

TRANSCENDENCE

Second Edition



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Two years after I abandoned the original Transcendence game, it returns in a new edition. Powered by the brand new Nova game engine, the game has many new features, including new character creation rules, extended background and a new setting: historical medieval Europe.

Warning!

Unlike the old Transcendence, this second edition is not a stand-alone game. Based on Nova, it requires the Nova core book, as well as the Magik, Tools of the trade and Character options source-books. So, if you don't have them, get them from <http://members.xoom.com/sidhe7>.

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Transcendence takes place in Europe during the Dark Ages. The first edition of Transcendence took place in the imaginary world of **Corahen**, which loosely resembled medieval Europe. However, the concept of Corahen was abandoned in this second edition and historical Europe has been adopted as the game's setting. This has been done for many reasons. First among them is that Transcendence is a dark fantasy game heavily in need for a Dark Ages setting. And there is no imaginary setting that can capture the Dark Ages ambience and feeling like the original Dark Ages Europe. Moreover, players and GMs alike feel instantly at home when dealing with historical Europe than with fictitious settings. There is also a wealth of information about medieval Europe in

the form of history books and multimedia a GM can use to spice up his campaign and keep his players interested.

At the same time however, the Europe of Transcendence is a lot different from the historical medieval Europe. Behind everyday life and the mundane world lies another world, dark and of infinite possibilities. Aside from mortals, Europe is also the home of faeries, supernatural beings and sorcerers. Magic is real, even though most people dismiss its existence as superstitions. These unseen forces act like in tales: they are mysterious, dark and appear rarely to mortals. Most people live and die without confronting the supernatural, except in fairy tales.

The cosmology of our world is based on the conflict of "good" and "evil" powers. These powers are not to be confused with individuals. Rather, they are concentrations of spirits and

ideas formed shortly after the universe. These powers were always at war for the domination of earth and its inhabitants. Their war was always fought indirectly, through their influence and minions.

The first inhabitants of the land were the faeries. They ruled earth even when men appeared. The "good" and "evil" powers looked down on the faeries and decided that they would make perfect soldiers for their war. They managed to seduce and divide the faeries in conflicting sides. The terrible Faerian Wars were not won by any side. Instead, they left only ruins and destruction, being the first tragedy of the cursed and futile war between "good" and "evil". The few faeries that survived faced the humans which began spreading and retreated into other, mystical dimensions, building their Faerie Realms and isolating

themselves from the rest of earth.

Without any competition, mankind spread to the four corners of earth and built a mighty civilisation. But the powers of light and darkness were brooding and making plans. They could perceive the future and sense that there was going to be a period in which "evil" would dominate the land and another during which "good" would be triumphant. After that time however, their vision of the future became blurred and blocked by something they called the Barrier of Foresight. The mighty powers were terrified by the blocking of their vision and feared that this period would be the one to determine the true ruler of earth. Thus, they made preparations for the **Final Battle**.

They activated processes even they couldn't completely understand and brought about the **Transcen-**

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dence. Their mortal champions were put in a slumber that resembled death, but during which the spirit was kept alive to re-animate the body when the right time would come. These champions of “good” and “evil” would awaken when the time for the Final Battle would be nigh. They came to be called the Awakened.

Many centuries passed until time drew close to the point when the vision of the powers became blurred. A period of twilight has spread across earth. Christianity has devolved into a despotic tyranny. The Roman empire has been divided into petty kingdoms fighting through wars and political machinations. Advancement in science has grinded to a halt, with superstition replacing knowledge. Hunger and disease, exploitation and deception have become the standards of daily life. These are truly the Dark Ages of

Europe.

In this depressing and degenerating era, a war is about to break away from the eyes of the mortals, as the Awakened are preparing for the Final Battle. What is the true meaning of the Barrier of Foresight? Does it mark the end of the world? Will the winner of the conflict achieve domination over earth? What about the Awakened that have abandoned their cause and now work only for themselves? What role will mortals and faeries play in this epic conflict? The answer to these questions still remain to be seen.

“Good” and “Evil”

The Judeo-Christian perception about good and evil is something like black and white. A person is either good (according to some set standards) or evil (according to other stan-

dards). Being good is... good. Being evil is bad. Good people go to heaven. Bad people go to hell. Etc, etc.

This simplistic view of the world doesn't really fit our complicated life as human beings and certainly not a dark role-playing game like **Transcendence**. What fits the game really nice is another, distorted view of these classic terms:

- “Good” is when you try to make other people act like you believe is right, controlling them through strict ethics and laws.
- “Evil” is when you try to dominate other people's lives through sheer force and intimidation.

Ah, now our world is transformed into a pool of gray instead of black and white dots. The “good” powers control the people through laws and religious beliefs. The “evil” powers domi-

nate through wars and the fear of arms. Suddenly, “good” doesn't seem much better than “evil”.

“Evil” pagans perform blood sacrifices in the name of their despicable gods. “Good” Inquisitors burn people at the stake to purge heresy and sorcery. “Evil” bandits rob and kill at the highways. “Good” nobles rob the peasants through taxes. That's the spirit in Transcendence.

Chronology

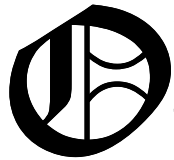
Historically, the Middle Ages spanned nearly a millennium, from 476 AD when the last Roman emperor of the West was deposed, to 1453 AD with the fall of Constantinople to the Turks. A GM is free to choose any point in this range as the awakening of the champions and the opening of the Final Battle. This book however, assumes that the opening point of the

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campaign is 980 AD, a few years before the new millennium and whatever new it brings with it.

Of course, we all live in the 21st century and we know what has transpired after 980 AD. It wasn't the end of the world for sure and there was no great battle for world domination. But this doesn't have to be the way things evolve in your campaign. Feel free to play with history and surprise your players by introducing events which never happened or altering the outcome of historical events. This ought to make your players a little worried and not able to count on their knowledge of history to guess what will happen next. Maybe the world won't make it to the 21st century after all...

The hidden world



For a history of the known universe few are aware of.

Before all

For untold eons, the primal forces of order and chaos battled against each other for supremacy. Order tried to create a construct ruled by specific and strict laws. Chaos, on the other hand, preferred a universe of pure chance, where everything would constantly be changing according to random patterns.

15 billion years ago, the dawn of time

Order finally wins in the war against chaos, banishing most of it from reality. The result of this victory is the creation of the cosmos and its three levels: the outer, the middle and the inner ring.

14 billion years ago, The awakening of the Eternal Powers

In the outer ring of the cosmos, the Eternal Powers were formed. They were purely spiritual creatures, the first sentient beings in the universe. They were gifted with immortality and great powers and this led to arrogance and war among them. Believing they were born to rule the cosmos, they were soon divided in two warring factions, following the law of duality. Each faction became a united consciousness, so that it was thinking and acting as a single entity with a vast mental potential.

11 billion years ago, life in the middle ring of the universe

The fire of life lights in the middle ring of the universe. The creatures evolving there have both a spiritual and a physical presence unlike the Eternal

Powers. Although not as powerful, their spirit is still strong and they command considerable influence. They call themselves the Aionioi, meaning "eternal", but eventually they'll come to be called demons and angels by the inhabitants of the inner ring.

8 billion years ago, the great expansion

The Eternal Powers begin to realise that their war in the outer ring will never end, since each opponent is of equal power. Thus, they search for a new battleground to carry on their war. Since the outer ring is very distant from the other two rings of the cosmos, they can't be there in person but have to use agents to conduct their battles. They manage to seduce the leaders of the Aionioi and turn each against the other, provoking a great schism in their society. One side uses a strict

code of laws, rules and codes of ethics to dominate its subjects. The other uses direct intimidation and raw power. These attitudes will be given the simplified terms of "good" and "evil" by ignorant humans much later.

The war between the two sides continues renewed, but it eventually becomes apparent to the Eternal Powers that they're also equal in the middle ring and they need a new battleground to achieve a final victory. They begin to look upon the distant inner ring for that battleground.

4 billion years ago, the forming of earth and the birth of the Dragon

The earth is formed out of the void and an unknown power sets the supreme spirit known as The Dragon as its guardian. The Eternal Powers regard this as a threat to their expansion and send waves of their angelic and

demonic armies to destroy the Dragon. In a titanic battle, the Dragon decimates the agents of the Powers. The Powers are so weakened by this defeat as to be unable to send their agents en masse to earth ever again. The massacre at earth spells the end for the first generation of demons and angels, already decimated by the ongoing war. Only a few of them remain.

2 billion years ago, the flight of the old races

About this time, dragons and echidnas arrive at earth by flying through the void of space from unknown homeworlds. The two species soon develop an enmity for each other and settle down in different lands.

65 million years ago, the extinction meteor and the appearance of the faeries

A large meteor strikes earth, putting an end to the dinosaur's dynasty and severely affecting the magickal fields of earth. The great spirits of nature are unharmed but many lesser ones are forced to merge with animals and live a physical existence to avoid extermination. This merging gives birth to an entirely new category of beings: the faeries. Using their magical powers, the faeries build a mighty civilisation and flourish.

15 million years ago, the rise of the lost continent of Mu

The most advanced faeries converge on the continent named Mu in the middle of the Pacific ocean. They build proud cities with high towers and advance their powers of magick to unsur-

passed levels. Soon, most of the faeries are drawn to Mu.

2 million years ago, the coming of a new breed

The first hominids appear on earth. They evolve into complex, sentient forms of life, undisturbed by the faeries who remain at Mu.

500 thousand years ago, the descent of Kathadaastro

Kathadaastro, a malevolent spirit in the form of the worm-god and its followers descend on earth, on the continent of Atlantis, fleeing from their dying planet. Being advanced in both technology and magick, they set to build great and terrible cities on the island.

250 thousand years ago, the march of the Atlantians

For long, the Atlantians have man-

aged to co-exist with the faeries, living in separate lands. But now, the power-hungry Kathadaastro plans to rule the entire earth. He strikes a deal with the echidnas and trains proto-humans as soldiers in the use of technology. The faeries form the Seelie Court as a response to the Atlantians' aggression, a military body to coordinate their movements. They also have on their side most of the spirits, but the final solution comes from the dragons, who rise to oppose their old enemies, the echidnas. The Atlantians are defeated and their power is broken. The survivors return to Atlantis, where they begin questioning the rule of Kathadaastro. This marks the beginning of Atlantis' decline.

245 thousand years ago, the forming of the Unseelie Court

The Seelie Court, having become very popular since the defeat of the Atlantians, is contacted and corrupted by the “good” Eternal Powers. They begin to ask for more power and authority to impose their beliefs and laws to all faeries living in Mu. The most chaotic and lawless faeries form the Unseelie Court in response, an organisation to oppose the Seelie faeries.

100 thousand years ago, the faerian wars and destruction of Mu

The conflict between the Seelie and the Unseelie Courts escalates to open war. All of Mu is soon drawn into the vortex of civil war. The spells released are so powerful so as to break the integrity of the land, forcing it under the ocean. Most of the faeries’

knowledge is lost under the waves along with their cities. The few survivors scatter around the world. This is the end of the great faerian civilisation.

15 thousands years ago, the sinking of Atlantis

The power of Atlantis had slowly decayed since their grand defeat from the faeries. Even their god had finally abandoned them to ponder on his defeat in the deeps. Now came the final end to their decline. The machines and energy sources they have constructed long ago but didn’t know how to maintain ever more, severely malfunctioned, causing a colossal explosion which sent the island beneath the surface of the Atlantic ocean. Thus ended the most technologically advanced civilisation on earth.

10 thousand years ago, the re-surface of the Unseelie Court

With the Atlantians out of the picture, the remnants of the Unseelie Court believed they could be the rulers of the earth once more. All they had to do was enslave the primitive humans. But humans had grown numerous and cunning and the old glory and power of the faeries was long lost now. With no help from the spirits of the land and with the active opposition of the Seelie Court, the plans of the Unseelie were unraveled and bounced back on them. Humans begun to hunt faeries down, for they were the new rulers of earth. In the brink of extinction, faeries retreated to deep woods, secluded vales or high mountains.

Their retreat from the world was much deeper than they thought. They became so isolated from the rest of the world that they begun to fade

from earth. As time passed, the difficulty of finding they way to them increased. Finally, their domains were cut off from earth, in essence becoming worlds of their own. They were the fabulous faerie realms. Most of the faeries were content to remain in their realms and only rarely did they venture on earth.

0 A D , the great enlightenment

The mysterious great spirit known as the Enlightened Being walks among humans as one of them. He freely uses magick to perform miracles and convince that he’s a god. He spreads a message of peace, love and unity, creating many enemies, among them the Eternal Powers. He’s finally arrested by mortal authorities and sentenced to death. He accepts that death, turning into a martyr. This sparks the creation of a new religion, one that soon be-

comes a dominant power in Europe. Battle for the domination of the world Final Battle. The Powers seek to turn this power would be fought at that time. Knowing into a tool of their own, infiltrating the that humans are the only rulers of the structure of the new religion and altering earth now, they begun to prepare for the words of the enlightener so that the war by selecting the cream of their they could serve their purpose. By the human agents. These champions of the set of the Dark Ages, they've suc- Powers were ascended into a higher ceeded in turning the Church into an status, becoming something more than a oppressor of the people. simple mortal, something close to a spirit.

55 A D to 315 A D, the T ranscendence

From the beginning of time, the Eternal year 1000 AD and lead the other men Powers have used their incredibly po- in the Final Battle for the glory of their tent divination powers to foresee the masters.

future and adjust to it. However, as they approached they year 1000 AD, im-

ages of the future became blurry and The transcendent champions of the warped. A mysterious obstacle, which Eternal Powers begin to awake, becoming known as the Barrier of Foresight, blocked their vision in the new millennium. This greatly frightened them, society and maneuver to positions of causing them to believe that the Final power. This marks the beginning of the

This ascension was called the Tran-

scendence. Then, they were put to hibernation, destined to arise neat the

year 1000 AD and lead the other men in the Final Battle for the glory of their masters.

902 A D, the A wakening

The transcendent champions of the Eternal Powers begin to awake, becoming known as the Awakened. They possess humans and use them to infiltrate society and maneuver to positions of power. This marks the beginning of the

The Barrier of Foresight

The Eternal Powers encountered the infamous Barrier of Foresight a few decades before the coming of Jesus, during the zenith of the Roman Empire. It was a time of great conflict between the two ancient opponents. “Evil” had a lot of influence among the more war-loving factions in the Empire and controlled a great portion of the known world with the Imperial legions, but it could sense that its power was fleeting. “Good” on the other hand, was preparing for the coming of Jesus, ready to use the new religion to bring the people to its ways.

The great prophetic abilities possessed by both Powers showed that Jesus would act as a giant catalyst, tipping the balance towards “Good”, and “Evil” was frustrated from the fact that it was going to lose all these years of hard work because

of the raving preaching of a prophet. Until that moment, the Powers had used their divination powers to foresee the future and adjust their strategy accordingly, as a short-term retroactive reaction to the events that would come.

Their war however was beginning to grow long and tiring. So, they abandoned their usual tactic of seeing what the near future would bring and gazed to the distant one. Across the period of the dominance of “Good”, across the twilight that would follow, they began to see more blurry images until they came onto the Barrier of Foresight — a blackness in their eyes after the end of the millennium.

The Powers felt like they’ve been rendered blind: weak and powerless. The Barrier hurt their pride but also scared them. They had always been used to know whatever was going

to happen. The unknown was a new word in their dictionary and frightened them. Soon, the Powers became paranoid about the Barrier and the purpose of its existence. Their theories turned into facts: they were sure the Barrier meant the end of time as they couldn’t gaze beyond it. This was the time when the Final Battle would be fought for domination of the cosmos.

There was place for only one winner, so the Powers began to prepare fervently for that distant time. One couldn’t be sure for the conditions that would exist in that far future. Along with the mortal servants they would have, they needed something else. They needed champions they could count on, competent men loyal to their cause. A strange idea began to hatch in their minds... the Transcendence was nigh...

The Transcendence

The Transcendence was a magical feat of grand size, unlike anything that has been previously performed by the Powers. It involved the ascension of hundreds or thousands of their most loyal human servants into a higher state of being. The mortals were contacted by the Powers and informed of their holy mission. Then they crawled to necropolis, crypts, mausoleums or underground burial chambers. And there they died.

They died only to the eyes of other mortals of course. For they experienced the Transcendence. Their bodies lied frozen and suspended in time, but their spirits lived and were free to travel in the dream world and other worlds beyond the mortal realm. From mere humans, the champions of the Powers were transformed to half-spirits.

An Awakened Lexicon

Awakened: One of the immortal champions of the everlasting Powers that has risen again in the world to fight in the Final Battle and ensure the victory of his masters.

The Awakening (The Rising): The act of a champion spirit being re-united with his earthly body that has been into hibernation for aeons. The Awakening happens in the period of the Final Battle, where the immortal champions will fight to prevail over their opponents once and for all.

Barrier of Foresight: The mysterious phenomenon blocking the Foresight of the powers in the current era. All divination magic is

Now the Powers were content, for they had an army of powerful minions waiting in storage for the final days to come. When the time was right, they would be re-united with their bodies and awaken to lead other mortals into the Final Battle.

Or so they thought...

The long Sleep

In their arrogance, the Powers believed that their word was law for their champions, that their wishes were the most important thing to them. They believed their champions would remain exactly as they were before their ascension, like they've been put to ice.

But the spirits of the champions were free to travel during the long time they waited and travel they did. They watched the events taking place in the real world from the dream plane and they traveled to other worlds too.

They became more experienced and powerful and they began to think too.

Most of the champions remained true to their beliefs and waited for the day when they would awaken to fight for their masters and be rewarded after the Final Battle. These were called the Faithful. But some began to question the motives of the Powers. They realised the misery the war between the Powers was bringing to their world and they resolved to do something about it when they would awaken. These champions sought to retain a balance between the so-called "good" and "evil". They became "neutral" in a sense. Still, others lost their idealism during the long years of the Sleeping, becoming interested in personal gain. They didn't believe in a cause anymore and when they would awaken they would fight for themselves, not for the Powers. These became "neutral"

in another sense. Awakened that lost their "faith", turning away from the Powers or switching allegiances, are commonly called Heretics by the Faithful.

The Awakening

When the era of twilight foresighted by the eternal Powers came, they knew that the Barrier of Foresight stood right in front of them and that it was time to put their champions to action. They activated them, causing the Awakening to begin. Across the land, bodies that were thought dead long ago shifted in dark caverns and forsaken crypts. Their spirits in the dream world felt the calling and were pulled back in their bodies in a burst of ecstatic energy.

Soon they emerged from their sanctuaries into a new world. Like the Transcendence, the Rising was not a

blocked by the Barrier so that the caster only sees blurred, distorted images that don't make any sense. The existence of the Barrier of Foresight forced the Powers to energise the Transcendence, so that their champions would fight for the final victory in this era. The Barrier is speculated to symbolise the end of time or an upcoming apocalypse for the world.

Believer: A mortal that has been in contact with the supernatural world. Sorcerers are an example, but even a peasant that happens upon a faerie meeting in a dusky evening is considered a Believer, because he positively knows that the supernatural does indeed exist. Believers are naturally more open-minded people, as they have

sudden, fast procedure. There was no wave of awakenings across earth. It was a rather slow, unprincipled procedure that still continues. New champions gradually awake to be added among the ranks of the Powers' servants. There doesn't seem to be any pattern whatsoever in the awakenings. It's just a matter of luck if a Sleeper will awake tomorrow or after ten years.

There is a large part of Sleepers that awake to find out that the precautions they took to ensure the safety of their physical bodies were not enough. Caverns collapse, mausoleums age and are destroyed. Physical bodies are thus destroyed or the Sleepers awake to find themselves trapped without escape. Such Awakened lose their bodies as they die and find themselves exiled in the Dream World, cut off from Corahen. Some of them never

succeed in finding a new body and the Lithargos overcomes them. They are lost and out of the "game". Others, panicked, manage to possess a mortal. Finding themselves in an alien world, they don't have a chance to slowly adjust to the new conditions. Most of them act in weird, chaotic ways, becoming outcasts or worse, getting killed.

But then again, the Rising is the door to an adventure and no one knows what an adventure shall bring.

The Pretending

Awakened are part human and that makes them a part of mortal society. The mortals have rules for members of their society. It is according to that rules an Awakened must operate and not the society according to the Awakened's standards. That acting of the Awakened as if they were normal humans is called the Pretending.

Among the first to Awake there was the idea that the Awakened could be prophets that would unite the forces of mortals and march to victory with their help. Soon they discovered that things were a lot different. In this era of twilight and stagnation, no one is searching for prophets, messiahs or saints. The few that attempted to be one were scoffed, laughed at or hunted. They decided that their approach should be different. They should act unseen, manipulating, converting, strengthening their position. They would work in a way that mortals would never realise their task and true nature. The mortals' xenophobia, distrust and fear of the supernatural would not be allowed to work against the Awakened's mission.

In this struggle for unseen and invisible action the Possession is the most blessed gift. It is the Possession

glanced upon the real world. There are extremely few people aware of the existence of the Awakened and their task on earth.

