, and d4 Husks that follow it blindly
10	A Promethean & their cult of d6 Death-cult Assassins
11	An Arachnophile, and their Were-Spider lover
12	D6+1 Feral Dogs, led by a Werewolf Pack Alpha

LAW ENFORCEMENT

Security Guard
The standard rent-a-cop that might be found guarding warehouses, banks and so on. Training and experience are very varied, some are veterans of the police or military that have drifted into the career, others are pretty much sitting ducks. Equipment is typically poor.
Security Guard: *3 flesh (1 dice), 3 grit (1 dice). AC 14 (stab vest). Saves 17+. Nightstick (+1, d8 damage). Radio and flashlight.*

Beat Cop
The standard officer on the street. Reasonably well trained. Reactions and equipment vary wildly depending on your location; cops in the UK have only basic weaponry and are trained to de-escalate or restrain, while American cops have sidearms and the will to use them.
Beat Cop: *3 flesh (1 dice), 6 grit (2 dice). AC 14 (stab vest). Saves 16+. Nightstick (+2, d8+1 damage)* ***or*** *tazer (+1, d6 damage and save or be stunned for a round)* ***or*** *pistol (+1, d8 damage). Strength and Wisdom 13. Handcuffs, radio.*

Plain Clothes Officer
An undercover cop. Could pop up in all sorts of situations, from a plant in a criminal organisation to an unrelated officer pretending to be an environmental protestor. Smooth talking yet reserved.
Undercover Cop: *3 flesh (1 dice), 6 grit (2 dice). AC 14 (stab vest). Saves 16+. pistol (+1, d8 damage). Charisma and Wisdom 13.*

Police Dog
A dog trained either to follow a scent, to guard an area, or to attack on command. Large, lean and wolf-like. Aggressive. Handled by specially trained officers, prone to snapping out.
Police Dog: *3 flesh (1 dice), 3 grit (1 dice). AC 12 (agility). Perception 4/6, Saves 17+. Bite (+1, d8) Animal Intelligence (int 3).*

Riot Cop
Heavily armoured police sent to deal with large-scale disturbances. Seasoned veterans equipped for close combat. Aggressive, well disciplined.
Riot Cop: *3 flesh (1 dice), 9grit (3 dice). AC 17 (riot armour & shield, high dexterity). Saves 15+. Club (+3, d8+1 damage)* ***or*** *stun baton (+3, d6+1 damage and save or be stunned for a round). Strength and Dexterity 13. Handcuffs, gas-mask, radio.*

Firearms Officer
For when the police really want to shoot somebody, typically only brought out to deal with armed standoffs, raids on criminal bases, and dealing with occult criminals. Well trained and determined.
Firearms Officer: *3 flesh (1 dice), 9grit (3 dice). AC 16 (riot armour). Saves 15+. Shotgun (+3, d12) or automatic rifle (+3, d10) Wisdom and Dexterity 13. Handcuffs, radio.*

Police Marksman
As with firearms officers. Employed to shoot people the police really want dead. Slow, careful snipers.
Riot Cop: *3 flesh (1 dice), 9grit (3 dice). AC 16 (riot armour). Saves 15+. Marksman's Rifle (+3, d12 or –1, d12 if not aimed already) or pistol (+3, d8) Wisdom and Dexterity 13. Handcuffs, radio.*

Men In Black Field Agent
Black suits. Dark glasses. Earpieces. Strange firearms. ID doesn't match any agency you've encountered.
An unearthly presence. Unsettling, commanding. Always composed, relentless, seems not to feel fear or pain. Civilians shy away from the instinctively. The police obey them without question.
Field Agent: *6 flesh (2 dice), 9 grit (3 dice). AC 15 (smart suit). Saves 14+. Hypertech Pistol (+4, d12). All stats are 13. Can cast any of the following spells by brandishing their ID, 3 -in-6 chance the spell is cast successfully when they do. Command, Sleep, Silence Dispel Magic, Antimagic Shell. Their attacks count as holy & magical. Immune to mind-control.*

Men In Black Paladin
Smart suits. Scarred skin glimpsed behind porcelain masks. Odd weapons. Strange sigils on their cufflinks. Voices are mere whispers.
The specialists of the Men in Black. They display agency ID that hurts to look at. Their command of police and bystanders is absolute, mundane humans submit to their will wordlessly or cower beneath their gaze.
Paladin: *6 flesh (2 dice), 15 grit (5 dice). AC 15 (smart suit). Saves 12+. Hypertech Pistol (+4, d12). All stats are 13. Can cast any of the following spells by brandishing their ID, 5 -in-6 chance the spell is cast successfully when they do. Suggestion, Dispel Magic, Protection from Weapons, Spectral Step, Spell Immunity, Time Stop. Their attacks count as holy & magical. Immune to mind-control.*

Men In Black Abomination
Dressed in a smart black suit. Gloves over their hands. Face hidden behind a reflective black glass mask. They smell of ozone, the air around them crackles with static electricity. Silent. Unarmed.
Looking at this *thing* makes your eyes hurt. Civilians and the police shudder and weep where they pass. Small animals die, plants wither.
Their demeanour is blank and emotionless. They pursue their targets with a single-minded dedication. Injury doesn't seem to bother them. The powers that be only bring out such creatures when dealing with the worst disturbances.
Abomination: *9 flesh (3 dice), 12 grit (4 dice). AC 15 (smart suit). Saves 8+. Hand (+4, d8 and memory wipe). All stats are 13.*
On first encountering an Abomination, Save vs Stunning or spend d4 rounds weeping and cowering. Save again if you see what's under the mask.
Touching the Abomination's skin attacks your memory: Save vs Stunning or forget the last 5 minutes.
Their attacks count as holy & magical. Immune to mind-control.

Thugs
Just run-of-the-mill violent criminals, the kind who commit the various muggings and assaults that make living in the city so exciting.
Thug: *5 flesh (1 dice), 2 grit (1 dice). AC 14 (stab vest). Saves 17+. Knife (+1, d6 damage) or Pistol (+1, d8 damage).*

Drug Pushers
The various street-level dealers that make the illicit economy work.
Drug Pushers: *5 flesh (1 dice), 0 grit (0 dice). AC 12 (leather jacket). Saves 17+. Pistol (+0, d8 damage).*
Roll a d6 for what they're selling. 1: weed, 2: acid, 3: salvia, 4: opium, 5: 'shrooms, 6: cocaine

Smugglers
Criminals specializing in getting goods from one place to another. Some of them specialize in transporting illegal drugs, others in proscribed texts or firearms.
Smuggler: *3 flesh (1 dice), 2 grit (1 dice). AC 10. Saves 17+. 3/6 at stealth, perception and athletics. Pistol (+0, d8 damage),*
Roll a d6 for what they're transporting. 1: cash (2,000 dollars of it), 2: LSD, 3: d4 scrolls of random spells, 4: a copy of the Voynich Manuscript (or another grimoire), 5: PCP, 6: d4+1 cold iron rapiers.

Muggers
These are just more humans, common thugs who haven't quite made the leap to being career criminals but who are skirting close to the line. They're experienced in a brawl, but unused to dealing with serious firepower or the supernatural.
Muggers: *4 flesh (1 dice), 1 grit (1 dice). AC 12 (protective leathers). Saves 17+. Pistols (+1, d8).*

Organ Harvesters
Doctors in the organ-legging trade. Prone to taking victims apart for spare parts. Callous, mercenary. Almost certainly had their medical licences revoked.
Organ Harvesters: *2 flesh (1 dice), 3 grit (1 dice). AC 11 (dexterity). Saves 17+. 5-in-6 medicine. Pistols (+1, d8) or knives (+0, d6). Int 16, Dex 14.*

Mobster
Full-time professional criminals. A member in some larger criminal organisation, carrying out the day to day work that keeps their boss's empire ticking over.
Mobster: *4 flesh (1 dice), 8 grit (2 dice). AC 16 (dexterity and stab-vest). Saves 16+. 3-in-6 Stealth and Athletics. Pistols (+5, d8) or hatchet (+5, d8+2). Str 16, Dex 16.*

Hitman
A professional at murder. Well equipped, experienced, business-like. Takes pride in a job well done. Skirting the line between anonymity and notoriety, leaves calling cards for those who know what to look for.
Hitman: *4 flesh (1 dice), 12 grit (3 dice). AC 16 (dexterity and stab-vest). Saves 15+. 3-in-6 Stealth and Athletics. Pistols (+5, d8) or hatchet (+5, d8+2) or Silenced Marksman's Rifle (+5, d10). Str 16, Dex 16.*
Equipped with grappling hooks, smoke bombs, caltrops, night -vision goggles and other tools of the trade.

Bodyguard
A close protection specialist. Charged with keeping the upper ranks of their organisation alive. Closed-lipped, alert, professional.
Bodyguard: *8 flesh (1 dice), 18 grit (3 dice). AC 14 (bullet-proof vest). Saves 10+. 3-in-6 Perception and Athletics. Pistols (+3, d8) or tazer (+3, d6 and save vs stunning) or Cosh (+3, d8). Con 16, Wis 16.*
Can step in the way of attacks that would hit their charge, taking the damage in their place.
Carry a gas mask, earpiece, lockpicks and other tools of their trade.

Mob Boss
The leader of a large criminal organisation. Old and cunning, well linked into the underworld, and with a history of vice, violence and ruthless politics that makes them a dangerous opponent. Of course, the real threat comes not from the boss themselves, but rather when they turn the attentions of their organisation against the PCs.
Whilst most mob bosses don't make use of magic directly, they're probably reasonably aware of it, and might have a few magic items or magicians to hand.
Hitman: *3 flesh (1 dice), 18 grit (6 dice). AC 16 (dexterity and stab-vest). Saves 12+. 3-in-6 Stealth, Drive and Athletics. Pistols (+8, d8) or sword-cane (+8, d8+2) Str 16, Dex 16, Int 13, Cha 16.*
Followers nearby are loyal and well motivated; upsetting the Boss is probably just as scary as anything the PCs can do.

Mob Lieutenant
The middle-management of organised crime. Capable individuals, ambitious and ruthless. Loyal to their boss unless serious leverage can be applied.
Hitman: *3 flesh (1 dice), 12 grit (4 dice). AC 16 (dexterity and stab-vest). Saves 12+. 3-in-6 Stealth, Drive and Athletics. Pistols (+6, d8). Str 16, Dex 16, Int 13.*

MUNDANE CIVILIANS

Junkies
These unfortunate individuals are hooked on some narcotic or other. They aren't uncommon in the undercity, having found their way down in search of new and more exotic highs.
Junkie: *4 flesh (1 dice), 0 grit (no dice). AC 10. Saves 18+. Knife (+0, d6 damage). When high, has a 1/6 chance to manifest a Monstrous power from this list.1 – Ambush Surgeon, 2 – Lie Detector, 3 – No Reflection, 4 – Tremor Sense, 5 - Slippery Mind, 6 - Mesmerizing Gaze, 7 - Smell Magic, 8 - Mental Communication.*

Exploring Kids
A group of teenagers mucking about in the undercity. Might be drinking, might be playing music. The sound of their fun could attract unfortunate attention.
Exploring Kid: *2 flesh (1 dice), 0 grit (no dice). AC 11. Saves 18+. Improvised weapons (+0, d6). Gets +4 to saves vs traps and environmental hazards.*

Urban Explorers
This is probably the first time these adventurous souls have encountered the occult and bizarre lurking beneath the city, and they intend to capture the experience in the form of shaky smartphone footage.
Urban Explorers: *2 flesh (1 dice), 3 grit (1 dice). AC 11. Athletics and Stealth 3-in-6. Saves 17+. Improvised weapons (+0, d6). +6 to saves vs traps and environmental hazards.*

Hoboes
Just a common, down-and-out civilian, taking shelter from the weather in the subterranean tunnels. Probably a victim of circumstances, resourceful but beaten-down. Doesn't want any trouble.
Hobo: *4 flesh (1 dice), 0 grit (0 dice). AC 10. Saves 18+. Knife (+0, d6).*

Graffiti Artists
These are mundane humans, only tangentially connected to the occult underworld, probably local residents blowing off steam.
Graffiti Artists: *2 flesh (1 dice), 0 grit (0 dice). AC 10. Saves 18+. Unarmed (+0, d4) or Spray-can Flamethrower (d8 damage, blast attack).*

Repair Crew
Professionals sent by the local authorities to keep the city's infrastructure maintained. The crews that deal with the deep underground quickly learn that there are things down there that their employers won't talk about. They become insular, superstitious little teams; each repair task treated like a dangerous mission.
Repair Crew: *6 flesh (1 dice), 0 grit (0 dice). AC 12 (protective leathers). Perception and Forensics 3-in-6. Saves 17+. Improvised weapons (+0, d8).*

Emergency Responders
Fire brigade, ambulance crew and other specialists. The first on the scene when something nasty happens. Dedicated to their work, competent, hard to panic. Selflessly devoted to getting people out of bad situations. Disproportionately likely to be the one who ends up dying when serious supernatural shit goes down.
Emergency Services: *5 flesh (1 dice), 5 grit (0 dice). AC 14 (protective clothing). Perception, Drive, Athletics and Medicine 4in-6. Saves 16+. Gets +4 to saves vs traps and environmental hazards. Improvised weapons (+0, d6). All stats 13. Don't normally check morale for anything non-supernatural.*

Professional Doctor
Unlike PC doctors, or most medics in the occult underground, this is a properly accredited medical professional, with a license and qualifications and years of training. They're likely used to seeing blood, sickness and injury. On the other hand, the chances are they've never been exposed to serious violence or magic in person, and a shootout or supernatural outbreak will be new and frightening to them.
Civilian: *2 flesh (1 dice), 0 grit (no dice). AC 8. Saves 18+. 5-in-6 chance at Medicine. Unarmed (+0, d4). Int and Wis 16. Has a 'pool' of 10 points of healing, to restore lost flesh points with, each taking a turn's work. Don't check morale for seeing injuries and death.*

Useless Civilians
If you need an average, everyday human with nothing special about them, here you go. These are the innocent bystanders, the victims and hostages. Their life is one of tedious work, unthinking consumption of pop-culture, and monotonous safety. When exposed to magic or real violence, they scream, panic, flee, beg - anything but fight. Exposure to the PCs' world will bring the nothing but trauma.
Civilian: *2 flesh (1 dice), 0 grit (no dice). AC 8. Saves 18+. Unarmed (+0, d4).*

Occult Weirdos

Underground Librarian
A magician with a rather impressive number of books stored elsewhere. Possesses reasonable wealth, a connection to respectable academia. Their reputation would be ruined if they were found to be mixed up with the occult underground.
Underground Librarian: *2 flesh (1 dice), 4 grit (2 dice). AC 12 (leathers). Saves 16+. Ritual Athame (+0, d6 damage), Intelligence 16. Has Shield and Sleep memorized. +3 to saves vs magic.*
Carrying 3 scrolls: sleep, bookspeak, and randomly select one other.

Occult Assistant
The apprentice to a magician, without their immediate magical power but learning fast.
Assistant: *2 flesh (1 dice), 0 grit (0 dice). AC 12 (leathers). Saves 18+. Baseball bat with nails in (+0, d10 damage), Can cast from scrolls without needing to make a Translation roll. +3 to saves vs magic.*
Carrying 2 scrolls: Sleep and randomly select one other.

Reanimator
This particular magician has delved into necromancy, finding ways to return the dead to a semblance of life. Their experiments have led them to experiment further with the processes of animating dead flesh, and they consider themselves something of an expert. Of course, this research requires a steady supply of corpses; for now, the black market has provided everything they need, but they're just a short push a way from going out and killing their own.
Reanimator: *2 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. Scalpel (+0, d6 damage). +4 bonus to saves vs magic. Intelligence 16. Has the following spells prepared: Turn Away Undead, Darkness, Animate Dead (memorized dangerously), Invisibility.*
Spellbook contains all those memorized spells, as well as Eyes of the Dead and Zombie Plague.

Pyromancer
A scholar of elemental fire, the primordial spark which separates humans from animals. Driven in their search for knowledge of elemental forces, the light of mad enlightenment burning in their eyes. Shabbily dressed, smells of brimstone, scars.
Pyromancer: *2 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. Knife (+0, d8 damage) or molotovs (save vs hazards or d6 fire damage). +4 bonus to saves vs magic. Intelligence 16. Has the following spells prepared: Create fire (twice), Wall of Fire(memorized dangerously), Resist Fire.*
Spellbook contains all those memorized spells, as well as Fireball and Heat Metal.

Illusionist
A master of perception, blurring the lines between hallucination and reality. Their true identity something of a mystery, shrouded in a web of lies and red-herrings from which they draw their power.
Illusionist: *2 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. Handgun (+0, d8 damage). +4 bonus to saves vs magic. Intelligence 16. Has the following spells prepared: Command, Message, Create Illusion (memorized dangerously), False Sound.*
Spellbook contains all those memorized spells, as well as Mirror Image and Feeblemind.

Arachnophile
This magician is, frankly, obsessed with spiders. Their form is mutated, with chitinous plates beneath their clothing, and glossy black chelicerae and pedipalps within their cheeks, ready to unfold.
Arachnophile: *2 flesh (1 dice), 8 grit (4 dice). AC 12 (chitin). Saves 14+. Bite(+0, d4 and save vs poison or d6 more poison damage). +4 bonus to saves vs magic. Intelligence 16. Has the following spells prepared: Spider Climb, Message, Parasitic Infestation (memorized dangerously), Web.*
Spellbook contains all those memorized spells, as well as Speak with Animals and Remote Surveillance.

Chthonicist
Drawing on the power of stone, darkness, and the fire and water cradled in the deep cracks of the earth. A magician drawn to explore and study the underground in search of geological enlightenment.
Chthonicist: *2 flesh (1 dice), 8 grit (4 dice). AC 10 (chitin). Saves 14+. Pick(+0, d8). +4 bonus to saves vs magic. Intelligence 16. Has the following spells prepared: Spider Climb, Shrink, Octopus Flesh (memorized dangerously), Heat Vision (memorized dangerously).*
Spellbook contains all those memorized spells, as well as Turn Rock To Mud, and Shape Stone.

Technomancer
Sufficiently advanced magic is indistinguishable from technology. This magician is perfectly adapted to the modern world and its omnipresent electronic devices, equal parts hacker, engineer and sorcerer. An urban legend online, but an anonymous shabby nerd in meatspace.
Technomancer: *2 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. Custom Tazer(+0, d6 damage and save vs stunning). +4 bonus to saves vs magic. Technology 5-in-6. Intelligence 16. Has the following spells prepared: Guess Password, Mending, Spoof Identity (memorized dangerously), Erase Data.*
Spellbook contains all those memorized spells, as well as Techspeak and Anti-technological Shell

Hypnotist
Mastery of the psyche, and control of the processes of thought. A mesmerising presence, undeniable charisma. The sort of individual you want to follow, just to bask in the glow of their natural charm. None of it's natural talent, they've spent years unlocking the secret shortcuts to bypass logical thought, to hijack the mind through exploiting its flaws and glitches. Supremely dangerous but rarely acted against.
Hypnotist: *2 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. Knife (+0, d6 damage). +4 bonus to saves vs magic. Intelligence 16, Charisma 18. Has the following spells prepared: Command, Suggestion, Sleep, Gease (memorized dangerously).*
Spellbook contains all those memorized spells, as well as Fear and Mental Network

Vivimancer
The mind mastering the flesh. A delver into biomancy, shape-shifting, forbidden medicine. A sculpter of muscle and gristle. Their face is no longer their own, their physical form mutable. Their biology is whatever they wish it to be.

Vivimancer: *3 flesh (1 dice), 8 grit (4 dice). AC 10. Saves 14+. 2 claws (+0, d4+1 each). +4 bonus to saves vs magic. Intelligence 16, Strength, Dexterity, Constitution 13. Has the following spells prepared: Cure Wounds, Shrink, Regenerate (memorized dangerously), Flay.*
Spellbook contains all those memorized spells, as well as Sculpt Flesh and Clone

Puissant Sorcerer
A magician with many decades of study behind them, pushing up against the limits of mortality. An effortless wielder of terrifying magic, with an incredibly high bounty on their head.
Puissant Sorcerer: *6 flesh (1 dice), 18 grit (8 dice). AC 10. Saves 10+. Walking-cane (+0, d8 damage). Intelligence & Charisma 16. Has the following spells prepared: Darkness, Bleeding Curse, Unseen Servant, Spider Climb, Invisibility, Disintegrate (memorized dangerously), Suggestion, Animate Artwork (memorized dangerously), Senescence, Spell Immunity, Protection from Weapons.*
Spellbook contains all these, and additionally Clone, Magic Jar, Permanency, Contingency and Mist Form. Potential access to any other spell they might need, too.

Fleshcrafter
A delver into forbidden science. A grafter of limbs and organs, sculptor of flesh, puppeteer of neurones. A transhumanist whose experiments have pushed them far beyond the limits of the fragile human frame. Multi-limbed, some arms ending in delicate fingers, some in scalpel-like claws, slithering forward on improved appendages that emerge from the bottom of a white lab-coat.
Desires further materials for experimentation; either perfect, unharmed human specimens, or else the strangest beasts to be found within the undercity.
Fleshcrafter: *5 flesh (1 dice), 12 grit (4 dice). AC 10. Saves 14+. Syringe (+4, d4 damage, and poison) or 4 claws (+0, d4 damage) . +4 bonus to saves vs poison & sickness. Dexterity, Constitution, & Intelligence all 18. Medicine & Technology 6-in-6.*
When using a syringe attack, can choose one of the following poisons if the victim fails their save:

- *Complete paralysis 2d4 rounds.*
- *Lethargy (skip every other round's action to rest) for the next turn.*
- *Begin Bleeding Out from the lungs.*
- *D12 toxin damage to flesh.*
- *Counteract the effects of all drugs and poisons affecting the victim.*
- *D12 damage to Dexterity, Intelligence and Wisdom.*

Altered Medic
An assistant to one of the undercity's artists of flesh, or a an underworld doctor just beginning their journey into the mysteries of forbidden science. Slight signs of surgical alteration already visible beneath their scrubs, their mannerisms becoming distinctly inhumane.
Altered Medic: *3 flesh (1 dice), 5 grit (2 dice). AC 10. Saves 16+. Syringe (+2, d4 damage, and poison) or2 scalpels (+0, d4 damage) . +4 bonus to saves vs poison & sickness. Dexterity, Constitution, & Intelligence all 18. Medicine & Technology 6-in-6.*
When using a syringe attack, can choose one of the following poisons if the victim fails their save:

- *Complete paralysis 2d4 rounds.*
- *Lethargy (skip every other round's action to rest) for the next turn.*
- *Begin Bleeding Out from the lungs.*
- *D12 toxin damage to flesh.*
- *Counteract the effects of all drugs and poisons affecting the victim.*
- *D12 damage to Dexterity, Intelligence and Wisdom.*

Urban Shaman
A lone mystic, granted power by a host of petty spirits. The shaman's battered clothing is bedecked with little fetishes and charms, and their face painted with all manner of tiny sigils representing the spirts they serve.
The urban shaman is bound to perform various odd duties to the spirits they work with. They might be found offering a sacrifice of rum or children's toys at some mildly unusual architectural feature, scrawling strange graffiti or hiding something precious to let it rot.
Urban Shaman: *2 flesh (1 dice), 2 grit (1 dice). AC 10. Saves 17+. Walking-cane (+0, d8 damage). Has a 2-in-6 chance to cast either Bleeding Curse, Unseen Servant or a ~mystery spell~ (roll a d8 for rank, and then a random spell of that rank).*

Speaker for the Dead
A medium, tormented by visions of the lingering dead that only they see. Dressed austerely, in severe blacks and greys. Young, fragile-looking, pale-faced with thick red hair. Bags under the eyes, hollow cheeks. Stutters as they talk.
Sometimes they just *know* things. Sometimes things happen without them having much control over it. Sometimes they become a vessel to channel the power of the restless dead that just *will not leave them alone*.
Speaker For The Dead: *2 flesh (1 dice), 2 grit (1 dice). AC 10. Saves 17+. Knife (+0, d6 damage). Has a 2-in-6 chance to cast either Command, Turn Away Undead or a ~mystery spell~ (roll a d8 for rank, then a random spell of that rank).*

Slasher
A human serial-killer, wholly devoted to the art of murder, humanity long gone. Dressed in shabby clothes and a blank mask. Voice near-monotonous, unable to relate to anything beyond the hunt.
Slasher: *4 flesh (2 dice), 12 grit (2 dice). AC 10. Saves 11+. 2 hatchets (+4, d10 damage). Any hit to flesh starts the victim bleeding. Never flees, always goes for a kill.*

Death-cult Assassin
Worshippers of murder and bloodletting. Clad in sleek bodysuits, identities hidden behind elegant porcelain masks. Sensual in their movement. Silent, communicating only through sign-language. Utterly dedicated to the sacraments of death.
Death-cult Assassin: *2 flesh (1 dice), 6 grit (3 dice). AC 13 (agility and protective clothing). Saves 15+. Stealth 4/6. Paired ritual knives (+4, d6+1 damage) or throwing knives (+4, d6+1 damage). Strength and Dexterity 13. 3-in-6 chance to be able to cast Silence, Invisibility or Bleeding Curse through ritual bloodletting (themselves or somebody else's).*

Murder-children
These are children, that commit murders. Utterly feral, lacking morals. They kill because its fun, laughing and chattering as they do it. They don't understand why what they do is wrong. They aren't stupid, though; you can reason with them, so long as your reasoning doesn't rely on appeals to their conscience.
Murder Child: *1 flesh (1 dice), 4 grit (2 dice). AC 13 (small and nimble). Saves 16+. Stealth 4/6. Stolen knives (+3, d6 damage). When attacks ignore grit, +3 damage and the victim starts bleeding out. Dexterity 16.*

Wendigo
A feaster on human flesh, gaining strange power from it but sacrificing a sliver of their humanity with each meal. Wiry, crouched forward, feral, yet somehow compelling. When they've fed recently, healthy looking, becoming progressively more gaunt the longer it's been since they last ate human meat. Gluttonous. Love the hunt.
Capable of blending into normal society just fine so long as they eat regularly. When they hunt, they coordinate with other killers; vampires, murder children, slashers, death-cult assassins, lycanthropes, each other. Move in loose packs, utilize traps and ambushes.
Wendigo: *5 flesh (1 dice), 10 grit (2 dice). AC 13 (naturally tough). Saves 16+. Stealth 4/6. Butcher's knife (+3, d6+1 damage) and Bite (+3, d4+1 damage).*
On a bite that does damage to flesh, heal that many lost HP. Can track by scent. Charisma, Strength and Dexterity 13. Carries 5 bear-traps (Save vs Machines or d10 damage) and can set snares, pit-traps etc.

Latent Psychic

An otherwise mundane human with untapped psychic potential. Little control over their powers, that just *happen* sometimes, on instinct or random chance. Dressed scruffily, bags under their eyes. A history of mental illness, and a box of pills that don't help.

Latent Psychic *4 flesh (1 dice), 8 grit (2 dice). AC 10. Saves 15+. Knife (+2, d6+1 damage). +4 to saves vs Magic. Str 13. Have perhaps one to three powers from this list:*

- *Know instinctively when they're being lied to.*
- *See invisible things.*
- *Move objects around with invisible force (d4 damage if used to attack).*
- *Speak in the minds of others, telepathically.*
- *Mesmerizing gaze; Save vs Stunning to break eye contact.*
- *See perfectly well in the dark.*
- *Cast no reflection and not show up on camera.*
- *Fade from memory if they wish.*
- *The capacity to 'just know' things they shouldn't be able to, with no explanation for how.*
- *The ability to create flames in their hands. +d4 damage if they use it to create fires.*

Post-human

The result of genetic tampering or inhuman ancestry or selective breeding, no longer quite human. Something more. Uncanny-valley oddness to their motions and mannerisms, their face too symmetrical, their tone of voice to flat. Unnerving in their quiet superiority.

Post-human *4 flesh (1 dice), 8 grit (2 dice). AC 10. Saves 15+. Knife (+3, d6+1) or handgun (+3, d8). +4 to saves vs Magic. All stats 13. Have perhaps one to three powers from this list:*

- *Breath water and swim with perfect manoeuvrability.*
- *Walk up walls like a spider.*
- *An additional bite attack, at +3 for d4+1 damage.*
- *Unhuman speed; double move speed, always go first in initiative.*
- *Flesh that can deform and flow like that of an octopus, to wriggle through tight gaps or into narrow spaces, and giving +2 to wrestling attempts.*
- *Heal that much damage to flesh and start the victim bleeding on a bite attack that deals damage to flesh.*
- *A poison bite: if the bite deals damage to flesh, victim must save vs poison or suffer d12 more damage.*
- *Immunity to fire.*
- *Immunity to electricity.*
- *The ability to move absolutely silently: stealth 3-in-6.*

Promethean

The winner of a genetic lottery, a whole host of recessive traits and divergent bloodlines coming together into an individual of tremendous supernatural power.

This is what humanity could be if they cast off the shackles of mundanity and mortality. A few such beings achieve great things, revolutionising entire fields of art or science, or pursuing temporal power so that they can bend the world to their will. Others descend into the occult underworld, burning the candle at both ends as they pursue supernatural power in all its forms, before dying in a storm of bullets or a flurry of unnatural claws.

