

Esoteric Enterprises

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

Lamentations of the Flame Princess, by Jamesaggi

Beyond the Wall, by John Cocking and Peter S Williams

Adventurer, Conqueror, King by Alexander Macris

And *in particular* the rules published online by Logan Knight at lastgaspgrimoire.com

And for the setting

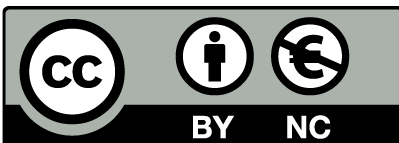
Orpheus, Hunter: the Vigil, and to a lesser extent various other World of Darkness game-
lines by White Wolf

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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.



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 svartalf 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 glammers 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 hypertechnology 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 un-

natural 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 down there.

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 GM's 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 every-body. 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 are survival oriented; they have less active power, but are less likely to be hurt or killed when things go wrong. 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, and ideally a copy of the GM's book as well.
- 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)
- and some time.

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 instead 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 spellbook. 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). The section on mystics details a few sample cults, and the GM may create more at their whim.

A Spook gets to pick an Origin (see page 45-47) 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 a power from the relevant list.

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 your 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 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.

Appendix 2 contains random tables for use at this stage I 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 roll 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.



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.

Furthermore, bodyguards are used to working while weighed down with body-armor, 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).

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.

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

Table 02: 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.

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.

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

Table 03: 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.

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.

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.

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.

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 page 43 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.

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.

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.

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).



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.

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.

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.

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.

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

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. 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. 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, they will learn additional spells; tables 40-47 state 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 1 st
2	1,750	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	1/6	1 st
3	3,500	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	2/6	2 nd
4	7,000	+1 flesh, +d6 grit	14+	11+	16+	12+	15+	2/6	2 nd
5	14,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	2/6	2 nd
6	28,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3 rd
7	56,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3 rd
8	112,000	+1 flesh, +d6 grit	12+	9+	14+	10+	12+	3/6	3 rd
9	224,000	+1 flesh, +d6 grit	10+	7+	12+	8+	9+	3/6	4 th
10	336,000	+2 grit	10+	7+	12+	8+	9+	4/6	4 th
11	448,000	+2 grit	10+	7+	12+	8+	9+	4/6	4 th
12	560,000	+2 grit	10+	7+	12+	8+	9+	4/6	5 th
13	672,000	+2 grit	8+	3+	8+	4+	6+	4/6	5 th
14	784,000	+2 grit	8+	3+	8+	4+	6+	4/6	5 th
15	896,000	+2 grit	8+	3+	8+	4+	6+	5/6	6 th
16	1,008,000	+2 grit	8+	3+	8+	4+	6+	5/6	6 th
17	1,120,000	+2 grit	6+	2+	6+	4+	5+	5/6	7 th
18	1,232,000	+2 grit	6+	2+	6+	4+	5+	5/6	7 th
19	1,344,000	+2 grit	6+	2+	6+	4+	5+	5/6	8 th
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.

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, and can gain extra spells known by taking one or more of the 'grimoire' items as part of their equipment allowance. Whenever the magician 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).

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 unmemorized spell from the occultist's spellbook.

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



Table 8: The Occultist

Level	XP	Hit Dice	Saves vs...				
			Stun-ning	Poison	Haz-ards	Ma-chines	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

Level	1st	2nd	3rd	4th	5th	6th	7 th	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

Spooks

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 breathe 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.

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.

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 your starting power from those in the appropriate list.

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.

In addition to this, Spooks 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+	10



Equipment

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 <i>Aim</i> action. Uses Ammunition .
Automatic Rifle	D10	Medium	2	Can be used for <i>covering fire</i> 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 <i>area attacks</i> . 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 <i>area attacks</i> . Single use.

Table 13: Armour

Weapon	AC	Special
Protective Leathers	12	Light.
Bullet-proof Vest	14	Nil
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 <i>beep</i> 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 Lindqvist	Cure Wounds, Neutralise Poison, Cure Disease
Grimorium Verum	Alibek	Augury, Locate Object, Divination
Malleus Maleficarum	Anon	Dispel Magic, Ward Against the Eldritch
Mystery of the Cathedralers	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

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
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
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 them selves and the other party members.



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 barely 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. 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 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 28-32. 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. Once all flesh is lost, the character dies.

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 referee 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 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 hut 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 hunters, 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 d4 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 19 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 pouch 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 it's sold on the black market, maybe it's donated to a museum, maybe it's given to whoever hired the party, maybe it's 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 the record.

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 19: 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

Horrible Wounds

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 woundsto 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.

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.

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.

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 shat-

tered. 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 peg 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 breathe 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 breathe 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 less 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 Tally 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 39.

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, deals 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 log 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 them-selves 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 20: 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 who's 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 the following table, 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 21: 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.

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

Otherwise, both the flier 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 flier succeeds, they successfully break away and escape the encounter. If only the pursuer succeeds, they catch up to the flier, and the fight continues.

The same process can be used to track down enemies that fled the fight. In this instance, the flier rolls Stealth and the pursuer rolls Forensics. Each roll represents a turn's work sneaking away or following tracks. A win for the flier 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 22: 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.

Downtime

Downtime

Downtime represents time spent in relative safety between missions. Downtime represents 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 the 'plenty of money' item in character creation increases their Resources score by 1. 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 23: 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 and internet access and petrol are factored into the lifestyle their Resources allow. With even a little Resources, 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*, so 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 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 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.



Medical Experiments

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, spell-casting 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, the GMs book contains 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 28. 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, the GMs book 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.