Creator: The name attributed to the mysterious being or power that created earth and possibly the entire cosmos.

The Dream World: The world of spirits, existing parallel with earth in another dimension with different laws. It's a strange, magical world identical with earth, but which can change from one moment to another obeying the imagination of its inhabitants. It is the home of spirits and spiritual entities. Mortals enter the dream world during the nights, when they dream. Awakened also enter the dream world during the nights and have

which enables the Awakened to blend effectively into mortal crowds, assuming a ready position in the structure of society. They take the lives of mortals and use them, bending them to their purpose. But it also has a disadvantage. It provides the Awakened with things, affiliations, relationships he has little control on. A good example of this is a mortal's family. While it provides an effective social cover for the Awakened, it can also act as a hindrance. He can not act with the freedom he would like because of the fear of being discovered by his family as well as because of his responsibility towards them (feeding them, protecting and taking care of them etc).

And this is only an example. A thousand new factors intrude into the life of the Awakened and he can do little but accept them and try to deal with them as best as he can.

The Possession may be an effective tool, however the first time an Awakened enters the human society it's the most critical. He encounters a new, unknown world that seems so alien to him and he's expected to find a way to fit in. It usually takes a lot of time to establish one's self in a relatively good position in mortal society. Most Awakened work hard during this time but this kind of social engineering is good experience for the future. After all, an Awakened may work hard for years to build his life and attain a position suitable for his purposes and all this may suddenly be ruined by the death of his mortal body, condemning him to start again from scratch in a new life.

Whatever the path they choose, most of the Awakened soon encounter the difficulties and harshness of everyday life. They eventually

become assimilated by society and resort to underground action. They all assume a position in society, but there are no stereotypes. Awakened can be encountered in any profession or social layer. It is of course natural for them to seek power and influence. Thus, many Awakened belong or at least try to ascend to the higher social and economical layers. A pattern in social status can be identified among members of the same factions. For example, Awakened of the Societus faction prefer positions of power and influence. On the other hand, those of the Shadoris faction tend to favor quiet and simple lives that do not attract much attention to their shady plans.

As a result of all these, the Pretending becomes an important part of the Awakened's life and an unquestionable fact in their quest.

more abilities and freedom of actions in the dream world, as they are in a way dreams themselves.

Factions: Organised, large groups of Awakened sharing the same ideas about how to succeed in their tasks. A large part of the Awakened populace belongs to factions, but some are Independent. Factions are thus a very important thing in the life of every Awakened.

Faithful: An Awakened that has remained true to his ideals and his allegiance to the Powers from his initial Transcendence till the moment of the Awakening.

Final Battle: The battle for supremacy fought between the champions of the Powers in an era of twilight. This war has been de-

The Revealing

The Pretending is an act vital to the survival of the Awakened and the success of their mission, but it's not something that makes Awakened happy. After all, they were made superior to other mortals. No Awakened wants to believe that so considerable effort on behalf of the Powers was taken for them to only hide among ignorant mortals. Many believe that there will come a stage in the Final Battle when the world will be ready for them to reveal themselves in their full glory and superiority.

This Revealing is for now limited in the dream world. In the real world, the Awakened need cumbersome mortal bodies to act. They have to live with their needs and weaknesses. But in the dream world, the Awakened throw away their mortal shells and assume their most perfect

form, roaming the dreamscapes at will. In the dream world, they reveal their true self, the one they had before the Awakening, and are kings of the dream lands, along with the spirits inhabiting them. The dream world offers a refreshing experience for the Awakened who are tired of Pretending.

An Awakened's life

How does it feel to stand before your greatest task, preparing for it for nearly all of your life... and more? Will last moment doubts consume your morale and determination? Or have such things ceased to exist long ago? Soon you will enter the fury of the conflict and no one can be certain about emerging victorious.

The Awakened is the champion of the eternal Powers that finally awakes after the aeons of deep sleep and dreams, faced with his life-task.

During the sleep of his body, his spirit roamed the dream world, preparing mentally for the time when his services would be needed, the time of the Awakening.

And then the time comes... and the detached spirit feels a rush like the heat of fire suddenly warming a frozen body and is pulled towards it. After a long time, his eyes open slowly, his body begins to move again. He finds himself in his earthly sanctuary, possibly a dark crypt, a mausoleum or just a plain isolated cave. With his task in mind, he steps outside to face the world and its challenges.

During the long years of his preservation in a deep physical slumber, the Awakened had the time to accept, understand and prepare for his task. That is not the most difficult thing an Awakened faces when he first enters the world again. It is the

scribed to be invisible, full of intrigue, politics and careful manipulation, fought behind the back of the majority of mortals. Some say that it will judge the winner of the everlasting battle between good and evil; others say that it will bring an apocalypse and the end of the world.

The Flooding Echo: The act of utterly destroying an Awakened, by channeling another Awakened's dream energy into the possessed body, moments after its death. It is called the Flooding Echo because it attempts to overwhelm the weakened Awakened, "flood" him with hostile energies, and is experienced by the attacked Awakened as a powerful echo of energy originating in the

world itself that stands as the first obstacle in the path of the champion. After aeons of slumber, the changes in the world are enough to shock and horrify any Awakened. Not only families, cities, but even the Awakened's nation is often extinct. Changes are frightening. Old enemies are now allied nations. Religions vanished or changed. What was wrong is now considered right and just. What was right is now evil and unethical.

He is now lonely in a world he does not understand. And the most Terrible thing is that he must be a part of this world. There is no hope of victory if he isolates himself from the world and the people. It is at this point that some Awakened, that feel terrified about adjusting to a world so alien to them, abandon their task and become hermits, seeking peace and happiness isolated from the

world, living according to their own ways.

So, the first thing an Awakened does when stepping out of his sanctuary isn't conquer, battle, corruption, manipulation or assuming financial or political power. It is fitting into society. And this takes time, considering that this kind of society (feudalistic that is) is unlike anything the Awakened has lived in. Getting used to the way of life, establishing a name, a background, a reputation, finding an occupation are things that burden all Awakened. The whole procedure is quite slow and might take anything from a year to a whole decade.

It is after the Awakened has been assimilated into society that the time of the great questions comes. And the most obvious one is: What now?

The answer would be simple if the Awakened were the loyal and faithful chosen ones, the perfect champions of the Powers. Fight with every means you have. Infiltrate the ranks of society, economy and politics, using them to promote your cause. Locate and help your allies. Find and cripple the enemy through clever moves. Convert the people to your side.

Unfortunately, things are not so simple. The Awakened are not the perfectly loyal champions, even though the Powers would want that very badly. The Transcendence was a chaotic procedure. Many felt the calling and were put to sleep. Granted, all of them had some connection with what the Powers represented, namely "good" and "evil". But not all of them were absolute and firm supporters of either. Not all were so eager to forfeit their lives, sleep through eternity and wake

physical world.

Foresight: The ability to see into the future. Foresight is possessed by the Powers at an incredible level, but has been known to be owned by powerful sorcerers and spirits, albeit at a lower efficiency. All Foresight is blocked by the Barrier of Foresight, so that the future becomes too blurred to see after a certain period. This is rumored to be a period of twilight, of great deeds and battles for the Powers, but also a period that will bring the unknown into the lives of the people of earth.

Heretic: The opposite of the Faithful. These are Awakened that have altered beliefs during their hibernation. This has resulted in a change of sides or in becoming

in a new world to fight for the glory and dominion of their masters. Though a lot more than humans, Awakened are still controlled by human motives, emotions and aims: they love their lives and have a difficulty abandoning them for their duties. They want to see their goal reached, but they too want to succeed as individuals in their personal aims.

The most important thing though, is that Awakened simply aren't the same persons that departed from the mortal world aeons ago. All people can change given time and Awakened had a lot of time on their hands while their bodies were into hibernation. The long years they spent in the world of dreams gave them experience, knowledge, reasoning, altered their way of thinking and personality in many ways. Some were affected more, some less. No one how-

ever remained the same. Not after an experience of that magnitude. Maybe it is that the Powers, distant and arrogant in their own might, could not realise the adverse effects the Transcendence would have on human personalities. Their champions were never the same again.

Some questioned their beliefs and aims. They came to realise they were fighting in the wrong side and they swapped sides. Evil people cracked under the weight of their conviction and guilt, while good men sought revenge and unearned values and abilities. Or they realised how futile this struggle was and the deadlock it would eventually lead to. Such individuals abandon their task and become neutral in the ongoing war. Either they seek to prevent and undo the damage done by the conflict or they just don't

give a damn about it. All these are collectively called the Heretics.

The Faithful are these individuals that stay true to their original beliefs. But even "true" is a relative term. As said previously, no one is the same person any more. Many of their ideas have changed and the same is true about their attitude and personality. Some remain stubbornly stuck on old beliefs, others begin to doubt the base of their ideals while some are on the edge of abandoning their original purpose. No one is the same any more.

So, there are many paths an Awakened can follow. Most seek to develop a life and work towards their goal secretly, hidden from the eyes of mortal society. Many fear becoming too connected with mortal society. Having a family, love, friendship, all these can be dangerous things that make an Awakened vulnerable. They

neutral in the conflict, or even setting out for his own benefit.

Independent: An Awakened that doesn't belong to any faction. This includes cast-outs from factions, but also individuals that feel a faction would limit them or just don't agree with the beliefs of any faction.

Lithargos: The condition of the Awakened in which his body is destroyed or in hibernation, while his spirit is free to roam the dream world but too weak to possess a physical body again. The Lithargos is a direct consequence of the weakening of the Awakened by spending too much time surrounded by the intoxicating energies of the dream world without having a body to serve as a link

still have human emotions though and they do feel a need for such things.

The ways that an Awakened fights his war or promotes his own ends are numerous. Each faction represents a possible path the Awakened can choose and there are many Independent Awakened that follow their own paths. Generally, an Awakened deals with three matters:

- The location and support of direct allies.
- The location and weakening or elimination of immediate enemies.
- The promotion of his beliefs and aims in mortal society.

The location and support of direct allies has to do with the Awakened that are on the same side. And that doesn't mean good, evil or neutral necessarily. Often tension rises between factions and this can result to violent conflicts. An Awakened is always on

the search for potential allies. In fact, the location of fellow Awakened is the first step taken by many Awakened after they fit into society. It might take months or even years to encounter another Awakened, especially in an isolated place or a major population center (after all, they do appear like normal people), but eventually everyone finds another member of the species.

The second matter is very similar to the first. Everyone is also on the search for potential enemies. Discerning an ally from an enemy is often tricky, so one should always be wary and on the move. Incidents of infiltration by enemies posing as allies have been known in factions for some years now. In fact, faction officials expect an increase of incidents of such infiltrations, as the number of Awakened constantly increases and new, unknown Awakened are fre-

quently encountered. Trust has become a luxury in most cases.

Every Awakened understands the importance of mortal society. Humans are the dominant race on earth. If the Powers are to spread their word and will, it will be done through mortals. Mortals need to be converted or exploited for someone to keep the edge over his opponents.

And by these guidelines an Awakened lives and fights.

Beyond death

An Awakened is not daunted by mortal death. Such a thing might set back his plans but it's only a temporary inconvenience. Being a creature of dreams, an Awakened, like other spirits, truly dies only when slain in the dream world. That's why few Awakened take risks when operating in the dream world. They fear dying there

with the physical world. It is a weakness of the Awakened to be part of the dream world, yet requiring a link with the physical world to function.

Manifestations: The use, channeling and manipulation of energy from the dream world to suit one's purposes. Such a task requires a strong connection with the dream world, so that it is something only spirits (to which the dream world is a homeland) can do. Awakened also have that ability, since they are considered spirits in a way.

Mortals (Pawns): Humans, the majority of the sentient beings of earth. Mortals are of special importance, since the victory of each Power depends on the manipulation and conversion of them. Mor-

cause it's a permanent state.

When an Awakened's body dies in the real world, his spirit remains in it for a very short time (about one round) before it finally departs. During this time, another Awakened can touch the body and funnel dream energies inside it in an attempt to destroy the weakened spirit. A Determination contest is made and in all cases, the Awakened attempting the kill loses one Constitution point, weakened by the attempt. Only one Awakened can try this on a given body and only one attempt can be made before the spirit departs.

In most cases, dying in the real world frees the spirit of the Awakened, who immediately enters the dream world. Without a physical body to connect him to earth, the Awakened is in danger of succumbing to the condition known as **Lithargos**. Lithar-

gos is the intoxication of the Awakened by the energy of the dream world. He reverts to the state of the Sleeping, when the Awakened were free to roam the dream world but couldn't enter the real world. An Awakened in Lithargos loses his ability to possess mortal bodies. As a result, the real world is lost for him and he becomes a creature of dreams purely. Gates to the physical world no longer can help him; he has lost his connection to that realm once and for all. Players who manage to get their characters in Lithargos are advised to create a new character: operating only in the dream world isn't that much fun.

The Awakened faces Lithargos every 8 hours he passes without a mortal body. A successful Determination contest allows him to avoid falling in Lithargos for another 8 hours; however, each additional check is made

with a cumulative +1 penalty, as Lithargos grows harder and harder to resist. Only the possession of a new body allows the Awakened to cheat Lithargos permanently.

Possession

Possessing a mortal's body is an act the Awakened must do when in the dream world. Possession is done through a person's dreams. The Awakened can either possess a mortal freely venturing in the dream world or a dreamer after piercing his dream shell. The act of possession, if successful, places the mortal's spirit in a coma, while the Awakened is in charge of his body. If the Awakened ever leaves the body while it's still alive, the mortal takes the reins again, not remembering a thing that has transpired and confused by the apparent "loss of time".

Before possessing a mortal, it's

tals are used as pawns in the invisible war and are sometimes called this way by Awakened. Most of them are unaware of what's really happening and of the supernatural world behind the frail veil of their reality. These are called Unbelievers, in contrast to the Believers. Believers are almost never called Pawns.

Possession: One of the powers possessed by all Awakened. An inherent function of these beings, the Possession enables them to enter the dreams of mortals and take control of their bodies, putting the spirit of the mortal in hibernation.

Powers: The two multitudes of entities inhabiting the outer ring of the cosmos. These two Hives are

wise to first examine him to see if he fits the Awakened's needs. This is done by rolling an Insight check. The attempt suffers a penalty equal to the mortal's Determination dice, as he subconsciously resists the Awakened's intrusion. Awakened trained in the Second sight manifestation find examination of a mortal easier, adding their rating as a bonus. The successes accumulated reveal facts about the mortal according to the following scale. The Awakened can keep on rolling to drain every bit of information he can about the mortal. One roll every ten minutes should be allowed.

One success—Reveals the mortal's name

Two successes—Reveals the mortal's general health condition and age

Three successes—The Awakened learns of the mortal's physical capabilities in general details. The GM

should inform him of the mortal's physical attribute dice but not of the exact ratings.

Four successes—The Awakened learns of the mortal's willpower, a measure of how much he'll resist the Possession. The GM should reveal the mortal's Determination dice, but not the exact rating.

Five successes—Reveals the mortal's purpose in life and his career. The GM should inform the Awakened of some of the mortal's most representing skills.

Six successes—Reveals information about a mortal's background: his social standing, siblings, family etc

Seven successes—The Awakened can examine if the mortal has any connection to the hidden world. Perhaps he has faerie blood or is a sorcerer or a diabolist. Such information is always presented in very vague details.

Life after the Possession

The Possession displaces the mortal as the master of his body and provides the Awakened with the means of interacting with the physical world. The mortal spirit sleeps while the Awakened rules.

Attributes: When an Awakened has possessed another body, he uses this body's physical attributes and Comeliness, while his mental attributes and Influence remain the same. In the dream world, the Awakened appears in his original form, using his original physical attributes and Comeliness, not the mortal's.

Memories: To be able to retain the façade of the Pretending, the Awakened needs access to the mortal's memories. He needs to know who his friends are, his favorite song, his wife's name etc. The Awakened doesn't have instant access to the mortal's

beings beyond any description. They have been known to represent “Good” and “Evil”, waging an unseen war for thousands of years over the domination of the cosmos.

The Pretending: The act of the Awakened living close to mortals, accepting the standards, customs and laws of their society and behaving in every way like a normal human, so as to work towards his aims without being discovered. The whole life of the Awakened in the physical world is called the Pretending.

The Revealing: The act of the Awakened acting like his true self, that is like a mortal that has ascended to a higher state of consciousness nearly equal to being a true spirit. Because the Awak-

enied, he needs to force his way into the maze of memories and retrieve whatever he can.

On every day after the initial Possession, the Awakened is allowed one Insight roll. As he accumulates successes, he reveals more facts and memories of the mortal, starting with the more mundane ones and continuing into his deepest secrets and memories. After he reaches ten successes, he is considered to have access to all of the mortal's memories. This doesn't give him any skill benefits however; gaining skills is a much more dangerous task.

Skills: Following the same method as for gaining access to memories, the Awakened can also gain access to his skills, both talents and knowledges. This is useful for the Pretending (after all a lawyer who knows nothing about the law looks somewhat suspicious) as well as for assisting the

Awakened to pursue his goals. Gaining access to a specific skill requires form the Awakened to concentrate for one action and make an Insight check. If successful, he can use the mortal's skill rating for one skill check within the next minute. If he wants to use it again, he must re-access it.

A better but more dangerous solution to permanently transfer the skill to the Awakened's memory. This requires intense concentration and meditation for a prolonged period, usually one hour per point of the skill's rating. At the end of this period, an Insight check is made. The roll suffers a penalty equal to the mortal's skill rating. If it's successful, the Awakened gains the skill permanently, as if it was his. If it fails however, the mortal's comatose spirit instinctively reacts and the Awakened gains one Rejection point. Due to this inherent danger,

most Awakened attempt to learn the skills they consider basic for the Pretending or just too tempting and useful to resist.

Magical abilities: Magic is something more than skill and knowledge. This is probably the reason why the Awakened can't just access the mortal's arcane knowledge and use the information to cast a spell. However, having access to such knowledge makes it easier for an Awakened dabbling in magick to advance his abilities. If the mortal has a realm of sorcery at a rating greater than the rating of the Awakened, the Awakened gains a +1 bonus on any experience check to develop that realm.

Rejection

Some Awakened, especially younger ones. Tend to think of the bodies of their hosts are disposable tools.

ened function in the physical world with the help of a mortal body, the Revealing is normally possible only when in the dream world.

Sleeper: An immortal champion whose body is still in hibernation and hasn't awakened yet. Such beings have their spirits roaming the dream world, while their bodies rest in a forgotten crypt or similar place.

The Transcendence (The Passage): The process of a mortal having his spirit uplifted and transformed into a higher being, a cross between a spirit and a dream, to serve as a champion for the Powers. The Transcendence happened untold aeons ago, for these champions to awake now and serve their masters.

They're not. If you don't care for your body, it won't care for you, that's what old Awakened have learnt.

See, the Awakened do have the ability to possess the bodies of other mortals. It's what allows them to keep going after their original body has been destroyed. But other mortals' bodies are foreign to the Awakened, and like the organism reacts to foreign threats, so does a possessed body against the infiltrating presence of the Awakened. This is the basis of the phenomenon known as **Rejection**. If the Awakened doesn't care well for his body, it will reject and expel him sooner or later.

Rejection doesn't appear in Awakened who still possess their original bodies. After all, if it's your body, you can do whatever you want with it. Problems start from the moment the Awakened loses his body and

finds another vessel to act in the physical world. The innate defenses of the foreign body continuously fight against the Awakened. When the Awakened endangers the well-being of the body, the innate defenses increase in strength. If they rise too much, they might succeed in driving the Awakened away from the body, enabling the mortal pawn to regain control of it.

In game terms, Rejection measures the level of the body's innate defenses against the Awakened on a scale of 0 to 10. When the Awakened first possesses a certain mortal, his Rejection rating for that mortal is zero. When the body is mistreated, Rejection increases by one point. At 3, 6 and 9 points, the Awakened must make a Determination check with a +1, +2 or +3 penalty respectively to retain control of it. If he fails, he's expelled

from the body and the mortal regains control of it. He might try to re-possess it but Rejection is a one-way road: once it rises, it can't fall again. If the Awakened ever reaches 10 points, he's automatically expelled from the possessed body: a body can only tolerate that much. Furthermore, the Awakened can never re-possess the mortal again. His body has developed some kind of immunity against the Awakened.

Mistreatment of a possessed body can be a very broad term. It usually lies under the GM's discretion to rule when an Awakened mistreats its body and thus gains a Rejection point.

Physical mistreatment may be the most common. An Awakened leads a dangerous life and often his body pays for it. Falling unconscious or dropping to less than half Constitution points may be considered mis-

Unbeliever (Nocturnal): A mortal that is not aware of the supernatural. Such people may believe in the existence of the supernatural, as is the case with most superstitious people, but they have not experienced it during their lives. When they do confront it, they are bound to be shocked by the revelation and do what they can to reject it. Unbelievers are the majority of humans on earth.

treatment.