Most, though, are taken by the Men in Black. And, for the most part, they go willingly. Popular wisdom in the underground holds that this is the last that's seen of them. Sometimes, though, they resurface. Perhaps they're highly placed in government, enacting the sorts of policies that keep the occult thoroughly underground. Or their name is connected to multinational organisations of staggering reach and influence.

Sometimes, they're seen in neat black suits, with porcelain masks and insignia that makes your eyes hurt to look at.

Promethean *7 flesh (1 dice), 25 grit (5 dice). AC 13 (agility). Saves 10+. Pistol (+9, d8) or duelling sword (+9, d8+3). All stats 18. Have perhaps one to three powers from this list:*

- *Create fireballs at will: all in the blast radius must Save vs Hazards or take d6 damage.*
- *Total immunity to mind-control.*
- *See through illusions, invisibility, disguises etc automatically.*
- *Mastery of how gravity affects them: they can levitate, walk up walls, over ceilings, fall without injury etc.*
- *Flesh that can be re-shaped and altered at will. Appearance is whatever they want it to be, when they form natural weapons they attack 3 times at +9 for d4+3 damage each time (two bites and a claw), can re-create serious injuries.*
- *Ability to read the surface thoughts, emotions, etc of everybody nearby.*
- *Those they address by name must make a Save vs Stunning or obey any direct order made that names them.*
- *Immunity to fire, electricity, acid, cold and other 'energy' attacks.*
- *Tue ability to drain blood with a touch; +9 to hit, d4 damage to flesh and heals the Promethean that much.*
- *The ability to dispel any magical effect they spend a minute interacting with or studying.*

CULTS

Cult Novices
These are the lowest-level members of some underground cult or other. Probably new initiates, their understanding of their cult's mysteries and practices is low. None the less, the cultist's destiny is inexorably tied to their cult's patron.
Cult Novice: *3 flesh (1 dice), 0 grit (no dice). AC 10. Saves 18+. Charm 2/6. Ritual Dagger (+0, d4 damage). Can cast a single spell from (depending on the cult) by passing a Charm roll, one time only.*

Lay Cultists
The everyday, common members of a particular cult, those making up the bulk of the congregation. They are not particularly unpleasant people, once you see past their likely love of human sacrifice, and are friendly and generous. Indeed, they have gifts to share with you, wonderful gifts if you'll only accept them.
Cultist: *4 flesh (1 dice), 4 grit (1 dice). AC 10. Saves 16+. Knife (+0, d6 damage). +4 to saves vs Magic. Have a 3-in-6 chance to cast one of the spells for their cult each time they try.*

Cult Fanatics
Members of some underground cult who are single-mindedly devoted to their cause. Typical fanatics go into combat with their identities hidden beneath masks or hoods, in a hypnotic or drug-induced state of near frenzy. They will willingly suffer injury and even death in defence of their patron and the leadership of their cult.
Cult Fanatics *4 flesh (1 dice), 8 grit (2 dice). AC 10. Saves 15+. Flail (+2, d10+2 damage). +4 to saves vs Magic. Str 16. Have a 3-in-6 chance to cast one of the spells for their cult each time they try. Utterly fearless.*

Inner Circle Initiates
Those worshippers inducted into the deeper mysteries of the cult, privy to its true nature and goals. They may possess secret knowledge, have encountered the object of the cult in person, or have received additional strange gifts. These men and women are distanced from normal humanity, their mannerisms odd, their faith in their masters absolute.
Inner Circle Initiate: *4 flesh (1 dice), 12 grit (3 dice). AC 10. Saves 14+. Ritual blade (+0, d8 damage). +4 to saves vs Magic. Have a 3-in-6 chance to cast one of the spells for their cult each time they try.*

Magister
The upper echelons of the cult, those in possession of truly impressive occult power. While not the central figurehead of the cult themselves, they have a great deal of influence and typically hold authority over one area of the cult's activities.
Magister: *5 flesh (1 dice), 20 grit (5 dice). AC 10. Saves 12+. Ceremonial Weapons (+0, d8 damage). +4 to saves vs Magic. Have a 4-in-6 chance to cast one of the spells for their cult each time they try.*

High Priests
These are the central figures to any cult, the worshippers with the most direct connection to their patron. Most are highly favoured and receive all manner of supernatural gifts from their masters.
High Priest: *6 flesh (1 dice), 32 grit (8 dice). AC 10. Saves 9+. Ceremonial Weapons (+0, d8 damage). +4 to saves vs Magic. Have a 5-in-6 chance to cast one of the spells for their cult each time they try.*

Table 160: Cults and their spells

d30	Patron	Spell List	Associated Monsters/Mortals	Associated Mortals
1	Amanita Muscaria	1: Shrink, 2: Waking Dreams, 3: Haste, 4: Dopethrone, 5: Cloudkill, 6: Mindswitch, 7: Flatten, 8: Mental Network.	Various Mycelids/Latent Psychics	Fungi, hallucinations, mind-expanding
2	Anassa	1:Spider-Climb, 2: Web, 3: Clairvoyance, 4: Seven Gates, 5: True Sight, 6: Contingency 7: Remote Surveillance, 8: Mind Blank.	Various spider monsters/ Arachnophiles & Were-spiders	Spiders, planning, networks, traps
3	Azi Dahaka	1: Enlarge, 2: Speak With Animals, 3: Octopus flesh, 4: Polymorph Self, 5: Polymorph Others, 6: Turn Flesh To Stone, 7: Simulacrum, 8: Shape Change	Chimerical Monsters/Organ Harvesters	Mutation, the creation of monsters, evolution
4	The Black Goat	1:Bleeding Curse 2: Speak with Animals, 3: Howl of the Moon, 4: Wall of Fire, 5: Pass Through Walls, 6: Gease, 7: Earthquake, 8: Shapechange	Black Goats, Nightmares/	Wilderness, fertility, unrestrained emotion
5	Choronzon	1: Hold Portal, 2: Know Guilt 3: Divination, 4: Seven Gate, 5: Feeblemind, 6: Find the Path, 7: Paradoxical Revelation, 8: Trap the Soul	Stone Guardians & /Puissant Sorcerers	Thresholds, self-evolution, liminality
6	Chronos	1: Mending, 2: Augury, 3: Senescence, 4: Hurl Through Time, 5: True Sight, 6: Disintegrate, 7: Reverse Gravity, 8: Time Stop	Chronological Aberrations/ Prometheans	Time, entropy, fate
7	Coyote	1: Unseen Servant, 2: Suggestion, 3: Clairvoyance, 4: Spoof Identity, 5: Magic Jar, 6: Projected Image, 7: Simulacrum, 8: Shapechange	Feral Dogs & Lycanthropes/ Illusionists	Coyotes, shapeshifting, trickery, laughter
8	Cthugha	1: Create Fire 2: Heat Metal, 3: Fireball, 4: Wall of Fire, 5: Cloudkill, 6: Disintegrate, 7: Magic Blade, 8: Permenancy	Magma-children & Plasma Elementals/Pyromancers	Fire, outer space, stars, nuclear reactions
9	Dionysos	1: Command, 2: Heroism, 3: Haste, 4: Dopethrone, 5: Magic Jar, 6: Gease, 7: Paradoxical Revelation, 8: Resurrection	Various Fairies/Junkies	Alcohol, madness, visions, revelry
10	Dis Pater	1:Turn Away the Undead, 2: Augury, 3: Speak with Corpses, 4: Protection from Weapons, 5: Animate Dead, 6: Turn Flesh to Stone 7: Animate Artwork, 8: Zombie Plague	Ghosts/Speakers for the Dead	Death, the restful dead, wealth, tradition
11	The Great Librarian	1:Bookspeak, 2: Techspeak, 3: Speak with Corpses, 4: Spectral Step, 5: Magic jar, 6: Anti-magic Shell 7: Animate Artwork, 8: Trap the Soul	Ghosts/Underground Librarians	Knowledge at all costs, abuse of the dead
12	Hypnos	1:Sleep, 2: Waking Dreams 3: Clairvoyance, 4: Absolute Empathy, 5: True Sight, 6: Mind Switch, 7: Animate Artwork, 8: Mind Blank	Dero & Dero Geniuses/ Hypnotists	Sleep, dreams, insight, narratives
13	The Idea Of Thorns	1:Command, 2: Waking Dreams 3: Howl of the Moon, 4: Awaken Plant, 5: Turn Rock To Mud, 6: Turn Flesh To Stone, 7: Paradoxical Revelation, 8: Anti-technological Shell	Various plant-monsters/ Murder Children	Plants, wounds, insanity, the green world, the fall of civilization
14	Ithaqua	1:Freeze the Very Air, 2: Resist Fire, 3: Mist Form, 4: Wall of Ice, 5: Cloudkill, 6: Ward against the Eldritch, 7: Simulacrum, 8: Imprisonment	Ice Elementals/Wendigos	The arctic, emptiness, cold, hunger
15	Jormagandr	1:Enarge, 2: Speak with Animals, 3: Lightning Bolt, 4: Protection from Weapons, 5: Floating Eye, 6: Disintegrate, 7: Earthquake, 8: Imprisonment	Giant snakes/Were-snakes	Apocalypses, serpents, the ocean, upheaval, orouboroses
16	The Leviathan	1:Sleep, 2: Mirror Image, 3: Water Breathing, 4: Polymorph Self, 5: Floating Eye, 6: Mind Switch, 7: Sculpt Flesh, 8: Trap the Soul	Aboleths/Fleshcrafters & Altered Medics	Water, fish, fleshcrafting, prehistory
17	The Lich Abraxus Thrice-risen	1:Unseen Servant, 2: Magic Mouth 3: Dispel Magic, 4: Become the Sanctum, 5: Animate Dead, 6: Contingency, 7: Clone, 8: Resurrection	Liches, Skeletons/Puissant Sorcerers	Undeath, immortality, apotheosis, stasis
18	Mammon	1:Hold Portal 2: Guess Password 3: Sacrifice, 4: Spell Immunity, 5: Creation, 6: Legend Lore, 7: Instant Summon, 8: Polymorph Any Object	Gold Elementals/Useless Civilians	Wealth, greed, gold, social stratification
19	Nergal	1:Eyes of the Dead, 2: Resist Fire, 3: Senescence, 4: Wall of Ice, 5: Animate Dead, 6: Disintegrate, 7: Earthquake, 8: Call Down The Void	Ghouls, and other feral undead/Resurrectionists	Death, plague, the dead conscripted
20	Papa Legba	1: Comprehend Languages, 2: Augury, 3: Divination, 4: Seven Gates, 5: Pass Through Walls, 6: Find the Path, 7: Remote Surveillance, 8: Imprisonment	Genius Loci/Urban Shamans	Crossroads, navigation, the spirit world
21	Prometheus	1:Create Fire, 2: Heroism, 3: Fireball, 4: Wall of Fire, 5: True Sight, 6: Legend Lore 7: Animate Artwork, 8: Mental Network	Fire Elementals/ Pyromancers, Prometheans	Fire, illumination, genius, knowledge
22	Saint Judas Thadeus	1:Cure Wounds 2: Invisibility, 3: Remove Curse, 4: Spell Immunity, 5: Shape Stone, 6: Find the Path, 7: Clone, 8: Time Stop	Death Knights/Professional Doctors	Protection, self-sacrifice, lost causes
23	Santa Muerta	1:Shield 2: Invisibility, 3: Cure Disease, 4: Protection from Weapons, 5: Animate Dead, 6: Regenerate, 7: Mass Invisibility, 8: Ressurection	Mummified Saints/Speakers for the Dead	The downtrodden, peaceful death, the oppressed, struggles
24	Sekhmet	1:Bleding Curse, 2: Heroism, 3: Flay, 4: Protection from Weapons 5: Cloudkill, 6: Disintegrate, 7: Magic Blade, 8: Anti-technological Shell	Crocodiles & Alligators/ Death Cult Assassins	War, violence, brutality, lions, crocodiles
25	Sol Invictus	1:Light 2: Heroism, 3: Haste, 4: Wall of Fire, 5: Telekinesis, 6: Gease, 7: Magic Blade, 8: Imprisonment.	Fire Elementals/Bodyguards	The sun, glory, soldiers, victory
26	Ursus, the Great Bear	1:Enlarge 2: Speak with Animals, 3: Flay, 4: Rip Portal, 5: Turn Rock To Mud, 6: Regenerate, 7: Earthquake, 8: Permenancy	Cave Bears/Chthonicists & Were-bears	Bears, caves, darkness, winter, the ancient past
27	The Void	1:Darkness, 2: Silence, 3: Senescence, 4: Spectral Step, 5: Turn Rock to Mud, 6: Disintegrate, 7: Reverse Gravity, 8: Call Down the Void	Vacuum Elementals/ Wendigos	Emptiness, entropy, dissolution, black holes, vacuums
28	Vor Glaurung	1:Light, 2: False Sound, 3: Haste, 4: Create Illusion, 5: Feeblemind, 6: Projected Image, 7: Paradoxical Revelation, 8: Polymorph Any Object	Prismatic Children of Vor Glaurung/ Illusionists	Illusions, deception, holograms, rainbows, beauty
29	Vorm the Parasite-God	1:Spider Climb, 2: Erase Data, 3: Sacrifice, 4: Parasitic Infestation, 5: Floating Eye, 6: Mind Switch, 7: Simulacrum, 8: Trap the Soul	Morlocks & Eloi, Walking Swarms/Arachnophiles	Survival at all costs, parasitism, desperation, community
30	Yig	1:Darkness 2: Speak with Animals, 3: Senescence, 4: Host the Ophidian Sage 5: Pass Through Walls, 6: Turn Flesh to Stone, 7: Sculpt Flesh, 8: Time Stop	Various serpents/Were-snakes	Snakes, venom, the serpent-folk, deserts

Table 161 Cults and their spells

d30	Patron	Spell (novices)	Spells (Lay Cultists)	Spells (Cult Fanatics)	Spells (Initiates)
1	Amanita Muscaria	Shrink	Shrink, Enlarge	Shrink, Enlarge, Waking Dreams	Shrink, Enlarge, Waking Dreams, Levitate
2	Anassa the Spider Queen	Spider-climb,	Spider-climb, Command	Spider-climb, Command, Web	Spider Climb, Speak With Animals, Web, Unseen Servant
3	Azi Dahaka	Enlarge	Enlarge, Shield	Enlarge, Shield, Speak with Animals	Enlarge, Speak with Animals, Silence, Polymorph Self
4	The Black Goat	Bleeding Curse,	Bleeding Curse, Darkness	Bleeding Curse, Darkness, Howl of the Moon	Bleeding Curse, Speak with Animals, Darkness, Howl of the Moon
5	Choronzon	Hold Portal	Shield, Hold Portal	Shield, Hold Portal, Know Guilt,	Hold Portal, Shield, Know Guilt, Sacrifice
6	Chronos	Mending,	Mending, Shrink	Mending, Shrink, Senescence,	Mending, Senescence, Haste, Hurl Through Time
7	Coyote	Unseen Servant,	Unseen Servant, Shrink	Unseen Servant, Shrink, Suggestion	Unseen Servant, Suggestion, Shrink, Invisibility
8	Cthugha	Create Fire,	Create Fire, Darkness	Create Fire, Darkness, Fireball	Create Fire, Darkness, Heat Metal, Fireball
9	Dionysos	Command,	Command, Comprehend Languages	Command, Heroism, Haste	Command, Heroism, Haste, Suggestion
10	Dis Pater	Turn Away Undead,	Turn Away Undead, Eyes of the Dead	Turn Away Undead, Eyes of the Dead, Augury	Turn Away Undead, Shield, Augury, Speak With Dead
11	The Great Librarian	Bookspeak,	Bookspeak, Comprehend Languages	Bookspeak, Comprehend Languages, Techspeak	Bookspeak, Locate Object, Clairvoyance, Speak with Corpses
12	Hypnos	Sleep	Sleep, Message	Sleep, Message, Invisibility	Sleep, Message, Invisibility, Mirror Image
13	The Idea Of Thorns	Command	Command, Bleeding Curse	Command, Bleeding Curse, Cure Disease	Command, Speak with Animals, Awaken Plants, Howl of the Moon
14	Ithaqua	Freeze the Very Air,	Freeze the Very Air, Darkness	Freeze the Very Air, Darkness, Mist Form	Freeze the Very Air, Darkness, Mist Form, Wall of Ice.
15	Jormagandr	Enlarge,	Enlarge, Command	Enlarge, Shrink, Lightning Bolt	Enlarge, Lightning Bolt, Darkness, Cure Disease
16	The Leviathan	Sleep,	Sleep, Cure Wounds	Sleep, Cure Wounds, Water Breathing	Sleep, Cure Wounds, Mirror Image, False Sounds
17	The Lich Abraxus Thrice-risen	Unseen Servant	Unseen Servant, Bleeding Curse	Unseen Servant, Bleeding Curse, Dispel Magic	Unseen Servant, Web, Dispel Magic, Clairvoyance
18	Mammon	Hold Portal	Hold Portal, Bookspeak	Hold Portal, Bookspeak, Mirror Image	Hold Portal, Mirror Image, Sacrifice, Senescence
19	Nergal	Eyes of the Dead,	Eyes of the Dead, Cure Wounds	Eyes of the Dead, Cure Wounds, Silence	Eyes of the Dead, Resist Fire, Silence, Cure Wounds
20	Papa Legba	Comprehend Languages	Comprehend Languages, Message	Comprehend Languages, Message, Divination	Comprehend Languages, Augury, Divination, Seven Gates
21	Prometheus	Create Fire,	Create Fire, Bookspeak	Create Fire, Fireball, Heroism	Create Fire, Heroism, Fireball, Suggestion
22	Saint Judas Thadeus	Cure Wounds,	Cure Wounds, Mending	Cure Wounds, Mending, Cure Disease	Cure Wounds, Cure Disease, Dispel Magic, Break Curse
23	Santa Muerta	Shield	Shield, Turn Away Undead	Shield, Turn Away Undead, Remove Curse	Shield, Turn Away Undead, Invisibility, Resist Fire
24	Sekhmet	Bleeding Curse	Bleeding Curse, Enarge	Bleeding Curse, Enarge, Heroism	Bleeding Curse, Enlarge, Flay, Howl of the Moon
25	Sol Invictus	Light	Light, Create Fire	Light, Create Fire, Protection from Fire	Light, Protection from Fire, Heroism, Haste
26	Ursus, the Great Bear	Enlarge	Enlarge, Darkness	Enlarge, Darkness, Speak with Animals	Enlarge, Speak with Animals, Clairvoyance, Darkness
27	The Void	Darkness,	Darkness, Shrink	Darkness, Shrink, Senescence	Darkness, Shrink, Senescence, Spectral Step
28	Vor Glaurung	Light,	Light, Message.	Light, Message. Haste	Light, False Sound, Mirror Image, Create Illusion
29	Vorm the Parasite-God	Spider-climb	Spider-climb, Shrink	Spider-climb, Shrink, Parasitic Ingestation	Spider-climb, Parasitic Infestation, Senescence, Invisibility
30	Yig	Darkness	Darkness, Sleep	Darkness, Sleep, Levitate	Darkness, Bleeding Curse, Senescence, Host the Ophidian Sage

Table 162: Cults and their spells

d30	Patron	Spells (magisters)	Spells (high priests)
1	Amanita Muscaria	Shrink, Enlarge, Invisibility, Waking Dreams, Cloudkill, Dopethrone	Shrink, Enlarge, Invisibility, Waking Dreams, Cloudkill, Dopethrone, Flatten, Reverse Gravity
2	Anassa	Spider Climb, Speak With Animals, Web, True Sight, Contingency, Suggestion	Spider Climb, Speak With Animals, Web, True Sight, Contingency, Suggestion, Mind Blank, Mass Invisibility
3	Azi Dahaka	Enlarge, Speak with Animals, Silence, Polymorph Self, Shield, Turn Flesh to Stone	Enlarge, Speak with Animals, Silence, Polymorph Self, Shield, Turn Flesh to Stone, Simulacrum, Shape Change
4	The Black Goat	Bleeding Curse, Speak with Animals, Darkness, Howl of the Moon, Wall of Fire, Pass Through Walls	Bleeding Curse, Speak with Animals, Darkness, Howl of the Moon, Wall of Fire, Pass Through Walls, Earthquake, Shapechange
5	Choronzon	Hold Portal, Shield, Divination, Know Guilt, Seven Gates, Feeblemind	Hold Portal, Shield, Divination, Know Guilt, Seven Gates, Feeblemind, Paradoxical Revelation, Magic Blade
6	Chronos	Mending, Senescence, Haste, Hurl Through Time, True Sight, Spectral Step	Mending, Senescence, Haste, Hurl Through Time, True Sight, Spectral Step, Time Stop, Permanency
7	Coyote	Unseen Servant, Suggestion, Invisibility, Clairvoyance, Spoof Identity, Projected Image	Unseen Servant, Suggestion, Invisibility, Clairvoyance, Spoof Identity Projected Image, Shapechange, Simulacrum
8	Cthugha	Create Fire, Darkness, Protection from Fire, Fireball, Wall of Fire, Cloudkill	Create Fire, Darkness, Protection from Fire, Fireball, Wall of Fire, Cloudkill, Magic Blade, Reverse Gravity
9	Dionysos	Command, Heroism, Haste, Suggestion, Dopethrone, Gease	Command, Heroism, Haste, Suggestion, Dopethrone, Gease, Resurrection, Pass Through Walls
10	Dis Pater	Turn Away Undead, Shield, Augury, Speak With Dead, Animate Dead, Senescence	Turn Away Undead, Shield, Augury, Speak With Dead, Animate Dead, Senescence, Turn Flesh to Stone, Zombie Plague
11	The Great Librarian	Bookspeak, Locate Object, Clairvoyance, Speak with Corpses, Anti-magic Shell, Spectral Step	Bookspeak, Locate Object, Clairvoyance, Speak with Corpses, Anti-magic Shell, Spectral Step, Animate Artwork, Trap the Soul
12	Hypnos	Sleep, Invisibility, Mirror Image, Absolute Empathy, Create Illusion, Mind Switch	Sleep, Invisibility, Mirror Image, Absolute Empathy, Create Illusion, Mind Switch, Mental Network, Mind Blank
13	The Idea Of Thorns	Command, Speak with Animals, Silence, Howl of the Moon, Awaken Plants, Create Illusion	Command, Speak with Animals, Silence, Howl of the Moon, Polymorph Awaken Plants, Create Illusion, Paradoxical Revelation, Anti-technological Shell.
14	Ithaqua	Freeze the Very Air, Darkness, Mist Form, Wall of Ice, Cloudkill, Turn Rock to Mud	Freeze the Very Air, Darkness, Mist Form, Wall of Ice, Cloudkill, Turn Rock to Mud, Simulacrum, Imprisonment
15	Jormagandr	Enlarge, Shrink, Lightning Bolt, Darkness, Protection from Weapons, Disintegrate	Enlarge, Shrink, Lightning Bolt, Darkness, Protection from Weapons, Disintegrate, Earthquake, Reverse Gravity
16	The Leviathan	Sleep, Cure Wounds, Mirror Image, Water Breathing, Polymorph Self, Mind Switch	Sleep, Cure Wounds, Mirror Image, Water Breathing, Polymorph Self, Mind Switch, Sculpt Flesh, Clone
17	The Lich Abraxus Thrice-risen	Unseen Servant, Web, Dispel Magic, Clairvoyance, Animate Dead, Contingency	Unseen Servant, Web, Dispel Magic, Clairvoyance, Animate Dead, Contingency, Clone, Animate Artwork
18	Mammon	Hold Portal, Mirror Image, Sacrifice, Senescence, Creation, Feeblemind	Hold Portal, Mirror Image, Sacrifice, Senescence, Creation, Feeblemind, Instant Summon, Polymorph Any Object
19	Nergal	Eyes of the Dead, Resist Fire, Silence, Cure Wounds, Animate Dead, Disintegrate	Eyes of the Dead, Resist Fire, Silence, Cure Wounds, Animate Dead, Disintegrate, Earthquake, Call Down The Void
20	Papa Legba	Comprehend Languages, Augury, Divination, Seven Gates, Pass Through Walls, Find the Path	Comprehend Languages, Augury, Divination, Seven Gates, Pass Through Walls, Find the Path, Remote Surveillance, Trap the Soul
21	Prometheus	Create Fire, Heroism, Fireball, Suggestion, Bookspeak, Wall of Fire	Create Fire, Heroism, Fireball, Suggestion, Bookspeak, Wall of Fire, Animate Artwork, Mental Network
22	Saint Judas Thadeus	Cure Wounds, Cure Disease, Dispel Magic, Break Curse, Neutralise Poison, Spell Immunity	Cure Wounds, Cure Disease, Dispel Magic, Break Curse, Neutralise Poison, Spell Immunity, Time Stop, Resurrection
23	Santa Muerta	Shield, Turn Away Undead, Invisibility, Resist Fire, Remove Curse, Animate Dead, protection from Weapons	Shield, Turn Away Undead, Invisibility, Resist Fire, Remove Curse, Animate Dead, Protection from Weapons, Spell Immunity, Mass Invisibility
24	Sekhmet	Bleeding Curse, Enlarge, Flay, Howl of the Moon, Protection from Weapons, Cloudkill	Bleeding Curse, Enlarge, Flay, Howl of the Moon, Protection from Weapons, Cloudkill, Magic Blade, Anti-technological Shell
25	Sol Invictus	Light, Protection from Fire, Heroism, Haste, Protection from Weapons, Wall of Fire	Light, Protection from Fire, Heroism, Haste, Protection from Weapons, Wall of Fire, Magic Blade, Fireball
26	Ursus, the Great Bear	Enlarge, Speak with Animals, Clairvoyance, Darkness, Howl of the Moon, Turn Rock to Mud	Enlarge, Speak with Animals, Clairvoyance, Darkness, Howl of the Moon, Turn Rock to Mud, Earthquake, True Sight
27	The Void	Darkness, Shrink, Senescence, Spectral Step, Disintegrate, Call Down The Void	Darkness, Shrink, Senescence, Spectral Step, Disintegrate, Call Down The Void, Reverse Gravity, Rip Portal
28	Vor Glaurung	Light, False Sound, Mirror Image, Create Illusion , Projected Image, Obfuscation	Light, False Sound, Mirror Image, Create Illusion , Projected Image, Obfuscation, Paradoxical Revelation, Feeblemind
29	Vorm the Parasite-God	Spider-climb, Parasitic Infestation, Senescence, Invisibility, Floating Eye, Spectral Step	Spider-climb, Parasitic Infestation, Senescence, Obfuscation, Floating Eye, Spectral Step, Simulacrum, Mass Invisibility
30	Yig	Darkness, Bleeding Curse, Senescence, Host the Ophidian SageLevitate, Turn Flesh to Stone	Darkness, Bleeding Curse, Senescence, Host the Ophidian SageLevitate, Turn Flesh to Stone, Time Stop, Pass Through Walls

THE UNDEAD

Not everything that dies stays that way. Creatures can return as undead beings due to deliberate magical intervention, or rise spontaneously in areas of high magic or as a result of horrible events. The undead can be roughly divided into two types, Feral and Intelligent undead, the distinction being in their level of intelligence and self-awareness.

Feral Undead

The most common undead will be mindless animated corpses, like those that can be created with the Animate Dead spell. They go by various names, depending on their appearance and behaviour; corpse-puppets, skeletons, zombies, ghouls, wights, draugr and so on. These creatures have only very dim instincts to hunt and kill living creatures. If created, they will obey their creators instructions unflinchingly, but if left to their own devices will prowl the undercity in search of prey.
Sometimes, these creatures are created deliberately by a magician, but just as often they resurrect on their own. Magically tainted places can cause corpses to re-animate in packs, and often creatures killed by the undead rise as undead themselves. It's also not unknown for the corpse of a person who did not receive proper burial to rise again.
To create a feral animated corpse using the Animate Dead spell, use the following method;

- The creature loses all Grit Dice. Their Flesh Dice becomes a d12 (average roll 7). They gain an extra Flesh Dice.
- Saves and AC remain the same as they were in life. The creature has an attack bonus of +1 per dice of flesh.
- Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water.
- They cannot be healed by mundane medicine.
- They take double damage from Holy sources.
- Their mind is reduced to a dim awareness of their surroundings; if you are tracking their attribute values, treat their intelligence, wisdom and charisma each as 3.
- Physical properties such as the ability to fly, tough skin and so on are retained.
- If they relied on weapons to attack in life, they can instead attack with their teeth and claws, for d4 damage.

In addition, the undead creature may have special abilities. Each ability from the following list 'counts as' an extra hit dice when these beings are made with the 'Animate Dead' spell. By way of example, the following are abilities the creature might have:

- Stealth increased to 4/6 for ambush predators.
- Perception increased to 4/6 for those with unnaturally sharp senses.
- The ability to exude adhesive slime, giving a +4 bonus to wrestling.
- The ability to drain blood; the corpse's bite deals +1 damage and heals the corpse for that much damage on a hit that deals damage to flesh.
- The ability to make more of its kind; anybody killed by the corpse must make a Save against Magic before dying. If failed, they will rise again in a turn's time as a similar monster.
- A layer of frost over its skin; unarmed attacks deal an extra d4 cold damage as a result.
- A venomous bite, dealing 1d6 damage; a victim who takes any damage to flesh from the corpse's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength.
- The ability to regenerate; if the corpse has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the corpse will regain 1d6 points of flesh a round until it is back to maximum flesh.
- A touch that causes paralysis; if the creature's attack deals damage to flesh or grit, the victim must pass a Save versus Magic or be paralyzed for 1d4 rounds.
- The ability to automatically re-animate any corpses they touch as mindless undead husks with no unusual abilities.
- The ability to walk up walls like spiders.
- The ability to walk over water like it was solid ground.
- The ability to sense heat and vibrations rather than seeing. The creature is unaffected by cover, invisibility and so on.
- The ability to become invisible for a round, as with the spell invisibility. The ability refreshes once the monster has caused an injury that draws blood, or after a full turn.
- The ability to step completely through a solid object if they want to.
- Stone-like flesh, as if already fossilized, granting +3 AC.
- An affinity for the darkness. The creature can see perfectly well in the dark, without any need for illumination. Treat all their attribute modifiers as two points higher in the dark, but reduce them by two in the sunlight.
- Entrails that can be extended from its body and wrap around victims, allowing the creature to attempt to wrestle (with a +1 bonus per hit-dice) as well as making any other attacks.
- Feet that don't touch the ground when it walks. It is a few inches off the ground, leaves no tracks and is not slowed by difficult terrain.
- A hypnotic gaze. Those that meet the creature's gaze must make a Save vs Magic or else lose their ability to act on their next round; instead next round they continue to watch the creature and can only make another save to look away.