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 24: 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. They 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 25: 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 the effects of weapons, walk through walls, reach through closed windows, 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. The disruption causes only a single point of damage. A ghostly Spook cannot carry equipment (as being ghostly it has no way to hold it), use weapons, or otherwise interact with physical things. The exception to this is magic; magical objects are tangible to ghostly Spooks and can affect and be affected by them normally. Healing a ghostly Spook using the Medicine skill is possible only if the doctor has some way to actually touch the spook. A ghostly Spook with magic can use it to affect the physical world.

Human Variants

Table 26: Powers for The Ghostly

D8	Power
1	Darkvision
2	Extinguish
3	Flame
4	Haunter
5	Invisible Hand
6	Mental Communication
7	Mesmerizing Gaze
8	Poltergeist

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 0, and instead rises normally as they gain levels. .

Table 27: 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

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 28: 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 29: Powers for Minerals

D10	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 30: Powers for Plants

D8	Power
1	Claws
2	Fluid Form
3	Gullet Storage
4	Inhuman Beauty
5	Intoxicating Blood
6	Paralysing Touch
7	Trackless
8	Unnatural Strength

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 31: 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



List of Monstrous Powers

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 Spooks 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.

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.

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 light-bulbs or other sources of light that aren't on fire, the light source fails and goes out automatically when they touch it.

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.

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.

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.

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.

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 the 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.

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.

Spit Acid

Themes: Violent, Arcane

The Spook can spit 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 of 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.

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.

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 39. 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 spell-book; roll Translation, and if the roll fails roll on table 34 (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 32 (The Fragility Of Mortal Minds) to determine what goes wrong; unless stated otherwise, the spell is still cast.



Magicians

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 34 (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. 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 33 (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 35 (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 34 (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'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 35 (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 32 (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 34 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 36 (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 33 (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.

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 37(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.



Cults

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 32: The Fragility of Mortal Minds

d20	Effect
1	Pressure builds in the magician's cranium. They take d6 damage to Flesh. If this kills them, their skull explodes, 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 instead.
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 not found underground, but double XP for treasure found underground. If the magician already suffers from this madness, then it will spread to another person present instead.
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 instead.
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 instead.
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 instead.
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.
20	Something goes badly wrong: roll on table 38 (And Hell Shall Follow).

Table 33: 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 38 (And Hell Shall Follow).
20	Something goes badly wrong: roll on table 38 (And Hell Shall Follow).

Table 34: 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 32 (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 33 (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 32 (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 36 (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 39; 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 38 (And Hell Shall Follow).

Table 35: Matters Beyond Your Ken

d20	Effect
1	The reader realises the horrible <i>wrongness</i> 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 <i>anybody</i> 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 38 (And Hell Shall Follow).



Table 36: 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 tar pit, 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 immediately 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 32 (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 32 (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 37: 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 <i>and</i> 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 <i>and</i> 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 38: And Hell Shall Follow

d20	Effect
1	A channel to the hungry 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 Hollow Ones.
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 a random 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 on.
11	The magician's head explodes. 2d10 damage to their flesh, d10 damage to everybody nearby. No saves.
12	The magician's skin shifts 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: <ul style="list-style-type: none"> • 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 39: 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.



Spell Lists

Table 40: 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 41: 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

Table 42: 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

Table 43: 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

Table 44: Rank 5 Spells

d20	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 45: Rank 6 Spells

d20	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 46: Rank 7 Spells

d20	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 47: Rank 8 Spells

d20	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 at a rate of 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 the 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 the 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 as '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 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 magical-

ly 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 merely 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.

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.

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 flesh and/or grit points than when the spell was cast, their flesh and/or 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 since the attacker cannot see how the subject is defending themselves.

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 tree branches 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 to get there.

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 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 choose 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.

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

Clairvoyance

Duration; 1 turn per level

Range; -

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 exam-

ple. 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 from. If the save is failed, then the subject has a round to deliberately induce vomiting, which will again cure all diseases they are suffering from.

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 on the same initiative count as an enemy magician casting a spell, 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.

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.

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 caves) 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.

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.

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.

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.

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.

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

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 Art 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.

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 large tree; you cannot make an entire glacier or cliff 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 them-selves.

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.

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' south and 20' high' 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.

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.

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,

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.

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 on table 36 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 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. An undead monster 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. 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 stone shape, 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 also be moved, but they are allowed a Save against Hazards to resist being moved by the spell 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.

Gease

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 Magic-User. 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 regrow 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 creations 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 earthquake cast on the roof of a very large cavern could also endanger those outside the actual area, but below the falling debris.
- **Cliffs:** Earthquake causes a cliff to crumble, creating a landslide 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.
- **River, Lake, or Marsh:** Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed; a Save against Hazards allows a victim to avoid being completely sucked in, allowing them to potentially be rescued.

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 23 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 in-visible 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 spear 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 spear 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 rewrites 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.

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 reanimates immediately as an 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.

How Do I Play A...

...Assassin?

A mercenary with high dexterity (improving their stealth) and equipment chosen for silent kills such as throwing knives and garrotes 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 safehouse, too.

...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*, *Mes-*

merizing Gaze, and *Mental Communication* are appropriate powers, and *Charisma* probably wants to be high.

...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 Glauring 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.

...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.

Other shapeshifters can be handled similarly; as well as werewolves, there are the arachnid spawn of Anassa, selkies, tanuki, and more.

...Yeti, Sasquatch or Morlock?

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



Fleshing Out PCs

Table 48: 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 49: 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 50: 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 51: 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 52: 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 53: 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, <i>far</i> 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 54: 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 55: Dreams that spawned a fae 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 56: 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 57: 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 58: 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 59: 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 <i>things</i> 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	<i>Revenge</i>

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Jesus Christ Nothing Starts With J

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