There is also room for mental mistreatment. A mortal had a life before the Awakened invaded and took over. If the Awakened neglects the mortal's family, turns against his friends or gets him wanted by the law, if he generally fucks with the mortal's life, there's an instinctive reaction against him and he gets a Rejection point.

Resonance

Some Awakened believe that Rejection by a mortal is no big deal. It might be a temporary setback, but they can always find a new body, right? Wrong again. Rejection marks the Awakened with a taint called **Resonance**. A simple explanation would be that the Awakened has "bad vibrations". Resonance makes other mortals resist possession by the Awakened more strongly, as they recognise the taint of Rejection carried by him.

Every time the Awakened is expelled from a mortal body due to Rejection, he gains a Resonance point. Resonance comes into play when the Awakened attempts to possess a new body. For every point of Resonance, he suffers a +1 penalty to his Determination check. This presents a serious problem, especially for

old Awakened carrying lots of Resonance. Indeed, the older an Awakened is, the more he values and takes care of his physical body. Moreover, whereas Rejection usually starts at zero points for a new body, Awakened with the taint of Resonance find out that they begin with Rejection points equal to their Resonance rating.

Resonance may also be gained through re-jumping. Re-jumping is the act of leaving a perfectly OK body to possess a new one, based on purely opportunistic reasons. Abandoning the body of a courtier to possess the body of the Duke is an example of re-jumping. On the other hand, an Awakened trapped in the body of a paraplegic isn't consider to re-jump when seeking a new, more healthy body. Sometimes, re-jumping may be justified out of absolute necessity. GMs have the means to halt frequent re-

jumpers by assigning them Resonance points. Mortals can sense that the Awakened sees bodies as only tools to be used and then thrown away and reject him.

The Factions

The first champions to Awaken were more or less at a loss. They had a vague idea of what they had to do but no idea of how to do it. As they explored the new world opened before them and integrated themselves into human society, each of them began to use his special talents to succeed in his task. A sorcerer sought to increase his arcane power and uncover magickal secrets. A warrior to lead mortal armies. A scholar to gather knowledge useful to his mission. Thus, each Awakened found his own way to pursue the common goal: victory in the Final Battle.

As more of the champions Awakened, it was only natural for them to encounter other Awakened with similar talents and ideas about how to win in the upcoming conflict. Awakened with similar thoughts banded together to form the first factions.

Factions are primarily collections of ideas about how to fight the Final Battle. Each of them has its own way of participating in the war between the Awakened: by collecting arcane power, raw force or influencing mortal society. Most of them believe that their way is the best one, but they don't dismiss other factions as useless. They understand that each faction has its use and that its members are good at what they do. Some of the factions are highly organised groups, while others don't have any kind of hierarchy. The central thing that distinguishes between factions remains,

however, their ideology and strategy.

Because factions basically represent ways of fighting and winning the Final battle, they are for the most of their part common between "good"- and "evil"-aligned Awakened. The "good" Awakened have their own Brutalis faction, as do "evil" ones. This is not to say that there's any connection between the two factions, save as enemies. They merely represent a tool used by both "good" and "evil" Awakened. If nothing else, it's another indication that "good" and "evil" are just different sides of the same coin.

Many factions also exist in their "neutral" state. These groups were usually formed after the foundation of the "good" and "evil" factions, by Awakened who followed the path of neutrality. Attracting Heretics of every sort, many of these groups were

infected by Awakened who cared for nothing but their personal gain.

Lastly, one should not forget the Independent Awakened. Not every Awakened belongs to a faction. Some choose to fight their battles alone or with the help and support of other, likely-minded Awakened. Many of them follow paths that resemble those of the factions but don't wish to join, valuing their freedom and flexibility above anything else or afraid that a faction's internal politics and conflicts might distract them from their cause. Although they don't hold the combined power and influence of factions, they form an important part of the Awakened which shouldn't be underestimated in any case.

Angelicus and Infernus

Even though Angelicus and Infernus are enemies, they have much in com-

mon. Both are composed of sorcerers who originally belonged to the "good" and "evil" Sorcerer faction, back in the old days of the first Awakenings. They were skilled in the art of Nethermancy, summoning powerful beings from the Netherworlds, making pacts with them and sending them to fight their battles.

Their practices were a lot different from those of their fellow sorcerers and a schism with the other hermetic magi was inevitable. The hermetics strongly believed that one's power must come from his self and only. That was the basis of their art and there was no room for any sorcerer who chose the easy path, depending on other beings to gain power.

In the case of the Angelicus faction, the schism was a peaceful one, if not one with tension. The nethermancers were expelled from the order

and sought their own fortune, forming a faction of their own. Relationships between the two factions were never good from that day on and some conflicts have even sparked enmity and discontent between individual members or sub-groups.

The Infernus fared much worse during the schism with the “evil” Sorcerors. The event which acted like a catalyst for the schism was the attempt made by nethermancers to convert other sorcerers into serving their demonic patrons. The hermetic sorcerers feared that the nethermancers would corrupt their order, so they decided to destroy them once and for all, banishing their vile kin from the face of the earth. They came down upon them and hunted them like gods. The nethermancers fled before the might of the Sorcerors with the aid of their patrons, although many of them died in

the hands of hermetics. The rest went into hiding. Even today, the Sorcerors search for signs of infemalists and eliminate them before they can “contaminate” any of their own.

The Angelicus faction has a strict hierarchy, just like their patrons, the beings known as Angels. New members are Acolytes and are expected to serve under and learn from Initiates, full members of the faction. An Acolyte is elevated to Initiate status as soon as he demonstrates his ability to summon and bind or make a pact with an angelic creature. Really adept Initiates become Bishops and have 14 Initiates under their supervision. Most Bishops have already sell their souls to their angelic patrons for power and when they die, they'll be taken by them to the netherworlds to serve in the war against the demons. At the top of the Angelicus' hierarchy

stands the Archbishop, directly appointed by the most powerful angels contacted by the nethermancers. In this way, the angels serve the nethermancers, but the nethermancers are also servants to the angels.

The Infernus faction doesn't have a rigid hierarchy like the Angelicus. In fact, they don't have any real hierarchy. They might had one long ago, when they formed a subgroup inside the Sorcerors, but not anymore. This is a result of having to hide perpetually from other sorcerers, afraid of persecution and elimination. If their secret residences are exposed and their practices revealed, they are little better than dead. Soon, a hunting party of Sorcerors will pick up their trail and will come to eradicate them. They must remain hidden among other mortals, worshipping the demons they serve in secrecy. This means that

communication between them is difficult and often hazardous, only to be attempted in dire need. The entire faction is divided in small covens of 3-8 nethermancers, spread across Europe and isolated from each other. They would be easy targets for the Sorcerors if not for their secrecy and the power of their demonic allies. Infernalists worship the demon lords of the netherworlds' pits and they seek to bring more people to their faith in order to gain more power. They especially value mages and many of them try to infiltrate the Sorcerer faction and do what their patrons do: corrupt hermetic magicians and bring them to their side. They use promises of magical power and wealth, even immortality, if the hermetic will just forsake the Sorcerors and join them in their demon-worshipping. The corruptors live a dangerous life inside the Sorcerer

faction, for if they are discovered they'll surely be executed or worse, but this is the way they take their revenge on hermetics.

Stereotypes

Brutalis—The nethermancers have seen many angels and demons like the Brutalis. Strong and capable warriors but little else. They fight in the war but they don't lead. This is left for someone superior.

Faerian—It seems that the Faerians are in the same line of business as the nethermancers. They seek the power the faeries can offer. But what is faerie magic compared to the angelic or infernal might? Not much really.

Gnosis—They are lost in the world of mortals, amidst tomes of mundane knowledge not good for anything. They believe that knowledge is enlightening but they're wrong; mortals

will always remain sheep in need of shepherds.

Shadoris—The Brutalis are little more than glorified grunts, but these are actually warriors with some mind. They're smart, sneaky and can become really dangerous. Always question their motives and always watch your back. The nethermancers have no real use for the Shadoris. After all, there are so many demons and angels who make wonderful assassins. So, if they encounter any Shadoris, they know it's as opponents.

Societus—The nethermancers rely on demons and angels to provide them with power and other gifts; the Societus rely on mortals for the same thing. However, there's a limit to what mortals can offer you. The nethermancers haven't found such a limit yet.

Sorcerer—These fools have turned their back on power, mumbling some-

thing about "not being yours but of the entity summoned". Nonsense! Power is power, no matter how you gain it. It's all right though. Leaves more room to the nethermancers.

Vigoris—Who needs the healing of mortals or petty Awakened when you can be cured of your weaknesses from entities that haven't any?

Brutalis

The Brutalis faction was formed by a cadre of veteran warriors, some of the first to Awake. Most of them participated in great wars in the history of mankind.

As most factions, it is divided in a good and an evil organisation that have no connection between them. Interestingly, there is no official, organised "neutral" faction. It is believed that Awakened with such inclinations have formed small groups or infiltrated

the other two organisations. Such persons are loved by neither faction and they can't expect any backing from them.

The only common thing between the two factions is that both believe that the progress of their plans and the final victory shall come through war and battle. Those of the ancient warriors that were bloodthirsty, conquerors formed the faction that serves the unholy powers. Those that showed moderation and fought for any "good" cause joined the "good" wing of the faction.

Each wing of the faction is ruled by a monarch called the Warlord, who is advised by a council of Flaith ("Noble Warriors", 5 for the evil, 7 for the good-aligned wing). The Warlord serves for a lifetime and is appointed by the council. Theoretically, he has nearly absolute power, but in reality he

needs the support of the council members to retain his position.

The Warlord's authority is limited by a strict code of military laws, the Codex Brutalis, which must be obeyed by all members of the faction. Inspecting the obedience and application of these laws and judging the transgressors are the Judges, warriors known for their loyalty to the Codex and value in battle. The authority to appoint the Judges lies in the council, which is another limitation of the Warlord's power. Below the Judges are those who enforce their decisions, the Hunters.

Inside each faction lie two sub-factions, which exist only unofficially. They began as groups of people who shared the same ideas but are now becoming more organised. These are the Disciple of Law and the Disciple of Steel.

The Disciple of Law is the backbone of the Brutalis faction. It is composed by the majority of the warriors with veteran leaders that believe in strict military organisation, upholding the Codex and careful, patient planning in order for their faction to succeed. These are the strategists.

The Disciple of Steel is mainly composed of young warriors with a burning desire for action and little interest in planning. These are fighters that value heroism, cunning and combat skills rather than military organisation and strategic planning.

So far, the Codex Brutalis (which was a great achievement of the Disciple of Law) has managed to slow the growth of the Disciple of Steel, but more and more members of the faction become tired of the strict organisation, the obedience and the lack of any large scale action. It is be-

lieved that the Disciple of Steel has begun to infiltrate the ranks of the Hunters and it'll turn out to be a major problem for the Flaith and the Warlords in the near future.

Stereotypes

Angelicus/Infernus – Sorcerous fools who play with powers and entities they can not understand or control. Their doings will destroy them and anyone stupid enough to deal with them.

Faerian – Strange fellows dealing with even weirder beings. They have power and knowledge, but it's not theirs. They're nothing without their faerie friends and must not be given more value than they deserve.

Gnosis – Let them believe that knowledge is power. The Brutalis know better. The only knowledge that brings power and hope to the faction's

cause is the knowledge of steel, of tactics and of improved weapons. If the Gnosis can provide them with such knowledge, the Brutalis are only happy to receive.

Naturalis – Some may see the Naturalis as harmless hermits, but the Brutalis know better than that. They possess the same power with the Sorcerors and are twice as treacherous because of their pagan beliefs. This belief is mainly held by the majority of the Brutalis that had embraced Christianity. More ancient Brutalis that had not known Jesus or Brutalis that had rejected the new faith tend to see the Naturalis faction more sympathetically but always from a distance.

Shadoris – Idealistic Brutalis members believe the to be distorted versions of themselves, individuals that are not capable of following the path of a true warrior and embrace the easy

path to success. They have no honor and one should not have deals with them. More experienced and practical Brutalis understand their usefulness and while they still dislike them will have dealings with the Assassins. Such dealings are always conducted secretly and kept away from the rest of the faction. Ideals are a strong thing and young Brutalis must feel that nothing endangers them.

Societus – They have a peaceful but effective way to resolve the conflict and win the war. However, everyone should always be ready to grab the arms and march to war if all other means fail – and they have failed in many cases. The Brutalis faction respects the Societus and is always willing to support and assist them should they need help or require it.

Sorcerer – The mages value their witchcraft among all things and that

alone makes them untrustworthy. They hold supernatural power in their hands and so are sometimes useful allies but one should always watch his back when dealing with such treacherous individuals. They seem to always be involved in a plan or another that doesn't benefit anyone but themselves.

Vigoris – They deal with life, while the Brutalis deal with death. But life and death are terms closely tied together and the two factions have more in common than they have differences. Indeed, the Brutalis often go to the Vigoris to heal and tend their wounded. In return, they provide considerable protection to members of the Vigoris should they need it.

Faerian

The faeries were the first sentient beings of flesh to walk on earth. The

Faerian faction were the first Awakened to befriend them and run with them under the moon or visit their faerie realms. Faeries master magics and have knowledge humans cannot possibly comprehend but the Faerian strive to assimilate such knowledge. Relationships with humans were never good, but Awakened aren't exactly humans. Faeries regard them as a kind of spirits and remember their own spiritual origins.

Faerian Awakened are usually wizards or at least command some paranormal power. Many of them have some faerie blood running in their veins, making their acceptance by the faeries easier. The faction has a very loose organisation, consisting of small troupes of Awakened with self-appointed leaders. Troupes almost always reside in the country, near enchanted places with high faerie con-

centration. Communication between troupes isn't usually a problem, even though they may reside in relatively isolated areas, because they use their faerie allies to transfer messages for them, and faeries always seem to have some way of knowing what happens to their brethren at the other side of the earth.

The most important Awakened in the entire faction are the Ambassadors. Ambassadors stay with their troupes in a faerie realm and act as a communication bridge between the faction and its faerie allies. Ambassadors are appointed by the Circle, a meeting of the leaders of all troupes. The Circle is held once per two years in England, but may be urgently called upon an emergency, and is considered the supreme authority in the faction. Smaller, local circles may be called to decide on less important matters.

The Faerian faction possesses little in wealth or mortal influence. Their real strength lies elsewhere. They have considerable magical might, augmented by the sorcerous artifacts provided by their faerie friends and the enchanted places they control. Their allies may provide them with support, or more commonly with shelter from danger, even whisking them away to their faerie realms. They also act as spies for them. The Faerian know of everything which transpires in the forests or mountainous regions of Europe. Although most of the other factions consider them to be weaklings, the Faerian hold diverse power they just haven't shown yet.

This is not to say that the faction doesn't have its weaknesses. Perhaps the greatest is its entanglement in faerie politics. The "good" Faerian faction obviously supports the Seelie

Court, while the "evil" sides with the Unseelie Court. There is a neutral faction, small in numbers, which deals with faeries of similar mentality, like the Tuatha, but they can become targets for both sides. The obligation to choose allies and fight with them against their enemies often distracts the Awakened from their real task, fighting in a war that isn't theirs.

Faerian Awakened are perhaps the strangest of all. When dealing with faeries with little or none mortal companionship, someone begins to think and act like them. Faerian seem whimsical, eccentric or plain odd to other Awakened who judge them with their standards.

Stereotypes

Angelicus/Infemus— Creatures like angels and demons are outside the

natural order and shouldn't be trusted with anything, instead being banished back to whatever world they came from. People who call such entities shouldn't be trusted either.

Brutalis— Ignorant fools who try to make for their lack of real intelligence with large blades and pikes.

Gnosis— Knowledge is good, but only if combined with some sense. These scholars don't care for anything else but the advance of civilisation, a civilisation which destroys forests, pollutes rivers and desecrates natural places, making human contact with their faerie brothers even more difficult.

Naturalis— These magicians have no relationship whatsoever with their Sorcerer counterparts. They seem more accustomed to the Faerian way of thinking and the two factions often cooperate. The Faerian are willing to help the Naturalis defend themselves

from the Sorcerer, but don't want to get caught in the war between these factions or invoke the anger of the Sorcerer.

Shadoris— Brooding schemers and stealthy assassins are beyond what the Faerian can understand. The Shadoris deal with the mortal world only and this makes encounters with them very sparse. Still, these shady Awakened make Faerian nervous.

Societus— The Faerian must seem completely alien to the Societus, who immerse themselves deep into the mortal world. That's all right; Faerians can't understand the Societus either.

Sorcerer— They believe in cold logic and this has served them well so far. However, cold logic isn't all that exists in magic and the faeries are a living testimony. They should do well and remember the power of nature next time they decide to "purge" the heathen

pagans.

Vigoris—Their mission is a noble one but their idealism make them an easy target for other factions not sharing the same beliefs, or mortal enemies. They should be offered help to continue their holy work.

Gnosis

The Gnosis faction has formed only recently and still hasn't assumed a complete, organised form. It remains a base organisation of scientists and academics, bent on the purpose of controlling knowledge and using it to further their own ends. As is the case with many factions, there are three wings, a "good", an "evil" and a "neutral" one, completely independent. The "good" and "evil" ones are still faithful to the Eternal Powers, but the "neutral" wing has been formed by heretics, Awakened that do not longer

seek the task for which they have been created.

The Gnosis lack the firm structure of other factions. There are no levels of hierarchy here; every member has his own reputation and commands respect according to his knowledge and deeds. The faction works as a bet spanning the great universities, colleges and libraries of Europe. Knowledge and information can be exchanged through this net, speeding up research and technological breakthroughs. The faction then decides how exactly it is going to use that knowledge, in order to promote its aims. This is done in meetings that most people consider scientific conventions. Their importance however is far, far greater.

There are a lot of clueless Awakened who think that the Gnosis is just a bunch of harmless, powerless

academics. They are clueless of course. The Gnosis believe that "knowledge is power" and they are right. Architecture is used to build more effective fortifications and sewage systems for the great cities. Mechanics are used for designing bridges and destructive siege engines. Medicine tries to minimise the effects of plagues on the population. Possessing such knowledge makes someone powerful. Knowing how to use it, make him twice more powerful. This is the key to the Gnosis' success.

Stereotypes

Angelicus/Infemus—Infinite possibilities lie in this world unexplored and they prefer to deal with other, strange realms. Most impractical to say the least.

Brutalis—They shouldn't be underestimated nor should they be attributed

with more value than they deserve. After all, they use the weapons the Gnosis build.

Faerian—The Faerians seem to have a very bad opinion of the Gnosis. That's too bad since the Gnosis would love to take a look at the civilisation of the faeries, their knowledge and technology. If only there could be a way to change the relationships between the two factions to the better...

Naturalis—They're stuck in another age, one of barbarism and superstitions. This age has long passed by but they haven't realised it yet. This makes them the Gnosis' potential enemies.

Shadoris—They're not very different from the Brutalis. Both do the same thing; they just do it in different ways, but the result is all the same.

Societus—The Societus control a lot of resources and especially funds.

Funds are of great interest to Gnosis, who need them to continue their researches, so relationships between the two factions are pretty tight.

Sorcerer—The mages pursue arcane knowledge at all costs. The Gnosis understand pursuit for knowledge very well, whether it's mundane or arcane. Often, when the Gnosis uncover arcane texts, they hand them over to the Sorcerors, and the mages do the same with any remarkable scientific discovery they make.

Vigoris—The healers possess great knowledge in a very specialised field: medicine. Although they mix their pure knowledge with supernatural practices, the Gnosis can benefit from an exchange of knowledge, as can the Vigoris.

Naturalis

There are many among the Awakened

who claim that the Naturalis do not deserve to be called a "faction". Surely such a chaotic, undisciplined organisation is far from being a faction.

The truth is the Naturalis faction commands much respect, not only because of the influence it has, but also because it is based on a very ancient tradition, the heathen or pagan way of life. The faction is strong when pagans in general are powerful and the current era of Europe is certainly good for pagans. With the slow and gradual decline of the Church, more people turn to the old ways and the pagan religion. Even the heathen magicians begin to extend their power and act against the persecution of the Hermetic Order. All these mean that the Naturalis faction grows stronger with the passage of time and will soon be a major player in the grand game of the

Awakened.

Unfortunately, this doesn't mean the faction does not have a few serious flaws of its own. The most serious is that it resembles in structure the Druidic Order. It certainly does not have the organisation other factions possess (such as the more typical Brutalis or Sorcerer). Its members often act in colliding ways. A grand plan rarely exists; most of the time Naturalis members act according to current planning that may prove effective, however it is short-sighted and does not involve long-term objectives and benefits, losing the big picture.

The faction is not based on a strict and rigid code of rules, but rather on a flexible, shifting code of ethics. This moral code is derived from the Old Religion and the Druidic Order. It teaches respect to the natural world, the spirits of the land and the

primal instincts and thoughts of human beings, along with the cultivation and learning of one's inner life force. Whoever embraces these beliefs can join the faction. Those that disagree or do not follow these guidelines are expected to leave. As there are no fixed laws for behaving within the faction there is also a lack of a judgment system. High-ranking members of the faction may take decisions on matters of justice, but there are no official "judges" or "law enforcers". The upholding of the faction's traditions is based on the good will of the members and their decision to take whatever action they deem appropriate towards lawbreakers. It's a pretty anarchist system that causes multiple problems.