- Greater coordination, resulting in d12 (an average of 7) grit points and an extra +1 to hit.
- A more passive and controllable nature, preventing them from hunting or attacking unless instructed to by their creator.
- Intelligence closer to that of a human, allowing the creature to plan ahead and reason. Mental stats are all 8.
- A shared hive-mind with others of their kind.
- An area of ground they are bound to, and a dim awareness of events that take place there.

Crawling Hand
A severed hand, reanimated necromantically, scuttling about on its fingertips.
Crawling Hand: *5 flesh (1 dice), 0 grit (no dice). AC 12 Saves 16+. 5 Claw attacks (+0, 1 damage). Immune to all the stuff the undead are immune to, double damage from Holy things. +2 to grappling. Near-mindless (intelligence and wisdom 3).*

Ghoul
Dead, feral, predatory humans. Driven by cannibalistic hunger, their forms warped and twisted into unsettlingly animalistic shapes. Almost sentient, their otherwise intelligent minds clouded by their ravenous appetites.
Ghoul: *12 flesh (2 dice), 0 grit (no dice). AC 12 Saves 15+. 2 claws (+2, d4). Immune to all the stuff the undead are immune to. Double damage from Holy things. On a successful hit, the victim is paralysed for a round. Those killed by Ghouls but not devoured might rise as ghouls themselves; PCs can make a Save vs Stunning, and if they pass are still self-aware enough to metamorphose into an Undead Spook.*

Husk
A simple reanimated carcass, it's movements mechanical, like a puppet with stiff joints. Lacks a will of its own, blindly obeying instructions given to it, but prioritizing those of its creator.
Husks: *10 flesh (2 dice), 0 grit (0 dice). AC 10 Saves 14+. Claw (+2, d4+2) and Bite (+2, d4+2). Immune to poison, cold, sickness, and everything else the undead are immune to. Double damage from Holy things. Near-mindless (intelligence and wisdom 3).*

Half Zombie
This is not somebody halfway to being zombified. Rather, this is half a zombie. Perhaps it's a torso, dragging itself forward with its arms, entrails trailing behind it where it's body ends in a ragged mess. Perhaps it's a set of legs, stumbling about blindly, with no head or chest to see where they're going. They're clumsy, stupid and - while not actively aggressive - often somewhat dangerous in their blunderings.
Half Zombie: *6 flesh (1 dice), 0 grit (0 dice). AC 8. Saves 16+. Kick or Claw or Slam (+0, deals d4 damage). Immune to everything the undead are immune to. Double damage from Holy things. Near-mindless (intelligence and wisdom 3). Slow and clumsy.*

Skeleton
A set of reanimated human bones. Moves slightly flamboyantly, mimicking human behaviour. A little goofy seeming. Single-mindedly dedicated to the orders given by their creator.
Skeleton: *5 flesh (1 dice), 0 grit (0 dice). AC 13 (made of bone). Saves 16+. Tools of Weapons (+1, deals d8 damage). Immune to everything the undead are immune to. Double damage from Holy things.*

Flesh Hulk
Some huge subterranean monster, dead and rotting, reanimated. A shuddering, heaving mass of decayed flesh, foul smelling and bloated.
Hulk: *25 flesh (5 dice), 0 grit (0 dice). AC 10 Saves 10+. 2 Slams (+5, d8+1) and Crush (+0, d12+1). Immune to poison, cold, sickness, and everything else the undead are immune to. Double damage from Holy things.*

Bloat-zombie
A corpse filled with the gasses of decay, swollen like a balloon. Rotund and corpulent. Orifices stitched shut and sealed with tar to preserve the seal. Stumbles and tumbles towards potential victims. Explode upon death, showering those nearby in filth.
Bloat-zombie: *12 flesh (2 dice), 0 grit (0 dice). AC 10 (unnaturally tough flesh). Saves 14+. Claw (+2, d4+2). Immune to poison, cold, sickness, and everything else the undead are immune to. Double damage from Holy things. Near-mindless (intelligence and wisdom 3).*
Explode on death: those nearby must Save vs Poison or contract some disease, such as Iridescent Pus or Red Vomit.

Stubborn Foetus
An embryo, maybe four or five months old. Stubby limbs, current eyes, bulbous head. Wet, sticky, red. Crawls blindly. Dead, but doesn't realise it. Craves warmth, life, vitality.
Foetus: *1 flesh (1 dice), 0 grit (no dice). AC 12 Saves 16+. Gentle Bumb (+0, 1 damage). Immune to all the stuff the undead are immune to. All stats are 3.*

Plague Zombie
A corpse host to a horrible infection, bacterial engines stirring dead flesh into unwilling motion. Beginning putrification, infectious matter dribbling from its mouth, eye-sockets, orifices. Skin pocked and swollen with boils. Thinks only dimly, decaying neurones slaved to bacterial desires. Just being near it is a health-hazard.
Plague Zombie: *10 flesh (2 dice), 0 grit (0 dice). AC 10 Saves 14+. Claw (+2, d4+2 and infection) and Bite (+2, d4+2 and infection). Immune to poison, cold, sickness, and everything else the undead are immune to. Double damage from Holy things.*
On a successful claw or bite attack, victim must Save vs Poison or contract some disease (p. 128).
Those killed by a Plague Zombie, or a disease contracted from it, reanimate immediately as more Plague Zombies.

Angry Fossil
A long dead monster of the primordial past. Its body skeletonized, its bones mineralized. Excavated, reconstructed, put on display. Reanimated. Acts like it did when it was a still -living dinosaur, prowling, hunting, giving rise to the deep rumbling calls of its kind from a throat long-rotted away. In its primitive saurian mind, it is alive and thrust into a strange cold world it cannot understand.
(Insert your own joke about 'angry fossils and OSR games' here).
Angry Fossil: *10 flesh (2 dice), 15 grit (0 dice). AC 17 (made of stone, and agility). Saves 10+. 2 claws (+5, d8+1) and/or bite (+5, d12+1) and/or 1-3 horns (+0, d4+1) and/or stomp (+0, d8+1) and/or thagomizer (+0, d12+1). Immune to poison, cold, sickness, and everything else the undead are immune to. Double damage from Holy things. Which attacks it makes depends on what sort of dinosaur it was.*

Intelligent Undead

Far less common than animated corpses are those creatures that are resurrected fully, retaining their minds. A resurrected creature is still undead, but far closer to the being it was in life; it is not a feral monster, but may well have a strange and alien outlook following its brush with the afterlife.

PCs that become intelligent undead beings are re-statted as level 1 Spooks, as detailed in the rules for Metamorphosis on page 35. Extremely rare and powerful undead monsters that convert PCs might be able to resurrect them as Spooks of a higher level, up to their level before they died.

An NPC who becomes an intelligent undead is treated as follows:

- Its attributes remain the same.
- It has at least 1 dice each of flesh and grit, and an average of 4 HP per dice. Most newly-risen undead have only 1 dice of each, and as they age they will gain power and so gain more hit dice. Higher-level undead will often tend towards having more flesh than grit.
- Its saving throw is as normal for an unnatural being of its hit dice.
- It normally gets an attack bonus of +0. A few undead beings instead get an attack bonus equal to their number of hit-dice.
- Skills and AC remain the same as they were in life.
- Their body does not rot or age. It does not, however, return to its appearance as it was in life; any injuries, signs of decay or modifications made before it was resurrected are retained. Many resurrected creatures are effectively mummified.
- Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water.
- They take double damage from holy sources.
- They cannot heal more than 1 HP from any source, and cannot be healed at all by mundane medicine.
- Physical and mental properties such as the ability to fly, cast spells and so on are retained.

Intelligent undead have various supernatural powers, at least 1 and perhaps as many as they have hit dice. These powers might be like those for feral undead, or like the monstrous powers listed for Spook PCs.

Revenants

Dead humans, their clothing old fashioned and tattered. Reanimated through blind coincidence, without purpose or power. Aimless. Their mannerisms and vocabulary are likewise appropriate to a bygone era. Old, weary and forlorn, but amiable company. Form their own insular communities of the forgotten dead below the city.

Revenant: *6 flesh (1 dice), 6 grit (1 dice). AC 12 Saves 16+. Improvised weapons (+0, d6). Immune to all the stuff the undead are immune to, double damage from holy things, etc. See perfectly in the dark.*

Mummified Saint

An animated relic, the preserved corpse of a long-dead holy figure. Bedecked in fine clothes, skeleton gilded and encrusted with gems. Dried out flesh clings to the bones beneath, mortified as a show of faith.

The saint displays a cold, strange conviction, an utter devotion to its religious duty.

Revenant: *12 flesh (2 dice), 12 grit (2 dice). AC 12 Saves 12+. Unarmed attacks (+0, d4). Charisma 17. Immune to all the stuff the undead are immune to, double damage from holy things, etc.*

3-in-6 chance each round to cast one of these spells by praying, exactly like a PC mystic: Cure Wounds, Light, Dispel Magic, True Sight, Animate Dead, Resurrection

Vengeful Wight

The restless dead, having clawed their way out of their graves, motivated by a burning need to avenge their deaths. Decayed flesh still displays the wounds that killed them, grave-dirt stains their clothes. They move with a cold, resolute certainty, implacably grinding towards the object of their wrath.

Death-knight: *10 flesh (2 dice), 10 grit (1 dice). AC 10 (unprotected), Saves 12+. Improvised weapons (+1, d8). Strength, Dexterity, Constitution 13. Immune to all the stuff the undead are immune to, double damage from holy things, etc. Heal 1 hp every round that they cause a victim direct fear.*

Death-Knight

A medieval warrior, once tasked with some glorious quest. Turned to undeath rather than face failure upon dying.

A well-preserved skeleton, bones immaculately polished. Dressed in shining plate armour and a heraldic tabard proclaiming their allegiance. Chivalrous, quick to anger, prone to epic romances and dark grudges.

Death-knight: *13 flesh (3 dice), 4 grit (1 dice). AC 17 (plate armour and shield), Saves 12+. Longsword (+3, d10). Strength, Dexterity, Charisma 15. Immune to all the stuff the undead are immune to, double damage from holy things, etc. If engaged in single-combat, totally immune to damage from third parties until the duel concludes.*

Lich

An occultist whose work has taken them beyond the pale of death, exploring a strange sort of immortality where they bind themselves to a single location or object, at which they inevitably reform should they die. Decades, centuries or more of study have made their carcasses little more than vessels for the arcane might that animates them.

Lich: *10 flesh (2 dice), 20 grit (4 dice). AC 12 (plate , Saves 9+. Entropic Touch (+0, d8). Intelligence & Wisdom 18. Immune to all the stuff the undead are immune to, double damage from holy things, etc.*

If it uses its action to cast spells, it can cast two spells in a single action.

Can cast the following spells at will: Darkness, Animate Dead, Unseen Servant.

Has the following spells memorized: Bleeding Curse, Disintegrate, Create Illusion, Protection From Weapons, Spell Immunity, Protection From Fire, Invisibility, Dispel Magic, Hurl Through Time, True Sight, Fear.

As well as these, knows (but does not have memorized) Contingency, Permanency, Resurrection and a wide range of other utility magic. Will swap spells in and out of its memorized slots to tailor its response to the threat it faces.

Through a combined casting of Contingency, Resurrection and Permanency, does not die normally. If it would die it instead resurrects at its phylactery - an object or place that the lich is bound to. Its phylactery is inevitably cunningly hidden and wickedly guarded.

Artificial Constructs

Maintenance Golem
A hefty construct made of clay and iron, with deep set glass eyes in its roughly-humanoid form. Comes equipped with various tools of its trade; mallets, chisels, shovels and so on, each sized for its ten-foot high frame. Tasked with maintaining the tunnels, a duty to which it is single-mindedly devoted. Probably encountered measuring cracks in the stonework, or repairing brickwork with fresh cement.
Maintenance Golem: *18 flesh (6 dice), 12 grit (4 dice). AC 16 (made of clay). Saves 6+. 2 big clay fists (+0, d12 damage each). Immune to poison, sickness, suffocation, piercing and slashing. Fails all saves vs mind control. 3-in-6 chance that other magic doesn't affect it.*

Clockwork Man
A mechanical facsimile of a human, powered by coiled springs and clicking gears. Sculpted brass plates imitating rippling musculature part to reveal a whirring, ratchetting inner world of interlocking clockwork. The creature's voice is tinny and artificial, it's motions uncannily smooth and elegant, it's questions existential. It has no place in the world, and wants to understand what sentience means for it.
Clockwork Man: *5 flesh (1 dice), 8 grit (2 dice). AC 16. Saves 16+. 2 brass hands (+2, d6+2). Immune to cold, poison, drowning and everything else constructs are immune to. Automatically fails saves vs mind control.*

Clockwork Chrome Crab
A little automaton made of gleaming chrome. A compartment on its back carries a sealed envelope.
Clockwork Crab: *2 flesh (1 dice), 6 grit (2 dice). AC 16. 3-in-6 Athletics. Saves 12+. 2 Claw attacks (+0, d4 damage). Immune to all the stuff the constructs are immune to.*

Homunculus
A little magical creation, roughly humanoid, made of clay or wax or animal fat. It bears the obvious arcane mark of its creator branded on its forehead, and its mannerisms are a blend of childlike earnestness and sinister understanding.
Homunculus: *2 flesh (1 dice), 6 grit (1 dice). AC 15. Saves 14+. Bite (+0, d4), does not bleed. Automatically passes morale so long as it can complete its work.*

Trash Golem
This is an amalgamation of garbage - crap and bits of paper and old cans and rotten wood and scraps of plastic - given a lurching, shambling sort of life. Perhaps it was once made for a specific purpose, but now it's just a wandering monstrosity, trapped in the sewers.
Trash Golem: *12 flesh (4 dice), 9 grit (3 dice). AC 15 (made of detritus). Saves 8+. 2 rough limbs (+0, d10 damage each). Immune to everything constructs are immune to. Fails all saves vs mind control. 3-in-6 chance that other magic doesn't affect it. Double damage from fire. Electricity heals it rather than damaging.*

Animated Tools
Made by a bored magician, each of these constructs is different. One is an animated knife, another a set of scalpels, and another a large electric drill. Each has a simple intelligence, enough to follow basic orders, and serves its master faithfully.
Animated Tools: *5 flesh (1 dice), 5 grit (1 dice). AC 16 (made of plastic). Saves 14+. Tools (+0, d6 damage). Immune to poison, sickness, suffocation, piercing and slashing. Fails all saves vs mind control. 3-in-6 chance at whatever task they're made for, or give +2 to the skill chance of somebody they assist. Helpful.*

Stone Guardian
A towering statue, resembling an idealized human form dressed in the full panoply of war. The stone is shaped to suggest an elaborate horned skull helm, a broad shield and a long, flint-bladed axe. The statue moves, stone grinding against stone, challenging those who intrude on its maker's domain and viciously slaying those who face it.
Stone Guardian: *10 flesh (2 dice), 15 grit (3 dice). AC 19 (made of stone). Saves 10+. Panoply of War (+5, d10 damage). Immune to poison, sickness, suffocation, piercing and slashing. Fails all saves vs mind control. Can't really move from the spot, which makes morale rather irrelevant. Big booming voice.*

Pain Engine
A vaguely crab-like creature of burnished silver, with a mass of scalpel-blades in place of claws, a sinuous probe extending from its mouthparts, and crystal vials of blood and other fluids emerging from its domed back.
Made by long-extinct serpent-folk. It is a machine for torture. It tracks down escaped slaves (and believes any people it encounters to be these), and punishes them.
Pain Engine: *5 flesh (1 dice), 15 grit (3 dice). AC 18 (made of metal). Saves 11+. 2 Blades (+0, d6 damage) and probe (+4, d6). Immune to poison, sickness, suffocation, piercing and slashing. Fails all saves vs mind control. Relentless, immune to morale. Medicine & Forensics 3-in-6.*

Repair Drone
Shaped vaguely like a black iron spider, this little construct serves to maintain Serpent-folk creations. Though its masters are long dead, it continues in its vigil, clearing away detritus and mending damage.
Where there is one of these, there are certainly many more nearby, and if a threat to their charges becomes apparent the whole lot will seek to remove it.
Repair Drone: *10 flesh (2 dice), 10 grit (10 dice). AC 18 (made of metal). Saves 11+. Metal Claws (+0, d6 damage). Immune to poison, sickness, suffocation, piercing and slashing. Fails all saves vs mind control. Relentless, immune to morale. Technology 3-in-6.*

Creating Artificial Beings Through Magic

It is possible for a skilled magician (or other character with access to occult power) to create artificial beings, such as homunculi and golems.

The construct first requires a body that must be made using the Technology skill, although the magician can have another character with a better chance at Technology do this for them. Record the number shown on the dice if the roll succeeds. Once the body is roughly shaped, it needs to be prepared into a form that is receptive to animating. This requires a Medicine skill roll, and as before the magician can have another character make the roll for them, and if the roll succeeds, record the number shown on the dice.

With the being's body prepared, it must be magically animated. To do this, a number of spells need to be bound into it, each of which grants the construct certain capabilities. None of these spells are required, but if no spells at all are bound into the construct then it has no magic to animate it and so remains inert.

- Unseen Servant is required for the construct to be able to move about. Without this spell, the construct will be immobile (although it may be capable of speech and so forth if other spells are bound into it).
- False Sounds is required if the construct is to be capable of speech or other vocalization.
- Command is required if the construct is to obey its creator's instructions. Without this spell it will do as it wishes.
- Message is required if the construct is to be able to understand the speech of others, although if it has Command bound into it, it will still understand and unflinchingly obey commands by its creator.
- Mending is required if it is to be able to recover flesh and grit normally. Without this spell it will only ever acquire more damage until it breaks apart.
- Heroism gives it a +1 attack bonus for each hit dice. Without Heroism, the construct has a no attack bonus.
- Clairvoyance is required if it is to be able to see its surroundings properly. Without this, it will be blind, and reduced to groping about and navigating by touch.
- Magic Jar or Mind Switch is required if the magician wants to be able to take control of the construct and directly pilot it.
- Clone or Simulacrum are required if the construct is to mimic an existing being.
- Trap the Soul, and a trapped soul to implant in the construct, is required if the construct is to be sentient and self-aware. Without an implanted soul, the construct is little more than a dumb automaton, less intelligent even than an animated corpse.
- Permanency is required for the construct to be able to power itself indefinitely. Without this spell, it will require some sort of fuel (such as burnt charcoal or raw meat) or up-keep (such as a minor magical ceremony) once a month, without which it will fall dormant until it receives this requirement.

Other spells can grant the construct appropriate weird abilities.

The construct has a number of flesh dice equal to *double* the number shown on the Technology roll, and a number of Grit dice equal to the number shown on the Medicine roll. Each spell that is to be bound into the construct to power it uses up a flesh dice. It can have less flesh and grit dice than this if desired (if making a smaller construct, or with limited time and resources).

A construct deals a base of d4 damage when it attacks, but can incorporate any weapon the creator can provide.

A construct's armour class depends on the materials it is made of. A construct made of flesh, cloth, straw or similar has AC 10; one made from mud, clay or ice has AC 13; one made of wood, plastic or bone has AC 16; one made from stone has AC 19.

Skill chances are 1 in 6. A hit dice may be discarded to increase any skill's chance to 3 in 6, a second to raise it to 5 in 6 instead.

The construct requires two magical reagents for every spell bound into it, plus another magical reagent for each flesh and grit dice. Binding the magic into it takes one day for each spell to be included and each hit dice. At the end of this period, a Save vs Magic should be made to see if the process was successful. If the roll fails, the enchantments dissipate and do nothing, but the body is not damaged. In addition, the magic must still go somewhere, so a second save against magic must be made; if failed, the magician rolls for What Has Your Hubris Wrought (p. 77) using the highest-ranked spell involved.

If successful, the construct animates itself. Its actions at this point depend entirely on its nature and intended purpose, and how its creator treats it.

It's worth noting that the typical construct will be a vaguely humanoid servitor, perhaps a little animated clay figure that fetches and carries for its master. This need not be the case, though. A construct might be a huge, immobile stone head that surveys its surroundings and makes booming pronouncements, an animated shovel that digs on command, or a host of tiny, insect-like scouts.

Non-spellcasters Making Artificial Life

Without access to spells of your own, you can still create artificial beings. To do this, you need to find another source of the relevant spells, such as blessings from a Mystic or spells bound into scrolls. Alternatively, multiple different magicians can cooperate, each contributing some of the spells.

A Doctor can mimic different spells towards making a construct, using their Experimental Medicine ability. Furthermore, the Doctor can substitute parts taken from an otherwise intact human corpse for Magical Reagents if the process is being done entirely using Experimental Medicine. Likewise, the normal consequences for failing experimental medicine will occur if the Saving Throw to animate the creature fails.

Ghost

This is the imprint left behind by a human who died in particularly nasty circumstances. Perhaps it's their lingering soul, perhaps it's merely an emotional echo; it's impossible to really say.

Ghosts vary wildly in appearance, nature and capabilities. Some are effectively a snapshot of how that person was in life, or perhaps at the moment of death. Others are profoundly changed by the shedding of mortality, becoming barely-human beings of pure spirit. To create a ghost, use the basic statblock below and then select one or more powers for it, to reflect who the ghost was, how they died, and what they've become.

Basic Ghost: *2 flesh (1 dice), 6 grit (3 dice). AC 9. Saves 11+. Immune to physical damage except magic, cannot be physically touched, totally immaterial.*

Potential powers a ghost might possess include:

- *The ability to become invisible, at will.*
- *The ability to move objects about as if with physical hands. If used to attack, +0 to hit, damage dice varies depending on the size and dangerousness of whatever's being hurled.*
- *The ability to cause visual and/or auditory hallucinations. A Save vs Magic allows the victim to recognise the hallucination for what it is.*
- *The ability to cause dramatic rises or drops in temperature. Sufficiently hot or cold environments deal 1 damage per turn spent there unless proper precautions (cold-weather clothing, fires, air-conditioning, etc) are taken. Things might catch fire.*
- *The ability to completely control what shows up in mirrors, on TV screens, etc etc.*
- *The ability to cause organic matter to rot and wither away. Save vs Magic or d4 damage if used to attack flesh.*
- *The ability to totally re-write electronic files at will.*
- *An area the ghost is bound to, allowing it to perceive everything that happens there.*

Gestalt Spirit

Essentially, this is a whole host of ghosts, blended into a single hive-mind by some shared origin and close proximity. Inhuman, weird priorities. A sort of post-death transcendence where individuality fades away, yielding to become something greater and more horrible.

Gestalt Spirit: *4 flesh (2 dice), 10 grit (5 dice). AC 9. Saves 8+. Immune to physical damage except magic, cannot be physically touched, totally immaterial. +4 to saves to resist mind control.*

Choose powers for it like for any other ghost.

Table 163: Random ghosts (roll a d20 on each column)

d20	Who they were	What killed them	What they want
1	A 12-year-old kid	A stray bullet in an unrelated shoot-out	Revenge on whoever they hold responsible
2	A 1920s gang-member	Peanut allergy	A memorial built for them
3	An opium addict	Shot by a cop	A proper funeral
4	A tortured poet	Shot by a family member	To grow in supernatural power
5	A teenage mother	Tuberculosis	To inspire fear
6	A grandparent	Strangled by a jealous lover	To be forgotten
7	A nurse	Got trapped and forgotten, starved	To pass on some message to their loved ones
8	A political dissident	Drowned by accident	Adulation
9	A psychiatrist	Leukaemia	To prevent others dying like they did
10	A murderer	Hung themselves	To cause pain
11	A nun	Drowned on purpose - murder!	Political power
12	A soldier	Drug overdose	Revenge on the world in general
13	A rat-catcher	Hit by a truck	For their body to be found
14	A bank robber	Struck by lightning	To help the needy
15	About to be married	A broken heart	Hedonistic pleasure
16	A police officer	Jumped in front of a train	To become notorious
17	A prisoner	House fire	To recreate the circumstances of their death
18	A cult-leader	Contaminated food	To see a project from their life to fruition
19	A police officer	Savaged by a dog	To live vicariously through another
20	An investigative journalist	Suffocated by a gas leak	To carry on like nothing happened, and be normal

Ghost Car
This is the emotional residue left behind by a car-crash that killed half a dozen people. A family sedan, its windows cracked, its occupants only dimly visible, careening wildly. Ploughs into whatever's there, crumples up into a heap of twisted metal and slowly regenerates. Stuck on a loop, forever.
Ghost car: *15 flesh (5 dice), 6 grit (2 dice). AC 16 (metal). Saves 8+. Crash (+0, 2d10). Immune to Physical damage, cannot be physically touched, totally immaterial. Crash attack affects the material world, but does as much damage to the car as well. Regenerates 2 hp a round.*

Ghost Train
The echo of a subway train, now cancelled following some horrible accident. Or maybe it was a bombing or a suicide or a hijacking that did it in, or it was just the victim of budget cuts. It hardly matters anymore, it was decades ago and even the elderly and nostalgic hardly remember riding that route.
It appears like a subway train, but one from the past. Old and obsolete, crusted with graffiti and mildew and neglect. Belching diesel fumes, grinding endlessly into the night. Stopping at buried stations whose entrances are blocked from the surface. Taking on only the restless dead and the morbid explorers of the underworld.
It's almost alive and aware, sharing a gestalt of the frustrations and worries of those who rode it. Behaves like a squirming serpent of steel and glass. Those in its way it barrels into, grinding them down beneath its churning wheels.
Riding the ghost train is easy. Find a station it stops at, pay two coins to the conductors (stats as Petty Spirits) and it will let you ride it. Its route winds across the subway tracks of the undercity, and beyond. Ride for too long and you might find yourself in other cities, or even other worlds; Stygia, Dis, and the Earth's Veins all receive the ghost train at times.
Ghost Train: *18 flesh (6 dice), 6 grit (2 dice). AC 16 (metal). Saves 7+. Crash (+0, 3d10). Immune to Physical damage. Those boarding the train treat it as physical, those on the tracks treat it as immaterial. Crash attack affects the material world, but does as much damage to the train as well. Regenerates 5 hp a round.*
This default ghost train has three carriages. For each extra carriage, add 2 flesh dice and 6 flesh points. Passengers on the train are mostly ghosts and undead, but all are equally tangible to each other while they ride it.

Shadow Folk
Where many beings are composed of matter, these are made of shadow - patches of darkness that move and act without external influence. Whilst light is innately deleterious to them, they none the less jealously crave the warmth and mass and solidity that material life possesses. Their world is almost post -apocalyptic, with strange creatures bringing lethal amounts of light even down here, where it should be safe. They attack by ripping away their victim's shadows. It cannot be over-stated how much they resent you.
Shadow Folk: *4 flesh (1 dice), 4 grit (1 dice). AC 12 (weird anatomy). Saves 14+. 3-in-6 Stealth. Rip Shadow (+0, d12 to strength). Immune to physical damage, cannot be physically touched, totally immaterial. Bright light does d4 damage per round of exposure. The shadows of those killed by the Shadow Folk are torn free and become a new Shadow-Folk.*

Fog Sylph
A formless intelligence created from fog and steam. Gaseous matter containing dense micro-scale vortices and currents that encode consciousness. Eternally mutable, its form flowing and coiling constantly, impossible to pin down. Alien and curious about physical life, and keen on making more fog.
Fog Sylph: *8 flesh (2 dice), 0 grit (0 dice). AC 13. Saves 14+. No attacks. Immune to physical damage, except magic. Cannot touch things or be touched. Can create visual and auditory illusions in any area filled with fog, mist or steam. Against defenceless enemies it can pour itself into their mouth to be carried about, fatiguing them while there.*

Genius Loci
A spiritual embodiment of a particular place; a street corner, sewer culvert, bench, or parking lot. Referred to variously as spirits, kami, chenghuangshen, landvættir, nymphs, and similar. Intangible and immaterial, a being of pure mind. It manifests as a smear of colour in the air, like a lens flare or camera error in the human eye. Its physical appearance shifts and blurs, taking on shapes that vaguely reflect human silhouettes or large animals such as dogs and horses. Bound to a particular location, protective of that space. Its personality reflects the atmosphere of its space, and changes to that space likewise change the character of the Genius Loci.
Genius Loci: *2 flesh (1 dice), 4 grit (2 dice). AC 9. Saves 12+. Immune to physical damage except magic, cannot be physically touched, totally immaterial.*
Can control any unattended objects in the space it's bound to telekinetically, moving, crushing or hurling them as it wishes. Similarly capable of other control, causing lights to turn off, altering weather conditions, and so on. Hurled objects roll to hit at +3, and do between d4 and d12 damage depending on the size of the thing thrown. It can shape the growth of plants, attract animals to dwell, direct or prevent decay, and so on, having subtle but powerful control over the environment.