As one might expect from such an unorganised faction, there are few "ranks" in the hierarchy of the faction. The hierarchy is based on knowledge,

wisdom, experience and power rather than titles. Most of the members are called Initiates. A wise, powerful and experienced member may be called a witcher ("wise one"). The elite of the order, individuals that command everyone's respect and lead the faction, are the Hierophants (there is no fixed number of them). These titles are not won but they reflect one's position in the order. Someone may call himself a witcher but that is not important. The important thing is what the other members call him. If they believe he is worthy of the title "witcher" then they will certainly treat him as one. If they don't feel he is worthy of such a title they'll not pay him any attention and will treat him just as any other Initiate.

Many of the faction's members belong to the Druidic Order. The connection of the faction with that mortal religious order is no secret

among the Awakened. As always, the mortals are not aware of the presence of such transcendent beings among them. Only very high-ranking druids know about the Awakened. This provides the faction with powerful allies. Not only can they manipulate the mortal pagans to their ends, but they can also count on the assistance and support of heathen magicians.

The Naturalis is one of the factions that represent every one of the three "paths". There is a "good", an "evil" and a neutral wing. There is much conflict between the "good" and the "evil" factions who often fight for the control of certain druidic circles. The neutral faction is slightly more disorganised and static than the other two, interested only in the preservation of nature and the ascension of Paganism to its rightful position all over Coraheh.

Stereotypes

Angelicus/Infemus – An offshoot of the Sorcerer faction, the Naturalis believe these hermetic mages to be even more dangerous than their Sorcerer counterparts. The entities they contact are not only powerful but also completely alien to this world and its order. They are dangerous for earth, but they will not present a threat if the ones who summon them from their distant residencies cease to exist.

Brutalis – The warriors are a respected and powerful faction. Though they are not a threat to the Naturalis, they distrust its members and this has prevented interesting co-operations. The only positive thing in the whole matter is that they equally distrust the Sorcerers, so that they can't use the Brutalis as a weapon against the Naturalis.

Faerian – The Naturalis understand

the Faerian better than any other faction. For them, the faeries are beings that have achieved a closer connection to nature than any human so as to be considered part of her. The Faerian are wise indeed for allying themselves with such beings and the Naturalis feel close to them for that reason.

Gnosis – This faction represents the human civilisation best of all and man's arrogance that he can achieve anything he wants based on his own power only, control all and subdue even nature. Although the Gnosis possess knowledge and that is highly respected by the Naturalis, they do not possess the wisdom to use this knowledge, something that can prove dangerous. Maybe they can be shown the error of their ways and the simple truth that man isn't master of the natural world but just an important part of it. Until then, the Naturalis will make sure the

Gnosis won't cause any great harm with their unchecked knowledge.

Shadoris – No one knows much about this shadowy faction and the Naturalis are not an exception. Some factions use the Shadoris (or are used by them?) as a weapon against their opponents, but the Naturalis distrust the assassins too much to have even a casual contact with them.

Societus – The Naturalis have mixed feelings about this faction. They do understand their power and their intelligence and are aware that the Societus keep a safe distance from the sorcerers, something which makes them potential allies in covert actions against the hermetic magicians. On the other hand, the Societus fully represent the expanding world of the humans and have promoted in many cases the destruction of the natural world

and the raping of its resources. The Naturalis keep a close eye on the Societus, unraveling their plans when they bring harm without them realising it if possible.

Sorcerer – This faction is based on the hermetic order and as such, it is one of the Naturalis' natural enemies. The hermetic mages want the death of the heathen magicians, so that they can reign supreme in the realms of sorcery by utilising strict laws, denying the raw power offered by earth. The Naturalis cannot allow that. They will defend the heathen tradition and attack the blasphemous hermetic mages in any way they can.

Vigoris – The Vigoris perform an important work of nature: healing. The Naturalis have no particular relationship with the Vigoris, considering them to be naïve do-gooders that will not

participate in any major conflict, except to heal the wounded.

Shadoris

The Shadoris are the faction that perhaps underlines best the invisible aspect of the Awakened's war. Perpetually hidden in shadows, they only part with them to strike at their target, quickly returning to the safety of their embrace.

Originating from the assassin guilds formed during the decline of the Roman Empire, a time of heavy political intrigue and machinations which had a use for a skilled assassin, the Shadoris base their success on two things: information and covert strikes. Most Awakened consider the Shadoris are nothing more than skilled assassins, effective without doubt but little more than that. The Shadoris prefer it that way. After all, if others

knew that they control most of the criminal organisations and spy networks across Europe, as well as important contacts in almost every major guild and the Church, it might attract unwanted attention to them. Information is crucial to the Shadoris, not only because it can be used to manipulate current events, but also because it's important in staging the covert strikes Shadoris specialise in.

The Shadoris are well aware that it's better and easier to strike at a general or a king than to face an entire army or kingdom. Every member of the faction is chosen for his skills in assassinating a given target. Combat prowess isn't the first concern, although a Shadoris is expected to be proficient with the bow and crossbow, short sword and dagger. A Shadoris needs to have many talents to succeed in his mission: thieving skills, the lore of drugs

and poisons, mastery of disguise and the precious ability to quickly evaluate a situation.

Because of their need for secrecy, the Shadoris operate in cells. Each cell is a group of 4-6 Shadoris with a specific base of operations. It's mostly comprised of Hunters, initiates in the art of assassination. The leader of a cell is a Predator, a master assassin who guides and teaches the Hunters. Only the Predator knows the connection of the cell to the rest of the faction and he always appears as a shady figure even to his own Hunters, to avoid compromising his safety in the event of a Hunter's capture or betrayal.

As is the case with most factions, the Shadoris exist on "good" and "evil" versions. There is also a rumor of a "neutral" Shadoris faction, following its own agenda, but these are

just speculations. The Shadoris are among the factions that are least liked by the others. Most Awakened distrust Shadoris, never knowing who they might strike at next. Even "good" factions tend to believe that Shadoris tread on the edge to the other side with their stealthy and treacherous tactics.

All these said however, every faction has a use for the Shadoris. When an important enemy has to be removed quickly and silently, the Shadoris are your men for the work. These assignments don't come cheap however. The Shadoris always charge a hefty price for their services and they frequently ask for more than just money.

Stereotypes

Angelicus/Infernus—The Sorcerer faction insists that these mages have

no resemblance to them, but the Shadoris can't figure out the difference. A mage is a mage after all.

Brutalis—The Brutalis are respected for their combat skills and prowess. They are also respected for their hierarchical, efficient organisation and their discipline. They are not respected for their so-called "warrior code of honor", a code they brag about a lot but seem to forget when they encounter the first difficulties.

Faerian—Harmless fools lost in fairy tales and hanging out with a dying race? Not nearly. The Shadoris respect the faeries, who can become more stealthy and unseen than a master Shadoris can ever hope to be, and so they respect their allies, the Faerian.

Gnosis—This faction also strives for knowledge and information, but of a different kind than the Shadoris. Still,

information is power, and the Gnosis are powerful in their way.

Naturalis—Druids, pagans and heathens live in the country, away from the major urban centers. Maybe they'll find the truth or power they seek there, but they have nothing to do with the Shadoris, neither the Shadoris with them.

Societus—These schemers have excellent contacts and a lot of influence, making them an important source of information. They are preoccupied with gaining or controlling important positions in the so-called "high society", underestimating the value of more mundane acquaintances in the underworld or the lower classes. A master thief or a scribe can sometimes provide more information than the mayor of a city.

Sorcerer—The mages are intelligent and capable of complicated schemes

and long-term plans. Often, their plans require more than sorcery and that's where the Shadoris come into the picture. They are always careful not to anger the sorcerers but they rarely trust them.

Vigoris—A seemingly opposite faction, since the Vigoris deal with life, while the Shadoris with death. However, the Shadoris envy the Vigoris for their understanding of death and the means to bring it about.

Societus

One of the major Awakened factions, the Societus is also the closest to mortals and the Pretending. With a basis along the lines of “domination of the mortal world is the key to power and success”, the Societus Awakened are found involved in every aspect of mortal society and politics, from trading guilds to noble courts to

the ranks of the Church. Power, influence and wealth are their aims and their tools.

Both “good” and “evil” Awakened have their Societus factions. “Good” Societus are especially involved with the Church and the legal system, many of them holding the ranks of bishops and judges. “Evil” Societus seem to be more interested in wealth and finances, controlling trading and artisan guilds, as well as vast acres of land. There is also a “neutral” organisation of Awakened politicians which was founded by some idealists with the purpose of protecting the mortal world from the aggressiveness of the “good” and “evil” Awakened, but after a while degenerated into a group of greedy powermongers.

Each of the three factions has a largely identical hierarchy. New members, called Novices, are placed under

a more experienced and successful member called a Patron. A Patron will provide a Novice with a place in mortal society according to his specialisation and some support. A Patron who is a bishop could place a Novice in the clergy, while a Patron guildmaster would give a Novice an important position in the guild. From there on, the Novice is expected to prosper on his own and increase his power and influence under the guidance of his Patron. A successful Novice becomes a Patron and is expected to take care of new Novices. This is the way the faction expands its influence over the mortal world.

Above the Patrons stand the Overseers, experienced politicians and financiers who guide and coordinate the efforts of the numerous Patrons and their Novices. A Patron deals only with his area of specialty

and usually within local boundaries. An Overseer on the other hand is responsible for a whole part of Europe and sees the greater picture behind the Patrons' work. Finally, the Overseers are controlled and coordinated by a council of seven Puppeteers. These Awakened have terrible influence and political power, playing with mortals as if they were puppets. Most of the time, they tend to agree on a general course of action, although all of them seek to subtly dominate the council and make their specialty field more important than the others. Every Puppeteer has a different specialty: one might deal with Church politics, another with the courts of Europe, another with trading guilds and banks etc.

Stereotypes

Angelicus/Infernus—Taking the

short route to success, aren't we? The Societus frown on people who don't work hard and rely on others for their success.

Brutalis—The Brutalis know war and they're good at it. But there are so much more one can gain from negotiation and covert tactics. After all, war requires money and trained armies and the Societus have access to both.

Gnosis—The Gnosis are useful allies and they're not very different from the Societus, trading in knowledge.

Faerian—The Societus suspect that mortal politics pale before the intrigues of a faerie court. They would like to discover that, both out of interest to accumulate more power and for the challenge it presents. That's why they try to keep close relationships with the Faerian faction, however difficult this may seem.

Naturalis—A bunch of nature boys

shunning civilisation? Ha! Trees only have power as timber for buildings and water as the power source for treadmills.

Shadoris—The Societus are well aware that political machination sometimes call for drastic measures. The Shadoris are the perfect Awakened to carry out such actions, so the two factions enjoy a mutually beneficial relationship.

Sorcerer—The mages have the power to turn someone into their slave or kill him from a distance. It's a pity they don't know how to use this power to their gain. If the Societus possessed such abilities, nothing could stop them.

Vigoris—The Vigoris are altruists, the Societus aren't. This ought to show that the two factions have no connection between them.

Sorcerer

Along with the Brutalis faction, this organisation is among the first of its kind to be created. It was formed by some of the first to Awake that possessed the secrets of sorcery, but grew quickly to encompass most of the Awakened that had any control over magic. Today, it is one of the most influential and secretive factions.

The faction has three "wings". One is aligned with "good", one with "evil" and the third is "neutral". Whereas the objectives of the first two wings are clear more or less (regardless of the personal motives of their members), what the third wing is trying to achieve is somewhat hazy. This particular wing encompasses both those that try to maintain a balance and those that seek to promote their causes without aligning themselves with any of the conflicting wings.

This dissimilarity causes a lot of confusion in the neutral wing and inhibits their ability to take serious action when needed.

All wings of the faction are renowned for their strict organisation and their firm system of advancing in their ranks, something that fits their scholarly members. The supreme power in the faction is held by a council of 9 Magi, that are by tradition the most skilled and respected of the members. In reality, there is a great deal of political maneuvering among the Magi and maintaining this position is a matter of both wit and influence.

Below the Magi are the mentors, respected magicians with special privileges that provide support to each Magus and play an important role in the faction politics. The last layer of the faction are the Acolytes, simple members that have yet to prove their

skill and powers. Though the Acolytes are the largest part of the faction, they don't play any important political role, being manipulated by the Mentors.

A special caste in the Sorcerer faction are the Warlocks, those that enforce the laws of the faction and the orders of the council of the Magi. The Warlocks come from the mentor class and are awarded special privileges and abilities to use them in carrying out their tasks. They can't however act without a direct order from the council and that greatly limits their power. Each Warlock normally has some loyal Acolytes with him, serving as deputies.

The laws and structure of the Sorcerer faction are based upon the writings and teachings of one of the first truly great magicians, Hermes Trismegistus. Hermes may have been a spirit or just an enlightened mortal

and his origins have been lost in time, but his beliefs and ideas about sorcery have been maintained and have led to the creation of the Hermetic Code, the base of all laws of the faction.

There was a time when a lot of magicians followed another path, that of the heathen magic. Heathen magic was closely related to nature and was based upon the drawing of raw power from nature. It was the closest thing to the chaotic and wild faerie glammers and certainly not the scientific, fine art Hermes had described. During that time, strife and inner conflict threatened to tear the faction apart. At last, the Heathen magicians departed from the faction to form their own group which became the Naturalis faction. It is widely believed that not all Heathen magicians have departed and some may have remained undercover to spy in favor of their faction. The Warlocks

frequently conduct investigations trying to find such individuals and their orders are to exterminate them upon discovery.

Stereotypes

Angelicus/Infemus – The good wing of the Sorcerer faction views members of the Angelicus faction as misguided practitioners of sorcery. They are not considered equal to “true” sorcerers because they base their powers on other beings instead of their self. Members of the Infernus faction are considered dangerous enemies by evil Sorcerers. After the schism between the two factions such individuals are exterminated at all costs when they're discovered.

Brutalis – They take a brute violent and ungraceful approach to their task and in a world like this one they will eventually fail, as violence is not they

only and hardly the best solution. They make useful allies, backing you up with their superior armed forces, and dreadful enemies for the same reasons. One should always be careful when dealing with them.

Faerian – They command much power, though this power is based on the faeries and does not come from themselves, making it somewhat beyond their absolute control. Nevertheless, the faeries are a powerful ally, possessing both raw power and hidden knowledge. It is too bad that the Faerians feel closer to the Naturalis than to the Sorcerers.

Gnosis – The Gnosis faction and the Sorcerers are very much alike. It can be said that the Sorcerer faction represents a more specialised side of the Gnosis. While the Gnosis value all knowledge, Sorcerers seek only arcane knowledge. This mutual search

for knowledge makes the two factions cooperate in many occasions and certainly each holds the other in high esteem.

Naturalis – The heathen magicians are not to be trusted and no member of the Sorcerer faction has casual connections with them. They believe in primitive ideals about the human being and employ a degenerate, undisciplined form of magic. If they are left unchecked they might spread these beliefs causing a devolution of our society and harming the development of the wondrous gift of sorcery men possess. The Sorcerer faction believes that these dangerous fools must be dealt with before they become much of a threat. There have been quite a few incidents of violence and aggression between the two factions.

Shadoris – The Assassins are feared by the Sorcerer faction because no

one usually knows they're there until it's too late. On the other hand, they are sometimes employed by the Sorcerers, being very good at exterminating troublesome individuals. This slight connection between the two factions serves only to increase the care a Sorcerer must show when dealing with them. After all, many factions (among them the hateful Naturalis) are known to have connections with the Shadoris.

Societus – They are very much alike in mind with the Sorcerer faction, believing in attaining power through political manipulation and machinations. It is only unfortunate that they seem to distrust the Sorcerer faction, perhaps believing that all occultists are a potential threat and not to be trusted. Though this is none of the Sorcerers' fault, they do whatever they can to bring the two factions closer together.

Vigoris – The Vigoris faction is plain indifferent for the Sorcerers. They are considered harmless samaritans and as such deserve little to none attention. The good and neutral wing of the Sorcerer faction believe that such Awakened have their uses but are to be paid minimal attention. Evil Sorcerers only pay attention to the Healers when they're an obstacle for their plans, something that rarely happens.

Vigoris

The Vigoris is a small faction of fringe sorcerers and Awakened with healing gifts operating throughout Europe. Originally, they were members of the "good" Sorcerer faction, but soon became disappointed with the faction's secrecy and scheming. These gentle souls wanted to use their powers to help those in need, so they decided to separate themselves from the

Sorcerers and become a faction of their own. This gives them a unique status: they're the only faction without an "evil" counterpart.

The Vigoris operate through a network of hospitals, clinics and herbal shops spread across Europe. They mix their mystical talents with real-world medicine in fear of persecution from the Church. They believe that by helping the people, healing them of their misery and disease, they'll win their support for the upcoming Final Battle. The other "good" factions consider them more or less naïve do-gooders, but they're always eager to ask them to tend to their wounded after a confrontation with the forces of evil. The Vigoris haven't ever rejected such a call for help, something which has put them on good standing with the other factions. In fact, the Brutalis are sworn to protect the relatively de-

fenseless Vigoris against any outside threat which hampers their work.

The faction has a strict hierarchy, beginning with the lowly Surgeons, proceeding to the Pathologists, who form the main bulk of the faction, and ending with the Healers, which is the highest rank a member can attain. The greatest honor for a Vigoris is to be accepted into the Hippocratic Conclave, the inner circle of the faction composed entirely of respected healers. This organ of authority in the faction coordinates its movements and resources and is elected every three years by voting among the Healers.

The aim of the faction is to heal the sick, but this doesn't include all men. The Vigoris deny healing to "sinners", essentially those who don't follow what is considered "good" by the faction, and of course to the minions of "evil". This has been an ac-

cepted practice since the forming of the faction, but has been threatened as of lately by a group of Vigoris who believe that the healer's duty extends to all people, pious or sinners, "good" or "evil". These are young, idealistic Awakened for the most part, who call themselves the Asclepians. The Asclepians have been repeatedly warned by the Conclave to cease their heretic practices but have chosen to ignore the warnings. Some of the healers have begun to talk about the possibility to call in the Brutalis and "purge" the heretics before they become too dangerous, but most are reluctant to take any direct, violent measures. An outbreak of violence inside a faction dedicated to healing and tranquility could shake the Vigoris' foundations and destroy their work.

With their practices and beliefs, the Asclepians have been estranged

from the rest of the faction. They seem to have little interest about the Final Battle, seeking instead to eliminate disease and death for the benefit of all. Given time, they might form an offshoot of the Vigoris, one more neutral in its concept.

Stereotypes

Angelicus—These magicians are very different from those of the Sorcerer faction. They call magnificent beings into our world that can heal and inspire people with hope. The Vigoris believe they can learn a lot from these sorcerers.

Brutalis—The Brutalis fight the battles, the Vigoris tend to their wounded. Although most Vigoris are appalled by the Brutalis' way of life, none can deny their power or the profits they reap from this association. They can call to them for help and they'll always

answer as if the Vigoris were brothers to them.

Faerian—The faeries had perfected the arts of healing long before humans even touched the subject. Who knows to what heights they have pushed their art all these years? With the help of the Faerians, the Vigoris may find out and exchange knowledge with the faeries. The Vigoris are looking forward to this association.

Gnosis—The Gnosis are a strange lot. They build siege engines and new crossbows, machines of death, but on the other hand they delve deep in modern pathology and anatomy. Not all of their knowledge is of worth to the Vigoris, but they've done a lot towards eradicating disease.

Shadoris—Many Awakened kill, but the Shadoris do it without honor. To the Vigoris, this makes no difference. Killing is killing, whether it's done face

to face or with a crossbow bolt from a hundred meters away. Still, the Vigoris can't help feeling nervous around Shadoris and certainly don't trust them at all.

Societus—The Societus are even more manipulating than the Sorcerors. They have a friendly face but who knows what they're thinking behind it. They could use their influence and resources to help the people, but they prefer to spend them on themselves or their "powerful" friends. They think they'll help them win the Final Battle but that isn't possible without the love and support of the people.

Sorcerer—Greedy manipulators of others, the Vigoris did well to part with them. The Brutalis are killing machines, but at least they're honest about that.

Every player needs to construct a character of his own to participate in the game. Character creation is done under the guidance of the GM and is one of the most important and enjoyable parts of the game. The character is the vessel through which the player will influence the evolution and outcome of the game.

As you may have guessed, players take the role of Awakened, the champions of the “good” and “evil” Powers who were put to sleep in the far past to fight in future ages. These future ages have come at last and the champions awake to fight for their masters—or for themselves.

Concept

The first thing you should do is think over your character for a while. Good characters that are fun to play usually

aren’t created in blind. Before asking major decisions about your character that will stick with him for the rest of the game, you ought to have some things about him cleared up in your mind. An easy and helpful way of doing that is to answer some simple questions about your character.

What’s your character’s style?

Is he a fierce warrior? A brilliant scientist? Maybe a social chameleon or political schemer? Does he trust his physical or mental capabilities more?

What did he do before the Transcendence?

Every Awakened had a life before the Transcendence and his past may have great influence on his present actions and on the way he views the world. Life in the ancient era was more or less different and maybe your character still

has a difficulty in understanding the new world.

Why was he chosen?

Champions for the Final Battle weren’t picked randomly. Why was your character chosen to Transcend? Maybe he possessed a skill the Powers find useful (eg he’s a sorcerer or a military tactician). Maybe he was a symbol of his era (a great politician or a prophet). Perhaps he succeeded in doing something great which assisted the plans of the Powers. Or maybe it was his absolute and devout loyalty for which he was selected among other candidates. Finally, it may be that your character can’t figure exactly why he was selected. He may have a potential unknown to him but recognisable by the Powers.

Do you still remain the same man?

Are you still Faithful to your original cause? Or are you a heretic? Some Awakened changed in mind during the Sleep and abandoned the ideals they held true until then. If you’re one of them, which path do you tread now? Have you switched sides, joining the enemy? Do you walk on the idealistic road of balance, being neither “good” nor “evil”? Or are you now on your own, determined to make a name and a future for yourself?

How do you plan to participate in the Final Battle?

Will you directly assault your opponents? Rely on your sorcerous powers? Or amass mortal holdings and resources, gaining power and influence through them? The answer to this question depends on the style you want your character to have and will

Basic steps

Character creation follows the basic steps outlined in the **Nova** core book, but also adds some new ones. To summarise, the basic steps are:

1. Attributes (17 dice)
2. Skills (20 dice)
3. Secondary characteristics: Stamina, Constitution, Defense, Magick and Fantasia
4. Choose faction
5. Manifestations (5 or 6 points)
6. Socialities (4, 6 or 8 points)
7. Qualities (6 points)
8. Gifts, drawbacks and universal points
9. Personality traits

heavily influence his choice of a faction.

What's your Pretending?

Every Awakened pretends to be a normal mortal. After all, everyone needs to earn a living, even if he's fighting the Final Battle. Most of the time, your role in mortal society will reflect your character's attitude. A warrior Awakened would be a mercenary or a constable, while one who meddles with mortal society would be a banker or courtier. However, there are exceptions to this rule.

Generate attributes

Attribute generation follows the system known from **Nova**: the player assigns attribute dice to the ten attributes, then rolls to determine their rating.

Each player gets 17 attribute

dice.

Determine skills

Skill generation also follows the mix of luck and strategy presented in **Nova**. The player assigns skill dice then rolls them for the final skill rating.

Each player gets 20 skill dice for his character.

Secondary characteristics

Stamina, Constitution and Defense are the basic secondary characteristics presented in the **Nova** core book.

Magick is the secondary characteristic governing the magical power of the character and is detailed in the **Magik** sourcebook. In **Transcendence**, only characters who have the Magical knowledge or Magical talent gifts (also found in the **Magik** sourcebook) have their full **Magick** rating active. All other characters get the

chance to activate some of their rating by rolling two Awakening checks (detailed in the **Magik** sourcebook). Even if they succeed in these checks however, they have no formal training of magic and don't gain any rating in realms of magic.

Fantasia is a new secondary characteristic, describing the strength of the character's connection to the dream world and the power of his imagination. **Fantasia** is extremely important for manipulating and interacting with the dream world and is further detailed in the section for that world. Starting characters get a number of **Fantasia** points equal to their **Insight** dice, although some other factors—especially the **Fantastick** manifestation—can affect its rating.

Choose faction and allegiance

It's now time to show your allegiance.

Factions

Angelicus (good only) and **Infernus** (evil only): Cadres of magicians who seek to succeed by contacting spirits, demons and angels and using their potent powers.

Brutalis: made by warriors and veterans seeking to enforce their ideals through battles and wars. They're considered barbaric only by fools, for they have a high level of organisation and planning.

Facrian: Those who believe that faeries, as the eldest of beings, will play a major role in the Final Battle.

Gnosis: a faction made of scholars who believe that knowledge is power.

Naturalis: Protectors of the natural world who draw their power and

Are you a champion of the “good” Powers, of the “evil” ones, or are you neutral?

Along with this important decision, you'll also have to choose a faction or remain an independent Awakened. Some factions exist only for specific allegiances. Faction are described in detail in “The Awakening” chapter and it's advised that you read carefully the specifics of a faction you're interested in before making a final choice. The sidebar on the next table summarises each faction's main beliefs and attitude.

Manifestations

Manifestations are a special type of magic wielded only by Awakened and other creatures of the dream world. They are based on the summoning of the energy inherent to the dream world and are one of the things that place

the Awakened above mortals. All Awakened have access to some manifestations, although starting characters possess only mediocre power in this field. Manifestations are fully discussed in the Magic chapter but are briefly presented here for convenience.

Charisma: Enhances the natural aura of the Awakened.

Discipline: Provides a shielding from mental attacks.

Enslave: Allows the Awakened to command others to do his bidding.

Fantastick: Increases the character's Fantasia.

Fortify: Boosts endurance and shields the character from damage.

Fortune: Allows the character to re-roll dice.

Kinesis: imbues the Awakened with telekinetic powers.

Longevity: Negates aging and the de-

terioration of the body.

Perceive: Detects illusions and invisible beings and objects.

Physique: Increases physical strength.

Revigorate: Heals injuries.

Satiate: Removes the need for sustenance.

Second sight: Enables the Awakened to gaze into the dream world and the ethereal plane.

Swiftness: Boosts quickness and reflexes.

Wrath: Damages objects or creatures by the use of natural elements.

Veil: Enables the Awakened to pass unseen.

Manifestations are measured on a scale of 1 to 6. Each faction specialises in certain manifestations and prefers these over others.

Angelicus and Infernus: Discipline, Second sight, Wrath

Brutalis: Fortify, Physique, Satiare

magic form their connection to nature.

Shadoris: This faction holds that strikes from the shadows are the only way to success.

Societus: Politicians who believe that victory will come through the domination of mortal society and politics.

Sorcerer: This is the faction of sorcerers who seek to promote their arcane arts and prevail through them.

Vigoris (good only): A faction which believes that it will triumph by aiding those who are in need and by improving living conditions.

Faerian: Charisma, Fortune, Perceive

Gnosis: Discipline, Longevity, Perceive

Naturalis: Longevity, Revigorate,

Second sight

Shadoris: Physique, Swiftiness, Veil

Societus: Charisma, Enslave, Longevity

Sorcerer: Kinesis, Second sight, Wrath

Vigoris: Fortune, Revigorate, Satiare
A starting character who belongs in a faction gets 6 points to spend on manifestations. These points need to be distributed among his faction's preferred manifestations or Fantastick, although the character doesn't need to have a rating in every preferred manifestation.

Independent Awakened get 5 points, but they can spend them on any manifestation they like.

No player may put more than 3 points in any manifestation.

Socialities

As an Awakened is part of mortal so-

ciety, he soon finds use for mundane qualities and possessions, like wealth, allies, political influence or just a place to stay. All these are included in the traits called Socialities, which measure different aspects of social life and possessions.

Each Sociality is measured on a scale from zero to six. A rating of zero means that a character is extremely poor or has no mortal allies, depending on his Sociality. A rating of six usually is the maximum level of power a player can attain in a Sociality, although extraordinary characters may become even more powerful after hard work.

Socialities are determined during character creation but they don't remain static during play. They may rise and fall as a consequence of some events in the campaign. A character that earns the Duke's favour may find

Generating Socialities

During character creation, each player gets 6 points to purchase Socialities. However, no character may become the game with a Sociality greater than 4. There's always room for improvement.

Characters belonging to the Societus faction value mortal possessions greatly and spend much of their time dealing with mortal society, so they get 8 Sociality points instead of 6. On the other hand, Faerian and Naturalis characters usually disregard mundane items and social life, so they begin with 4 Sociality points.

his Influence Sociality increased by one point or may be granted some land (increasing Estates by one point). On the other hand, a merchant losing one

of his precious ships, might lose one or two points of Wealth. Socialities are dynamic ratings, prone to change.

Acquaintances

These are people in the same line of business or with the same interests as the character. Acquaintances can be allies or provide support and information, but don't expect them to work for free. The rating in this Sociality doesn't denote a single acquaintance. Assume that a character has one acquaintance of the highest level, then begin to double the number of acquaintances as the rating drops. So, a character with 3 points of Acquaintances has one acquaintance of level 3, two of level 2 and four of level 1. The exact people representing these acquaintances are best to be determined during character creation, although this can be delayed until after the campaign starts if it suits the GM.

paig starts if it suits the GM.

○○○○○○○	You don't know any-one of notice
●○○○○○	A person with minor authority
●●○○○○	A minor bureaucrat, a constable, a vassal knight
●●●○○○	A major bureaucrat, a sheriff, a military officer
●●●●○○	A guildmaster, an important noble, a general
●●●●●○	A ruling noble, an important archbishop
●●●●●●	The king of a nation, the Pope

Authority

Authority takes a lot of forms in the medieval society of Europe. A rating in this Sociality might denote a tax collector, a judge, a constable or a high-ranking member of the clergy. A player should choose his specialisation

during character creation.

○○○○○○○	No special authority
●○○○○○	A guard, a priest
●●○○○○	A constable, a tax collector, a minor bureaucrat
●●●○○○	A sergeant, a parish, a minor judge
●●●●○○	A sheriff, a bishop, a major bureaucrat
●●●●●○	An ambassador, an archbishop, a captain of a major city's guard, a high judge
●●●●●●	A keeper of an entire nation's treasury, a general

Estates

Land is an important possession in Europe. It doesn't necessarily denote wealth (there are poor nobles who can't afford farmers to take care of their land and eventually lose it due to taxes), but it's an important symbol of power and nobility.

○○○○○○○	Like the average peasant, you have no land of your own
●○○○○○	A small field, but at least it's yours
●●○○○○	A moderate field
●●●○○○	A large field capable of feeding many families
●●●●○○	Lots of acres divided in many fields
●●●●●○	You are lord of a small fief
●●●●●●	A large fief is yours to exploit

Haven

Your haven is your home, a place you can retreat to for resting or healing or set up a base of operations. A haven may range from a meagre cottage to a powerful castle. The larger it is, the more money it requires for its maintenance. Someone with a large castle but without any cash may soon find his

haven slowly crumbling.

○○○○○○ Homeless

●○○○○○ A meagre cottage

●●○○○○ A nice and comfortable house

●●●○○○ A manor

●●●●○○ A fortified tower

●●●●●○ A small keep

●●●●●● A moderate castle with extensive fortifications

Influence

This Sociality measures the degree to which the character influences local politics or important members of the community. It's a pre-requisite for anyone interested in politics.

○○○○○○ Nobody pays real attention to you

●○○○○○ A member of a guild or similar group

●●○○○○ An advisor to a minor noble

●●●○○○ An influential member of the local court

●●●●○○ A guildmaster

●●●●●○ Everyone seeks your advice on matters of politics

●●●●●● An advisor to the king

Knowledge

Knowledge means of course books, scrolls, parchments or any other written media. This Sociality provides the character with a wealth of stored knowledge about a broad range of subjects, which is easily accessible and may be used to find important information. In this dark era, most people are illiterate and libraries are precious things, open to few. They tend to be better in a subject than the rest, although most of them contain books of general interest. The character needs to choose a specialisation for his library (science, medicine, occult, his-

tory, economy etc). For all other subjects, the library functions as if it had one point less.

○○○○○○ You aren't exactly a bookworm

●○○○○○ A few books of dubious quality and content

●●○○○○ A small collection of little specialised interest

●●●○○○ A moderate library with one or two rare books

●●●●○○ A large library containing a few very rare tomes

●●●●●○ A giant collection with some unique manuscripts and ancient tomes

●●●●●● A collection paling those of some universities

Militia

This speciality represents a military force under the command of the character. This force may be a gang of

armed thugs, if the character is a crime lord, warrior priests, in the case of a bishop, or even a standard military unit of the kingdom. Regardless of its origin and type, a military force requires money to equip and maintain. A character with few resources may find difficult or impossible to maintain such a force, which may disband in any time if the men aren't sufficiently paid.

○○○○○○ No man follows you but yourself

●○○○○○ A band of 5-10 poorly equipped thugs or peasants

●●○○○○ A dozen grunts with little experience

●●●○○○ A squad of standard light infantry plus some trained archers

●●●●○○ Twenty fully armored knights along with forty grunts and archers

●●●●●○ One hundred men-at-arms (infantry, cavalry and archers)

●●●●●● A battalion of fully trained heavy infantry, along with heavy cavalry and archers support

Nobility

In the feudal society established in most of Europe's nations, nobles are the highest social class. Often, nobility has little to do with noble blood, although a noble title is hereditary. Kings commonly reward their most loyal or successful subjects with a title.

○○○○○○ Of the peasant or sub-urban class

●○○○○○ A minor title remembered by a few people

●●○○○○ A minor knight

●●●○○○ A vassal of an important noble

●●●●○○ A bachelor knight

●●●●●○ A baron

●●●●●● A duke

Wealth

Wealth is measured in gold and silver. Although there are also other types of wealth, like land, these are covered by other Socialities. This Sociality may be heavily influenced by the Exceptional Wealth gift and similar drawbacks. GMs may add or decrease points as they see fit.

○○○○○○○ A street beggar

●○○○○○ Struggling to survive

●●○○○○ The average peasant or craftsman

●●●○○○ Enough for living with some comfort

●●●●○○ A rich landowner or merchant

●●●●●○ A major local economical power

●●●●●● Among the wealthy elite of the land

Qualities

Qualities are very similar to Socialities, but apply to the true nature of the Awakened and not to the Pretending. They are used to describe things and terms important to the Awakened as a supernatural being.

Like Socialities, Qualities are rated from zero to six and often rise and fall during play, although some of them are static and can not change.

Alliances

Alliances refers to Awakened allies. Allies are important in the life of any Awakened, providing information and support in difficult times. They expect the same things from you too, however.

○○○○○○○ You're on your own

●○○○○○ You can rely on the help of one Awakened ally

●●○○○○ Your ally is an influen-

tial Awakened

●●●○○○ You have some allies with good standing in their factions

●●●●○○ Your allies number several Awakened in different factions

●●●●●○ You can depend on the support of an entire sub-group of a faction

●●●●●● An entire faction can help you

Age

Age describes how long ago the character awakened. It's the time the character has been active before the game begins. Although it hasn't a terrible impact on what a character will do in the game, older Awakened command more respect from their kindred and are more wise and learnt in the ways of both Awakened and mortals.

○○○○○○○ A young Awakened: you awoke just a year ago

●○○○○○ You've been active for five years

●●○○○○ You have awakened ten years ago

●●●○○○ You awoke twenty years ago

●●●●○○ An elder: you've been active for more than thirty years

●●●●●○ You have awakened fifty years ago

●●●●●● One of the oldest Awakened around: you've been active for more than 75 years

Companion

A companion is something more than an acquaintance or an ally: he's a friend ready to risk your life for you, who will always stand by you. Many Awakened have companions that aren't Awakened themselves. These companions may be anything from mortals to faeries to spirits, know about

Rank	Brutalis	Sorcerer	Naturalis	Angelicus	Shadoris	Faerian	Vigoris	Societus
○○○○○○	Ano-							
●○○○○○	Soldier	Acolyte	Initiated	Acolyte	Hunter		Surgeon	
●●○○○○								
●●●○○○	Hunter	Mentor	Witche	Initiate			Pathologist	
●●●●○○	Judge				Predator	Ambassador		
●●●●●○								
●●●●●●	Flaith	Magus	Hierophant	Bishop			Healer	

the Awakened's true nature and want to help him achieve his goals out of genuine interest. The rating of this Quality measures the companion's relative power.

○○○○○○ No companion

●○○○○○ A mundane

●●○○○○ A mortal with some training in the magical arts, a magical animal

●●●○○○ A sorcerer or a minor faerie

●●●●○○ A minor spirit, a mythical beast

●●●●●○ A major faerie or magician

●●●●●● A powerful faerie or sorcerer, a greater spirit, a legendary beast

Loyalty

Loyalty measures something which seems simple but is in fact very complicated: the loyalty of an Awakened to the cause for which he was Ascended centuries ago. A lot of time has passed since the Transcendence and some champions have lost some of their loyalty to their original ideas, or even all of it, switching sides or going

Generating Qualities

A beginning character receives 6 points to spend on Qualities. Unlike Socialities, an Awakened can start the game with the maximum rating (6) in a Quality. He may also spend universal points to gain Quality points on a 1:1 basis. Manipulating the Pawn Quality can also gain a character more Quality points. Look at that Quality's description for more details.

"neutral". Those that have retained their loyalty are applauded as Faithful, the others being branded as Heretics.

This Quality is treated a little different from the others. A player can select his starting rating from 0 to 3 without having to pay any Quality points. Extra loyalty however costs

Quality points. Being a bastion of faith demands sacrifices.

○○○○○○ A Heretic

●○○○○○ One step away from heresy

●●○○○○ Doubt plagues you

●●●○○○ Most of the days you believe you're right in your allegiances...

●●●●○○ Doubt is locked outside your mind

●●●●●○ A living example of faith and devotion to the cause

●●●●●● If there was a prize for Most Loyal Awakened of the Year, you would earn it

Pawn

Most of the time characters will begin the game possessing their original body, the one they had when they experienced the Transcendence and was conserved throughout their

Sleeping. This isn't always the case, however. Maybe the character's body didn't make it through the Sleeping: the crypt might have collapsed or their body burnt. Or, the character might have awakened with his original body, but managed to get it killed before the game starts, making him seek to possess another body.

An Awakened with Pawn 6 begins the game with his original body. Any other rating in Pawn indicates that the original body is now lost and the Awakened inhabits a possessed body, leaving him open to the danger of Rejection and the taint of Resonance. A rating of 5 indicates that the Awakened has used his Possession ability only once, out of necessity. Any rating below 5 means that the Awakened has experienced a few slip-ups and Rejection and maybe engaged in a little Re-jumping, and so starts

with a positive Resonance rating.

This Quality is unique because every starting character automatically gets 6 points in it. In other words, everyone has the chance to begin the game with his original body. A player can take points from Pawn to put in other Qualities. Although this may seem beneficiary, it leaves a greedy player weak against Resonance.

○○○○○○ Pathological re-jumper. Five Resonance points

●○○○○○ Frequent re-jumper. You have four Resonance points

●●○○○○ You've engaged in re-jumping sometimes. Begin with three resonance points

●●●○○○ Rejection is no stranger to you. You begin with two Resonance points

●●●●○○ You've suffered a Rejection and begin with one Resonance point

●●●●●○ Your original body has been destroyed and you were forced to possess a new one. You haven't been marked by Resonance yet

●●●●●● You possess your original body

Rank

Although useless to Independent Awakened, this Quality is very important for those belonging to a faction. It describes their place and position in a faction's hierarchy, at least for factions that have some kind of hierarchy. Beginning characters haven't had the chance to prove themselves to their faction, so they are judged by the time they've been active, with older Awakened snatching the best positions. Thus, a beginning character can't have more points in Rank than in the Age Quality.

Reputation

Everybody has a reputation among his fellow Awakened, well except maybe from those with zero ratings in this Quality. The Reputation Quality measures a character's standing in the world of the Awakened. The player selects his character's reputation: maybe he's known for his sense of justice, his ferocity or just his eccentric personality. The rating of the Quality measures the extension of his reputation.

○○○○○○○ What's your name again?

●○○○○○○ Only a few of the local Awakened have heard of you

●●○○○○○ You are well known in your city

●●●○○○○ All of the Awakened in the same area know your name

●●●●○○○ You are a famous Awakened in a large region

●●●●●○ You are known nationwide among the Awakened

●●●●●● Every Awakened in Europe has heard of you

Gifts, drawbacks and universal points

The idea behind gifts and drawbacks was presented in detail in the **Character Options** sourcebook for Nova. The rules presented there remain unchanged, along with the list of basic Gifts and Drawbacks. This section contains new Gifts and Drawbacks players can take for their Awakened characters. Some appropriate Gifts and Drawbacks can also be found in the **Magik** sourcebook.

Gifts

Dae Khan knowledge (2 points): You've been taught the fighting style of Dae Khan. You're allowed to de-

velop a skill by using your starting skill generation dice or universal points.

Faerie blood (4 points): You carry within you the blood of a faerie ancestor. Other faeries can sense this and are positively pre-determined against you. With some difficulty, you're able to learn glamours up to level two. Unfortunately, cold iron has the same adverse effects on you as on faeries.