Host of Petty Spirits
A gaggle of minor nature-spirits, intangible beings of little individual consequence. By pooling their abilities into a gestalt entity, they can exert some measure of power. The Host looks like a colourful shimmer in the air, like the iridescence of petrol on water, in which the forms of various urban animals – foxes, rats, crows – flicker into view briefly.
Host of Spirits: *8 flesh (2 dice), 0 grit (0 dice). AC 13. Saves 14+. No attacks. Immune to physical damage, except magic. Cannot touch things or be touched. Each round, 4-in-6 chance to cast a particular spell based on its type.*
Types of Spirit Host. Roll d10. 1: lies (create illusion), 2: infirmity (senescence), 3: spiders (web), 4: narcotics (hurl through time), 5: rot (dispel magic), 6: radio broadcasts (false sounds), 7: storms (lightning bolt), 8: leeches (bleeding curse), 9: tar (slow), 10: summer (heat metal).

Prismatic Child of Vor Glaurung
Life from the other side of the wave-particle duality. Stable self-reinforcing patterns of light, constructive interference producing a field of colour that interacts with itself. Perceive physical things only dimly. Fascinated by things that glow or give off radiation. Has a mastery of light and darkness, shadow and colour; can shift its form to produce holograms. Enjoys petty deceptions.
Prismatic Child: *3 flesh (1 dice), 7 grit (2 dice). AC 12 (weird anatomy). Saves 12+. Dazzling Light (Blind 1 round & 1 damage, Save vs Stunning resists). Immune to physical damage, cannot be physically touched, totally immaterial. Covers an area roughly 20 ft across, in which it can produce any visual image it wants; not an illusion (no saves to 'see through' it), just a mass-less hologram. Bright light does 1 damage per round of exposure, spells such as Darkness do d4 per round.*

THE FAIRY COURTS

Fairies are not, strictly speaking, naturally occurring. Rather, they're the product of human dreams. The emotional energy of sleeping or day-dreaming humans, shaped by their thoughts, memories, and unconscious drives. Leaking out into the world, pooling together in the cracks and forgotten spaces. Coalescing under floorboards, behind boarded up windows, in the hollows under tree-roots. Forming beings powered by a narrative rather than mundane biology. Immortal so long as humanity continues to feel the emotions that shape them.

The fairies given here are merely examples of what exists; most cryptids, mythical beings, and figures of folklore are - or once were - fairies, so almost anything could be a fairy. These are merely some of the more common strains.

Fairies recognise one another as creatures of human imagination. They form courts, cults and communities with one another, organising themselves into strange societies. Sometimes feudal, sometimes weird conspiracies, sometimes terrorist cells dedicated to spreading nightmares.

The only universal is their division into two courts; day vs night, summer vs winter, seelie vs unseelie. All fae instinctively align with one of these two sides, according to the dreams that gave rise to them. Those springing from pleasant dreams align with the seelie, while those from dark dreams and nightmares align with the unseelie.

Goblins

Fairies, created by dreams of spite and resentment. Short, crooked limbed, hook-fingered, wide-eyed. Their voices harsh and garrulous. They delight in making beautiful things ugly, and in ruining the work of others. They make nothing of their own, but are keen, if reckless, saboteurs.

Goblins are some of the lower-order fey, the sort of squirming gibbering things to be found in the dark and hidden places of the world. They're more a nuisance than a threat until they gather in large numbers (which they often do) or focus their spite against a particular victim.

Goblin: *4 flesh (1 dice), 0 grit (0 dice). AC 14 (leathers and high dexterity). Saves 16+. Stealth 3/6. Goblin blades (+0, d10 damage), can see in the dark perfectly. Immune to poison and disease, double damage from iron weapons. Dexterity 16.*

Redcaps

Redcaps are fairies created by dreams of violence and cannibalism. They're short, gangly creatures, with ugly faces and misshapen limps. Each wears a jaunty cloth cap, dyed red with the blood of their victims; the fresher the blood, the healthier the redcap.

Redcaps are among the middle-ranking fairies. Firmly members of the unseelie courts, they delight in directing lesser fairies to traumatize mortals, creating ever more of the nightmares that spawn them.

Redcap: *5 flesh (1 dice), 15 grit (3 dice). AC 14 (leathers and high dexterity). Saves 11+. Stealth 4/6. Goblin blades (+0, d10 damage). Can see in the dark perfectly. Allies get +1 to Stealth. When attacks ignore grit, +3 damage and the victim starts bleeding out. Immune to poison and disease, double damage from iron weapons. Dexterity 16.*

Banshee Oracles

This is a strange fairy, associated with dreams of resignation and grief. She takes the form of a gaunt, pallid woman in a blood-stained white gown. When she cries, the tears are fresh blood. She sees the worst of all possible futures, and shares her visions with those who seek her out. Despite her lack of ambition, she has likely attracted a small cult of disciples.

Banshee Oracle: *4 flesh (1 dice), 12 grit (3 dice). AC 10. Saves 11+. Scream (all who hear save vs magic or suffer d12 damage to their charisma. A 1 on the save indicates coincidental death 1 turn later, no save.). Can cast Augury at will or divination once per day with no chance of death. Double damage from iron, immune to poison and sickness.*

Korred Scholars

A wizened, hairy little fey creature, a mix of goat and garden gnome. Glittering yellow eyes set into a hairy face that seems to be all beard.

Derived from dreams of curiosity and mystery, the Korred thrives on discovering secrets, and has an intellect like a razor -sharp fish-hook. It is nominally part of the seelie courts, but realistically spends more time in investigation than with other fey. Its mannerisms veer wildly between 'eccentric German professor' and 'ruthless German interrogator'.

Korred: *4 flesh (1 dice), 8 grit (2 dice). AC 10. Saves 12+. Unarmed (+1, d4 damage). Takes double damage from iron weapons. Can gibber mad truths as its action in combat; all those hearing must save vs stunning or be helpless and unable to act for d6 rounds as they struggle to comprehend what they heard.*

If the PCs are trying to conceal something from the Korred, there's a 4-in-6 chance that it knows it anyway, having worked out it out from minor clues. It has a 1-in-6 chance to know something useful about any topic, no matter how bizarre or obscure.

River Hags

A fairy spawned by fear of drowning. Skin leathery, eyes round and semi-luminous, fingers long. Mouth one wide froglike slash, filled with ragged piranha-teeth. Clad in sodden rags, with hair like lank pondweed.

Cold, patient and territorial, she lurks in the depths of her river waiting for trespassers. Polite to those who offer her tribute and respect, murderously vindictive to those who slight her. Old and bound by tradition.

River Hag: *4 flesh (1 dice), 12 grit (3 dice). AC 12 (dexterity and leathery skin). Saves 11+. Stealth and Athletics 3/6. Bite (+1, d4+1 damage) and two claws (+1, d4+1 damage). Dexterity 16, Strength 16.*

Takes double damage from iron weapons. Can breath water. Automatically detects when she is lied to and when oaths to her are broken. Automatically knows when there are intruders in her territory, and their rough locations.

Domovoi

A fairy created by dreams of hearth and home. Dwells under floorboards and in cellars, aiding the home that hosts it in return for offerings of bread and milk. Looks like a wizened little man with a beard that hangs to the floor, nearly big enough to conceal the fairy's whole body.

In the modern era, few families leave offerings to the Domovoi. The lower ranks of the seelie court are filled with these abandoned, forgotten fey. They lurk below 'their' home, subsisting on detritus and waiting for a host to latch onto.

Domovoi: *4 flesh (1 dice), 0 grit (0 dice). AC 12 (leathers). Saves 16+. Medicine 3/6. Domovoi Tools (+0, d8 damage), can move objects in the same room about telekinetically. Immune to poison and disease, double damage from iron weapons.*

Slaugh

Slinking, crawling, squirming things. Lanky-limbed, pallid, with damp stringy hair and too-long fingers. They wriggle under floorboards, tap on windows, lurk under beds, speak in horrid whispers.

Spawned by dreams filled with fear of the dark, the unknown, the things waiting just outside perception. The Slaugh are members of the unseelie court, and serve as the court's spies and sentries.

Slaugh: *4 flesh (1 dice), 4 grit (1 dice). AC 12 (natural agility). Saves 14+. Stealth 3/6, Athletics 3/6, Perceptiuon 3/6. Grasping Fingers (+1, d6 damage), can see in the dark perfectly, can deform their body to squirm through any gap. Immune to poison and disease, double damage from iron weapons.*

Trolls

Huge, hulking misshapen fae. Long arms, broad hands, wide mouths filled with ragged teeth. Ape-like gait, preternatural cunning despite their crude mannerisms. Hungry. Strange nobility and an affinity for the seelie courts. Fight fairly, keep their word. Vulnerable to lies and schemes.

Spawned by dreams of the wilderness as a cruel and mighty force, of nature's crushing power against humanity's hubris.

Troll: *12 flesh (3 dice), 12 grit (3 dice). AC 16 (tough skin). Saves 9+. Vandalism 4/6, Athletics 4/6. 2 Fists (+6, d4 damage) and bite (+6, d8). Regenerate 3 flesh each round, or spend an action to heal a horrible wound. Cannot regenerate from fire or acid. Immune to poison and disease, double damage from iron weapons.*

Sprites

Dreams of flying and other delights brought to life. Tiny people, between three inches and two feet, with the wings of wasps, butterflies, or moths. Oddly androgynous, subtly childlike in appearance. Fragile. In temperament, mercurial and impossible to pin down. Treat everything as one big joke or game.

Low ranking, high status seelie fairies, treated like children.

Sprite: *1 flesh (1 dice), 2 grit (2 dice). AC 14 (agility and small size). Saves 16+. Athletics 5/6. 2 Fists (+1, 1 damage) or darts (+1, d4). Dexterity 18, Charisma 14, Intelligence 7. Immune to poison and disease, double damage from iron weapons. Can become invisible at will, but attacking breaks this invisibility for the next round. Those struck by the sprite's darts must Save vs Magic or fall asleep (waking from noise etc normally).*

Ogres

Massive slabs of monster. Thickly muscled limbs, stubby fingers, thatches of matted hair. Face a flat, ape-like thing with a squashed nose, broad mouth, large ears. Deepset eyes glittering beneath a thick brow. Miscoloured skin - grey or greenish or khaki - covered in pockmarks and scars. Crude, crass, brutal. Smash what they don't understand. Enforcers of the unseelie courts, spawned by dreams of cathartic violence.

Ogre: *10 flesh (2 dice), 10 grit (2 dice). AC 14 (agility and small size). Saves 11+. Athletics 3/6, vandalism 5/6. Maul (+7, d10+3). Strength 18, Charisma &, Intelligence 7. Immune to poison and disease, double damage from iron weapons. Can see in the dark. Recover all lost HP when they devour a dead victim, which takes them one round to swallow.*

Svartalfr

These little fey spring from dreams of industry. Pitch-black glossy skin, like polished jet, and glittering white eyes set in deeply furrowed faces. Dressed in drab greys, oily and grimy. Obsessed with the acquisition of mineral wealth, endless toil. They eat gold and other precious metals like we eat food. They sing as they work, their voices oddly echoey.

Svartalfr: *5 flesh (1 dice), 5 grit (1 dice). AC 14 (chain armour). Saves 14+. Mining Tools (+2, d12 damage). Does not bleed. Double damage from iron weapons. +4 saves vs poison, sickness, pain. See perfectly in the dark.*

Sidhe

Impossibly beautiful, in a fragile, androgynous sort of way. Pale, delicate, with wide almond eyes, slightly pointed ears, and long fingers. Voices rich with emotion, smooth and resonant. Speech rich with metaphor and innuendo. Unreasonably attractive. Spawned from dreams of sweeping romance, the sort of thing that might involve somebody taking their shirt off on the cover of a Mills & Boone novel.

Sidhe: *4 flesh (1 dice), 12 grit (3 dice). AC 12 (Agility). Saves 11+. Charm 5/6. Rapier (+1, d8 damage) or duelling pistol (+1, d8 damage). Dexterity 16, Charisma 18.*

Takes double damage from iron weapons, immune to poison and sickness. Those meeting her gaze must Save vs Stunning or be unable to break eye contact. Casts no reflection, no image captured by cameras, etc.

Bandersnatch

A fairy created by dreams of covetousness and envy. Fundamentally avian in shape, like a hybrid of human and heron. Rather than wings, the Bandersnatch has a pair of long, multi-jointed arms that can unfold to many times the length of the Bandersnatche's body. Each ends in a dextrous hand.

The Bandersnatch is a thief, possessed with sudden insatiable cravings for some weird, innocuous or unhealthy object that it simply *must* possess. It lurks, ambushes and snatches, fleeing into the darkness with its prize. In the dark, it gibbers and croons, rifling through its collection.

Bandersnatch: *7 flesh (2 dice), 14 grit (4 dice). AC 13 (Agility). Saves 19+. Stealth & Sleight of Hand 5/6. 2 Hands (+1, pick an option from below).. Dexterity 18, Wisdom 6.*

Takes double damage from iron weapons, immune to poison and sickness.

Each successful Hand attack picks an option from this list:

- *Scratch, d6 damage.*
- *Grab, as a grapple. Next round, hit automatically.*
- *Choke. Only on a grabbed victim. 2d6 damage.*
- *Snatch a held item. Roll Sleight of Hand to succeed.*
- *Pickpocket a carried item. Roll Sleight of Hand to succeed.*

Fairy Nobles

Fairies created by dreams of power, influence and fame. The fairy courts divide such nobles into seelie and unseelie, and then by rank, ranging from mere knights to the king and queen of each court. Each is basically unique, reflecting the desires, superstitions and prejudices of the ones who dreamed them into being.

To create a fairy noble, select a stat-block for its rank. This stat-block assumes a 'default' sort of appearance for the noble: tall, beautiful, healthy looking, basically human save for slightly pointed ears. Then roll three or more d20s in order on the appropriate table overleaf for what's unique about them, which may modify the stat-block. Roll as many powers as the fairy's rank (one for a knight, two for a lord/lady, three for a prince/princess, four for a king/queen)

Knight: *4 flesh (1 dice), 7 grit (2 dice). AC 10 (unarmoured). Saves 14+. Attack with an appropriate weapon (+2, damage by weapon). Immune to poison and disease, double damage from iron weapons. Can command any fairy they outrank, who will obey unquestioningly (PC fairies get a Save vs Magic to resist).*

Lord/Lady: *5 flesh (1 dice), 11 grit (3 dice). AC 10 (unarmoured). Saves 12+. Attack with an appropriate weapon (+3, damage by weapon). Immune to poison and disease, double damage from iron weapons. Can command any fairy they outrank, who will obey unquestioningly (PC fairies get a Save vs Magic to resist).*

Princess/Prince: *7 flesh (1 dice), 18 grit (5 dice). AC 10 (unarmoured). Saves 9+. Attack with an appropriate weapon (+5, damage by weapon). Immune to poison and disease, double damage from iron weapons. Can command any fairy they outrank, who will obey unquestioningly (PC fairies get a Save vs Magic to resist, but at -4).*

Queen/King: *8 flesh (1 dice), 25 grit (7 dice). AC 10 (unarmoured). Saves 9+. Attack with an appropriate weapon (+5, damage by weapon). Immune to poison and disease, double damage from iron weapons. Can command any fairy they outrank, who will obey unquestioningly (PC fairies don't get a save to resist).*

Table 164: Features of Seelie Nobles

d20	Clothing	Appearance	Powers
1	Plate armour (AC 16)	Skin like cracked white china (+2 AC)	Rusts iron things into uselessness on touch (still takes damage).
2	Robe made from fresh leaves	Skin bright green	On hearing the fairy sing for the first time, Save vs Stunning or be unable to act for a round.
3	Elaborate ballgown	Antlers	Can breath underwater.
4	Elizabethan finery	Skin covered in snake-scales (+2 AC)	Whoever the fairy is looking directly at must Save vs Stunning to be able to speak (or cast spells).
5	Silver chainmail (AC 16)	Goat legs (double speed)	Can walk up walls like a spider.
6	Nude	8 ft tall	Immune to fire.
7	18th century foppery.	Butterfly wings	Can animate an object they touch to move and obey them, as if manipulated by invisible hands.
8	Armour made of bark (AC 14)	Swan wings	Can see just fine in pitch darkness.
9	Opera cape and suit	Metallic gold skin	Ability to command extends to any mortal with a job.
10	Venetian carnival mask	Extra pair of arms (extra attack)	Can talk to animals, and command them like they would lesser fey.
11	Battered leathers (AC 12)	Cat eyes (see in the dark)	Commands spirits & elementals as they do lesser fey.
12	Regal gown made of petals	Scent of flowers	Can become intangible at will (as a ghostly spook).
13	Cloak of petals	Attended to by swarming bumblebees	Blood, sweat, saliva and other fluids wildly hallucinogenic. Save vs Poison on contact to avoid tripping balls.
14	Top hat and tails	Dragonfly wings	Immune to bullets & other missiles, except forged iron.
15	Animal hides (AC 12)	Two extra pairs of arms (2 extra attacks)	3-in-6 chance each round to animate artwork, as the spell.
16	Casual, modern clothing	3ft tall	Crushing strength. +3 to melee damage.
17	Dress made of swarming butterflies	Eagle's talons (two claw attacks for d4)	Always goes first in initiative, double speed.
18	White toga	Lower body of a deer (double speed)	Feet don't touch the floor when walking, can walk on water just fine.
19	Silky nightgown	Cyclopean	Can breath fire (d10 damage, Save vs Hazards avoids).
20	Gown made of coiling smoke	Eyebrows extend into an extravagant antenna-like curl.	Can create illusory images or sounds at will (interacting might allow a Save vs Magic to realise the illusion).

Table 165: Features of Unseelie Nobles

d20	Clothing	Appearance	Powers
1	Plate armour (AC 16)	Skin like cracked white china (+2 AC)	Rusts iron things into uselessness on touch (still takes damage)
2	Robe made from dead leaves	Skin dark blue	On hearing the fairy scream for the first time, Save vs Stunning or be unable to act for a round.
3	Elaborate ballgown	Goat horns	Can breath underwater.
4	Undertaker's formal suit and stovepipe hat	Skin covered in snake-scales (+2 AC)	Whoever the fairy is looking directly at must Save vs Stunning to be able to speak (or cast spells).
5	Bronze scale-mail (AC 16)	Goat legs (double speed)	Can walk up walls like a spider.
6	Nude	8 ft tall	Immune to fire.
7	Ominous robes and blank white mask	Moth wings	Can animate an object they touch to move and obey them, as if manipulated by invisible hands.
8	Armour made of bark (AC 14)	Bat wings	Can see just fine in pitch darkness.
9	Victorian mourning wear & veil	Snake-like fangs	Ability to command extends to any mortal with a job.
10	Wrapped in a single flayed human skin.	Extra pair of arms (extra attack)	Can talk to vermin, summon swarms of such animals and command them like they would lesser fey.
11	Battered leathers (AC 12)	Cat eyes (see in the dark)	Can detach left hand to walk about on its own.
12	Regal gown made of spiderwebs	Scent of wood-smoke	Can become intangible at will (as a ghostly spook).
13	Cloak of petals	Attended to by swarming spiders.	Blood, sweat, saliva and other fluids wildly hallucinogenic. Save vs Poison on contact to avoid tripping balls.
14	Top hat and tails	Dragonfly wings	Immune to unarmed & natural attacks.
15	Animal hides (AC 12)	Two extra pairs of arms (2 extra attacks)	3-in-6 chance each round to animate artwork, as the spell.
16	Casual, modern clothing	3ft tall	Wide mouth, additional bite attack for d6.
17	Nude, but absolutely *drenched* in blood	Chicken claws (two claw attacks for d4)	Can animate any corpse they touch as an undead *husk* under the noble's control.
18	White toga	Lower body of a serpent (double speed)	Can command ghosts and the undead just like they do lesser fairies.
19	Silky nightgown	6th finger on each hand.	Can breath ice (d10 damage, Save vs Hazards avoids).
20	Gown made of coiling smoke	3rd eye in the centre of the forehead.	Can create illusory images or sounds at will (interacting might allow a Save vs Magic to realise the illusion).

LYCANTHROPES

Were-rats

By far the most common form of lycanthrope encountered in the undercity; the sewers and tunnels are a natural home for these rodent shapeshifters, and if there's one thing rats excel at, it's spreading their number.

These were once humans, but have been infected with lycanthropy by the bite of another were-rat. The curse first affects the mind of the were-rat, causing them to become craven, spiteful and skittish. As the individual degenerates, they suffer minor physical alterations that make them more and more rat-like; extended incisors, patchy fur across their body and glittering eyes. Eventually, they succumb to the infection and their body begins physically transforming, allowing them to shift between human, rat and hybrid forms.

Were-rats are not innately evil, but they are no longer really human and their animalistic instincts make them dangerous. By human standards, they seem utterly mad, although they retain human levels of intelligence and the ability to speak.

Pack Leaders are simply the largest and strongest of their kind, who rise to the position of alpha in their own broods. A pack leader is typically unusually large and healthy in human form, and their rat-form is enormous, the size of a small dog. As for the hybrid form they take, it's a monstrous thing, eight feet tall, deformed and terrifying to behold.

Were-Rat: *4 flesh (1 dice), 8 grit (2 dice). AC 12 (pretty nimble). Stealth and Athletics 3-in-6. Saves 16+. Attacks depend on their form. Double damage from Silver weapons. Strength and Dexterity 16.*

Were-Rat Pack Leader: *8 flesh (2 dice), 16 grit (4 dice). AC 12 (pretty nimble). Stealth and Athletics 3-in-6. Saves 13+. Attacks depend on their form. Double damage from Silver weapons. Strength and Dexterity 16.*

Can shift between human, rat and hybrid forms, taking a round. Shifting from human to rat must go via hybrid form.

In human form, have hands and can talk. Attack with crude blades or pistols (+2, d8). In hybrid form, attack with two claws and a bite (each +2, d6). In rat form, AC is 16, attack with a bite (+0, 1 damage).

Anybody taking damage from a bite risks contracting rat-strain lycanthropy (Save vs Poison to resist). This is a disease with saves every day, dealing d10 damage to Charisma for each failed save. If the victim dies from lycanthropy, instead the Charisma damage goes away, and they are transformed into a Were-rat themselves; a first level Spook with the Human origin and Animal Form power. Other appropriate powers include Achilles Heel (for silver), Bite, Claws, War Form, and Trackless.

Other Lycanthrope Strains

While were-rats are the most common lycanthrope in the undercity, others exist. Outside of the city, in the backwater communities and the untamed wilderness, other strains of lycanthrope come to dominate, and even in urban environments the rats are not alone. Variant strains of lycanthrope use the were-rat and pack leader stats detailed above as a base, modified for their particular strain.

Were-wolves

These are the classic wolf-shapeshifter that most are familiar with. Infection with wolf-strain lycanthropy causes the victim to become aggressive and predatory, heightens hunger and territoriality. While not fully enslaved to the phases of the moon, the werewolf's personality has an affinity for moonlight, and taking wolf form when the full moon rises is a common instinct.

Their stats work like those of were-rats, except they take wolf-form instead of rat-form. In wolf-form, their speed is doubled, and they get a single bite attack (+3, d10 damage).

Appropriate monstrous powers for a werewolf PC (after 'animal form' include War Form, Achilles Heel (for silver), Bite, Claws, Scent,

Were-spiders

The Jorogumo of Japanese legend, or Anansi of the Caribbean. Infection causes the victim to become cold, patient, methodical and detached. As their body begins to warp and take on arachnid traits, they retreat into isolation, laying traps for those who intrude on their territory. The lair of a were-spider is a cunning maze of webs, snares, pitfalls and tripwires, with a larder of poisoned victims, comatose and wrapped in silk for the were-spider to feed on later, at their leisure.

Their stats work much like those of were-rats. In Hybrid form, their bite is (+0, d4 and on a wound to flesh Save vs Poison or d8 more). Instead of rat-form, they can take two other forms, spider form (a single tarantula-sized spider) and swarm-form. In spider form, they have AC 16 and do not attack. In swarm form, they have AC 8, take a maximum of 1 damage from anything that's not an area attack, and their attack is an engulf (hit automatically, 1 damage).

Appropriate monstrous powers for a PC were-spider (after Animal Form) include Bite, Achilles Heel (for silver), Webs, Fluid Form (representing swarm-form), Venom and Wall-crawling.

Were-Bats

Bat-like shapeshifters, often associated with vampires or mistaken for them. Flighty, prone to weird whims. Alternate between enthusiasm and panic. As an infected victim's mind degenerates to become more bat-like, so too do their physical features shift to reflect this. Ears become pointed, the nose turns up and becomes wrinkled, and the sense of vision diminishes in importance to be replaced with incredible scent and hearing.

The stats for were-bats work like those of were-rats, with one exception. While they can fly in hybrid form, the were-bat's arms shift to become wings, preventing them from being able to make Claw attacks.

Appropriate monstrous powers for a PC that becomes a were-bat (other than Animal Form) include Bite, Achilles Heel (for silver), Darkvision, Scent, See the Unseen, Blood Drinking, War Form and Scream.

Were-snakes
Serpentine shapeshifters in the guise of humans. Cold, emotionless and predatory. Manipulators able to shed their skin to take new forms, whose lips drip venom. As their minds become ever more inhuman, so too do their bodies alter to reflect this, their skin becoming subtly scaled and their canines extending into needle-fangs. Many were snakes have links to such odd spiritual beings as Azi Dahaka and Jormagundr, not to mention the ancient machinations of the now-extinct serpent-folk.
The stats for were-snakes work much like those of were-rats. In hybrid form, their bite is instead (+0, d4, and if damage is done to flesh, save vs poison or another d10 damage). They can't take rat form, instead getting serpent-form; in serpent form they have AC 16 and a bite attack as above.
Appropriate monstrous powers for a were-snake PCs (other than Animal Form) include Bite, Achilles Heel (for silver), Venom, War Form, Mimic, Face Stealer and Tremor Sense.

Were-bulls
Like minotaurs, a skin-changing blend of man and ox. Huge bulky brutes crowned with horns. Their minds slow and immovable like rock-slides. Defensive, prone to violence to drive out intruders into their domains.
Their stats are like those for were-rats, with a few exceptions. In hybrid form, they replace their claw attacks with two Horn attacks that work the same (+2, d6). Instead of rat form, they take bull form, where they double their speed and get two Horn attacks (+2, d6). Since they're all hulking creatures, all were-bulls use the stats for pack leaders.
Appropriate monstrous powers for a were-snake PCs (other than Animal Form) include Bite, Achilles Heel (for silver), War Form, Horns (as claws), Huge Size, Resilient, and Unnatural Strength.

Were-gulls
Fucking seagulls, that take human form. Hungry, pushy, never satisfied. Form huge raucous flocks. Think with their stomachs. Hair and plumage tend towards surprisingly beautiful patterns of white and grey. While gluttonous, they're hardly greedy, and have a streak of generosity to them, happily sharing food and pretty things without really thinking about it.
The stats for were-seagulls work like those of were-rats, with one exception. While they can fly in hybrid form, the were-gull's arms shift to become wings, preventing them from being able to make Claw attacks.
Appropriate monstrous powers for a were-gull PCs (other than Animal Form) include Bite (more accurately, a peck), Achilles Heel (for silver), Gullet Storage, Mimic, Lightning Speed and Smell Magic.

Were-butterflies
Shapeshifting butterfly-hives. Their minds refined and alien, seeking beauty and fleeing before any threat or unpleasantness. Delicate creatures, their skins displaying jewel-like patterns to reflect the symmetrical orderliness of their psyches. Unable or unwilling to fight, when in danger they explode into a swarm of technicolour wings to fly away.
Were-butterflies use the stats for were-rats. In hybrid form, they don't get a bite attack, but sprout butterfly wings from their shoulders to allow them to fly. They can't take a single butterfly-form, instead taking swarm-form. In this shape, they can't attack, are able to fly, and take a maximum of one damage from anything except area attacks. In swarm form, they can take hypnotic patterns in the air: those seeing this must Save vs Stunning or be stunned for a round.
Appropriate monstrous powers for PCs who become were-butterflies include Achilles Heel (for silver), Fluid Form, Inhuman Beauty, Mesmerizing Gaze and Hypnotism.

Variations on Lycanthropy

These stats all assume a lycanthrope that's a result of infection, and able to shape-shift between human, hybrid and animal forms. These aren't the only possibilities, however; lycanthropy is a varied phenomenon with a wide variety of manifestations, including:

- The descendants of previous generations of shapeshifters. These might naturally take Hybrid form, only taking human or animal form uncomfortably.
- Animals infected with lycanthropy, who take on human characteristics and mimic human intelligence.
- The lycanthropic infection mimicked through magic; some curse or talent allows a human to regress to a more primal animal form.
- The result of alchemical or medicinal experiments, serums that create a Jekyll-and-Hyde transformation between a human and animal-hybrid identity when ingested, mimicking those infected with lycanthropy.
- Animal totems manifesting themselves in the flesh of their followers. This phenomenon is likely the origin of the lycanthropic infection, although it's mutated significantly since.