Heroic (7 points): In desperate times when hope is absent, you become a figure who fights to the death against all possibilities. Your Influence rises by two dice (at +1 cumulative) as you become a leader and inspire bravery to your people. Most young men and peasants will follow you instead of other authorities. In battle, all of your men fight with a +1 bonus to any attack roll. As for you, you fail to die until three extra Stamina and Constitution points have been lost; you just

Gaining universal points**Purchase a drawback:** variable**Sacrifice an attribute die:** 6 points**Sacrifice a skill die:** 2 points**Sacrifice a manifestation point:** 6 points**Sacrifice a sociality point:** one point**Sacrifice a quality point:** one point**Spending universal points****Purchase a gift:** variable**Gain an attribute die:** 6 points**Gain a skill die:** 2 points**Gain a manifestation point:** 6 points**Gain a sociality point:** one point**Gain a quality point:** one point

keep fighting despite your wounds.

Kaido knowledge (4 points): This gift

requires your character to have a rating of at least 2 in the Dae Khan fighting style. You have been taught one of the first, simple kaidos (any one with a Competence of one), the mystical techniques of Dae Khan.

Raised by faeries (3 points): You were abandoned by your parents but found by faeries who took pity on you and raised you. Your foster parents have taught you a lot, so you gain one point in Faerie lore. You also understand some basic principles of faerie magic and have one point in one glamour of your choice. Since you're not a true faerie, increasing this glamour is almost impossible.

Riastarhae ("Warp-frenzy", 3 points): You are a berserker who induces fear to his opponents. After you shed blood in combat and if you're pitted against three or more opponents, you can enter the Riastarhae. By making a

successful Determination check, you gain an additional Conditioning die (at +1 cumulative) and you ignore half of any wound modifiers. These benefits are followed by the usual disadvantages of berserking: can't use missile weapons, must fight till all of your enemies drop dead. Lapsing out of a berserking frenzy before the battle is over requires a successful Determination check at +2.

Drawbacks

At swords with a faction (3 points): Your relationship with a faction is very bad due to some incident. You can expect its members to harass and oppose you as often as possible.

Blood feud (2 points): You've been involved in a blood feud with another family for some years now. You can expect surprise attacks by your enemies that will do anything to see you

dead.

Crippled imagination (5 points): The power of your imagination is severely limited. Your Fantasia rating is stranded to one point and can't be increased through any means.

Faerie signs (2 points): You have faerie blood, although it's too minor to substantially affect you. It has slightly altered your anatomy however, giving you pointed ears, cat eyes etc. Other people can see this and usually consider you a freak or changeling.

Heretic (3 points): Due to your expressed beliefs, you are considered a heretic by the Church. If the Inquisition ever gets to you, you would be in serious trouble.

Hunted by a faction (6 points): You've been targeted by a whole faction for extermination. Faction are patient opponents with great resources,

so you can be in danger at any time.

Hunted by Awakened (3 to 6 points): You've angered a group of Awakened and now they seek to destroy you. Their relative strength is reflected in the drawback points.

Revenge of the witch (1 to 7 points): You have participate in a witch burning, but unfortunately this witch was a real one and has managed to somehow come back from the dead. Gifted with new powers by her unlife, she seeks to extract her revenge upon every participant — including you. The cost of the drawback depends on the power of the witch.

Sight of a dark world (1 point): What you see around you is only a world of evil. There is so little good. You have little hope and you easily misunderstood other people for evil persons.

Universal points

Universal points were presented in the **Character Options** sourcebook for Nova. They enable you to tweak your character. A player gains universal points either by purchasing drawbacks (up to 10 points) or by sacrificing some of the benefits of character creation (sacrificing means not using them), be it attribute dice, skill dice, manifestation points etc. This is also limited to 10 points, eg 10 points through sacrificing attribute dice, another 10 points through skill dice etc.

Universal points may be spent for gifts (up to 10 points) or to gain some other character creation benefits. Thus it is possible for a player to trade attribute dice for skill dice or manifestation points, for example.

The maximum limitations in character creation also apply to the benefits gained through universal

points. Thus, a starting character can't have more than three dice in any attribute or three points in any manifestation. It is possible however for an Awakened belonging to a faction to purchase points for manifestations that don't belong among their faction's preferred ones.

Personality traits

Personality traits are selected by the player as described in the **Nova** core book.

Skills

The basic set of skills presented in the **Nova** core book needs a little refinement before it can be used in Transcendence. Some of the skills aren't appropriate for this game, especially technology-oriented ones, while new skills must be presented to invoke the atmosphere of a medieval world.

New skills

As always, knowledges are marked with a "+" sign.

Agriculture (INT)+: This is the skill used by farmers, peasants and other people harvesting the goods provided by mother earth. It gives complete knowledge of the usual tools and methods a farmer uses, as well as enabling the character to determine the fertility of the land.

Alchemy (INS)+: Alchemy is the mystical science dealing with the interaction between substances and materials, especially transmutations of one material to another (this skill is not to be confused with the sorcery realm of the same name, although they deal with the same thing). Many people confuse alchemy with magick and perhaps alchemy has some kind of magick in it. Alchemical manuscripts are always cryptic and can easily be mistaken for

Inappropriate skills

These skills don't exist in the

Transcendence game:

Flying vehicles

Forensics

Ground vehicles

Gunnery

Heavy weapons

Longarms

Psychiatry

Servomotors

Sidearms

System operations

arcane texts. Also, alchemy depends not only on skill and knowledge, but also on the alchemist's psyche and inner wisdom. The transmutations achieved by alchemy are said to depend on the purity of the alchemist's thought and mind. To use the skill, a character needs to have a properly

equipped laboratory with custom-made instruments. He can easily perform simple chemical reactions, but can also try to produce more difficult effects, like creating pyrotechnics or gunpowder.

Angelic/infernal lore (INT)+: This skill represents knowledge of beings beyond the mortal world, like demons or angels. The character has studied about such creatures from arcane texts and knows details about their strengths or weaknesses, their social structures, the way they can be summoned on earth etc.

Animal lore (INT)+: The character knows a lot about animals, from their habits and needs to the best ways of training them.

Artillery (PRE)+: A character with this knowledge is a skilled artilleryist, proficient in the use of siege engines like catapults or ballistae. Artilleryists

are much sought by armies for their services.

Astrology (INS)+: Astrology is the science that studies the objects of cosmic importance, like the sun, the moon and the stars. Knowledge of astrology can be very useful in navigation. As is the case with alchemy, astrology is also often connected with the arcane arts due to the large number of false astrologers claiming to be able to divine the future with the help of the stars. True scientists of course have nothing to with predictions and their only interest lies in the stars and their movements.

Cartography (INT)+: This skill enables the character to draw charts of any territory, provided he has the proper instruments and time to study the location.

Craft, specific (INT or LIT)+: This group of skills represents the wide va-

riety of crafts known to man. Metalsmithing, masonry, carpentry, leatherworking, glassworking, gemworking, goldsmithing are only examples of the crafts many people employ to earn their living. The governing attribute is Intellect, if the craft is mostly based on knowledge and careful planning, or Liveness if it depends on manual dexterity.

Culture lore (INT)+: Provides information about a specific culture. It covers any cultural aspect, including religion, arts, customs, laws, personality traits etc.

Faerie lore (INT)+: A character with this skill knows everything there is to know about the different kinds of faeries, their realms, society, the Seelie and Unseelie Court etc.

Forgery (INT)+: This skill is used to forge official documents and papers. The difficulty of the skill check, which

usually is an extended one, is determined by the quality of instruments used by the character and the kind of document he wishes to manufacture.

Gaiomantic lore (INT)+: This arcane skill can be used to determine the position and direction of a ley line. Such a feat usually requires a couple of days worth of mathematical and geometrical calculations.

Herbalism (INT)+: Herbalism is the knowledge of herbs and their uses. It is an essential skill for any doctor, whom needs to rely on the curative properties of herbs in absence of synthetic drugs.

History (INS)+: Provides knowledge of important historical events, as well as the ability to search deeper and uncover the causes for these events.

Hunt (PRE): The character knows how to hunt or fish. With the proper equipment and patience, he can gather

food with the use of this skill. Apart from active pursuit of the prey, the character also knows how to set traps.

Mythology (INT)+: Mythology is the knowledge of myths and legends across Europe. It is said that there is truth hidden in myths. If this is so, the character is able to discover that hidden truth.

Protocol (INT): Every civilized domain has its own administrative system, often very complicated. A character with this skill knows his way through the bureaucratic maze of paperwork. He can usually get a job done faster and easier.

Research (INT)+: The few libraries in Corahen are dusty places containing vast amounts of tomes and manuscripts without any kind of sorting. This skill is useful to anyone interested in navigating this chaos of data to reach specific information.

Sailing (INT)+: Knowledge of ships, especially large ones, and the way to man them.

Theology (INT)+: Knowledge of the various religions (even ancient, extinct ones) and of the structure of religious organizations.

Track (INT)+: A character with this skill can attempt not only to follow someone's tracks with reasonable success, but also to gather useful information from them (number of creatures, weight etc).

Magick is the essential component of the enchanted world lying behind the mundane one. It's the stuff of legends and lies deep in the folk lore and traditions of all the human cultures of the world. Even if "modern" people dismiss magick as superstition and the Church condemns it as a tool of the Devil, most people who remember the old ways acknowledge it for what it truly is.

Magick is versatile and appears in many forms, but there are three major types of it known to the creatures of earth:

- **Sorcery**, the most powerful and difficult to practice
- **Glamours**, the archaic magic used by faeries and spirits
- **Manifestations**, the powers calling upon the dream world, used by Awakened and other

spirits

There is also another tradition created by the monks of far China, combining physical exercise with mystical rites. It is the fighting style of **Dac Khan**.

Sorcery

Sorcery, the ancient art (or science), is the most powerful kind of magick known on earth. It deals with drawing upon the essence of the world, the inherent magic that lies within every inch of Creation. Sorcery in a way reforms the chaotic and amorphous forces of creation and gives them form according to the magician's wishes.

Unlike other forms of magic, Sorcery is based on self-discipline and studying, as well as experience. Unlike the witchcraft met in legends, sorcery has no strange rituals and doesn't need any ancient words of

w i t c h c r a f t

power to be uttered or the names of dark gods to be invoked. It is merely a matter of will, although the level of will-power and concentration needed for the summoning of a sorcery spell may be extremely difficult to attain. Experience and studying makes a magician capable of harnessing the energies around him and forming them as he wishes.

Sorcery in general

The rules of sorcery have been presented in the **Magik** sourcebook for Nova. This sourcebook contains a lot of optional material, so this section is primarily aimed towards clarifying what is actually used in **Transcendence** and what isn't. Of course, the final decision is always up to the GM.

- **Scoring a critical failure on a casting roll:** This unfortunate event causes the loss of one

Magick point (to a minimum of zero) until the sorcerer casts a spell having the maximum **Effort** he can handle with his realm rating. If the spell was a particularly powerful one (**Effort** 4 or 5), the magical backlash forces the sorcerer to make an immediate roll for **Burning** (see below). Powerful magic has its dangers.

- **Suffering damage during spell-casting:** The interruption rules aren't used in **Transcendence**.
- **Regaining Magick:** The normal restoration rate for Magick is one point per six hours. This can drop to one point per two hours if the magician rests in a place with powerful magical aura, such as a druidic stone circle, a faerie ring or a ley line.
- **Autonomous and Powered magic:** Magic is, for most of its

part, Autonomous. The gods of earth certainly don't dish out spells to their followers. The GM could use some of the rules for Powered magic in the case of pacts with demons and angels in return for magical knowledge.

- **Spells:** All of the spells contained in the Magik sourcebook are used in Transcendence. After all, they were originally designed for Transcendence.

Sorcerers

As explained in the **Magik** sourcebook, people who can use sorcery are the ones with the **magical knowledge** or **magical talent** gift, indicating magical training. Although nearly any intelligent creature on earth can learn how to cast sorcery spells, most will find such a task exceedingly difficult and

time consuming.

Most mortals have a Magick rating of zero, although they can "awaken" it as a result of spiritual enlightenment. The only mortals who possess their full Magick rating are those with one of the two gifts mentioned above.

Awakened are a slightly different case. Awakened possessing a magical gift begin the game with their full Magick rating active. Awakened without such a gift can't be treated like normal people however. After all, they have undergone the Transcendence, which is a great spiritual revelation. Thus, a starting Awakened character without a magical gift may roll two Awakening checks (as detailed in the Magik sourcebook): one for the Transcendence and one for the moment of his Awakening.

Of course, being able to use

sorcery is a whole lot different from actually knowing how to use it. The magical knowledge and magical talent gifts include some kind of magical training in the form of ratings in sorcery realms. On the other hand, an awakened Magick doesn't provide any points for realms, so a character can't actually do anything with it because he doesn't know any spells to cast. Knowledge of realm magic requires a formal training in sorcery under a skilled tutor. Depending on the intelligence, skill and will of the student, this could take two to three years of rigorous training for the student to attain a rating of one in a single realm. After this point, when he has figured out the basics, he can advance his knowledge using the standard experience rules.

The Slumber

Spells with Effort of one to three are

fairly simple, not bringing great changes to the world, so they can be used by someone regardless of his understanding about the inner nature of sorcery without any danger.

Spells with higher Effort (four and five) are a different matter. This is powerful magic which requires tapping the mystical energies flowing around and into the earth. The alterations brought by such spells can reweave the fabric of creation on an elementary level.

Drawing upon such energies can be risky and costly for the sorcerer. When casting such spells, his body and mind becomes weary, but not in the mundane term. After the spell expires, he suddenly feels drained and weak, although this isn't a physical exhaustion but one of the sorcerer's psyche. To counter this exhaustion, sorcerers rest in a magical keep they call

the **Slumber**, where their powers are regenerated and the weight of the magical summoning lifted from their minds.

The duration of the Slumber is one month for spells of Effort 4 if the sorcerer has a realm rating of 3, or one week if his realm rating is 4. Spells with Effort 5 always require three months of Slumber.

A sorcerer doesn't have to rest in Slumber as soon as his spell's duration expires, but he can feel the weight of magic over him and he longs for resting. The Slumber may, however, be delayed for three days, if the sorcerer has a rating of 3 in the realm, or one week if his rating is 4. After this period of grace elapses, the magician must sleep or face the consequences.

The Slumber must be held at a safe, secluded haven. This place needs to be far from civilisation, where

the magic of the land is greater, else the resting period is tripled in duration. The whole duration of the Slumber must be slept in one part. If his sleep is disturbed, he needs to resume it as quickly as possible after dealing with the disturbance. During the Slumber, the sorcerer rests in both spirit and body. Entering the dream world is thus impossible, even for Awakened.

The Burning

What happens is a sorcerer doesn't rest after casting a powerful, tiring spell? This question can't be answered if one doesn't realise that the fatigue caused by so powerful energies is in no way physical or even mental. A magician's body functions as well as it did before and his intellect and wits show no signs of decrepitude. The fatigue reaches much deeper. It affects the ability of the magician to

control the magical energies surrounding him from taking over his body, mind and soul, to prevent them from consuming his entity. Using energies which defy nature's laws, bending reality to your ends, has risks and costs. Even the most powerful mage is nothing before the vast amounts of magick existing. They are but small trees in a great storm. They need to be flexible to survive; rest and give way to the pressure growing inside them. If they don't, it might expand and destroy them.

Sometimes daring, arrogant magicians decide to test their limits and ignore the Slumber. Such fools usually have ugly ends, the taxing magical energies finally taking their toll on their existence. Their psyche is ravaged by the chaotic fire of wild, raw magick, but isn't destroyed. They suffer the **Burning**. And the amazing is that

some part of the magician survives. Unfortunately.

The Burning is the rape of the mind, the rending of the soul and the infusion of the body with terrible, overwhelming magical energies. The sorcerers who undergo this procedure end up remnants of themselves and join the ranks of the **Anathema**, the Predators of the Arcane. Anathema are the bane of sorcerers everywhere and are further discussed in the "Creatures of myth & lore" chapter.

When a sorcerer decides to test his luck and not enter the Slumber, a Burning check is made. The sorcerer makes a casting check as usual. The GM rolls a number of dice equal to the spell's Effort, all with t# 3. If the sorcerer doesn't score more successes than the GM, he suffers the Burning.

New realms of sorcery

Faeromancy

Faeries were the first sentient creatures to walk on earth. They possessed archaic magic from the mighty spirits which composed the very essence of the land. This makes them literally swim in magical energies and thus interesting to all magicians. The spells of this realm have been developed during all these years by magicians that came in contact, interacted with and studied the faeries.

Visualise portal (Effort 1, Time 1)

The faeromancer is able to sense the existence of any gate to a faerie realm within 100 m. He understands not only the nature of the portal but also where it leads and what he must do in general in order to use it.

Call of the woods (Effort 1, Time 3)

Sends a telepathic message to a faerie residing no more than 5 km away from the faeromancer. The faeromancer can target a specific faerie being, a specific faerie race or just the faerie closest to him. The message simply urges the faerie to find the faeromancer. The success of the spell is based only on the curiosity of the faerie.

Counter glamour (Effort 1, Time 2)

The faeromancer rolls two extra dice (at +1 cumulative) to determine if a glamour works on him. Lasts for one hour per casting success.

Sprinkling of cold iron (Effort 2, Time 1)

A small cloud of cold iron dust is thrown from the hands of the faeromancer. If the dust falls upon a nearby faerie (no more than 5 m away), it at-

taches to its skin and causes irritation and severe sickness (+1 to all rolls). The faerie must spend at least four actions until all the dust is cleared off. Alternatively, the dust can be used to form a line 3 long and 4 cm thick. The magical iron loses its enchantment after a day and reverts to normal iron without any special properties.

Hasty summons (Effort 2, Time 4)

As “Call of the woods”, but if the faerie loses a Determination contest, it feels obliged to visit the sorcerer immediately. Once there, it will gibe him a chance to explain himself and the purpose of the summons, but the spell can’t force it to remain or obey the faeromancer.

Uncloak the descending stair (Effort 3, Time 6)

The spell must be cast in a forest. A

stone stair is opened in the ground, leading into darkness. The faeromancer can’t descend the stairs, but if he speaks the name of a faerie he knows, the stair can reach to it, even if it’s in a faerie realm. The faerie can be obliged to visit the faeromancer as in “hasty summons”. The stairs remain open for up to an hour and then close, dragging back the faerie regardless of its current location.

Open faerie gate (Effort 3, Time 10)

Opens a portal (which looks like a metal gate) to any faerie realm the faeromancer knows to exist. If someone passes the gate, he finds himself in the faerie realm in front of the same metal gate. He can then step back to earth. The faeromancer can lock the metal gate so as to be used only by those with knowledge of the keyword. Powerful faeries however, can force

the gate open by scoring more successes than the faeromancer in a Determination contest. The gate remains open for a week.

Blade of faerie slaying (Effort 4, Time 10)

Enchants a blade so that it becomes a weapon of great potency when used against faeries. The potency of the blade is determined by the casting successes. The enchantment remains on the weapon for a week. During this time, the weapon is treated like being of cold iron. Moreover, when the blade hits a faerie, the wielder can choose to sacrifice some of its potency to wound the faerie automatically. Each point of potency sacrificed inflicts one Constitution point of damage on the faerie, without a damage roll being necessary. The users and creators of such blades are hated by all faeries and become

potential targets of their wrath.

Saved by the summoning (Effort 4, Time 2)

Summons a faerie that can be useful to the faeromancer in facing a present situation (the GM chooses the type of the faerie to appear). For example, if the faeromancer is in an underground cave that has partially collapsed, a Coblynau is called to dig him out. A Cailleuch Bheur might be called to stop a ravaging storm. The faerie called will generally be helpful towards the faeromancer but will require a favor from him. It certainly isn't obliged to help the faeromancer and the spell provides it with the means to vanish whenever it wishes to.

Isolation of the realm (Effort 5, Time 45)

This legendary spell isolates an entire

faerie realm by causing all of its gates to other worlds to cease functioning for its duration. The only way a gate can be used is if a faerie with knowledge of sorcery (especially Nethermancy) holds a special ritual (takes about four hours) and beats the faeromancer in a Determination contest. If the faerie is successful, the particular gate is freed from the effects of the spell. To cast the spell and affect a particular faerie realm, the sorcerer must be in that realm or near a gate leading there. The spell lasts for two months per casting success.

Oneiromancy

The realm of dreams, magic that affects earth's twin, the dream world.

Dream intrusion (Effort 1, Time 1)

The oneiromancer enters and observes the dreams of the target (who

may be sleeping up to ten kilometers away and whom the oneiromancer must personally know). The oneiromancer may deliver a message to the dreamer (which the dreamer thinks as part of the dream). An oneiromancer can learn information hidden in the dreamer's subconscious by observing his dreams. To enter his dreams, the oneiromancer needs to beat the dreamer in an Insight contest. The spell lasts for a whole night, until the dreamer wakes up.

Cryptic dreams (Effort 1, Time 3)

When the oneiromancer falls asleep, he'll receive cryptic hints and clues about a problem he's currently facing in the form of a dream.

Lullaby (Effort 1, Time 2)

Sends the target into sleep, if he loses in a Determination contest. The victim will sleep for one hour per cast-

ing success unless interrupted.

Dream chirurgery (Effort 2, Time 4)
As “Dream Intrusion” but the oneiromancer can bring alterations to the dream, as if it was his and the dreamer was just a visitor. The oneiromancer can direct the dream, but can’t create a nightmare or induce negative emotions to the dreamer, because his subconscious reacts. A lot of people believe in dreams and this spell can be very useful when properly used.

Descent of the nightmare (Effort 2, Time 6)
Sends a horrific nightmare to plague the dreams of the target (who can be up to ten kilometers away, as in “Dream intrusion”). If an Insight contest is won by the oneiromancer, the nightmare invades the target’s dreams. In the next morning, the victim wakes up

very tired and distressed, having a +1 penalty to Conditioning and Determination checks until he gets a good, undisturbed sleep.

Revigorating dream (Effort 3, Time 6)
The target (same range as for “Dream intrusion”) has a dream in which he returns wounded to a place of rest, where he is tended by exceptional healers and his beloved ones. The next day, he wakes up with half of his wounds healed.

Prophetic dream (Effort 3, Time 10)
As “Cryptic dreams”, but shows signs about events that will happen in the future (if no action is taken to alter them), regarding a particular situation.

Conflict (Effort 3, Time 10)
Resembles “Dream chirurgery”, but

the oneiromancer enters the target’s dream with the purpose of battling him. Both opponents can use fantasia, while the oneiromancer has no control over the dream as in “Dream chirurgery”. After suffering a wound, someone can back off and exit the dream by winning in a Determination contest. Else, if someone dies in the dream battle, he also dies in the real world. Items can’t be transported over to the dream.

Dreaming puppetry (Effort 4, Time 20)
If the victim fails in a Determination contest, he is afflicted by an insidious form, of domination (use the same range as for “Dream intrusion”). The victim sleepwalks and through his dreams experiences a distorted version of reality, suited to the needs of the oneiromancer. For example, he might

attack his closest friend because he’s dreaming that he’s fighting an evil demon. The victim will do anything, even jump off a roof while he thinks he’s walking on stable ground. The oneiromancer actually sees the world through the senses of the victim and directs the dream from a distance. The delusion lasts for one hour per casting success, during which the victim can’t be awoken.

Curse of insomnia (Effort 4, Time 4)
Inflicts total insomnia on a person. No matter how tired he is, he won’t be able to sleep. Every day that passes without sleeping, his Conditioning and Vitality dice are reduced by one (the highest t#s disappear first). If either attribute drops to zero dice, the victim enters a semi-comatose state. He is aware of his surroundings but hasn’t got the strength to act. He dies after

2-3 months when his neural system finally breaks down. A Determination contest needs to be won by the oneiromancer for the spell to act.

Hellish nightmare (Effort 4, Time 10)
Terrible nightmares torture the victim every night if he loses in an Insight contest. If the spell works, every night the victim must succeed in an Insight contest with the oneiromancer or he loses a Determination die (highest t#s go first). Furthermore, the oneiromancer can appear in the victim's dreams as someone who helps him avoid the dream horrors. When the Determination drops to zero, the victim is convinced that the oneiromancer genuinely wants to help him and that he's his only hope of salvation. The spell lasts for ten days per casting success. Lost dice are restored after the nightmares end.

Lord of dreams (Effort 5, Time 30)
The oneiromancer, along with his material body and possessions, leaves the physical world and enters the dreams of the victim (range as in "Dream intrusion"). There, he creates his own dreams in which he's the absolute master. When the target awakes, the oneiromancer returns to the physical world. By the time the target dreams again, the oneiromancer vanishes again to the dream world. Killing the dreamer (if you can find who he is) is the only certain way to terminate the spell and expel the oneiromancer from the dream world. Killing the oneiromancer in his dream realm will destroy him once and for all, but such a confrontation is foolish, since he is master of his dreams and his Fantasia is increased by ten points.

Selenomancy

The mysterious magic of the moon.

August moon (Effort 1, Time 1,)

A pale beam of silvery moonlight shoots out from the hands of the selenomancer and illuminates the surrounding area (up to 30 m diameter) as in a twilight.

Moon eclipse (Effort 1, Time 2,)

Darkness falls into the surrounding area (up to 25 m diameter per casting success) and extinguishes all lights. For the duration of the spell (one hour per casting success), no light penetrates the darkness (treat as "Complete Darkness") unless it is magical.

Second quarter (Effort 1, Time 2,)

If the victim loses in an Insight contest, his primitive instincts are greatly en-

hanced. The Warlike/Peaceful trait becomes 1, Calm/Angry 6, Vengeful/Forgiving 1 and Lawful/Chaotic 6. The traits return to their normal values at the rate of one point per trait per day.

Blood Moon (Effort 2, Time 2)

Induces a victim with Riastarhae, the Warp-Frenzy, if he loses an Insight check. The victim has then a chance to go berserk every time he's challenged (even if it's only a minor cause) and must roll an Insight check at +1 to avoid that. If he goes berserk, he's treated as having the Riastarhae gift, but he doesn't need 3 opponents. He fights to kill, unless he's immobilised (he then cools off after 10-15 minutes). The spell lasts for half a day per casting success.

Third Quarter (Effort 2, Time 4)

Causes dramatic changes to the physical and mental essence of the victim. If he loses in an Insight contest, some of his attributes swap ratings and remain so for the duration of the spell (half a day per casting success). Conditioning swaps with Litheness, while Vitality with Reaction. Intellect swaps with Insight, while Determination with Presentiment.

Full Moon (Effort 2, Time 4)

A special form of lycanthropy that immediately causes the victim to turn into a man-beast hybrid, if he loses in an Insight contest. The beast part can be any natural predator the selenomancer wishes, but is normally either a wolf or a bear. The victim gains two extra Conditioning and Vitality dice (at +1 cumulative) and takes only Stamina damage from non-silver, non-

magical weapons. He acquires Claw and Bite attacks which he can use with his Brawling skill. The werebeast is normally under the control of the selenomancer, but can try to break free. Every order given by the selenomancer must be obeyed unless the werebeast wins in a Determination contest. If that happens, he can break free and attack the selenomancer. The duration of the spell is half a day per casting success.

New Moon (Effort 3, Time 4)

Induces the victim with some kind of severe madness (including paranoia, schizophrenia etc) if he fails in an Insight contest. Lasts for one week per casting success. The madness is curable only through magical means.

Fourth Quarter (Effort 3, Time 6)

This spell must be cast near or in a

wood. Summons wild spirits of the trees that take the form of ethereal satyrs. They try to grab the victim and draw him in a wild dance. To do that, they try to grapple the victim with their Litheness of 456 and skill 2. If they succeed, the victim is dragged and forced to dance in such a wild rhythm that he loses one VIT die every round (highest t#s go first), dropping unconscious when he drops to zero dice. During the dance, the victim can try to break free every action by making a contest again Conditioning 345. If he breaks free, the satyrs try to grab him again.

These ethereal beings can be attacked normally and they have 4 Constitution and 8 Stamina points. There are 4 satyrs, but they can only attack as one. The satyrs never remain more than 10 rounds.

First Quarter (Effort 3, Time 10)

Summons a spirit of death resembling an ethereal skeleton cloaked in robes, holding a scythe like Charon. This spirit takes an item belonging to the victim from the selenomancer and immediately departs to search for him. It finds him within one hour no matter where on earth he is and attempts to slay him. The Charon has the following statistics: CON 34, LIT 456, VIT 456, REA 55, INT 4456, Insight 4456, DET 33456, PRE 4456 and takes only Stamina damage from any normal weapon. It uses its scythe with a skill of 3. If the combat takes more than 10 rounds, the Charon departs without fulfilling his mission.

Dark of the Moon (Effort 4, Time 7)

A strange transformation happens on the victim if he loses in an Insight con-

test, enhancing some of his characteristics while possibly decreasing others. Every physical and mental attribute rating changes to its mirror value as if 4 was an average. For example, a rating of 2 is 2 points away from 4, so it becomes 6. 5 on the other hand, becomes 3. 4 is unaffected, since it's the average. So, an attribute rating of 24456 would become 64432. The alterations last for half a day per casting success.

Winter Solstice Moon (Effort 4, Time 5)

The selenomancer is turned into a radiant featureless human form, emitting a silvery moonlight. In this form, he can fly as fast as an eagle, normal weapons affect him as if he was a ghost (ethereal) and he can shoot silvery rays from his hand (using a skill of 2 and his Liteness attribute) that either cause damage (44-energy, ignoring

any armor) or act as a "Disrupt the Magical Fields" spell (Fortification realm).

The selenomancer retains his form for three hours per casting success.

Midsummer Moon (Effort 5, Time 20)

The spirit of the Dragon is called and appears in a hazy form in front of the selenomancer. The selenomancer may ask a favor from the Dragon. He will not attack or kill anyone, but he can raise an attribute by one die, give a skill at rating 2 or add one point to a currently known skill, restore someone to life if his body is intact and no more than two weeks have passed from his death, raise a realm of magic by one point, reveal a great secret or a location etc. The Dragon doesn't like being summoned for petty reasons and

he'll be made angry if he's summoned by the selenomancer again and again. This spell must be cast during a midsummer night in a druidic circle or enchanted grove.

Spiritualism

Through the realm of Spiritualism, the sorcerer calls spirits of dead heroes or famous personalities or even other occult forces to possess him. The spiritualist is possessed for three hours per casting success and during this period he gains astonishing abilities. However, the possessing spirit has a strong personality and it generally dictates the spiritualist's actions according to its motives. Paying only little heed at his wishes.

Archimedes (Effort 1, Time 10)

A brilliant scientist and inventor, Archimedes was an expert in physics and

mechanics. The spiritualist gains three extra dice (at +1 cumulative) on any roll involving mathematics or physics. Archimedes will gladly help to solve any kind of problem. His only motivation lies in the challenge presented by each problem.

Baal (Effort 2, Time 10)

The prince of assassins, Baal has never failed to take the life of his target. He is a professional who doesn't care who the target is, only if the reward is sufficient (although he does have a tendency towards violent and fanciful deaths). The spiritualist gains a Stalk and Hide skill of 4, the ability to use the dagger, blowgun and crossbow at skill 4 and a deep understanding of poisons. He also knows a lot about human anatomy, enabling him to achieve critical hits. Whenever striking at surprised victims, he ignores one

65

point of their armor.

Pericles (Effort 2, Time 10)

A great political figure of ancient Athens, Pericles is well versed in the fields of diplomacy and politics. He is ready to find a solution to a political problem or offer advice on important negotiations, although he still remains a true supporter of democracy. The spiritualist may re-roll any failed dice of a roll that has to do with politics, negotiation, public speaking etc and all such rolls are made with a -1 bonus.

Caesar (Effort 2, Time 10)

Caesar was the greatest general the Roman armies had ever known. His brilliant mind invented many of the strategies applied until today in warfare. The spiritualist gains the Military tactics skill at rating 4. Caesar will lead any army to any battle, regardless of

the cause or purpose of the conflict.

Cassandra (Effort 3, Time 10)

An ancient prophetess of doom, Cassandra is able to divine the immediate future, up to the next day. However, she tends to focus on disasters or unfortunate events rather than good incidents.

Cu Chulainn (Effort 3, Time 10)

The ancient Celt war hero, Cu Chulainn, visits the body of the spiritualist. He is cunning, wild and he seeks conflict, possessing a great knowledge of martial arts. The spiritualist can wield all weapons with skill 4. Cu Chulainn is also famous for the extraordinary feats he can perform in battle (grab an arrow fired at him, throw a sword at someone etc) and his berserking charges (he possesses the Riastarhae gift).

Hermes Trismegistus (Effort 4, Time 10)

Hermes was the founder of the hermetic order and perhaps the greatest mortal sorcerer ever to walk on earth. When the manifestation takes place, any realm of sorcery known by the spiritualist increases to 3, if it's lower. Hermes is always interested in matters of magic and arcane lore. However, he follows the path of neutrality and will not lend his help easily. An obvious exception is in cases where the hermetic order is concerned. As its founder, Hermes will and shall do whatever he can do to defend it, especially against Ecate or the heathen magicians.

Lai te Kung (Effort 4, Time 10)

Lai te Kung is the inventor of the Dae Khan fighting style. The spiritualist gains the Dae Khan skill at 4 and

knowledge of all kaidos. He rolls four extra dice (at +1 cumulative) for any check to initiate a kaido. Lai te Kung is a pacifist, believing that combat should be the last resort and only used for one's defense.

Asclepius (Effort 4, Time 10)

Asclepius was a legendary healer from ancient Greece, a demigod and the founder of the medical science. The spiritualist has the power to restore any being to full health, but can't resurrect a dead creature. Asclepius will always help all wounded individuals, regardless of their attitude or personality, starting with the ones in immediate danger.

The Dragon (Effort 5, Time 10)

The body of the spiritualist becomes a manifestation of The Dragon himself! All of his skills and sorcery realms

increase to 4, while his attributes gain three extra dice (at +1 cumulative and to a maximum of ten dice). The spiritualist is surrounded by a hazy aura of power and seems detached from reality, above mere mortals and their petty concerns. The manifested Dragon will take no action, unless he deems the situation important. Even then, he'll take all the necessary actions to ensure that the balance of powers is preserved and no major destruction is caused. The Dragon remains manifested until he attends to the matter at hand and then departs. The power of the manifestation is too much for any mortal being to take, so the spiritualist collapses dead upon The Dragon's departure.

Diabolic and angelic pacts

The Nethermancy realm offers many spells to contact, summon and make pacts with angels or demons, but nethermancers aren't the only people who can strike agreements with such otherworldly entities. Many sorcerers run into these beings in the course of their studies or quest for arcane or mundane power. Angels and demons also find interest in mortals they believe they can help in return for some services. Sometimes otherworldly entities take the initiative of contacting troubled mortals to offer their assistance.

Demons and angels thus have the power to make pacts with mortals if they feel it suits their needs. Such a pact is of course two-sided. The entity expects something in return for its services. The payment is seldom material: the demon/angel has little use for land or money, although it may use

these things to support its followers.

In game terms, the payment the mortal agrees to will give him points to spend on services of the angel or demon called **Grants**. Sample payments include:

- Join the angel/demon's cult (one point)
- Recruit another person to the entity's service (one point)
- Form a cult with several followers (two points)
- Donate great wealth or land to a cult (three points)
- Arrange for the entity to enter Corahen for some time (three points)
- Provide the entity with exceptionally important information (three points)
- Assist supporters of the entity or attack its enemies (four points)

- Provide the entity with a powerful magical artifact (five points)
- Found a major cult in honor of the entity (six points)
- Devote your life to the service of the entity (eight points) [after this, you can't take other pacts unless to sell your soul]
- Sell your soul to the angel/demon (10 points) [you can't take further pacts]

Each demon or angel can provide 12 points of Grants at most to one of his servitors, although selling your soul isn't included in this limit (but you can only sell your soul once). Demons and angels frown on mortals who also deal with other entities and may feel betrayed, revoking their grants. Dealing with an angel and a demon at the same time is perilous: if either finds out, it's sure to strike at the mortal enraged.

Often, a netherworld entity will

give grants without requiring payment in advance. However, they do require to be paid in full in due time. A mortal who delays payment or backs down from the agreement will encounter an enraged demon or his followers and minions. The same goes for angels too.

Selling one's soul is a very special type of payment. It is the payment most angels and demons ultimately strive for, gradually luring the mortal with small grants and promises of power and wealth. It is very final, because it means transferring the dominion of your soul to the netherworld entity. Only the complete destruction of the entity (something very-very difficult) will release a mortal from this pact or some very powerful and difficult spells (that are certain to attract the attention and fury of the entity).

By selling his soul, a mortal de-

votes not only his life but the entire eternity to his patron angel or demon. When he dies, he becomes an eternal slave to the entity. Instead of his soul migrating to whatever place the dead go to, the entity comes to take the soul to the netherworld it inhabits for ever. The Church preaches that evil men are tortured for eternity in Hell for their sins but this isn't true, since not all evil men go to Hell (only those that have sold their souls to demons) and no demon finds gain in torturing someone without a reason. The situation is marginally better however. Souls owned by demons become slaves in the netherworlds, doing labor like erecting fortifications, working in mines and other hard work under fear of harsh punishment from their masters. Every day is a hard and painful one.

Selling your soul to an angel may seem a better alternative, but ac-

tually isn't. Although angels have a need for a large work force (being naturally vain and arrogant they refuse to demote themselves by doing lowly jobs), they treat their servants better than demons do. They expect them however to live under their rules and ethics and be foremost concerned with the tasks given to them. In short, eternal hard work and mind-numbing boredom await those who sell their souls to angels.

But let's look at the bright side of angelicism or infernalism. A netherworld entity can grant many different gifts. This is a list of common grants. Not all demons and angels are able to give powerful grants. Lesser entities may give many but small grants. In game terms, a demon or angel can't give a grant costing more than its Determination dice.

Grant of magickal ability (5 points):

This grant is given to mortals who can't use magic. It provides them with the magical knowledge gift.

Grant of magickal might (3+ points): Increases the mortal's Magick rating by one for every 3 grant points, to a maximum of +3 Magick.

Grant of arcane knowledge (2 points): Increases the rating of a realm by one (to a maximum of 4).

Grant of superior talent (1 point): Increases a skill's rating by two points (to a maximum of 4).

Grant of prowess (2 points): Adds one die to an attribute (at +1 cumulative).

Grant of fortitude (4 points): Adds one point to Stamina and Constitution.

Grant of protection (1+ points): Every point increases the unarmored rating of the mortal by one.

Grant of wealth (3 points): Typically

consists of enough gold and silver to live comfortably for years. Demons and angels of course depend on the greediness of mortals to ask for more...

Grant of revenge (3-7 points): The entity or its minions will arrange for the assassination of an enemy of the mortal. The cost depends on the importance of the target and the difficulty of the task. It's not always certain they'll succeed in their mission, especially if the target is powerful or very well protected, in which case the pact is considered void. This grant is commonly given in advance, with the payment following if the assassination is successful.

Grant of revelation (1-7 points): The entity will reveal a secret to the mortal. The cost of this grant depends on the importance of the secret revealed.

Glamours

Glamours are perhaps the most known and potent ability of the faeries, as well as the one most dreaded by mortals. Glamours are magic without any doubt, but they're very dissimilar to the sorcery known by humans. This is not to say that faeries can't learn sorcery, but glamours are common knowledge among them and every faerie knows at least one kind of glamour.

Glamours are very different from other kinds of magic. They are ancient, primitive forms of magic, an evolution of the magic spirits held in the ancient years. Faeries evolved (or some say devolved) from spirits into beings of flesh, and their magic also evolved to glamours. Glamours can be described as a prototype of magic. Their chaotic and wild nature limits their potency when compared to sorcery for example, but they suit the un-

disciplined faeries well and are easier to be learnt by them. Glamours aren't controlled by any kind of law, as sorcery is. They are conjured because the faeries want them to. These acts of will depends on the drawing of raw magical power to be accomplished, that's why glamours appear more generic than the strict spells of sorcery.

Glamours are based on the strange patterns of thought followed by the faeries. That is why no human can ever hope to learn any glamour. Their weird and chaotic structure makes it impossible for humans to grasp the basic idea behind them. Faeries on the other hand, seem very competent with them.

Each kind of glamour has six spells and a rating of 1-6. To be able to cast a spell, a faerie needs to have the appropriate rating. Because glamours are much simpler than sorcery,

spells don't have any Effort rating. Faeries roll only their Magick dice (all with t# 5) and generate their casting successes (at least one success is needed).

Like all magic, glamours deplete that magical power of their wielder. Treat glamours as if they're worth half their points in Effort (eg a glamour of the 5th level is worth 3 Effort points).

Afflict

All Afflict spells require a contest to be won: the faerie's Determination against the victim's Vitality.

●○○○○○ Contaminates the victim with a common light disease, like influenza. The disease troubles the victim for 3-6 days if resting or 9-12 days if active. The disease commonly inflicts a +1 penalty to all Conditioning and Liteness checks and reduces productivity by 25%.

●●○○○○ Contaminates the victim with a mild disease that could prove dangerous. The disease causes high fever for 5-12 days, inflicts a +1 penalty to all physical actions and reduces productivity by 25%. If he's not resting for most of the days he's ill, complications may arise: at the end of the period a failed Vitality check means that an acute form of the disease develops swiftly and causes death within a day.

●●●○○○ Afflicts a limb of the victim with acute rheumatics. The victim is troubled by sharp pains and difficulty of movement. All actions performed with that limb suffer a +2 penalty. This affliction lasts for one week per casting success.

●●●●○○ Afflicts a vital organ of the victim, such as the heart, lungs or liver. Causes a permanent disorder which weakens the victim physically (+1

penalty for straining actions, like running or lifting weights) as well as reduces the effectiveness of his immune system (+1 penalty against diseases).

●●●●●○ As level 3, but afflicts the limb with a rotting disease that leaves the limb completely useless in two weeks. If by then the limb isn't amputated, the disease expands to the rest of the body, killing the victim in less than a month.