While these function similarly as NPCs, a PC lycanthrope with one of these origins might well be very different to normal. The Spook's origins might be Living rather than Human (or possibly even Undead or something else in very weird cases). Animal Form might not be the first power they pick up, instead gaining hybrid form or other minor powers as the lycanthropy begins to manifest itself.

VAMPIRE BROODS

Vampires appear to be a bizarre case of convergent evolution. All manner of creatures end up filling the same ecological niche; human-like predators who feed on human blood, living in packs and broods ruled by their immortal elders.

The specific origins of a brood of vampires can vary wildly. The common examples (and the rules associated with them) are:

- The walking dead. Immune to drowning, cold, poison, sickness. Double damage from holy things. Can't be healed by normal medicine, and heal a maximum of 1 HP from any source.
- Human families that practice strange blood rites. These lack the Bite attack other vampires have.
- Predators from entirely different branches of the animal kingdom (bats, leeches or mosquitos perhaps) that have evolved to mimic and prey upon humans.
- Devolved hominids, occupying a similar position on the human family tree to Morlocks, Neanderthals and so on. No additional rules.
- Parasites that take over a human host by replacing the blood, and can extend themselves into a new host. These vampires have no grit. All their grit dice are instead flesh dice, granting that much extra flesh. When presented with a freshly exsanguinated body, they can extend their blood into it. The vampire loses d6 flesh points, and the victim resurrects as a fledgling vampire (a level 1 spook for PCs) with that many flesh points.
- Humans infected with some disease. A cure disease spell, or experimental surgery by a skilled doctor, might be able to restore them to normal humanity. Those who contact their vital fluids must Save vs Poison or contract Vampirism too. The disease requires a save each day. Each failure inflicts d8 damage to flesh and renders the victim fatigued and unable to gain sustenance from any food but blood. If the victim would die, they instead seem to recover, metamorphosing into a fledgling vampire (a level 1 spook for PCs).
- The mortal descendants of Caine, the first murderer. Immune to damage from holy sources. Marked with Hebrew writing on their foreheads.

Vampire Powers

A vampire has a small handful of supernatural abilities. Pick abilities that make sense for the type of vampire you're dealing with (IE the origin above) and the aesthetics rolled on table 166. For the most part, older vampires will have the same powers as younger ones, and then additional powers that the younger ones lack. Example powers include:

- Lightning Speed, allowing them to go first in initiative and doubling their movement speed.
- An affinity for the darkness. +1 to all ability modifiers in shadow, +2 in total darkness, -1 in bright light.
- The ability to breath water (if relevant) and swim as fast as they can walk.
- The ability to see perfectly in the dark.
- The ability to speak with, and potentially charm, animals (+2 charm skill when interacting with animals).
- The ability to alter their own appearance to perfectly mimic the appearance of their victims.
- Blood that intoxicates and charms those who taste it (+2 charm skill vs the drinker forever).
- No reflection or image on cameras.
- Unnaturally tough flesh, for +2 AC.
- Unnatural strength, for +2 damage.
- The ability to become perfectly silent.
- No scent or tracks left behind.
- The ability to sense nearby blood and its nature..
- The ability to animate and control spilled blood (their own or other people's).
- Claws that let them attack twice for d4 damage.
- Venom that does d12 extra damage if their bite does damage to flesh and the victim fails a Save vs Poison.
- Venom that paralyses avictim they touch for a turn, if the victim fails a Save vs Stunning.
- A hypnotic gaze, preventing those who look at them from looking away unless they can pass a Save vs Magic.

Vampire demographics

A vampire brood probably numbers a few dozen individuals at most, although its influence may be disproportionately large due to the brood's great age and supernatural gifts. Whilst some vampires make their lairs in the depths of the undercity, others spread out to infiltrate mainstream society, often occupying positions of power and influence.

When randomly generating broods, they come in two sizes: smaller broods that control a little territory but have no impact on the occult underground as a whole, and major powers in the occult underground.

A small brood contains the following amounts of vampires:

D12 fledglings, d10 young vampires and a leader who is (roll d6); 1 or 2 - an established vampire, 3 or 4 - an elder vampire, or 5 - 6 an ancient vampire.

Major powers contain the following amounts of vampires.

2d12 fledglings, 2d10 young vampires, 2d6 established vampires, and then a leader who is (roll d4); 1 - a cabal of d4+1 elder vampires, 2 - an ancient vampire and d4 elder vampire acolytes, 3 - a progenitor vampire with its children (d4 ancient vampires and d4 elder vampires) or 4 - a single progenitor vampire.

Vampire stats depend on the age of the vampire; older vampires are stronger and smarter than their younger kindred, and likely possess a greater range of unnatural powers.

Fledgling Vampires (0-10 years)

Fledgling Vampire: *4 flesh (1 dice), 4 grit (1 dice). AC 10. Saves 16+. Bite(+1, d4) or by weapon (+1, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically only 1 power.*

Young Vampires (11-50 years)

Young Vampire: *4 flesh (1 dice), 8 grit (2 dice). AC 10. Saves 14+. Bite(+2, d4) or by weapon (+2, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically two powers.*

Established Vampires (51-200 years)

Established Vampire: *4 flesh (1 dice), 16 grit (4 dice). AC 10. Saves 10+. Bite(+4, d6) or by weapon (+4, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically three powers.*

Elder Vampires (201-800 years)

Elder Vampire: *8 flesh (2 dice), 24 grit (6 dice). AC 10. Saves 7+. Bite(+6, d6) or by weapon (+6, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically four powers.*

Ancient Vampires (801-2000 years)

Ancient Vampire: *8 flesh (2 dice), 32 grit (8 dice). AC 10. Saves 5+. Bite(+8, d8) or by weapon (+8, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically five powers.*

Progenitor Vampires (2001+ years)

Progenitor Vampire: *12 flesh (3 dice), 40 grit (10 dice). AC 10. Saves 5+. Bite(+8, d10) or by weapon (+8, variable damage). Bite attacks that deal damage to flesh cause the victim to begin Bleeding Out and heal the vampire by the amount of flesh the victim lost. Typically six powers.*

Table 166: Bloodlines of Vampires (roll a d20 on each column)

Roll	Mannerisms (d10)	Appearance (d12)	Quirks (d20)
1	Bloodthirsty	Albino	A hive mind with the rest of their brood
2	Clinical	Angelic	Injured by sunlight (d6 per turn of exposure)
3	Furtive	Bat-like	Cannot cross running water
4	Gluttonous	Bestial	Can regenerate from even a drop of blood.
5	Gregarious	Bloated	Vulnerable to silver (double damage).
6	Guilt-wracked	Consumptively beautiful	Paralysed by a stake through the heart (heart has AC 18).
7	Hedonistic	Decayed	Highly religious.
8	Honourable	Emaciated	Wealthy.
9	Irrational	Ill-looking	Dresses stereotypically, and has that Transylvanian accent.
10	Melancholy	Heavily Tattooed	Must be invited into homes.
11	Morbid	Lamprey-faced	Must rest in a coffin.
12	Mystical	Like normal humans	Repulsed by garlic.
13	Power-hungry	Mosquito-like	Heavily involved in the drug trade.
14	Refined	Mummified	Live underwater.
15	Romantic	Porcelain-like skin	Keep a huge library of grimoires and occult books.
16	Sadistic	Sensually appealing	Enthusiastically blasphemous.
17	Scholarly	Skeletal	Secretly responsible for some momentous historical event.
18	Seductive	Snake-like	Were once worshipped as gods, possibly still are.
19	Tasteful	Transluscent-skinned	Only feed on the wicked and sinful, enforce brutal vigilante justice.
20	Wild	Veiled	Pursue some bizarre transhumanist philosophy.

Alligator
At one point, people were in the habit of buying baby alligators as pets, and abandoning them if they got too big. That, though, was the nineteen-eighties, and a breeding population of alligators has dwelled in the sewers ever since.
Alligator: *12 flesh (2 dice), 6 grit (1 dice). AC 14 (scales). Saves 16+. Stealth 2/6. Bite (+3, d12 damage). Auto-grapples on a successful hit. Can death-roll a grappled victim, doing 2d12 damage automatically. Animal intelligence (int 3)*

Angler-turtle
A huge snapping turtle, it's shell covered in rough detritus that blends into the muck where it hides. From its jaw extends a long appendage with a fleshy bait on the end that the turtle wiggles hypnotically, drawing prey in range of its bite. In some cases, even otherwise intelligent prey can become mesmerised by the gently undulating lure.
Angler turtle: *4 flesh (1 dice), 8 grit (2 dice). AC 16 (shell). Saves 16+. Stealth 5/6. Bite (+3, d8 damage). Animal intelligence (int 3).*
Can cause the hypnotic waggling of its lure to resemble something desirable to its prey (easy food, a big pile of money); it has no conscious control over what, instead each victim sees whatever their mind thinks makes most sense as 'something I want' in their current situation. A save vs stunning sees through the illusion but can only be attempted after an interaction with the turtle or its bait.
Attacking its lure has AC 10, but gives the turtle a free bite attack immediately, at +4.

Bat Swarm
A single huge flock of bats dwelling in the. tunnels. Often found hanging upside down from the roof.. Easily spooked.
Bat Swarm: *8 flesh (8 dice), 0 grit (no dice). AC 12 (really nimble). Saves 18+. Flurry of bites (hits everybody in the swarm's area, 1 damage per person.) Max 1 damage per attack except versus area attacks. Can fly and navigate by echolocation. Animal intelligence (int 3).*

Vampiric Bat
A bat with a four-foot wingspan. Nocturnal, feeds on the blood of sleeping animals; in the city, this most likely means people. Its saliva is anaesthetic, its victims rarely wake up until it's finished drinking.
Vampiric Bat: *3 flesh (1 dice), 3 grit (1 dice). AC 13 (agility). Perception & Stealth 4/6, Saves 16+. Bite (+1, d8) Can fly and 'see' by echolocation. Animal Intelligence (int 3)*

Black Goat
A bestial avatar of the Black Goat Of The Woods With A Thousand Young. Shaggy body, weird octopoid eyes, head crowned with curling horns. Subtly deformed and asymmetric, off-putting to look at. It staggers and scrambles, voice rasping. It carries the blessings of a divinity that's old and savage and inhuman, a force of dark fecundity.
Black Goat: *4 flesh (1 dice), 2 grit (1 dice). AC 12 (agile). Athletics 4/6. Saves 17+. 2 horns (+1, d4). 3/6 chance to cast one of the following spells if it spends its action twitching and convulsing: bleeding curse, darkness, spider climb, parasitic infestation. Animal Intelligence (int 3)*

Cave Bear
Once, these creatures were apex predators in an ice-age world. Revered by some of the earliest cultures as semi-divine in their own right, existing at the heart of widespread bear-cults. Those times are long past. Humanity has prospered, spread across the globe in a position of total dominance. The once-revered bears have been driven under ground, taking refuge in subterranean lairs.
The bears have not forgotten that they used to be worshipped. Like the cat and the crocodile and the serpent, every troglodytic bear knows, deep in its sinewy heart, that it was once a divinity, and it might be once more.
Cave Bear: *8 flesh (2 dice), 16 grit (4 dice). AC 13 (agility and thick hides). Athletics 3/6, Saves 13+. Bite (+6, d8) and two claws (+6, d6). If both claws hit, draws the victim in for a 'hug'; next round, does d12 damage to that victim automatically instead of claw attacks. Unusual animal Intelligence (int 5). Memories of divinity give it a 7+ save against divine magic (such as from mystics).*

Conger Eel
A huge predatory eel. Hides in cracks and crevices, venturing out to ambush prey and drag them into its lair to feed. Slow, cautious, territorial.
Conger Eel: *6 flesh (1 dice), 12 grit (2 dice). AC 14 (slimy skin). Saves 17+. Stealth 3/6. Bite (+3, d8 damage) or grapple (+8). Auto-grapples on a successful hit. Animal intelligence (int 3). Gets +5 to grapple attempts. Can breath both water and air. On grappling an enemy, does d12 damage immediately and each round thereafter until they escape.*

Constrictor Snake
A long serpentine predator. Quiet, careful. Coils around its prey and crushes them before swallowing them whole.
Constrictor Snake: *6 flesh (1 dice), 12 grit (2 dice). AC 14 (scales). Saves 17+. Stealth 2/6. Bite (+3, d8 damage) or grapple (+8). Auto-grapples on a successful hit. Animal intelligence (int 3). Gets +5 to grapple attempts. Can grapple up to 3 victims at once. On grappling an enemy, does d12 damage immediately and each round thereafter until they escape.*

Electric Eel
A slimy, sinuous body, like one long undulating fin. Stubby head with barely-there jaws, filled with little razor teeth. Capable of producing a massive bioelectric charge, which it uses to stun prey and threats. Despite being fish, capable of surviving outside water for some time without suffocating.
Snake: *3 flesh (1 dice), 3 grit (1 dice). AC 14 (agility & slimy skin), Saves 18+. Bite (+1, d4) or Electrocution (Save vs Stunning or take d6 damage and waste the next action spasming). Animal Intelligence (int 3). Breathes water just fine.*

Feral Dog
One of the many stray dogs running wild in the city. Lean, hungry and not a bit frightened of humans.
Feral Dog: *3 flesh (1 dice), 3 grit (1 dice). AC 12 (agility). Perception 4/6, Saves 17+. Bite (+1, d8) Animal Intelligence (int 3)*

Ferret-hydra
A seven-foot ferret, wiry and whip-tense, with extra heads sprouting from its shoulders, back and flanks. A feral predator, animalistic and vicious. When injured, more ferret-heads grow from the wounds.
Ferret-hydra: *8 flesh (2 dice), 8 grit (2 dice). AC 12 (agile). Saves 15+. 3 bites (+4, d6). Damage to flesh that doesn't drop it to 0 causes it to heal back to full flesh immediately, and grows an extra head to make an extra bite attack with. Animal Intelligence (int 3)*

Giant Frog
A frog, but grown to the size of a bull in the dark beneath the city. By turns ponderous and sluggish, then brutally fast when presented with prey.
Frog: *12 flesh (2 dice), 6 grit (1 dice). AC 13 (slimy skin). Saves 16+. Bite (+0, d8 damage and chance to swallow). Skin oozes hallucinogenic poison; on touching it with bare skin Save vs Poison or take d12 damage to Wisdom from the wild trip. Animal intelligence (int 3).*
On a hit that deals damage, victim must succeed on a Save vs Hazards or be swallowed. While swallowed, the victim cannot be bitten but takes d4 damage each round from digestive juices until they escape.

Giant Tadpoles.
A blobby body with a wriggling tail, small mouth and eyes, and feathery gills. The size of your hand. Swarm about, ravenously hungry. They like to force their way into the body through wounds, eye-sockets, orifices and eat from within.
Tadpole: *1 flesh (1 dice), 0 grit (0 dice). AC 12 (agile). Saves 18+. Mouth (+0, 1 damage and chance to burrow). Animal intelligence (int 3).*
On a hit that deals damage to flesh, will burrow into the victim's body. While ensconced within their flesh, they hit automatically each round. Attacks against them must go through their host's flesh; roll damage against the victim's flesh. Roll this damage even if the attack misses the tadpole.

Giant Tortoise
A tortoise the size of a washing machine. Slow, ponderous, and resolute inside its giant shell. Not particularly carnivorous, but also not particularly scared of you and often quite territorial. Frequently very old, with a lifespan extending well beyond those of humans.
Tortoise: *8 flesh (2 dice), 12 grit (3 dice). AC 18 (shell). Saves 14+. Bite (+3, d6 damage). Animal intelligence (int 3).*

Lamprey
Looks to be partway between a leech and an eel. A boneless, jawless fish with a circular maw lined with little teeth. Wriggles through polluted water, latching onto larger animals to feed.
Lamprey: *5 flesh (1 dice), 1 grit (1 dice). AC 14 (agility & slimy skin), Saves 18+. Bite (+1, d6 and latches on). Animal Intelligence (int 3). Breathes water, 'drowns' in air. On a successful hit, latches on; next round it does d6 damage to its victim's flesh automatically, and heals that many flesh points as it feeds.*

Nightmare
An equine monster, of the undercity. Dishevelled, gaunt, wild eyed, maddened, it roams the sewers in search of prey. Its madness is infectious, dero follow in its wake.
Alligator: *10 flesh (2 dice), 5 grit (1 dice). AC 10. Saves 17+. Trample twice (+3, d8 damage) or grapple. Auto-grapples on a successful hit. Animal intelligence (int 3). Those meeting its gaze feel their mind slipping; d4 damage to wisdom. Avoiding its gaze requires a Save vs Stunning. Can ignore any mind-affecting magic, but must make a morale check if it wishes to do so.*

Octopus
An amorphous mollusc with many tentacles, a sharp little beak, and cold invertebrate intelligence. Inventive and inquisitive. Hungry.
Snake: *3 flesh (1 dice), 5 grit (2 dice). AC 14 (agility & scales), Saves 17+. Beak (+1, d4 and poison) or up to 8 tentacles (+2, 1 damage or a successful grapple). Animal Intelligence (int 3). If damage to flesh is taken from the beak, Save vs Poison or take another 5 damage to flesh. Against grappled enemies, beak ignores grit entirely on a hit, or is soaked by grit but still does damage normally on a miss.*

Rat King
When several rats tails become entangled together (typically as infants while still in the nest), the resulting fused creature has a gestalt intelligence greater than any of its component beings. This hive-mind extends out from the rat-king, pulling the sewer-rats nearby under its psychic control. Whilst the rat-king has animal desires and intentions – to get food, escape or destroy predators, breed and create more rats – it pursues them with a cunning and foresight unnatural to normal animals.
Rat-King: *7 flesh (3 dice), 4 grit (two dice). AC 12. Saves 14+. Stealth 3/6. Bite attack (+0, d4 damage). Can summon and command rat swarms in sewer environments (1/6 chance to summon each round, control automatic).*

Rat Swarm
These rats are part of a huge teeming mass of vermin under the sway of the Rat King, infesting the tunnels. Individually, they're little threat, but in large numbers or when well motivated, they can prove quite dangerous.
Rat Swarm: *8 flesh (8 dice), 0 grit (no dice). AC 7. Saves 18+. Flurry of bites (hits everybody in the swarm's area, 1 damage per person.) Max 1 damage per attack except versus area attacks. Animal intelligence (int 3).*

Salamander
A pallid, sinuous amphibian, like an axolotl but as long as a human. Where an axolotl has gill-like fronds extending from its neck, the salamander has a flickering ruff of condensed flame.
Salamander: *8 flesh (2 dice), 12 grit (3 dice). AC 14 (scales). Saves 17+. Stealth 2/6. Bite (+3, d8 damage and d6 fire damage) or breath fire (Save vs Hazards or d10 damage). Animal intelligence (int 3). Immune to fire. Double damage from cold. Extinguishing its flames removes all remaining grit.*

Surinam Toad Queen
A toad grown to a meter or more in diameter. Slow, cautious, patient. It's skin is covered in pits, craters and bulges. Lumps below its hide wriggle and move. Occasionally, the things beneath push their way out of its skin-pores into the world.
Toad Queen: *12 flesh (2 dice), 6 grit (1 dice). AC 13 (warty skin). Saves 16+. Bite (+0, d8 damage and chance to swallow). Animal intelligence (int 3).*
On a hit that deals damage, victim must succeed on a Save vs Hazards or be swallowed. While swallowed, the victim cannot be bitten but takes d4 damage each round from digestive juices until they escape.
Can spend any amount of Flesh points each round to spawn that many Giant Tadpoles.

The Black Dog
A huge shaggy black mastiff, almost always encountered alone. Oddly intelligent, with a sense for tragedy that seems to attract it, or possibly be caused by it. Those viewing it are frequently regarded as being cursed by the sight.
Black Dog: *5 flesh (2 dice), 3 grit (1 dice). AC 12 (agility), Saves 17+. Bite (+1, d8). Perception 4/6, Animal Intelligence (int 3). On first seeing the black dog, save vs stunning. Failure gives each player who failed a choice: lose their next action from dread, or accept a Doom. For each Doom accepted, the GM has free reign to have something gratuitously unlucky happen to the party in the near future : a cave in, police raid, failure of vital equipment, betrayal, or what have you. This is an opportunity to hit the PCs hard with something that would otherwise seem like bullshit.*

Troglodyte Hyenas
Lean underground predators, walking with a swagger, their voices eerily like human laughter as they echo through the tunnels. Deep pink eyes and shaggy white fur. Their sense of smell is uncanny.
Hyena: *4 flesh (1 dice), 12 grit (3 dice). AC 12 (agility). Tracking & Perception 4/6, Saves 16+. Bite (+4, d12+1) Animal Intelligence (int 3), Strength 13. Able to see in even very dim conditions.*

Troglodytic Ape
Primates adapted to the deep underground environment. Like pallid rangy orang-otans, saucer-eyed, long fingered. Travel in small troops, hunt fungus, insects and other subterranean life. Smart for animals. Use crude tools, cunning pack tactics. Form simple plans, ambushes and counter-manoeuvres. Know to retreat when totally outclassed, otherwise territorial.
Troglodyte: *5 flesh (1 dice), 10 grit (2 dice), AC 11, Athletics & Stealth 3/6, Saves 16+. Thrown Rock (+2, d6) or Bite (+2, d4) and claw (+2, d4). See in dim light through heat-vision.*

Venomous Snake
A small, brightly patterned serpent. Dark eyes and long fangs. More scared of you than you are of it, allegedly.
Snake: *3 flesh (1 dice), 3 grit (1 dice). AC 14 (agility & scales), Saves 18+. Bite (+1, d6 and poison) Animal Intelligence (int 3). If damage to flesh is taken, Save vs Poison or take another 10 damage to flesh.*

Witch's Cat
The familiar of a potent magician, sent to see what's going on in the tunnels. A large, ill-omened black cat, with luminous eyes and an uncanny intelligence.
Witch's Cat: *3 flesh (1 dice), 3 grit (1 dice). AC 12 (nimble). Saves 17+. Bite (+0, d4) Can talk like a human, and cast each of Web, Darkness and Mist Form once, as if memorised.*

CHIMERICAL MONSTROSITIES

This creature is a bizarre mish-mash of multiple animals into one strange chimera. They are the products of mad science or the strange magic of the deep underground splicing multiple unrelated creatures together. Their intelligence is largely limited to animalistic levels, although the combination of different animals can result in strange and cunning behaviours not seen in nature. Each is near-unique; roll up the details of each below.

Basic Chimera: *12 flesh (3 dice), 12 grit (3 dice), AC 12, Saves 9+. Claw Attack (+6, d8) or Bite (+2, d4). Animal Intelligence (int 3).*
Roll a d20 for the Chimera's body, a d20 for its head, and a few d20s for its other features.

Table 167: Chimeras

d20	Body	Head	Features
1	Ape (two claw attacks for d4)	Dog (bite attack, +6, d6)	One extra head (roll for what)
2	Bat (can fly)	Lamprey (can breath underwater, bite at +0, d6)	Two extra heads (roll for what)
3	Vulture (can fly)	Goat (horn attack, +6, d6)	Three extra heads (roll for what)
4	Serpent (no claw attacks, instead crush for +0, d10 and grapple)	Hyena (bite attack, +6, d6)	Four extra heads (roll for what)
5	Crocodile	Stag (antler attack, +6, d6)	Long and Sinuous (can grapple as well as attacking, at +6)
6	Hyena	Baboon	Feathers
7	Wolf	Carp (can breath underwater)	Tiger-striped fur
8	Sloth (two claw attacks for d6)	Bat (can 'see' by echolocation)	Axolotl Gills (can breath underwater)
9	Goat	Monitor Lizard (bite attack, +6, d4 and save vs poison or d4 more)	Gecko feet (can walk up walls)
10	Bull	Snake (bite attack, +6, d4 and save vs poison or d4 more)	Human hands and feet
11	Monitor Lizard	Rat	Dragon breath (blast attack, 3d6 damage)
12	Yak	Hammerhead Shark (can breath underwater, bite attack, +6, d10)	Tortoise shell (AC 17)
13	Cat	Insect (bite attack, +6, save vs poison or d12 damage)	Bat wings (can fly)
14	Leech	Ape	Chameleon Skin (4-in-6 stealth)
15	Spider (can climb up walls)	Human (can speak)	Mole legs (can tunnel through rock)
16	Centipede	Eel (can breath underwater, Bite +6, d6)	Tusks (tusk attack, +0, d6)
17	Snail (AC 16)	Bull (horn attack, +0, d6)	Two extra legs (extra claw attack)
18	Crab (AC 14, two claw attacks for d6)	Elephant (tusk attack, +0, d6)	Four extra legs (two extra claw attacks)
19	Ferret	Horse	Perfectly mimics noises it hears.
20	Dog	Toad	Covered in slime.

BUGS

Swarm of Bugs

This covers most insect, arachnids and other little invertebrates when they gather in large numbers and behave aggressively.

Swarm of Bugs: *8 flesh (8 dice), 0 grit (no dice). AC 12. Saves 18+. Engulf in the Swarm (hits everybody in the swarm's area, 1 damage per person.) Max 1 damage per attack except versus area attacks. Animal intelligence (int 3).*

Specific types of swarming bugs will have particular rules associated with them, as detailed below:

- Cockroaches are immune to poison, sickness and radiation.
- Flying bugs (like moths and bees) get +3 AC.
- Poisonous bugs have venomous attacks: if a victim takes damage to flesh from the Engulf attack, they must make a Save vs Poison, taking d4 more damage to flesh if they fail.
- Blood-sucking bugs like leeches and mosquitos heal 1 flesh whenever they do damage to a victim's flesh.
- Aquatic bugs like crabs and leeches are immune to drowning.
- Parasites will tend to crawl into their victims eyes, mouths, open wounds, etc. Their attacks deal damage directly to flesh.
- Spiders and a few stranger bugs can spin webs or sticky mucus and silk over those caught in their mass: rather than attacking they can make a grapple attack against a single victim.

Giant Bug

An unnaturally large arthropod, four feet from head to tail. Hungry and animalistic. The catch-all example of giant invertebrates that can be adjusted to create all manner of monsters.

Giant Bug: *6 flesh (2 dice), 3 grit (1 dice). AC 15 (exoskeleton). Saves 16+. Bite and/or sting as appropriate (+3, d6) and/or 2 claws (+3, d10). Animal Intelligence (int 3).*

Specific types of bugs will have particular rules associated with them, as detailed in this list:

- Flying bugs get +3 AC.
- Cockroaches are immune to poison, sickness and radiation.
- Venomous bugs poison their victims on an attack that damages flesh; save vs poison or suffer d20 damage to dexterity.
- Blood-sucking bugs like leeches and mosquitos heal 1 flesh whenever they do damage to a victim's flesh.
- Some bugs can walk up walls like a spider.
- Some bugs exude adhesive slime, giving +3 to wrestling rolls.
- Social insects such as ants, wasps, bees, termites etc have queens, and some combination of soldiers, drones and workers. Soldiers, drones and workers get normal stats (their attacks may vary from caste to caste, as might the presence of poison etc). Queens get double HP per dice, for 12 flesh and 6 grit. Each round they can attempt to birth a drone, soldier or worker; with a 50% chance each round they try.
- Ambush predators get stealth 4-in-6.
- A few lay their eggs in human bodies to provide incubation and food. Any damage to flesh forces the victim to take a Save against Poison. If failed, they are infested with para-sites. Treat the infestation as a disease, with an incubation time of three days, and a save interval of an hour. Each failed save reduces the victim's strength by d8 as the eggs start hatching and the vermin start feeding on the victim's flesh. If the victim reaches 0 or less strength, they die and their corpse splits apart as a new swarm emerges.

Giant Leech

Bloated, glistening black invertebrate predators that lurk beneath the water's surface, waiting for blood to feed on.

Giant Leech: *6 flesh (2 dice), 0 grit (0 dice). AC 12 (tough skin). Stealth 4-in-6. Saves 17+. Bite (+0, deals d4 damage). +2 to grapple and bite damage automatically on a successful grapple and each round thereafter. Animal Intelligence (int 3) Salt deals d8 damage to it.*

Giant Spider

A huge spider - perhaps one of the many troglodytic species not properly documented by science, perhaps one of the unnatural spawn of the Spider Queen. Slow, patient and hungry.

Giant Spider: *6 flesh (2 dice), 3 grit (1 dice). AC 15 (exoskeleton). Saves 16+. Stealth 4-in-6. Bite (+3, d6 and poison) or webs (as grapple at +3). Animal Intelligence (int 3). Poison means if you take damage to flesh, Save vs Poison or take d20 damage to Dexterity. Can walk up walls and over ceilings.*

Terrible Wurm

One of the massive worms of the deep underground, whose burrows form caverns inhabited by smaller monsters. At least twenty feet long, maybe more.

Terrible Wurm: *18 flesh (3 dice), 30 grit (5 dice), AC 13 (tough skin), Saves 11+, Vandalism 5/6 . Maw (+8 Bonus, 1d12+1 damage and can swallow) and Crush (+8 Bonus, 1d8+1 damage), Animal intelligence (int 3), Strength and Constitution 16.*

A Dreadful Worm's sinuous body and huge size give it a +8 bonus on wrestling. Can burrow through solid earth, leaving a tunnel large enough to crawl along behind them for several days.

A victim hit by the Dreadful Worm's maw must make a save against hazards. Failure indicates that they are swallowed. A swallowed victim takes d4 damage a round from ripping internal teeth and digestive juices. Dealing 8 damage (which will be to flesh) is enough for the victim to tear a way out of the Worm before they are digested

Table 168: Random Bug Types

Roll	Behavior (d10)	Appearance (d12)	Bug (d20)
1	Aggressive	Brightly Patterned	Ant
2	Ambushing	Chitinous	Bee
3	Blood-Sucking	Drab	Caterpillar
4	Burrowing	Hairy	Centipede
5	Buzzing	Leathery	Cockroach
6	Crawling	Mottled	Crab
7	Egg-laying	Rubbery	Horseshoe Crab
8	Scavenging	Slimy	Leech
9	Stealthy	Striped	Maggot
10	Parasitic	Spiny	Mantis
11		Transparent	Mosquito
12		Wet	Moth
13			Pillbug
14			Ragworm
15			Scorpion
16			Slug
17			Snail
18			Spider
19			Wasp
20			Worm

Giant Cave Barnacle

A strange creature, like a huge shellfish fixed to the tunnel wall, fishing for food with fronds and tendrils that emerge from its carapace.

Giant Cave Barnacle: *12 flesh (3 dice), 3 grit (1 dice). AC 16 (shell). Saves 16+. Stomach (+3, d12, always ignores grit) and d4 tendrils (+3, 1 damage). Animal Intelligence (int 3), Strength 16.*

A cave barnacle is fixed to the spot and cannot move. Instead of attacking with a tendril, it can wrestle with a total bonus of +6 to the roll. It can only make stomach attacks against enemies that have been successfully grappled by a tendril.

Swarm-That Walks

This is a strange monster; dozens or even hundreds of small vermin wearing the shape of a person. The skin being worn might be woven from silk by spiders or caterpillars, assembled from detritus by caddis-flies, or be an actual human skin, hollowed out and puppetted.

The swarm resembles a living person, but badly. The body twitches and shambles, and writhing masses of insects are visible when it opens its mouth or eyelids, or when it takes damage. It cannot speak or reason like a real person, but often displays surprising levels of mimicry.

Swarm-That-Walks: *14 flesh (2 dice), 3 grit (1 dice). AC 10. Saves 14+. 2 slams (+1, 1 damage). Animal Intelligence (int 3),*

A successful slam attack deposits vermin on the victim which will continue to attack. Unless a full round is spent removing them, they will continue to attack for the next d6 rounds, doing 1 damage a round.

Damage from normal attacks against a Walking Swarm is halved, as they can only kill a small number of the individual creatures making up the swarm. Area attacks such as fireballs deal double damage due to the target-rich environment the swarm presents. Smoke from a wood-fire deals 1 point of damage a round as it forces the swarm to disperse.

Depending on the particular creatures forming the swarm-that-walks, it might have any of the following abilities:

- Poison, which forces a victim taking damage to their flesh to make a Save against Poison or else suffer an extra 2 damage.
- A horrible tendency to burrow into a victim's nose, mouth, eyes and other soft flesh; all the swarm's damage deals damage to flesh unless the victim's face is protected with a mask.
- The ability to rapidly hollow out and infest their victims: anybody killed by the Walking Swarm resurrects as another such creature d6 rounds later.

Weirdness Inhabiting the Undercity

Concrete Nymphs

Like nereids haunting beautiful pools or dryads inhabiting trees, these creatures embody and protect the concrete, brickwork and cement of underground construction. They appear like statues of beautiful women that have been exposed to acid rain, eroded down to a rough, skeletal form. They move jerkily, like stop motion, but their voices have the richness of a full orchestra. They find beauty in the stark, brutalist harshness of functional architecture, and seek to protect their world of steel girders and concrete slabs from damage.

Concrete Nymph: *3 flesh (1 dice), 6 grit (2 dice). AC 16(made of concrete). Charm 5-in-6. Saves 17+. Stone fists (+0, d6). Charisma 18. When singing, has a 2-in-6 chance to cast a 'suggestion' spell related to the topic of their song. Can shriek, causing panes of glass and plastic to shatter; anybody wearing goggles, glasses, masks and so on must Save vs Hazards or be blinded as the shards shred their eyes.*

Lurking Lamp

A strange creature of the underground, perhaps fey or perhaps once-human. A skinny, glossy black body, thin and long like stretched-out liquorice. A head that's broad and flat, with a single circular eye the size of a dinner plate in the centre of the face. The eye shines like a spotlight, casting beams of chiaroscuro illumination where the lamp gazes. The light is dazzlingly bright, enough that it hurts to look at. The lamp observes things, finding fascination in things sane humans consider tedious or meaningless.

Lurking Lamp: *6 flesh (2 dice), 9 grit (2 dice). AC 12 (nimble). Saves 15+. Fists (+0, d4) Other lights blink out in the lamp's presence (they blink back on again once it's gone). Looking in the direction of the light requires a Save vs Stunning; on a failure, the observer is blinded for a turn, on a success only for a round. The lamp can turn its gaze on a particular victim, forcing them to save.*

The lurking lamp has a collection of trash and salvage that it squats over. As well as bottle-caps, old crisp packets and stolen train tickets, there's lost jewellery in there worth 100 dollars.

Mimics

Mimics are skilled shapeshifters, able to change their form, texture and colouration to resemble any inanimate object. In truth, their anatomy is almost entirely amorphous, like an ooze or shoggoth, and their sophisticated mimicry entirely a matter of instinct. They are mostly ambush-predators, usually disguising themselves as something harmless (such as a stalagmite, door or chair) or desirable (such as a carcass, boat or treasure chest). When a victim ventures close, the mimic reveals its true nature, extruding jaws and pseudopods and trapping its victims to devour them.

Disguises of the Mimic vary. Most take the form of something that will attract human prey; a treasure chest, crate of narcotics, pile of books, coffin or similar. Others are more patient and careful, taking disguises that only the most paranoid would consider a trap such as a door (when the mimic finds an empty door-frame), carpet or pile of rubble. The mimic's shape-shifting is almost perfect in its ability to disguise itself, with the only giveaway being a slight sheen of glue over its surface.

Mimic: *8 flesh (2 dice), 8 grit (2 dice). AC 13 (leathery skin). Stealth and Charm 4-in-6. Saves 15+. Maw (+4, d8) and/or pseudopod (+0, d12). +4 to wrestling rolls due to gluey skin.*

Collector of Eyeballs

A dweller in the undercity, a bizarre blend of human, bald flightless bird, and naked mole-rat. It's body has the pinkish, saggy wrinkled skin of an elderly human, hanging loose over a gangly emaciated frame. Torso squat and drooping, its arms and legs extend out seven feet, have an additional joint that allows them to bend oddly. Each limb ends in a set of talons like chicken-claws. Its head is bald, almost featureless. A narrow slit of a mouth with rodent-incisors, and empty skin-lined eyesockets. Like looking at a horrible naked old man whose limbs unfold further than they should.

It hunts eyeballs. Not to eat them, just to treasure. Its kind trade notable eyeballs like children trade pokémon cards, and have all manner of cunning methods to keep them preserved.

Collector of Eyeballs: *4 flesh (2 dice), 6 grit (2 dice). AC 12 (nimble). Saves 15+. 2 Claws (+5, d6 and pluck eyes) Stealth & Sleight of Hand 4-in-6. Dexterity 16, Constitution 5. Can 'see' perfectly well in the dark despite lacking eyes.*

Claw attacks have 10 foot range. Any claw attack that deals damage to flesh also results in the Collector plucking out one of its victim's eyes, unless protective goggles etc are worn. Once it's plucked out a pair of eyeballs, it pops them in its eye -sockets and heals fully.

Radioactive Vampire

A creature of the deep lithosphere. Composed of dense meat and sinew, like layers of translucent leather over luminous blue-green uranium skeleton.

Four long spider-limbs emerge from a squat flat central thorax. Between its shoulder-blades, a face. Vaguely human, but withered and desiccated, as if mummified by the dull alpha-particle radiation it exudes. Sunken eye-sockets, lips pulled back from shark-tooth studded gums.

It skitters like a monkey-centipede hybrid. Squeezes through gaps no human could fit into. Glows in the dark. Out of the shadowy recesses of a crack in the wall, a ten foot, luminous arm gropes out to clutch at prey, dragging it back to the thing's ragged mouth.

Radioactive Vampire: *7 flesh (2 dice), 7 grit (2 dice). AC 16 (nimble and made of uranium). Saves 15+. 2 Claws (+5, d6) or Bite (+0, d10 and blood draining). Athletics 4-in-6.*

If both Claw attacks hit the same target successfully, can make a free Bite attack that hits automatically.

If a Bite deals damage to flesh, it drains vital fluids and heals as much as the damage dealt.

After a turn of proximity, or on a successful Bite attack, Save vs Poison to avoid contracting Radiation Sickness. Immune to radiation. Half damage from heat and electricity.

Child of the Abyss

Beneath the undercity, there are deeper caves. Beneath that, cracks and chasms leading to the dark veins of the earth. And beneath that, the dark, yawning abyss of the deep.

Creatures that find there way down here are altered by the experience. These blind, wriggling things grow huge and hungry, existing as the apex predator of the weird stygian ecosystem. Sometimes, they find their way back up to the undercity, where prey is plentiful.

They hunt by smell and tremor-sense and echolocation. Their arrival is heralded by the clicking, whistling noises they make to navigate, and the rotten-mineral smell of the earth's veins. They crawl, clamber, slink and squirm towards their prey.

This particular beast is, or once was, a huge crocodile-like creature, with rubbery transparent flesh, no eyes, and bioluminescent sacs down its belly.

Child of the Abyss *10 flesh (2 dice), 25 grit (5 dice). AC 12 (tough skin). Saves 12+. Athletics 3/6. Bite (+0, d10 damage) and 2 claws (+6, d4 damage). Strange senses let it 'see' perfectly well in pitch darkness. Animal intelligence (int 3).*

+6 to wrestling rolls, and does d6 damage on a successful grapple as it swallows its prey.

Hopping Mouth

A strange life-form, bearing little relation to other known species. Such is the route life can take when isolated underground and allowed to mutate for too long. The body is essentially spherical, with a huge, fanged mouth that takes up most of the front. Almost the entire rotund body forms a huge stomach that lies behind this single mouth. This mouth is carried on a pair of frog-like legs that can propel the creature on leaps of up to 60 feet.

While some breeds of the creature seem to have vestigial eyes, the creature mostly hunts by sound and smell. It lurks in the dark, leaping out at anything that comes too close in an attempt to swallow it whole.

Hopping Mouth *5 flesh (1 dice), 10 grit (2 dice). AC 12 (tough skin). Saves 16+. Athletics 5/6. Bite (+0, d10 damage and chance to swallow). Strange senses let it 'see' perfectly well in pitch darkness. Animal intelligence (int 3).*

On a hit that deals damage, victim must succeed on a Save vs Hazards or be swallowed. While swallowed, the victim cannot be bitten but takes d4 damage each round from digestive juices until they escape.

Blind Troglodytic Beast

A creature adapted for the underground, pale and rangy, the result of many generations of inbreeding. A predator with wire-taut reflexes and constant gnawing hunger. The size of a human, long-limbed, sinuous. Albino, inevitably.

This particular example was once a bat, grown huge and scraggy in the underdark. Eyes blank pink dots, face like scrunched-up paper. It crawls, darts forward, glides on its vestigial wings.

Troglodytic Beast: *4 flesh (1 dice), 12 grit (3 dice). AC 12 (tough skin). Saves 15+. Stealth 5/6, Perception 3/6, Athletics 3/6. Bite (+3, d10 damage). Animal intelligence (int 3).*

Can climb like a spider, squirm through tiny gaps, hold breath for an hour or more. Blind, locates prey by sound and smell.

Chronological Aberration

This creature has been set a few milliseconds perpendicular to the normal flow of time. The Aberration is visible only as an empty space that is uncomfortable to concentrate on; without magic it is near-impossible to perceive directly. Where it goes, the flow of time proceeds oddly and in jitters. Clocks nearby go wrong, machinery stutters and glitches up.

When viewed by those likewise outside of the normal flow of time (or to True Sight), it appears as a child-sized blowfly, hanging in the air as if hovering.

Chronological Aberration: *6 flesh (6 dice), 4 grit (4 dice). AC 9. Saves 5+. Chronospheric Syphon (+0, d20 years aging). Never gets a save against time-related magic. Immune to material damage (including fire, electricity, weapons and most magic) except from Gold.*

Gold, due to its lack of corrosion, is unusually time-stable and it interacts with things made of gold as if were physically present.

It's mere presence has a 3-in-6 chance to dispel any *Permenance-d* effect. Likewise, it's presence has a 2-in-6 chance to dispel a *Contingency-d* effect and an additional 2-in -6 chance to set the effect off as soon as the encounter starts. Characters under the effects of *Time Stop* can attack it freely, but it can also act in each round that the *time stopped* character does. If *time stop* is cast on it, rather than freezing it in time, the first casting instead brings it into the main time-stream for d4+1 rounds. Characters affected by *Hurl Through Time* can likewise act against it each round until they pop back into existence, just as if both they and it were present normally. Characters under the effect of *Haste* are outside the time-stream just enough to see and interact with it as if it were physical.

Against those outside the main time-stream, its attacks merely deal d4 damage. If *Senescence* or similar is cast on it, it deals 1 damage to flesh for each year the Aberration would be aged.

Rust Monster

Like a huge russet-coloured lizard-cockroach hybrid. Wide-sprawled legs, segmented chitinous exoskeleton, lazily whipping tail, long front-like feelers. Flesh is orange and flaky like rust.

Feeds on corroded metal. Hungry, predatory. Not interested in flesh, but will bite to protect itself.

Rust Monster: *6 flesh (2 dice), 9 grit (3 dice). AC 16 (rusty scales). Saves 14+. 2 antennae (+5, destroy a metal item by rusting it into uselessness) or bite (+0, d4 damage). Animal intelligence (int 3).*

Magma Child

A body of incandescent semi-molten rock, covered in a rough ashen crust that cracks and flakes as the beast stirs. Neural skeleton of silicates and rare-earth metals in a dense lattice. Ten feet across, its form amorphous, hidden behind a volcanic heat-haze. Near-human intelligence, like a parrot or an ape. Desires heat, crushing pressure, tectonic activity.

Bred by the Lithic Courts as heraldic beasts. Driven to war alongside igneous armies, or kept lounging around the thrones of tectonic sovereigns.

The magma child is not the mature form. In the depths, they grow far larger.

Magma Child *16 flesh (4 dice), 12 grit (3 dice). AC 16 (stone skin). Saves 18+. Vandalism 5/6, Athletics 3/6. 1 Crush per enemy (+7, d8 bludgeoning, d6 fire and Save vs Hazards or catch fire.). Above-animal intelligence (int 5), high strength (str 16).*

Merely being near it does 1 damage a round from the heat. Immune to poison, fire, pain, sickness. Double damage from cold. Each gallon of cold water thrown on it solidifies it, doing 1 damage (a fire hose throws out roughly 15 gallons per round).

Oozes

Oozes

Like their more powerful cousins, the Shoggoths, oozes are formless creatures capable of wriggling through the smallest gap or extending themselves over huge spaces. They don't think or reason, possessing only a basic reflexive hunger.

Ooze: *16 flesh (2 dice), 0 grit (0 dice). AC 11. Saves 14+. Extrusion (+0, d12). Completely mindless; they are immune to anything that would misdirect them or influence their mind. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Also, see below.*

An Ooze might possess any of the following abilities, depending on its nature:

- Digestive slime; a victim taking damage to their flesh must take a save versus Poison or lose 1d12 damage to Constitution.
- Completely see-through anatomy, giving a 3 in 6 stealth chance.
- The ability to produce an extrusion to attack every enemy next to it.
- The ability to regenerate, healing 1d6 flesh a round.
- The ability to drain blood; on a hit that deals damage to flesh, the ooze heals as much damage as they dealt.
- Infectious slime; any damage to flesh forces the victim to take a Save against Poison. If failed, they have the Ooze growing within them. Treat the infection as a disease, with an incubation time of one turn, and a save interval of a round. Each failed save reduces the victim's constitution by d8 as their flesh starts to liquefy. If the victim reaches 0 or less constitution, they die and their body collapses into a fresh new ooze.

Giant Amoebas

This is a single-cellular life-form, grown to unusual size. Its form is amorphous, a single blob with various organelles suspended within the jelly-like interior, and it attacks by engulfing prey to digest them.

Giant Amoeba: *24 flesh (3 dice), 0 grit (0 dice). AC 11. Saves 12+. Engulf (+0, deals d12 damage and automatically grapples). Halves physical damage, fire and electricity do double damage, completely mindless, tracks prey by heat-sense and smell. Any attack dealing 12 or more damage risks breaking the nucleus; the amoeba must save or die in 3 rounds.*

Grey Mold

A fungal life-form that feeds on moisture. Like a patch of fuzzy grey-green goop. In damp environments, it can grow to huge sizes.

Grey Mold: *3-30 flesh (1-10 dice), 0 grit (0 dice). AC 4. Saves 14+. D4 Pseudopods (+0, deals 1 damage to Constitution per hit dice, gains a hit-dice whenever it kills an enemy). Halves physical damage, fire and electricity do double damage, completely mindless, tracks prey by heat-sense and smell.*

Has 3 flesh per hit-dice. The damper the environment, the bigger it will be when encountered. Most will have around 5 hit-dice.

Shoggoths

In the depths of the earth, where no human has set foot, there are horrible things from before the dawn of civilization. Amorphous black masses, flesh roiling and warping, these creatures dwell in the darkness waiting to be released back into the world. Their minds, as much as beings this alien can be said to have minds, are filled only with a hunger to consume all other life, and a deep abiding hatred for the light of fire and the sun that holds them back.

Shoggoth: *30 flesh (6 dice), 0 grit (0 dice). AC 11. Saves 10+. Extrusion (+0, d12). A shoggoth makes an Extrusion attack against every enemy next to it. A shoggoth regenerates 1d6 damage a round. Shoggoths are functionally mindless; they are immune to anything that would misdirect them or influence their mind. They take double damage from fire. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence.*

Neural Slime

A mass of protoplasmic grey matter, an amorphous squirming conglomeration of neurones. Absorb and incorporate the neural data of its victims, engulfing their heads to draw out the electro-chemical data trapped in their brain matter. Dimly intelligent, a gestalt of all the minds already absorbed.

Neural Slime: *?? flesh (1-10 dice), 0 grit (0 dice). AC 11. Saves 14+. Extrusion (+0, d12 damage to intelligence and mind absorption). +7 to saves against mind-affecting stuff. Intelligence 15, Charisma 5, Wisdom 5. 5 HP per HD.*

They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence.

Whenever it deals damage to Intelligence, heals that much damage that it's suffered. If this would bring it above it's starting HP value, it instead heals to full, and gains an additional HD with 5 HP.

Gelatinous Cube

A huge wall of glistening protoplasm that completely blocks a tunnel. Square cross-section corresponds to square passage-ways; in a circular tunnel the 'cube' takes on a cylindrical shape. The whole mass roughly ten feet across. Transparent, easy to overlook in the dark.

It seems silly until you have to fight one.

Gelatinous Cube: *32 flesh (4 dice), 0 grit (0 dice). AC 10. Saves 10+. Engulf (+0, deals d12 damage and save vs poison).*

Gets an Engulf attack against everybody directly in front of it.

Completely mindless, tracks prey by heat-sense and smell.

Those taking any damage (not just to flesh) must Save vs Poison or be paralysed for as many rounds as the amount of damage taken.

Immune to fire and electricity. Slashing damage has a 50% chance to either be ignored, or split the cube into two smaller cubes, each with half the total HP remaining.

PLANT MONSTERS

Carnivorous Plants

In an environment where light, water or nutrients are in low supply, plant-life can adapt to find new sources of sustenance. Turning the normal order of the food chain on its head, these plants find ways to trap and digest animal life. While in the natural world such plants - butterworts, pitcher plants, bladderworts, venus flytraps, sundews and corkscrew plants - are comparatively small in size, preying only on insects and so on, under the influence of magic a carnivorous plant can grow huge and cunning, finding ways to ensnare and feed on humans that stumble upon it.

Carnivorous Plant: *10 flesh (2 dice), 10 grit (2 dice). AC 10. Saves 14+. Attacks Vary, see below. Largely mindless; they are immune to anything that would misdirect them or influence their mind. Cannot drown or suffocate. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Rooted to the spot.*

A carnivorous plant attacks prey with one (or more) of the following structures:

- *1-6 Flytrap Jaws (+4, d8). Each must attack a different victim. On a hit, the jaws latch onto prey, dealing 1 additional damage each round thereafter as the flytrap begins digestion, rather than attacking again.*
- *Adhesive Tendrils (+0, d4). On a successful hit, the victim is stuck fast and takes damage automatically next round. Makes d6 attacks each round.*
- *Flung Thorns (+0, d6). A ranged attack. The plant can make up to d4 attacks each round.*
- *1-8 Vines or Branches (+4, d8). Simple blunt attacks.*
- *A Digestive Chamber (+0, d12). A pitcher, bladder, or gullet that will attempt to engulf prey: those hit are trapped within and take d12 damage each round until they wriggle or cut their way out.*

Furthermore, a Carnivorous Plant might possess any of the following abilities, depending on its nature:

- *Digestive slime; a victim taking damage to their flesh must take a save versus Poison or take 1d12 damage to Constitution.*
- *Hard bark: AC 15.*
- *Cunning camouflage, giving a 3 in 6 stealth chance.*
- *The ability to regenerate, healing 1d6 flesh a round.*
- *The ability to uproot itself and walk about on its roots.*
- *Adhesive mucus, allowing the plant to grapple at +8.*
- *The ability to drain blood; on a hit that deals damage to flesh, the plant heals as much damage as they dealt.*
- *Infectious slime; any damage to flesh forces the victim to take a Save against Poison. If failed, they have the plants seeds or spores growing within them. Treat the infection as a disease, with an incubation time of one turn, and a save interval of a round. Each failed save reduces the victim's constitution by d8 as the plant grows under their skin. If the victim reaches 0 or less constitution, they die and another carnivorous plant erupts from their body.*
- *Huge size: Double flesh, grit and damage.*

Root Dryad

As dryads inhabit the trunks of huge trees above the ground, so these strange, pale spirits inhabit and embody the vast networks of tree roots beneath the earth. Take the form of pallid, misshapen women, stretched out to seven feet tall then hunched over, trailing little white-rootlet hairs from their heads. Their eyes are faintly luminous green. Their voices soft, like crumbling loam.

They love the wonderlands beneath the earth. Tend to roots and fungi and mulch like a responsible park ranger. Sing to the stone and seeping water.

Despite their malformed bodies, their voices are achingly beautiful.

Root Dryad: *4 flesh (1 dice), 5 grit (1 dice). AC 12. Saves 14+. Root Lash (+2, d6 damage). Charisma & Dexterity 16.*

Double damage from fire, cannot drown. Can swim through soil like it was water, see in the dark perfectly. Recovers 1 HP per round while resting in her particular root-mass, dies if the root-mass is dug up and destroyed.

Can cast Awaken Plants at will, and Suggestion once per turn, singing to do so.

Shambling Mound

A mass of wet compost, moss, mould and tangled roots. Animate, and locomotory. It ambles on rough stump legs - sometimes two or three or four as its amorphous anatomy shifts - until it finds prey to stuff inside its steaming compost-bin belly for digestion.

In the wild, most shambling mounds were formed when lightning strikes animated a mass of decaying swamp-matter. In the undercity, poorly insulated electrical cables are a more likely cause.

Shambling Mound: *12 flesh (4 dice), 9 grit (3 dice). AC 15. Saves 7+. 2 Bashes (+7, d6 damage). Immune to fire. Cannot drown.*

Electric damage heals it rather than harming it, flesh first, then grit. Once fully healed, further electricity then gives it extra grit points. In addition, if it could potentially be stunned by an electric shock, it instead gets to make an additional free action immediately.

If both Bash attacks hit the same target, drags its prey into its digestive bulk for an extra d6 damage.

MYCELID COLONIES

Mycelid Spawn
Little fungal life-forms, the ambulatory sprouts created by a greater mycelid mass somewhere deeper in the earth. Blobby lumpen features, with eyes set in a mushroom-stem torso, gill-caps and fronds like huge hats. Uneven, misshapen limbs, perhaps too many or too few, with stubby fingers. Child-sized and child-eager. Prone to squirting dainty poofs of spores if excited. If they die excitingly, they burst in a puff of spores.
Mycelid Spawn: *3 flesh (1 dice), 3 grit (1 dice). AC 10. Saves 17+. Bash(+2, d6 damage) or toxic spores (blast attack, save vs poison rather than hazards, d4 damage to Wisdom). Takes double damage from fire. Cannot suffocate.*
Can combine with up to 3 other spawn, forming a single Mycelid Hulk with d6 Flesh per spawn that went into making it and the normal 9 grit.

Mycelid Hulk
A huge, shambling mass of flabby fungus, a central trunk supported by many asymmetric leg-stalks. The main body sprouts many thick limbs with which the hulk can grasp or smash things, and the whole body is topped with a huge, swollen puff-ball full of spores. The hulk grinds through the tunnels, filling the air with a fog of spores as it goes in order to spread the network of mycelium threads that make up the greater mycelid life-form.
Mycelid Hulk: *12 flesh (4 dice), 9 grit (3 dice). AC 10. Saves 12+. D4 Smashes (+7, d8 damage) and/or toxic spores (blast attack, save vs poison rather than hazards, d6 damage to Wisdom). Takes double damage from fire. Cannot suffocate.*
Can spend d6 flesh to bud off a mycelid spawn with that many flesh and the normal 3 grit.

Mycelid Queen
A shuddering, barely mobile conglomeration of spongy fungal matter. Little semblance of a humanoid body, although long stalks can be used as limbs. The mass is studded with pores that open into the hollow spaces within, from which the Queen vents streams of spores into her surroundings.
This is the central intelligence of the mycelid colony, linking the rest of the mycelids into a single huge hive-mind.
Mycelid Queen: *21 flesh (7 dice), 0 grit (0 dice). AC 7. Saves 12+. Attacks using spores (see below). Immobile. Takes double damage from fire. Cannot suffocate.*
Each round the queen can vent a different sort of spore, forcing those exposed to it to Save vs Poison or suffer its effects:

- *Soporifics (d8 damage to wisdom).*
- *Infestation (save or be infected by mycelium)*
- *Vigor (d4 damage to wisdom and all mycelids heal d4 hp)*
- *Haluucinogens (d4 damage to wisdom and lose next action.*

A mycelid queen can absorb mycelid spawn and hulks, healing herself by as many flesh as the absorbed mycelid had remaining. Likewise, she can spend d6 flesh to bud off a spawn, or up to 4d6 flesh to bud off a hulk, with that many flesh remaining.

Mycelid Husks
Mycelid husks are living animals who have been infested with a fungal parasite. Their bodies are infested with the thin white threads—mycelium—that form the bulk of any fungal life. Their skin has a hanging fuzz of threads, their eyes are blank and milky, and mushrooms emerge from cracks and blisters in their flesh.
The victim's body is wholly taken over by the fungus, that is threaded through their flesh like roots through soil. Their higher brain-functions are destroyed, mycelium eroding and replacing brain-matter. The creature seems dead, remembers nothing of its life, and is on the verge of starvation and exhaustion from the punishment inflicted by the parasite.
Mycelid Spawn: *12 flesh (2 dice), 6 grit (1 dice). AC 9. Saves 16+. Bite (+2, d6+1 and infection) and/or two slams (+2, d4+1 and infection). Nearly mindless. Cannot suffocate.*
Not all mycelid husks are the same. Depending on the animal the fungus is puppetting, it might have any of the following features:

- The ability to fly, granting +3 AC whilst in the air.
- Huge size, giving it an extra dice (+6 points) of flesh and grit, and +2 damage.
- Long tendrils or tentacles, giving +1 to rolls to wrestle per hit-dice.
- Tough scaly or shelled skin, giving +3 AC.
- A small size, giving 1 less Flesh dice (-6 FP), -1 damage, and +2 AC
- The ability to blend into its surroundings, giving 3in-6 stealth.

Infection by mycelid fungus follows the normal rules for a disease. Anybody taking damage to their flesh from a mycelid husk's attacks must take a Save vs Poison. Spending too much time around mycelids tends to require similar saves, since they seep spores into their environment. Anybody dumb enough to eat mycelid flesh gets no save; they are infested automatically.
Once infected, the disease has an incubation period of one hour, and deals d4 damage to Dexterity and Intelligence every hour, as the mycelium threads spread through the flesh, winding around the nervous system and slowly throttling it. The victim's skin reddens, splitting into sores and rashes, and as their nerves and brain are damaged their movements become shaky. As the condition worsens, the victim's mind begins to dim. They lose coordination and their memory begins to crumble away. Eventually, when either Dexterity or Intelligence reaches 0, they are reduced to a mindless, motionless husk, hardly breathing and un-blinking. One turn later, they resurrect as another mycelid husk, now completely taken over by the fungus.

Areas infested with Mycelids probably include more exotic fungal spores or slimes, as detailed on pages 125 and 126. The mycelids themselves are totally immune to the effects of these infestations.

These creatures, along with the birds, are the heirs of the dinosaurs that once ruled the earth.

The dinosaurs died out in a time of massive upheaval; volcanic eruptions and a huge meteor strike both contributed to plunging the earth into a sort of ice-age, but this was not the only such catastrophic event. The civilizations that existed on the earth's surface at the time - offshoots of the troodontidae family - found themselves delving deeper into the mysteries of sorcery, creating works of magic on a planet-spanning scale. When these geomantic workings were shattered by meteor-impact, the resulting magical apocalypse wiped out their culture as well as 80% of life on earth.

While most of the reptile colossi perished in the cataclysm, others endured. Undirected magic warped their bodies in strange ways, unlocking new configurations latent in their DNA and combining them oddly. Countless generations of bizarre mutants persisted as the races of birds and mammals flourished, as the civilization of serpent-folk rose to dominance and fell into decadent savagery, and as the serpent-folk's mammalian slave-races of Morlocks, Neanderthals, Humans and Dero spread across the earth's surface.

These highly mutated dinosaur-remnants occupy a unique place in the human psyche. The various sea-serpents, dragons, wyverns and hydras of mythology are all, essentially, one race; merely countless variations on this simple template.

Basic Dragon *12 flesh (4 dice), 12 grit (4 dice), AC 13, Saves 7+. Claw Attacks (+8, d8) or Bite (+8, d10) or Crush (+0, d12). Animal Intelligence (int 3).*

This statblock is the basic template for a Dragon, which a given Dragon will vary from. Roll a d20 for the Dragons's body, a d20 for its skin, and a few d20s for its other features. Which attacks the dragon makes will depend on it's body-type, and are given in italics.

Table 169: Draconic Beasts

d20	Body	Skin	Features
1	Dragon (wings, 4 legs, upright gait). *2 Claws, 1 Bite, 1 Crush.*	Scale-less. AC 8.	Spit acid (+8, d6, 1 spit per head)
2	Drake (wings, 4 splayed legs) *2 Claws, 1 Bite.*	Bright red	Breathe frost (blast attack, 3d6 damage)
3	Lizard-like (4 splayed legs) *2 Claws, 1 Bite*	Ankylosaurus plates. AC 17.	Regenerate 1 HP a round, regrow lost limbs in a turn
4	Therapod (2 legs, 2 little arms, stands upright t-rex style) *1 Bite, 1 Crush.*	Translucent. AC 8.	Spit lightning (+8, d6 damage and save vs stunning or paralysis 1 round).
5	Hydra (4 legs, 3+ heads) *2 Claws, 1 Bite per head*	Bright green	Dimetrodon-like sail
6	Serpentine Hydra (no legs, snake body, 3+ heads) *1 Bite per head, 1 Crush per adjacent enemy*	Albino	Venom (on a bite/claw that damages flesh, Save vs Poison or d12 damage to flesh)
7	Lindworm (serpentine body, 2 foreclaws) *1 Bite, 1 Crush per adjacent enemy.*	Turtle shell. AC 17.	Petrifying gaze (on looking at its eyes, Save vs Magic or permanently lose d12 Dex, turned to stone when dex falls to 0)
8	Serpent (long serpentine body, no legs) *1 Bite, 1 Crush.per adjacent enemy*	Massed dull pink scar tissue. AC 15.	Axolotl Gills (can breath underwater)
9	Ornithopod (2 legs, 2 arms, crouched-forward gait). *2 Claws, 1 Bite*	Dull olive green	Gecko feet (can walk up walls)
10	Winged serpent (long serpentine body, wings) *1 Bite, 1 Crush.*	Zebra striped	Human hands and feet
11	Wurm (thick, limbless body) *1 Bite, 1 Crush per adjacent enemy*	Chameleonic. 4-in-6 stealth.	Flame breath (blast attack, 3d6 damage)
12	Multi-limbed (long body, dozens of legs) *4 Claws, 1 Bite,*	Pitch black	Thagomizer tail (tail attack, +8, d6)
13	Wyvern (wings, 2 legs) *1 Bite, 1 Crush.*	Midnight blue	3 sets of eyes.
14	Amphisbaena (serpentine body with a head at each end) *2 Bitea, 1 Crush.per adjacent enemy*	Blue & Turquoise feathers	Poisonous aura (mere proximity requires a Save vs Poison each round or 1 damage is taken)
15	Sauropod (4 legs, stocky body, long brontosaurus neck) *4 Crushes.*	Grey-green-brown mottled	Mole legs (can tunnel through rock)
16	Winged Hydra (4 legs, wings, 3+ heads) *2 Claws, 1 Bite per head*	Black feathers	Tusks or horns (1 tusk attack per head, +0, d6)
17	Leviathan (serpentine body, fish-like fins) *1 Bite, 1 Crush.*	Slate grey	Poisonous sting on the end of the tail (extra tail attack, +0, d6, Save vs Poison or d12 more).
18	Wyrm (wings, 4 short claws, serpentine body) *2 Claws, 1 Bite, 1 Crush.*	Grey & Slimy. AC15	Regenerates d6 HP a round, regrows missing limbs in d6 rounds.
19	Linnorm (2 heads, 2 small claws, serpentine body) *2 Claws, 2 Bitea, 1 Crush.*	Skinless. AC 8.	Can 'see' through echolocation.
20	Tatzelworm (4 limbs, serpentine body) *2 Claws, 1 Crush per adjacent enemy*	White feathers	Can spray ink (blast attack, blind for one round on a failed save).

THE CONSPIRACIES OF THE DERO

Dero

A subterranean race. Insane humans from the surface world, interbreeding with the australopithecine morlock-folk of the deep earth. Pale, blue-tinted skin. Wild white hair. Short, wiry frames with long fingers. Utterly mad, all of them. Minds clouded with grandiose paranoid delusions. Obsessed with conspiracies and mind control.

The Dero, as a sub-species, seem unconsciously to work together. A sort of subconscious conspiracy-hive-mind guides them. They act with a single purpose, driven by urges they don't fully understand. What the Dero's gestalt-mind is working towards is hard to say, but it almost certainly bodes ill for the sanity of surface-dwellers. The Dero all deny this, and claim you are trying to brainwash them with your paranoid fantasies.

Dero: *5 flesh (1 dice), 10 grit (2 dice). AC 14 (armoured vest). Saves 16+. Knife (+3, d6). See in the dark perfectly. 2-in-6 chance to cast Suggestion or Sleep. 3-in-6 chance to completely ignore mind-affecting magic, but must make a Morale check if it does.*

Dero Genius

The leaders of their kind, although none would admit to it. Frighteningly intelligent. They know the truth of the surface world: the Men In Black are a hidden cabal that has seized control of all centres of power. Every Genius has a different theory as to what the Men In Black are doing, but all agree that they are a horror that must be stopped at all cost.

Where a Genius passes, other Dero's madness warps to fall in line with the Genius's. The hive-mind of their people becomes bent towards opposing the black-suited masters of the surface world.

Dero: *3 flesh (1 dice), 9 grit (3 dice). AC 14 (armoured vest). Saves 12+. Knife (+4, d6). Intelligence 18. See in the dark perfectly. 2-in-6 chance to cast Suggestion, Invisibility or True Sight. 3-in-6 chance to completely ignore mind-affecting magic, but must make a Morale check if it does.*

Immune to all supernatural effects of the Men In Black.

Table 170: The Madness of the Dero

Roll	Mannerisms (d12)	Delusions (d12, or d20 for geniuses)
1	Aggressive	Spies are everywhere
2	Affectionate	Tracking devices implanted in brains.
3	Anxious	The police aren't real.
4	Blank and Emotionless	Everything can be categorized as Lawful or Chaotic.
5	Confident	This is a dream, death is waking up.
6	Distracted	Ancient serpentine horrors will soon return.
7	Frantic	The surface world isn't real.
8	Furtive	The soul is stored in an internal organ.
9	Intensely focussed	Huge machines are trying to control your thoughts.
10	Paranoid	There are hidden messages on food packaging.
11	Spaced-out	This is just a game, nothing matters.
12	Talkative	Most people in positions of power are just holograms.
13	-	The Men In Black are going to start a genocidal purge of supernatural beings, soon.
14	-	The Men In Black are behind everything in the news.
15	-	The Men In Black serve some ancient formless horror, soon it will awaken.
16	-	The Men In Black are manifestations of the coming apocalypse.
17	-	The apocalypse is coming, Paradox Beasts are its heralds.
18	-	Humans can alter reality through the collective power of belief.
19	-	Men In Black are parasitic, any human can become a host.
20	-	Men In Black are fairies created by the human fear of the supernatural.

Table 171: Conspiracies of the Dero

Roll	To… (roll d12)	By… (roll d12)
1	Seize control of the News Media	Inserting computer chips in people's brains while they sleep,
2	Free themselves of their neuro-linguistic programming	Placing subliminal messages in classical music by subtly altering the instrumentation.
3	Neutralise the power of the police	Putting psychedelic drugs in the drinking water.
4	Cause riots among the common people	Sending spam emails riddled with computer viruses.
5	Convert members of the occult underground into covert agents	Seizing control of close-circuit television.
6	Free political prisoners	Abducting people from train stations and altering their brains.
7	Assassinate agents of the Men In Black	Broadcasting subliminal thoughts using a great glass harp.
8	Assassinate outspoken celebrities	Impersonating authority figures.
9	Create mass panic on the surface world	Faking scandalous events with which to blackmail those involved.
10	Overthrow a major religion	Placing hidden messages in children's television.
11	Discover who the Men In Black serve	Bombing government centres.
12	Rip down the veil of sanity that keeps the common people in line	Sabotaging the financial system.

ELEMENTALS

Beings that comprise a pure, platonic representation of some substance. Elementals are not properly alive, nor can they be considered really intelligent. Rather, they embody the fundamental nature of some substance, and their actions reflect that of the substance they represent. Fire elementals seek to burn things, ink elementals seek to stain things, petrol elementals seek to combust, and so forth.

Elementals vary in size and sophistication. Smaller elementals are simple and crude, with greater size corresponding to greater intelligence. While in truth elementals exist on a sliding scale of size, for our purposes it's convenient to classify them into four types: simple, lesser, greater, and titanic elementals.

The smallest, perhaps the size of a cat, are weak and simple, thinking in crude and absolute terms. They respond to stimuli in obvious, predictable ways, and seem to have no ability to plan ahead, no understanding of the outside world.

Slightly larger elementals, the size of a child perhaps, have a similarly child-like minds. They're capable of being cunning, of communicating with others, of planning ahead, but they're bad at it. Their understandings are simplistic and skewed towards their element's basic nature.

Larger still, the size of adult humans, and the elemental's responses are on-par with those of a normal person. Their minds are alien, and their priorities utterly bizarre to the human perspective, but they plan, respond, and cooperate sensibly. Still, they have no real sense of 'self' or concept of their own mortality, and can't really explain why they do what they do.

The largest elementals are also the most complex and sophisticated. These behemoths have minds that are brilliant and vast by human standards, pursuing weird goals with the unbraked genius of a supercomputer. These are the only elementals really able to conceptualize their own existence, to take a philosophical view of matters, or to properly explain why they behave the way they do. They have minds that are old and primal and impossible to comprehend, and direct pawns - both lesser elementals and 'proper' life forms - to pursue their titanic goals. Where a simple fire elemental might be content to burn any trash it happens to come across, an elder fire elemental will instead spend centuries plotting to have an entire city destroyed in a single night's conflagration, and have contingencies and countermeasures in place to see its plans come to fruition.

Simple Elemental: *4 flesh (1 dice), 0 grit (0 dice). AC by material. Saves 16+. Bash (+1, d4).*

Lesser Elemental: *8 flesh (2 dice), 0 grit (0 dice). AC by material. Saves 14+. Bash (+2, d6).*

Greater Elemental: *16 flesh (4 dice), 0 grit (0 dice). AC by material. Saves 11+. Bash (+2, d10).*

Titanic Elemental: *32 flesh (8 dice), 0 grit (0 dice). AC by material. Saves 7+. Bash (+8, d20).*

AC depends on the material the elemental is made of: 6 for gaseous matter such as smoke, 8 for fluids such as petrol, 10 for soft materials such as wax, 12 for rigid materials such as plastic, 14 for tough materials such as stone, and 16 for the most durable materials such as steel.

All elementals lack biology; they are immune to poison, and do not need to breath, sleep, eat and similar.

All elementals can control things made of their particular element. They can re-shape it at will, move it about telekinetically, and so forth. At any given time, they can control up to twice their own mass in material.

The material an elemental is made from will alter its stat-line and possibly give it new powers;

- *Gaseous elementals cannot touch or be touched, do no damage when they attack normally and are immune to physical attacks. Their best method of attacking is to suffocate their victims. They can re-shape their form to be whatever they want, flow through gaps, expand to fill spaces, and so on. A powerful fan or vacuum cleaner directed at them does d12 damage a round.*
- *Liquid elementals take a maximum of 1 damage from physical attacks. They can shift their form at will, flow through cracks, soak into porous matter, and so on.*
- *Flammable elementals take double damage from fire.*
- *Explosive elementals take triple damage from fire; those nearby must Save vs Hazards or else likewise take the initial (non-tripled) amount of damage from the blast.*
- *Toxic elementals cause those they touch to make a Save vs Poison; failure does d8 damage to flesh.*
- *Corrosive or very hot elementals do d6 extra damage to anything they touch or that touches them.*
- *Very corrosive elementals (and those of rust, decayed matter, etc) can destroy an appropriate item they touch (roll to hit for held items, destruction is automatic on a hit).*
- *Radioactive elementals force those they touch to make a Save vs Poison; failure means the victim is suffering radiation sickness.*
- *Highly brittle elementals (IE glass) turn their flesh points & dice into the same number of grit points and dice; they instead have one flesh point and one flesh dice.*
- *Dry and absorbent elementals (salt, dust, etc) heal by the damage dealt whenever they deal damage to the flesh of a victim with blood or other vital fluids.*
- *Adhesive (or perhaps magnetic) elementals add their hit-dice to any wrestling attempts.*

60 Potential Elementals:

Petrol	Ash	Obsidian	Silver	Dust
Steel	Clay	Magma	Fat	Compost
Glass	Sulphur	Ice	Rubber	Glue
Copper	Bleach	Jade	Ink	Brine
Sugar	Helium	Ammonia	Stone	Wire
Uranium	Dynamite	Chromium	Chalk	Mud
Resin	Ivory	Concrete	Coal	Gold
Paper	Flint	Plastic	Radon	Mercury
Chlorine	Sand	Cinders	Fire	Alcohol
Fog	Lead	Magnetite	Wax	Saltpetre
Fire	Sodium	Cellulose	Oxygen	China
Smoke	Asbestos	Rust	Silicon	Emerald

MORLOCK PACKS

Hundreds of millennia ago, the ancient race of serpent-folk bred the slave race known as morlocks from the same ancient apes that went on to become modern humans and Neanderthals. These creatures were artificially raised to full sapience, and altered by the serpent-folk's strange arts to be better suited to servitude. They were made strong and dextrous enough for labour, but not so powerful as to ever pose a threat to their masters if they chose to revolt. Finely-honed senses, - to better cope with life in the dark of the serpent-folk's underground cities - were developed, and the race were made long-lived and resilient to cope with their difficult existence.

The morlocks were given a demure, easily-swayed nature, and a few minor magical gifts to better serve their masters. In particular, they had bred into them a peculiar suitability as live sacrifices, and vast numbers of slaves were cut open so that their hearts' blood could be offered to the serpent-folk's hungry gods.

Following the fall of the serpent-folk civilization, a few scattered morlocks survived in the deep underground. Over the millennia, they have adapted themselves to a subterranean existence. These are now lanky, pale people, lacking any pigmentation in their marble-white skin and hair. Their ears have grown large and pointed, like those of a bat, and their eyes are wide staring things, completely black since their pupils take up the whole eye. They are fragile, with long limbs and delicate, spider-like fingers, and their diet is adapted to the crawling insects and fungal slimes that can be harvested in the depths.

Being magically created beings, the whole race possess some level of talent with magic. The morlocks record their magic by scarring it into one another's flesh with knives or hot brands, and each morlock learns to 'read' these marks by running their fingers over the rough scars. Even in pitch darkness, a morlock is never without their magic. However, the morlock race have little in the way of inventiveness. The bulk of their magic consists of remnants of the serpent-folk's practices, now mostly forgotten and degraded to the level of mere parlour tricks.

As human civilization has dug into the earth to create mines, dungeons and tunnels, they've drawn the awareness of the morlocks, and wary contact between these subterranean people has been developed. Those morlocks whose tribes live closest to the earth's surface are typically well acquainted with the occult underground, trading their expertise at subterranean life and supernatural talents for gifts of technology from surface dwelling humans.

Morlock

Morlock: *4 flesh (1 dice), 4 grit (1 dice). AC 14 (scavenged armour). Translation 3-in-6. Saves 17+. Knife (+0, d6) or pistol (+0, d8). Intelligence 13, Charisma 6. 'See' in the dark perfectly through tremor-sense and scent. The heart of a morlock can be used in place of any magical reagent.*

Branded into the morlock's skin are the following spells: Sleep, Spider Climb, Suggestion. Each can be cast once with a successful Translation roll, exactly like scrolls.

Morlock Crawling Killer

The warriors of their kind, specialising in silent murder.

Crawling Killer: *4 flesh (1 dice), 8 grit (2 dice). AC 14 (scavenged armour). Translation 4-in-6. Saves 16+. Pickaxe (+0, d10) or pistol (+2, d8). Intelligence & Dexterity 16.'See' in the dark perfectly through tremor-sense and scent. Attacks that ignore grit do +3 damage and start the victim bleeding out automatically. The heart of a morlock can be used in place of any magical reagent.*

Branded into the morlock's skin are the following spells: Silence, Invisibility, Spectral Step. Each can be cast once with a successful Translation roll, exactly like scrolls.

Morlock Whispering Elder

The leaders of Morlock clans, old, patient and cunning.. Those who bestow the magical tattoos and brands that the morlocks use. The wisest go on to become Eloi in time.

Whispering Elder: *4 flesh (1 dice), 8 grit (2 dice). AC 10. Translation 4-in-6. Saves 16+. Pickaxe (+0, d10) . Intelligence & Charisma 16. 'See' in the dark perfectly well through tremor-sense and scent. Automatically detects all lies told to it. The heart of a morlock can be used in place of any magical reagent.*

Branded into the morlock's skin are the following spells: Suggestion, Mirror Image, Create Illusion. Each can be cast once with a successful Translation roll, exactly like scrolls.

Eloi

The Eloi are a caste within Morlock society, drawn from their most talented minds. Even more than other Morlocks, the Eloi are strange creatures, entirely focussed on the study of magic. Their minds are alien even to their own kind, and they manage to transcend the normal limitations their creators placed on them.

The Eloi live slightly apart from other Morlocks. Their kinfolk attend to them as humans would attend to a sickly prince, providing their needs and seeing to it that their whims are followed. The Eloi themselves have little time for material concerns, and instead dedicate themselves to using magic to further the ends of their species.

To become an Eloi requires a series of rituals, each of which brings the subject one step further down the path towards transcendence. Every such step down this path takes the Eloi ever further from normal mortality as they pursue a bizarre form of necromantic apotheosis.

Eloi: *3 flesh (1 dice), 15 grit (5 dice). AC 10. Translation 5-in-6. Saves 9+. Entropic Touch (+0, d4+1 and save vs Stunning like a Taser). Intelligence & Charisma 16.'See' in the dark perfectly through tremor-sense and scent. Immune to poison, cold, drowning. An Eloi's flesh offers no sustenance and cannot be reanimated.*

Branded into the Eloi's skin are the following spells: Dispel Magic, Magic Blade, Animate Artwork, Antimagic Shell, Time Stop, Zombie Plague. Each can be cast once with a successful Translation roll, exactly like scrolls.

An Eloi can cast experimental magic and research new spells like a magician.

TROGLODYTES

Troglodytes are near-human creatures, with ape-like bodies but disturbingly human-looking features. They share a distant common ancestor with hominids, being descended from australopithecines that ventured into the Underworld and never returned.
A troglodyte stands five feet high if it pulls itself upright, but is more likely to walk in a low crouch or crawl, since in its natural underground habitat roofs are low and footing unstable. Short, clumsy fingers emerge from the ends of long simian arms, and the creature's whole torso and upper arms are coated in long, lanky greyish hair.
Troglodytes are not intelligent like people are. Although they live in social groups and hunt by cunning, they are not sophisticated beings. They lack language or real tool use; anything beyond picking up a rock to hurl at their enemies is beyond them. Instead, the communicate with one another through simple growls and shrieks.
Troglodytes are ancient enemies of the race of Morlocks, who are their rivals for the same ecological niche. Where they can, the Morlocks hunt them down exterminate them, and they would have succeeded long ago were it not for a strange quirk in Troglodyte physiology that makes them uniquely prone to worship.

Troglodyte: *5 flesh (1 dice), 10 grit (2 dice), AC 11, Athletics & Stealth 3/6, Saves 16+. Thrown Rock (+2, d6) or Bite (+2, d4) and Fist (+2, d4). Troglodytes can see in complete darkness; their thermal vision allows them to see the heat of other living bodies.*

The troglodyte mind is not quite animalistic. There is just enough rudimentary intellect there to fear the unknown, and to offer veneration to beings stronger than them. Troglodytes commonly come to worship more powerful beings in the underworld, such as aboleths and shoggoths, offering them sacrifices of insects and fungi to placate them.
Mostly, the grunting primitives are ignored by the objects of their worship, but not always. On rare occasions, something might take an interest in them. Pushing its way into the cracks and spaces in the troglodyte's simple minds, alien patrons often form crude cults among the troglodytes.
The creatures offer veneration and serve adequately as tools until more sophisticated minds become available as worshippers, and in the mean time the most zealous of the troglodytes receive supernatural gifts from their alien masters.

Troglodyte Mystic: *4 flesh (1 dice), 12 grit (3 dice), AC 11, Athletics, Charm & Stealth 3/6, Saves 15+. Thrown Rock (+2, d6) or Bite (+2, d4) and Fist (+2, d4).*
Troglodytes can see in complete darkness; their thermal vision allows them to see the heat of other living bodies.
Can spend its action to cast one of the following spells:
-Darkness
-Erase Tracks
-Shield
-Silence
by making a successful Charm roll.

Representatives of the Lithic Courts

Envoy of the Lithic Courts

This is a being of the Lithic Courts deep in the earth, an elemental creature made of fine-veined crystalline conglomerates, lit from within by substratal fire. Appears like a mass of dull gems fused together in a shape like an elegant, upright-walking squid, the facets of crystal grinding over one another as it moves. Its voice is the shriek and shudder of stone moving tectonically against stone. It speaks slowly, deliberately and precisely. Its manners and movements are courtly and refined. It is a diplomat on important business, and has little time for creatures made of meat.

Lithic Envoy: *16 flesh (4 dice), 12 grit (2 dice). AC 16 (made of stone). Saves 9+. 2 slams (+3, d12 damage). Immune to cold, sickness, fire, poison, drowning and so on. Moves slowly. Double damage and auto-failed saves vs electricity. Can 'see' perfectly by tremmorsense.*

If in doubt, roll a d6 for the Envoy's business. 1; declaration of war, 2; peace treaty, 3; ransom note, 4; offer of marriage, 5; invitation to court, 6; news of a great substratal disaster.

Flint Songbirds

Little conglomerations of flint shards, all delicate angles and barbs. A Lithic Envoy carries them in gilded cages, and in the event of a fight will release them to fight for him. Their voices are like glitchy, metallic recordings of extinct songbirds, their behaviour like angry little lapdogs.

Fling Songbirds: *6 flesh (2 dice), 0 grit (0 dice). AC 16 (made of stone). Saves 14+. Each round, d4+1 flint shards (+2, d4 damage). Immune to cold, sickness, fire, poison, drowning and so on. Double damage and auto-failed saves vs electricity. Can 'see' perfectly by tremmorsense.*

Seismic Knight

A sworn soldier of the lithic courts. It's body a multi-segmented worm stood on end, with long grasping tendrils surrounding a circular maw. The whole thing a single mass of magma, a black crust of solid basalt over a core of burning orange-yellow molten stone. The glow of igneous fires seeps through cracks in its basalt hide that split open as it moves and then slowly seal shut as the magma sets. Its mouth opens directly into the furnace that is its core. The air blurs around it from the blinding heat-haze, its voice is the roar of super-heated gasses escaping, its gaze a volcanic blowtorch.

Proud, chivalrous, disciplined. Fights honourably, serves its masters with vigour.

Igneous Peon: *12 flesh (3 dice), 12 grit (3 dice). AC 16 (made of stone). Saves 9+. Maw (+3, d8 damage and 2d8 fire). Immune to cold, sickness, fire, poison, drowning and so on. Moves slowly. Double damage and auto-failed saves vs electricity. Can 'see' perfectly by tremmorsense. Those nearby suffer 1 damage a round just from the sheer heat.*

Can declare a single enemy its chosen foe and engage them in single combat. This foe is immune to the Seismic Knight's heat aura. While engaged in single combat in this way, the knight and its foe get +5 to hit each other.

Igneous Peon

A lesser servant of the lithic courts, a rough elemental being made of shards of basalt and obsidian jammed crudely together into a shape resembling a starfish.

Obsequious and servile. Not very intelligent. Insists on using formal terminology for everybody and everything. Unthinkingly obeys any order given by a being made of stone, metal or other mineral matter; still looks down on those made of meat much like a king's slaves look down on humble peasants.

Igneous Peon: *8 flesh (2 dice), 4 grit (1 dice). AC 16 (made of stone). Saves 12+. Slam (+2, d12 damage). Immune to cold, sickness, fire, poison, drowning and so on. Moves slowly. Double damage and auto-failed saves vs electricity. Can 'see' perfectly by tremmorsense.*

Exalted Lithic Noble

This is one of the lesser nobility of the Lithic Courts, a being made to rule from stone, darkness and magma. Its form is crysteline, a complex mass of interlocking gems and stone extrusions, with the dull glow of magma emanating from some core deep within. The whole thing is shaped much like a jellyfish, with a single mass of subtly-shifting gems forming the mantle that gives way to countless crystalline filaments and tendrils that trail below it. It glitters and shines in the darkness.

Its voice is an echoing rumble, the lights within it flickering and throbbing alongside its words. It gestures languidly, with the mannerisms of one who is used to being unflinchingly obeyed.

In the true hierarchy of the earth's deepest veins, it is a trifling lordling, but this close to the surface it outranks most other courtiers that will be encountered.

Lithic Noble: *20 flesh (5 dice), 16 grit (3 dice). AC 16 (made of stone). Saves 7+. 3 slams (+5, d12 damage). Immune to cold, sickness, fire, poison, drowning and so on. Moves slowly. Double damage and auto-failed saves vs electricity. Can 'see' perfectly by tremmorsense. +4 to saves vs mind-control.*

Can cast Shape Stone at will each round, rather than attacking.

Elemental beings of stone given a direct order by a Lithic Noble must Save vs Stunning or obey without question.

Demographics of a Lithic Court

A lithic court encountered within a mile of the earth's surface is an insignificant outpost. There will be d4 Exalted Lithic Nobles, and this many Seismic Knights, that form the core of the court. Accompanying them are 2d6 Igneous Peons of various servile positions, d6 Lithic Envoys and a flock of 2d6 Flint Songbirds. Deeper underground, where solid rock gives way to hypercompressed magma, there are far more and far stranger beings than these. The lithic courts themselves are ruled by the Mantled Lords And Ladies, beings of immense slow power locked in eons-long continental struggles, whose schemes exist on geological time-scales and who could level cities with a mere gesture.

ABOLETHS

Humans are not the first thinking, talking beings to dwell on earth, by a long margin. Before them, there was the long-buried race of serpent-folk, the Triassic troodontidae, cultures of scorpion-people, toad-thing astronomers, plesiosaur-tribes, ammonite spiral-cults. These weren't the first either.

In the ancient Devonian era, when vertebrate life first emerged, the race of Aboleths were the first consciousness to see our sun. Huge fish - each over twenty-five feet long, with multiple eyes, leech-like mouths and many long tentacles - the Aboleth body has changed little since cartilaginous fish first evolved.

Aboleth society was, at one point, incredibly advanced. Aboleth thinkers perfected art, magic, philosophy and science. Their culture understood the universe's functioning perfectly, and their artistic expression was quantified and perfected. Aboleth bodies were engineered to be immortal and powerful, and the world geo-engineered to suit their anatomies. The only obstacle left was inevitable entropy, and there was no solution to the slow, inevitable march of time.

With nowhere left to conquer, and no mysteries left to answer, the Aboleth race began to fall apart. Over the course of millions of years, the species fell into a malaise. Many of the primeval fishes ended their lives out of boredom, or were driven to insane suicide by the totality of their knowledge.

Those few that remained when the first real intelligent life began to emerge on land were strange creatures. Understanding reality in ways other beings can't, they gave up hope for their future. Some are utterly unhinged, aeons of despair having broken their minds, and exist in a state of total self-delusion, creating imaginary worlds powered by their magical talents.

Others, the majority in fact, retreated from the living world. They dwell in a twilit half-existence, torpid rather than dead, unwilling to die but unable to face conscious existence. In the depths of the ocean and the dark beneath the earth, the Aboleths remain, dreaming and waiting for entropy to claim them.

Aboleth: *20 flesh (4 dice), 25 grit (5 dice), AC 13 (slimy skin), Athletics 5/6, Saves 10+. 4 Tentacles (+9, d6 damage and slime).*

Can breath underwater as well as on land. Can move on land, but only clumsily.

Those within a few feet are in the Aboleth's mucus-cloud and need to Save vs Poison on entering it –and then once every turn thereafter– or else be infected with Aboleth mucus. Those injured by an Aboleth tentacle contract the disease automatically.

Finally an Aboleth is a potent spellcaster. It can cast Command, False Sounds and/or False Images (as false sounds, but for vision) each once a round instead of making one of its tentacle attacks. Furthermore, once per turn it can cast Flay, Break Curse, Water Breathing, Gease or Sculpt Flesh in the same way. Individual Aboleths may have access to other spells as well.

An Aboleth's body exudes slime that taints their surroundings. Beings that touch this mucus risk being infected by it. Treat it as a disease, with an incubation time of 1 turn, and with saves made every hour thereafter. On a failed save, the victim takes d12 damage to flesh unless they spent at least two thirds of that time (4 turns out of the six) underwater.

Those infected with Aboleth mucus find their skin turns transparent and flimsy, like wet tissue paper, and soon sloughs off. In its place, there is a layer of thin mucus, that requires near-constant immersion in water or else begins to dissolve the creature's skin.

Aboleths are strange and unique creatures. An Aboleth might have any of the abilities suggested to customize other creatures, including those for bugs, chimeras, dragons and the undead.

An Aboleth is probably encountered slumbering or recently awakened. Those which have been awake for some time are typically surrounded by a number of bio-engineered servants, such as post-humans, cultists, oozes and chimeras. Each such Aboleth rules its own mad domain with an iron grasp.

Many Aboleths are at the heart of cults that worship them as living gods. The slumbering piscine divinities direct their worshippers through dreams and omens, slowly warping their flesh to match the Aboleth's mad whims.

Mystics worshipping an Aboleth tend to generate similar spells, as if they were members if the same cult. The signature spells for mystics in an Aboleth cult are the same as those for the cult of The Leviathan.

Paradox Beasts

Paradox Beasts are the various beings brought into existence when magic goes dangerously wrong. It's unclear if they're created by the magic itself, intruders from other realms of existence, or formed by reality as scar tissue against the damage done. What is clear, however, is that they are dangerous.

Where a paradox beast exists, the basic structure of reality is altered. Causality becomes more shaky, the laws of nature don't quite apply in the same way. If allowed to remain, their influence will grow, infecting ever greater areas around them with their contagious unreality.

Each paradox beast is unique, and most utterly bizarre in appearance, but there are common motifs. Most are biological -looking, resembling alien life-forms. Often, their anatomy is nonsensical, and outside the aura of altered reality they create their biology wouldn't be able to sustain life.

It's impossible to say if they're intelligent like we are. They don't talk, and don't really seem to have tools of their own, and seem to be struggling to cope with the world they find themselves in. It seems that mundane reality is as alien and confusing to them as they are to normal humans. Most go on a blind, baffled rampage on arrival in the real world, unable to properly comprehend what's going on. A rare few survive, hide and grow used to the world they're in. They warp the environment around them and grow old and cunning. Perhaps many of the true horrors of the deep earth were once paradox beasts, now acclimatized to this world. Perhaps they have plans that even now are being brought into fruition.

The appearance of a paradox beast is likely to attract the attention of Men In Black and other authorities, who will deal with the outbreak with brutal efficiency. Witnesses are mind-wiped, evidence destroyed. They aren't demons or devils, but to an ignorant civilian they might as well be.

Table 172: Paradox Beast Size

Flesh Dice	Size
1	Small enough to fit in a shoebox
2	Child-sized
3	Adult human-sized
4	Larger than an adult human
5	Car-sized
6 or more	Truck Sized

Table 173: Paradox Beast Stats

Number of Hit Dice	Damage	Saving Throw
1	D4	16+
2	D6	14+
3	D6	12+
4	D8	11+
5	D8	10+
6	D8	9+
7	D10	8+
8	D10	7+
9	D10	6+
10	D12	5+
11	D12	4+
12	D12	3+
13	D12	2+
14+	D20	2+

Table 174: Paradox Beast Forms

Roll	Body Type	Adjective
1	Barnacle (1/3 speed, +6 AC)	A swarm of… (max 1 damage from single attacks, double damage from area attacks)
2	Brain	Asymmetric
3	Crab (two attacks)	Bioluminescent
4	Dog (double human speed, increase damage dice 1 size)	Bleeding
5	Eel	Boiling Hot (d4 damage to those grappled/grappling)
6	Eyeball	Chitinous (AC 16)
7	Flatworm	Chameleonic (3-in-6 stealth)
8	Flower	Crystalline (AC 16)
9	Goat (Double human speed)	Decaying
10	Hand	Hovering
11	Jellyfish (d8 attacks)	Many-eyed
12	Manta Ray	Metallic (AC 16)
13	Millipede	Oozing
14	Sea Anemone (d8 attacks)	Scaly (AC 14)
15	Slime-mould (+HD to grapple attempts)	Skinless (AC 8)
16	Spider (increase hit-dice 1 size)	Sticky (+HD to grapple)
17	Squid (d8 attacks)	Spiny (d4 damage to those grappled/grappling)
18	Starfish (5 attacks)	Tooth-Covered
19	Stomach (1/2 speed, increase damage dice 1 size).	Transparent (3-in-6 stealth)
20	Vines (d4 attacks)	Winged

Creating a Paradox Beast

The first step is to determine how many Hit Dice the paradox beast has. Normally, the total number will be determined by the effect that brought the beast into existence. Otherwise, roll a d12 for it.

Of these hit-dice, some will be flesh and some will be grit. Roll a d10; this is how many dice are flesh dice, the rest are grit. If the result is more than the creature's total number of hit-dice, then instead the creature has *two* flesh dice, and the remainder grit. (Obviously, a creature with only one hit dice only has that one dice of flesh). The number of flesh dice the creature has determines it's size, according to the table below.

The Paradox Beast's AC has a default value of 12. Its saves are determined by it's total number of hit-dice, as seen on table 173.

Assuming it doesn't have any other attacks granted by its features, a paradox beasts attacks once. The to-hit bonus is equal to its number of hit-dice, and the damage depends on its hit-dice, as shown on table 173.

All paradox beasts have certain strengths and weaknesses. If they enter an anti-magic field or similar area where magic is suppressed, they blink out of existence for as long as the field of Antimagic remains in place. If they are hit by Dispel Magic or similar spells, that deals d12 damage to them.

Paradox Beast Forms, Features, and Effects

Each paradox beast has a particular shape that its body takes. Roll a pair of d20s on table 174 to determine what the beast's basic form is; the first determines the basic shape, and the second gives an adjective that modifies it. The creature's form and adjectives may modify its basic stats.

After this, determine the paradox beast's features. These are the unusual organs or special abilities that the creature has. Roll a few d20s on table 175 to generate them. At least one, maybe as many as six. Keep rolling until you've got a satisfying amount. If you want to go fully-random with it, roll d6 features.

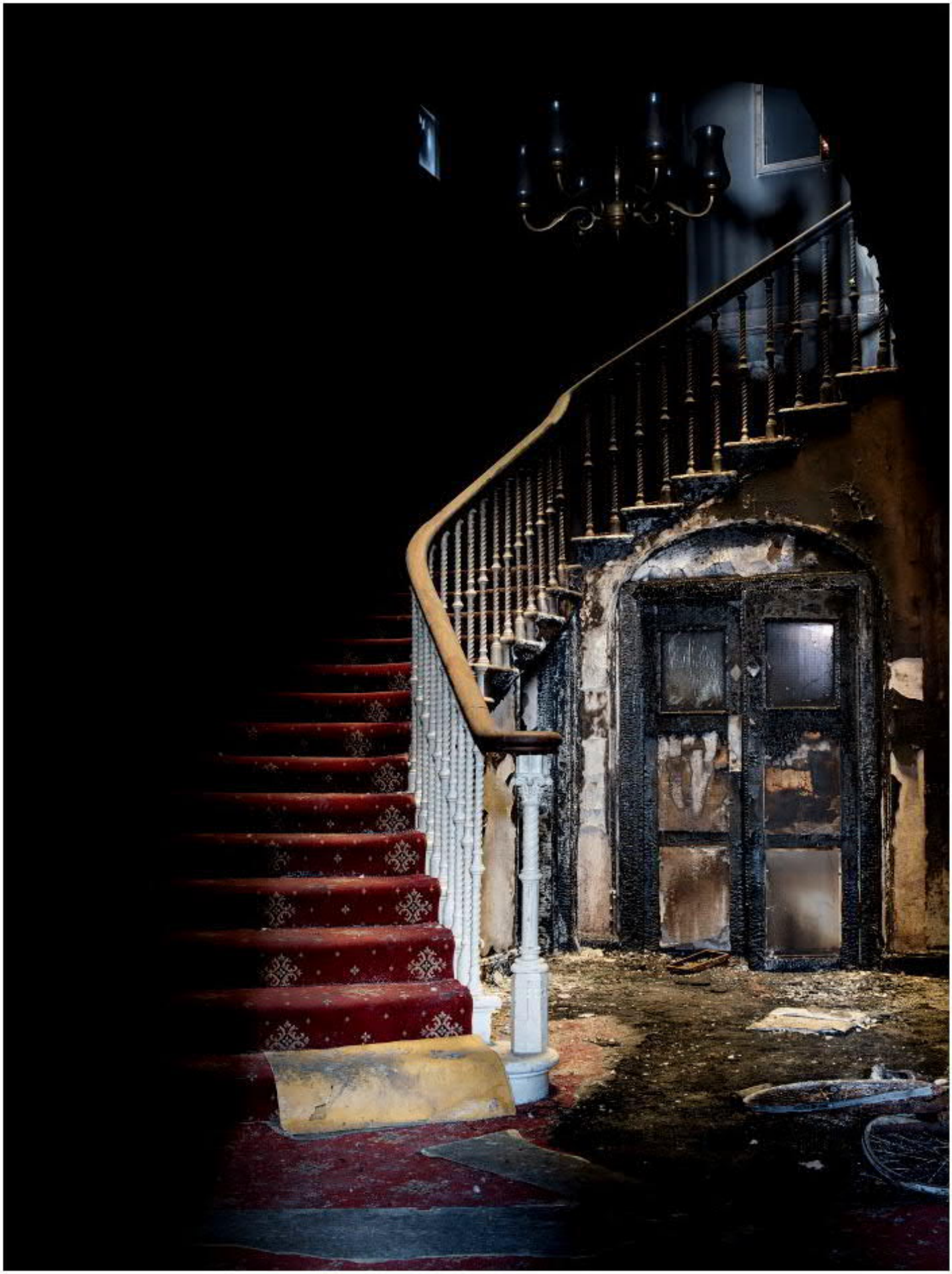
Lastly, each paradox beast has effects; the way they warp the world around them. Like with features, roll a d20 on table 176 to determine what their effect is. Keep rolling until you feel you've got a good selection, or just roll up d6 effects.

Table 175: Paradox Beast Powers

d20	Effect
1	The beast's attacks have a contact poison. Whenever an attack causes damage, the victim must Save vs Poison or suffer the poison's effects. Roll a d8 for what the poison does: 1: d10 damage to Strength, 2: d10 damage to Dexterity: 3: d10 damage to Wisdom, 4: d12 damage to flesh, 5: paralysis d6 rounds, 6: blindness d6 turns.
2	Extra limb, granting an extra attack.
3	Levitates.
4	Extra mouth, granting an extra attack.
5	Constantly drips corrosive digestive juices, strong acids, enzymes or similar. Increase damage dice by 1 size, 4-in-6 chance at vandalism.
6	D4 long tendrils, granting that many free chances at grappling each round.
7	Completely immune to something, roll a d6 for what: 1: Bullets, 2: Fire, 3: Electricity, 4: Poison, 5: Metal, 6: Mind-control
8	Time Powers. Each round can attempt to cast a spell as well as attacking, 2-in-6 chance to succeed. Can cast Time Stop, Hurl Through Time and Senescence.
9	Has a breath attack. This is a blast attack usable each turn instead of making other attacks. Roll a d6 for what: 1: fire (d12 damage), 2: Acid (d12 damage), 3: un-logic (d12 damage to Intelligence), 4: electricity (d6 damage and save vs stunning or lose next action). 5: radiation (Save vs Hazards or contract Radiation Sickness), 6: glass shards (d12 damage)
10	Corrosive Blood. When a melee attack damages the Beast's flesh, the attacker must make a save vs Hazards, and takes d6 damage if they fail.
11	D4 extra limbs, granting an extra attack each.
12	Armoured plates. +2 AC
13	The beast regenerates d4 Flesh points each round. Severed limbs regrow in d6 rounds.
14	The beast can walk up walls, over the surface of water, and so forth.
15	The beast's severed body parts keep fighting even detached from the main body. Whenever damage to flesh is taken, there's a 1-in-6 chance that a body part falls off. The newly-separated body part has 1 flesh dice, 1 flesh point, attacks once at +1 for d4 damage, and has the saves, AC and other special abilities of the host organism.
16	Those slain by the beast reanimate as paradox husks under its control. 5 flesh (1 dice), no grit. AC 10. Saves 16+. Bash (+1, d4 damage). Immune to pain, drowning.
17	The beast can perceive as if it had vision even in pitch darkness. Roll d6 to determine the sense the beast possesses: 1: echolocation, 2: 'see' magnetism, 3: heat-vision, 4: sense gravity, 5: scent, 6: tremor-sense
18	The beast can detect thoughts in a rudimentary way. It always knows what those nearby intend to do and their emotional state. It is never surprised.
19	The beast drains vital fluids from its victims and gains nourishment from them. Whenever it deals damage to flesh, its own flesh is healed by that much.
20	The beast can pass through solid objects if it wishes.

Table 176: Paradox Beast Effects

d20	Effect
1	Writing becomes illegible in the Paradox Beast's presence. Once away, the writing is unaffected.
2	All light sources, no matter how strong, give only a candle-flicker of illumination, so the Paradox Beast is bathed in perpetual shadow.
3	Metal is as soft as wax in the Paradox Beast's presence.
4	Entropy is accelerated nearby. Things that would take a century to decay only take a year. A year becomes a day, a day becomes a turn, a turn becomes a round and a round becomes near-instant.
5	Doorways and other portals and exits loop back in on themselves. In an enclosed space, only one exit actually allows you to leave (randomly determine which when the Paradox Beast enters). Trying to leave by any other exit fails; space warps so that whoever tries to leave by a looped exit finds themselves re-entering the space.
6	Everything nearby is flammable. Metal, concrete, water and asbestos will all burn just as enthusiastically as coal.
7	The area becomes damp and the air humid.
8	Diseases and infections are accelerated. Regardless of how often saves would normally be made, saves need to be made each round in the Paradox Beast's presence.
9	The air smells of ozone/tar/paper/blood/sulphur/brine.
10	Dead things (anything made from once-living matter, up to cotton t-shirts and wooden tools) gently twitch and writhe.
11	Vision is interfered with. Everything is slightly washed out/red-tinted/blurry/brighter than normal.
12	There is a constant sound on the edge of hearing. Droning fly-wings/monastic chanting/rain/fire crackling/electric static/running water/cacophonous birdsong.
13	Electrical and radio signals are replaced with meaningless noise and junk-data, rendering electronic devices useless.
14	Everybody can understand all languages, as if affected by a babel-fish. If they concentrate hard enough, this includes the speech of animals and the slow, grinding conversations of the stones themselves.
15	Liquids increase in volume subtly but steadily. Water-levels rise, blood fountains out under great pressure when somebody is cut.
16	The area becomes subtly radioactive. Geiger counters go wild, electrical data-storage degrades, cancer and minor mutations become likely. There is a very soft blue glow, and a warm tingle in the air.
17	Gravity goes wrong. It is far stronger/far weaker/barely there at all/acting perpendicular to 'down'/reversed entirely.
18	Everything glows subtly. The denser the material, the brighter the glow. The glow from air is imperceptible, metal is bright, depleted uranium dazzling.
19	Living flesh, of any kind, begins to ooze a sickly, sweet-tasting pale fluid, like nectar.
20	The air is filled with swirling fog.



APENDIX 'N' - MEDIA

Here's some media that inspired me while I was making this game. You might enjoy it, and find it useful inspiration while running it at home.

Comics:

Ghosted, which provided the initial inspiration for the game all things considered.
The Last Broadcast, which is the inspiration for the Explorer class. Obscure, but brilliant.
30 Days Of Night, vampires done properly.
Everything by Junji Ito, really the best writer of weird fiction these days.
Men In Black (not the films).
Hellblazer, a classic of urban fantasy.
The Goon.
100 Bullets.
Harrow County, some of the best folk-horror I've read lately.
Frankenfran, the inspiration for the Doctor class, and funny as hell.
Coffin Hill.
Akira, because it's a classic. The film is also good.
The Black Monday Murders.
Suicide Squad, because there was gonna be capeshit in here somewhere.

Films:

The Descent, basically dungeon crawling on cellulose and bloody brilliant.
From Beyond.
Attack the Block, another big influence on the tone of the game.
They Live! for the general attitude it evokes.
Infernal Affairs, as the best crime film I've seen.
Goodfellas.
Hellraiser, because good body-horror is a must.
Scanners.
Tokyo Gore Police..
.Rec, zombies done properly.
Mimic.
Videodrome.

TV:

The X Files.
The Sopranos.
The Wire, crime done properly.
Neverwhere.
Gantz.
Adventure Time, particularly later seasons.
Buffy the Vampire Slayer, if you don't love buffy you have terrible taste.
Parasyte, because more body horror is always good.
Being Human, starts out funny, ends as balls-to-the-wall urban horror.
True Blood.
Gravity Falls, cute but full of weird stuff.
Twin Peaks, and fuck it David Lynch in general.
Urban Gothic.

Music:

I was mostly listening to a mixture of doom metal, underground hiphop, black metal and classic triphop when I wrote this stuff. In particular, Electric Wizard, Dopethrone and Batoushka set the tone pretty nicely.

Games:

Dungeons & Dragons while TSR was still in charge, and the broader OSR thing in general.
Orpheus, the best WoD game.
Cartel, crime fiction done properly as an RPG.
Lamentations of the Flame Princess, despite everything, it's got some absolute gems in there.
Changeling the Dreaming,.
Call of Cthulhu, an absolute classic.
Silent Hill, because sometimes you wanna get weird and uncomfortable.
Tales From The Loop & Things From The Flood
Unknown Armies, AKA cosmic bumfights.
Vampire the Masquerade, inevitably, because I'm trash.
Last Gasp Grimoire. Seriously. It's the best blog on the net.
The Secret World.
Fatal Frame.
Condemned, AKA non-cosmic bumfights.
Veins of the Earth, a fucking masterpiece.
S.T.A.L.K.E.R.,

Books:

The various works of HP Lovecraft, references to which are all over this game.
The King in Yellow.
Night Watch.
Some of the works of Terry Pratchet, in particular Johnny & The Dead, Thud and The Amazing Maurice And His Educated Rodents.
The various works of Robert Rankin,.
The Great God Pan.
House of Leaves, if you want to get thoroughly strange.
Necroscope,.
The White People, another work with references all through this game.

Apendix 'O' - Compatibility

Some guidelines for converting between Esoteric Enterprises and other oldschool games.
As a general rule, most oldschool games diverge from a starting point of either basic or advanced D&D, as published by TSR. So, for the most part, I'll just be saying how to convert between this game and games that stay close to that particular framework. For more divergent games, you may need to add the extra step of converting from the TSR game to that game.
There's a pretty wide variety of games out there with a broad range of mechanical distinctions, some subtle and some very obvious. Luckily, keeping everything nicely balanced isn't too important so you can afford to just hack something together without worrying too much if you break the game.

Hit Points & Hit Dice

The biggest difference between this game and more TSR-faithful ones is that Esoteric Enterprises splits HP/HD into two separate pools; flesh and grit.
When converting a monster from a game without this split to EE, you'll need to divide their HD between these two pools. Keep the same total number of HD; some become flesh dice, some become grit.
A good rule of thumb here is that for a humanoid, human-sized enemy, they get only a single dice of flesh, and the rest will be grit (much like PCs). If a human-like enemy is unnaturally tough, resistant to pain, or particularly bulky, then this might be increased to a 2nd dice of flesh.
For mundane (or mundane-ish) beasts and animals that still feel pain, have a physiology, etc, then you can afford to give them a few more flesh dice than this, particularly in the case of particularly large monsters. You probably shouldn't have more than half the creature's dice be flesh dice, however. As a rule of thumb, the more a creature relies on bulk and toughness to withstand attack (rather than fighting prowess and defensive manoeuvring), the higher a proportion of HD should be flesh. Something like an elephant or porcupine (a 'tank') would have lots of flesh dice.
Higher than half the dice being flesh dice mean that your monster is basically non-biological. This applies to monsters made of stone, plants, elemental beings and so on.
All the hit-dice being flesh implies a monster with no sense of pain, that must be physically hacked to bits; it has no anatomical vulnerabilities and will keep going until you smash it to pieces. Zombies, certain constructs and so on fit here.
The monster stats listed have pre-rolled HP, and mostly assume a d6 is being rolled as their hit-dice. The results given are not actually that average; some will have only 1 or 2 HP per HD, others might even get 6 HP per HD. Where a TSR monster has some flat bonus to HP (IE 2HD +2) then this system just treats them as getting higher average rolls for HP.

This game treats PC levels a little differently to others; they get a dice of grit at 1st level, for two HD total. What would be 'level 0' NPCs in other games don't get this grit dice, so your level is essentially tied to the number of grit dice you have.

When converting levelled NPCs across from other systems, as well as dividing their HD into flesh & grit, you may want to give them an extra HD of grit to keep them on par with PCs.
By and large, classes roll the same size hit-dice here as in TSR -like games.

Damage

The damage dice for most weapons has been taken up a step compared to other games. Knives do d6 rather than d4, swords do d10 rather than d8, etc. This is largely since a starting PC is a little more resilient due to their extra dice of Grit hp. When converting stuff from other games, bump weapon damage up in the same way.
Damage from things like spells, dragon breath, etc hasn't been increased in this way, as a fireball that does 3d6 damage (or more) doesn't really need that boost.

Saves:

There saving throws in this game are pretty easy to translate to their more traditional equivalents.
Vs Stunning is basically the same as 'Vs Paralysis' (or 'Vs Petrification')
Vs Poison is self-evidently still just 'Vs Poison' (or 'Vs Death' in some versions)
Vs Hazards is basically 'Vs Breath Weapons/Dragon Breath', but broadened to cover everything you must dodge.
Vs Machines is the same as 'Vs Wands' or 'Vs Magical Devices'
Vs Magic is, again fairly self-evidently, just 'Vs Magic' or 'Vs Spells'.
Where a game has different saving throws (physical/mental, fort/ref/will or similar) then pick the closest equivalent. As a rule of thumb, Fortitude/Reflex/Will saves roughly correspond to Poison/Hazards/Stunning saves in this system. For single-save games, the best method is just to take the mean value of all 5 saving throws and round to the nearest unit.
For monster saves, just compare the monster's HD to the chart on page 111 for what its saves should be.

Armour Class

The best way to convert armour class between systems is to use unarmoured/leather/chain/plate as reference points. In this game, Unarmoured AC is 10, with leather, chain & plate being 12, 14 & 16 respectively.
In many games, AC goes down rather than up. Here, remember that an improvement to AC makes it *lower*, the same as improvements to saving throws.

Morale

This game uses a single chart for Morale, with the bravery of different enemies represented by different circumstances triggering a morale check. For systems with a 2-12 morale score, you'll need to eyeball it.

Attack Bonuses

In this game, only Mercenaries get a bonus to hit that increases as the PC levels. In other games, treat the Mercenary as having fighter to-hit chances, and then everybody else having the to-hit of their closest equivalent class.

Classes

Some classes in this game have a very obvious equivalent to a similar class in TSR-faithful games. In particular:

- The Criminal is basically the Thief (or rogue, specialist, etc).
- The Mercenary is basically the Fighter.
- The Occultist is basically the Magic User (or wizard, magician, etc).

You can convert these classes back and forth with very little work. Requiring a little more effort:

- The Bodyguard is basically the Dwarf, from systems that use race-as-class. Where race and class are separated, the fighter is the closest equivalent.
- The Explorer is basically the Halfling, from systems that use race-as-class. Where race and class are separated, the thief (or perhaps ranger) is the closest equivalent.
- The Mystic is basically a Cleric. However, their spellcasting, undead turning, etc is dramatically re-worked.

Lastly, there are two classes with little equivalent in other games:

- The Doctor uses the same basis as the cleric, but completely strips out all their supernatural powers, replacing them with medical stuff.
- The Spook uses the same basis as the Elf (in race-as-class) systems, but strips out all their normal perks and spellcasting, replacing them entirely with always-active monstrous powers.

In other games, some classes exist that aren't represented here.

- Illusionists are basically occultists focussed on illusion magic.
- Assassins are either mercenaries or criminals.
- Bards are a) often a bit silly and b) probably either occultists or criminals.
- Druids are basically mystics focussed on nature-magic.
- Barbarians are basically just fighters, so use the mercenary or perhaps bodyguard.
- Rangers probably use the rules for explorers.
- Warlocks are just mystics by another name.
- Paladins are odd. In theory, they're mystics, but also very fighty. I'd probably actually model a Paladin as a human-origin Spook with very specific powers. Really, though, Paladins work for the MiB here, and aren't suitable as PCs.

Percentile Thief Skills

Where a class has percentile skills (such as thieves with their chance to climb, pick locks, hide in shadows, etc), you can convert these to d6-based skills fairly easily. A 1-in-6 chance is essentially equivalent to a 17% chance, so you can simply round a percentile skill to the next chunk of 17% and then divide by 17 to get the chance in 6.

For specific skills in this system:

- Climb is equivalent to Athletics.
- Hide in Shadows and Move Silently are equivalent to Stealth. Use the better of the two for conversion.
- Open Locks and Disable Traps are equivalent to Technology.
- Hear Noises (and improved chances to avoid surprise) are equivalent to Perception.
- Follow Tracks is basically Forensics.
- Each extra language known is basically an extra point in Translation
- Improved sneak attacks are an ability every class gets now, what with damage going directly to flesh against surprised victims.

Other skills don't usually have easy equivalents, so you'll need to pick a skill based on the particular circumstance.

Spellcasting

What this game calls 'spell ranks' other games typically call 'spell levels'. The change in terminology is just a different word choice to avoid ambiguity.

Occultist spellcasting works basically the same as MU spellcasting in TSR games. Spell-slots, spellbooks etc all translate across quite nicely. Occultists in this game have a few options not in other games (unsafe and experimental casting) but those can be bolted on or stripped away fairly easily. Likewise, you can use the spells in this game in TSR games, and spells from those games here, with very little work.

In most TSR-derived games, the Cleric gets a chance to turn undead at first level (which they can use as much as they want), and then starts getting spell-slots from level 2 onwards. In this game, there are a few adjustments.

- Turn Undead is treated as a spell.
- The Mystic gets spellcasting at 1st level; the spell they can cast might be Turn Undead or might be something else.
- The Mystic has an unreliable chance to use any spells they know, much like how a Cleric has a chance to Turn Undead.

When converting a cleric NPC from another game, just take their list of prepared spells, and assume that these are all the spells they know; give them the same chance to cast that a PC Mystic of equivalent level would have.

XP

This game basically uses Gold For XP, as God and TSR intended it. One dollar is equal to 1 GP in gold-standard systems, or 1 SP in silver-standard systems.

If you aren't using XP-For-Treasure, then use whatever procedure your normal game would, I guess.

Multiclassing

Don't. AD&D multiclassing makes my head hurt, and other versions are minmax-friendly silliness. If you want to play somebody fighty or sneaky that casts spells, play an occultist or mystic with good physical stats and lots of guns. Spooks are also a good pick if you want a bit of everything.

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Well then.

This is finally done.

It's been a big project that's absorbed me for the last few years. In a lot of ways, this game is a melting-pot for everything I like in games, throwing elements from all sorts of genres and playstyles into one big mess. It seems to have come out OK.

The thing about game design, or any creative endeavour, is that you never quite feel like anything is *finished*. You always want to go back and add more stuff, tweak things to match your exact vision better, add new things you've encountered. Eventually you need to just draw a line under it and say *this is where I stop*.

Game design's been a big part of my life for a few years now. I've gone from putting stuff up online for free, to selling it for a little extra cash, to going full-time as a writer. This year, in particular, I've won some awards, seen decent success. It feels like things are finally coming together. So getting to put my 'platonic ideal' of a game into publication this year feels apropos, I suppose.

In a lot of ways, Esoteric Enterprises isn't a *nice* game.

It's a game where you play as bad people, in an unpleasant world, and horrible things will happen to them. And in a lot of ways, it's intentionally ugly, incomplete in places, unforgiving to play. I don't know what it says about me that I produce such relentlessly nasty work.

I think we use fiction - films, comics, games and the rest - to explore stuff that's on our mind. Certainly, the feeling of living on the fringes of a monolithic, unpleasant society is something that comes across in the game. A certain nihilistic *live fast, die young, leave a smoking crater behind* sensibility.

There's a certain degree of liberation to that, I suspect. Playing as characters in our modern dystopia that, despite everything, get to be free agents. To carve their own fate out regardless of society's expectations. It will, of course, end badly for them, but you're in it for the ride, not the destination.

So, here it is. I'm done with it, now. The game is yours to take apart, hack, homebrew, steal ideas from. Use what's hear to make your own cool stuff.

Really, there's never been a better time to get into making games. The internet, PoD services, and all that lower the barriers of entry so that basically anybody can put stuff out there. I'm just one girl on a cheap laptop, using stock photos and free software. My budget is basically 0.

Go out there and make cool things, and share them with the world.

Emmy Allen, November 2019