●●●●●● Contaminates the victim with one of the deadly epidemic diseases (cholera, bubonic plague etc). The disease is highly contagious and can spread easily to those near the victim, as a usual plague does.

Armor

●○○○○○ Enables the faerie to force an opponent to re-roll his damage check, keeping the worst of the two results. The glamour can affect 5

rolls per casting success in a period of half a day.

●●○○○○ A green aura covers the entire faeries. Although immaterial, this aura protects the faerie as armor 1/1/1 for one hour per casting success.

●●●○○○ Conjures a small shield made of wood and leaves which straps itself around the faerie's arm like a buckler. The shield may be made by peculiar materials, but it's very effective, inflicting a +2 penalty to any melee or ranged attack against the faerie. The shield remains in existence for half an hour per casting success, then fades into nothingness.

●●●●○○ Raises the faerie's successes by one in a Determination contest to determine if a spell affects it. This glamour can affect two contests per casting success in a period of half a day.

●●●●●○ Boosts the faerie's reflexes and agility, giving it the chance to dodge every blow headed its way without having to expend an action. Lasts for two minutes per casting success.

●●●●●● Increases the armor of the faerie (natural or otherwise) by +3 for a short period of one minute per casting success.

Chaos

●○○○○○ Drastically alters the personality of the victim by swapping his personality traits. The glamour lasts for a day and the victim must lose a Determination contest for it to work.

●●○○○○ Sends visions of phantasms to plague the victim. On every round, he must make a Determination contest with the faerie. If he loses, he spends the entire round fighting some fantastic foes. The spell

lasts for three rounds per casting success.

●●●○○○ Chaotically affects the vision of the victim. The point from which the victim views things changes every round: one moment the victim sees things behind him and on the other he sees them as if his eyes were on the side of his head. This causes disorientation and a +2 penalty to all physical actions. The glamour works only if the victim loses in a Determination contest and lasts for 3 rounds per casting success.

●●●●○○ This glamour is utilised only in a combat. It confuses the victim, making him believe that the closest friend or ally is actually his opponent and vice versa. The distortion of reality is so great that even if the enemy hurts him, he believes his friend did that. This delusion works only if the victim loses in a Determination contest

and even then lasts only for one minute per casting success.

●●●●●○ Causes extremely violent tendencies in a small company (up to three persons per casting success) that are somehow connected with each other (eg friends, a company of guards etc). The victims turn upon each other, fighting like mad berserkers. Each person must lose in a Determination contest with the faerie to enter the frenzy. The spell lasts for two minutes per casting success.

●●●●●● If the victim loses in a Determination contest, he's forced into a random thought pattern. This causes him to act in an unpredictable way, unable to discern his true goal. Before every action, the victim rolls a D6. On a 1-2 he performs his intended action (eg if he chooses to attack, he defends) or just acts in a weird way (eg attacks his companions) and

on a 5-6 he doesn't do anything except looking around with a puzzled look. The glamour lasts for an hour, but if the faerie scores more than three casting successes, the duration is extended to a full day.

Conceal

●○○○○○ The faerie's shadow envelops it, making hiding easier and snuffing any noise. Provides a -2 bonus to Stalk or Hide checks for half an hour per casting success.

●●○○○○ The faerie's feet leave faint tracks behind, so that tracking becomes very difficult. Inflicts a +2 penalty on any tracking roll. Two successes are needed for any tracking attempt to succeed. Lasts an hour per casting success.

●●●○○○ The faerie becomes invisible for half an hour per casting success. If it engages in violent activity,

the outline of its form becomes visible to everyone. Observant people can also see this outline with a successful Sight check (+2 penalty).

●●●●○○ As level 3, but the Sight check suffers a +4 penalty and if the faerie engages in violent activity people need to roll the same check at +2 to be able to see it.

●●●●●○ The faerie can conceal an entire object up to the size of a moderately large tree. Onlookers get a Sight check at +3 to spot it but only if they're looking for it. The duration of the spell is one hour per casting success.

●●●●●● The faerie enchants a clearing in the forest, so that everyone being present at the time of the casting turns invisible. Someone invisible that leaves the clearing turns visible again until he re-enters it. The glamour lasts for one day per casting success.

Curse

A Curse is successful only if the faerie wins an Insight contest. Curses can be very variable. Those that are presented here are only given as examples of the variable levels of power. If the curse is not thrown for a good reason, the faerie has a -2 penalty.

●○○○○○ The victim develops a fear for an object, person or situation (an uncommon one) that resembles the phobia drawback (2 points worth).

●●○○○○ When addressing important people, the victim stutters uncontrollably, thereby having a +2 penalty to any Influence check.

●●●○○○ The sight of blood causes severe nausea to the victim, causing a -2 penalty on all rolls.

●●●●○○ The victim is unable to come near sea or large bodies of water. If that happens, violent spasms

incapacitate him.

●●●●●○ The victim is unable to walk upon plain earth. If that happens, violent spasms incapacitate him.

●●●●●● The victim cannot benefit from experience. Knowledge and information seem to just pass through his mind. In effect, the victim is unable to develop his character.

Deceive

●○○○○○ Develops an aura around the faerie, like the skin of a chameleon, which can camouflage it pretty good (a Sight check at +1 is required to spot it) if the faerie stays still. Lasts for an hour per casting success.

●●○○○○ A simple illusion that alters the characteristics of an object for up to half a day per casting success. Plain rocks become gold nuggets, a knife seems like a sword, dirty clothes

become clean and expensive etc. After hard examination, a Presentiment check at +3 reveals the illusion.

●●●○○○ Creates an illusion of nature's elements (fire, earth etc) that if believed (an Intellect check with a +3 penalty if the illusion seems proper or +1 if it doesn't), can be as damaging as a real fire or a rock slide. Damage done can be as great as 3-5 damage dice but it never kills, only incapacitates.

●●●●○○ Alters the facial characteristics of the faerie, but can't duplicate the face of another person with any detail. Lasts for half a day per casting success..

●●●●●○ Complex illusions can be woven. Illusions can be cast on an object or person to alter its perceived form, or they can create something that doesn't really exist, even a person. Note that things that don't really exist

can't react with matter (eg objects will pass through them etc). The illusions normally last for half a day per casting success.

●●●●●● As 4, but also alters the body characteristics of the faerie, making it look like any race with a +/- 50% difference in mass.

Divine

●○○○○○ The faerie can view the dream and ethereal plane as if it possessed the Second sight manifestation with a rating equal to the casting successes of this glamour. The faerie can look into these worlds for a minute per casting success.

●●○○○○ The faerie can sense when someone lies to him, if he beats that person in an Insight contest. This supernatural sense ends after a period equal to ten minutes per casting success.

●●●○○○ The faerie is able to sense the presence of living beings, even invisible ones, as well their type (animals, humans, faeries etc) within 100 meters, plus their general direction and distance. This sense lasts for a minute per casting success.

●●●●○○ The faerie can see through illusions, as well as sense invisibility if he wins in a contest the caster of the spell (even if he's not present). The faerie uses his Insight, while the caster uses his Determination. This vision lasts for a quarter of an hour per casting success.

●●●●●○ This glamour is cast on a person the faerie meets. The faerie is then able to "track" the person everywhere he goes, no matter the distance. To elude the faerie, the person must beat it in a Presentiment contest, but the faerie can try again after a day. The spell lasts for one month per

casting success.

●●●●●● The faerie can sense a mortal's doom in general details (ie you'll die by the sword of a noble). Of course this is not an impending doom and can change if the mortal takes appropriate measures. It's only a prediction based on current circumstances.

Drain

In case where attribute dice are lost, the victim always loses the die with the highest t# (eg if the attribute is 356, he loses the 6). If the attribute only has one die, it isn't lost but gets a +2 modifier to its t#.

●○○○○○ Drains one Constitution point from the victim. The faerie needs to touch the victim (it can be combined with a physical attack) and the victim must lose a Vitality check at a +3 penalty. The Constitution point is lost, but it can be healed through

normal means. The faerie is instantly healed of a Constitution point.

●●○○○○○ Drains a dice from a physical attribute if a Determination contest is lost by the victim.

Lost dice are restored after a day.

●●●○○○ Drains a number of Constitution points equal to the successes in a Determination contest, if the faerie is the winner. The Constitution points can be healed through normal means.

●●●●○○ Drains three dice total from the attributes of the victim, if he loses in a Determination contest. No more than one dice may be drained from one attribute (so three attributes are affected).

Lost dice are restored after a day.

●●●●●○ Drains ten years of life from the victim if he loses in a Determination contest.

The victim becomes immediately ten years older. Lost years are restored at a rate of one per day, but if the character dies from age he remains dead.

●●●●●● Forces the character to roll a check with a +1 penalty for each attribute. For every check he loses, one dice of that attribute is drained. This procedure continues every round the faerie concentrates upon retaining the spell (it can't perform other actions while doing that).

The lost dice are restored at the rate of one per attribute die per day.

Heal

●○○○○○ Heals the wounds of a person. The faerie makes an Insight roll while touching the wounded person and heals one Constitution and one Stamina point per success. The

spell can only be cast once per day on a given person.

●●○○○○ Heals a non-magical disease, if the faerie succeeds in an Insight check. The difficulty of the task is usually the Lethality of the disease.

●●●○○○ Mends broken bones, makes scars disappear and performs similar tasks on the bones and the flesh.

●●●●○○ As 1, but heals wounds much more efficiently (two Constitution and Stamina points per success).

●●●●●○ Heals disorders of the mind, such as paranoia, schizophrenia, insanity, psychological illness etc. The faerie must succeed in an Insight check, with the difficulty being determined by the GM.

●●●●●● As 2, but can cure paralysis and magical diseases or even curses. For magical diseases, the

faerie must win in a DET contest with the caster of the spell which caused the disease (even if he's not present).

Pervert

All Pervert glammers need the faerie to win in a Determination contest with the victim to function.

●○○○○○ Marks the face of the victim with an ugly scar. It does no damage but reduces the victim's Comeliness by one die (or inflicts a +2 penalty to Comeliness t#s if it only has one die). The scar can't be healed by normal means but can be treated by a faerie with a Heal rating higher than the Pervert rating or a magician with Rejuvenation magic.

●●○○○○ This glammers perverts someone's personality. It affects one personality trait that can be considered "negative", such as proud, warlike, selfish etc. This trait moves to its

negative side by a number of points equal to the casting successes (limits are 1 or 6). The change is applied immediately and lasts for ten days per casting success.

●●●○○○ Makes someone aggressive and intolerable of other people. Whenever he's denied of something or he's confronted by a person with a contrary opinion, he needs to make an Insight check or he bursts in rage and starts a fight. Lasts for half a day per casting success.

●●●●○○ Bends and perverts a limb so that it seems crooked and horrible. The limb can still be used at +2 penalty. The overall appearance decreases Comeliness by one die (or inflicts +2 to the t# of the last die). The affliction lasts for one week per casting success and can only be healed by magical means.

●●●●●○ Perverts a character's

personality to the extreme. The victim becomes greedy, bad-tempered, rude and generally shows his worst side to other people. Influence t#s suffer a +3 penalty. Lasts for one week per casting success.

●●●●●● Turns the victim into a caricature of a human. His limbs get crooked and bent, he acquires a hunchback, his facial characteristics become deformed and his spine curved. Comeliness becomes 8 and Influence suffers a +2 penalty, as does Liveness. The affliction lasts for 15 days per casting success.

Resemble

These glammers allow a faerie to take the semblance of another being. The faerie must have seen the being at least once and it's better if they have spent some time around him (else it has a +1 penalty to the casting roll). When

taking the form of another person, the faerie takes his Comeliness and the faerie's physical attributes also change. If the resembled person has higher physical attributes than the faerie, then the faerie gets to add a number of extra dice (at +1 cumulative) up to the casting successes until they reach their target's. For example, a faerie has two Conditioning dice and wants to assume the form of a giant with five dice. It rolls two successes and therefore adds two dice to Conditioning. If it rolled three or more successes, it could get a Conditioning of five dice. Note that the faerie can not add more dice than the resembled person already has and that the casting successes indicate the total number of extra dice: the faerie needs to split these up between its attributes.

There is always the chance that persons who know the resembled be-

ing will notice that something is amiss in its behavior. All Resemble glamours last for one day per casting success.

●○○○○○ Can resemble a humanoid being with a +/- 25% difference in mass.

●●○○○○ As level 1, but the difference is +/- 50%.

●●●○○○ As level 1, but can resemble any being except immaterial ones or with completely alien anatomy (like brochllans).

●●●●○○ As level 1, but there's no limit in the mass a faerie can resemble.

●●●●●○ As level 3, but the difference of mass increases to +/- 100%.

●●●●●● As level 3, but with a difference of mass up to +/- 1000%.

Seduce

All Seduce glamours (except from the second level) require a Determination contest to be won.

●○○○○○ Forces a mortal to follow the faerie. The faerie need not speak, just sign to the mortal. The mortal won't follow the faerie over crevices, rivers or other endangering obstacles but will generally go where the faerie goes for 5 minutes per casting success.

●●○○○○ Arms the faerie with two extra Comeliness dice (at +1 cumulative) and a Charm skill rating of 4 for a duration of two hours per casting success.

●●●○○○ The victim obeys one immediate command of the faerie. The spell lasts for one hour per casting success. If by then the victim hasn't succeeded in executing the command, he's free of the spell.

●●●●○○ The victim falls hopelessly in love with the faerie (if of the opposite sex). It will protect it (even if it means his life) and generally follows

its commands, unless they oppose his basic beliefs. Lasts for one week per casting success.

●●●●●○ Imbues the victim with faerie madness. The victim must have spent at least one night near a faerie residence or meeting place before this glamour can be used on him. It deprives him of the ability to act or think constructively. All he does is sit and dream of strange worlds without interacting with the environment. He still receives food and water, but only if given to him. The glamour lasts for one month per casting success.

●●●●●● Turns the victim into a slave of the faerie. The poor soul is completely deprived of his will and initiative. He will only do what the faerie orders him to and will attempt to carry out its orders as best as he can. His Insight and Determination both become 6, but no other spell can take his

control away from the faerie, except spells that cancel magic or Rejuvenation spells which heal the soul. The glamour is permanent.

Shapeshift

The term “animal” includes fishes, reptiles and birds, but not insects or any sentient beings. All changes brought by these glammers are permanent unless the faerie chooses to return to its own form.

●○○○○○ One or more limbs of the faerie change into that of an animal. Although the faerie can't get wings, it can gain a die of Conditioning or Liteness (but not both) at +1 cumulative depending on the animal chosen.

●●○○○○ The faerie can make some minor changes to its body, such as sprout wings, gain gills etc.

●●●○○○ The faerie can trans-

form into a small animal, like a dog or cat. The animal form always has some faerie qualities, like being slender, having long pointed ears, eyes gleaming in the dark etc.

●●●●○○ Like level 2, but the animal form is archetypal, having an extra die in all physical attributes (at +1 cumulative) and two extra dice in Reaction.

●●●●●○ The faerie can transform into large animals, though no more than 4 m in height or length.

●●●●●● Like level 4, but the animal form is archetypal, having an extra die in every physical attribute (at +1 cumulative).

Transform

●○○○○○ The faerie can transform into a statue resembling it. Only damage severe enough destroy the statue can kill it. The faerie retains its

senses in this form, but can't move or use any abilities. Lasts for one hour per casting success.

●●○○○○ As level 1, but transforms into a plant of moderate size, such as a bush, a small tree etc.

●●●○○○ Increases or decreases the size of a faerie by 50%. An increase gives an extra Constitution and Stamina point but decreases Defense by one (to a minimum of one). A decrease works in the opposite way, increasing Defense by one point, but subtracting one from Constitution and Stamina (to a minimum of one). Lasts for one hour per casting success.

●●●●○○ Transforms the faerie into any wooden or stone object with a mass 50% more or less than its own. Lasts for one hour per casting success.

●●●●●○ Transforms the body of the faerie so that it fits its current

needs. Minor changes occur that give a -2 bonus to a passive check (such as resisting a poison etc). The changes take effect immediately and new alterations take place when the conditions change. Examples are: reptilian scales to defend against fire or heavy fur for cold. Each form functions against one hazard at a time only. Lasts for half a day per casting success.

●●●●●● Transforms the faerie into pure elemental matter (air, earth, fire or water). This form cannot be damaged by the same element and it is coherent enough for the faerie to move and act normally. It has an armor rating of 2 against all physical weapons. Lasts for ten minutes per casting success.

Travel

●○○○○○ The faerie can walk or run at double the normal rate for one hour per casting success.

●●○○○○ Summons an exceptional steed, fitting for the size of the faerie, which is 50% faster than the average horse. The magical horse can be ridden for three hours per casting success before departing to the faerie world from which it came.

●●●○○○ The faerie assumes the ability to fly with the same movement rate as walking for half an hour per casting success.

●●●●○○ The faerie is transformed into a leaf and falls into the water of a nearby river. The river's current then transfers it to any destination along the shores of the river. The small leaf isn't troubled by fish or other natural creatures, but if it's somehow destroyed the faerie dies. The journey is fast (up to 100 miles per day on

a fast river) and the faerie retains its senses during it.

●●●●●○ The faerie can open a magical gate that appears as a gaping black hole in the ground and stays open for a single round. The gate leads above the ground to another location within 100 m per casting success and can be passed by anyone while open.

●●●●●● The faerie summons a spirit with the form of a small violet dragon, slender and very faerie-like. The spirit can take the faerie and another moderate-sized being to a journey through distant, strange worlds that defy logic. The trip through these parallel worlds is a fast way to journey across earth, moving at a speed equal to 500 miles per day, unencumbered by any obstacle or enemy in the physical world.

Manifestations

The Awakened are a strange form of spirits, spending much time in the physical world using their bodies, but at the same time drawing upon the energies of the dream world to succeed in their quest. As all forms of spirits, the Awakened are imbued with the mystical powers deriving from that plane and can use them in various ways.

The incarnation of these energies are called **manifestations** and can be used by every Awakened, as well as other spirits. Of course these powers vary from Awakened to Awakened, because no Awakened (at least not a young one) can learn all the different incarnations of the dream energies. The dream powers vary in their use. Some of them that are defensive in nature are in use all the time. Many others are not automatically in use but can be used when the Awakened

wishes. All powers that are not automatically in use require an action for the character to use them.

Charisma

This manifestation enhances the natural aura of the Awakened, making him look imposing and charismatic. All mortals distinguish him from the crowd. The rating of Charisma is added as extra dice to any Influence or Comeliness check (at +1 cumulative), but only against mortals. Awakened and other supernatural beings are unaffected by such petty demonstrations of power.

Discipline

Discipline raises a mental shielding for the character, protecting him from mind magic or possession. Against such magicks, the Awakened rolls one extra die for each point of Discipline (at +1 cumulative).

Developing manifestations

As the Awakened develop and become more powerful, so do their manifestations. At the end of each adventure, the GM should give each character the chance to improve his manifestations.

Improving the rating of a manifestation requires the player to make a roll: he rolls dice equal to the manifestation's rating and gains a new point (to a maximum of 6) if all of the dice come up as 3 or greater. If he fails, the chance is wasted. Improving a manifestation should only be allowed for powers the character used during the adventure.

Each player should get two chances to increase his manifestations for a moderately-sized ad-

Enslave

This potent manifestation robs a victim of his will, transforming him into a pawn of the Awakened who exercises it. This condition is short-termed at best but still very useful.

To enslave someone, an Awakened must beat him in a contest. The Awakened rolls a number of dice equal to his Enslave rating (starting at t# 4 and climbing up at +1 cumulative), while the victim rolls his Determination.

The number of successes resulting from the contest measure the duration of the power's effects. Each success enables the Awakened to give one order to the victim. This order must be something that can be accomplished in a few minutes at most ("attack the guard", "fetch me the key to the gate"). Suicidal orders cause the victim to freeze. Orders must be

given in quick succession; the Awakened can't delay a day before giving the second order.

A failed attempt to enslave someone gives a +1 penalty to future checks against him.

Fantastick

Whereas most manifestations affect the physical world, Fantastick applies to laws and principles of the dream world. It is a power which boosts the Awakened's ability to affect the workings of dreams and manipulate the "reality" of the dream world. In game terms, Fantastick's rating is added to the fantasia of the Awakened.

Fortify

This manifestation boosts the endurance and toughness of a character to supernatural levels. The Awakened is able to shrug off injuries which could

easily kill mortals.

Fortify increases Stamina by its rating. Constitution is also increased by half of the Fortify rating. Any endurance check gets a number of extra dice equal to Fortify (at +1 cumulative).

Fortune

This mysterious manifestation manipulates the very forces of Luck in the world, making the character look impossibly lucky. The Awakened may expend one point of Fortune to re-roll any failed dice in a roll. He keeps any successes and re-rolls all other dice. This may be done only once for a particular roll. Expended points return after the end of the adventure.

Kinesis

Kinesis imbues an Awakened with telekinetic powers. He is able to move

venture. This can be modified for each player. A player who did exceptionally good should get three chances, while a player who was lousy should get only one.

Acquiring a new manifestation is more difficult. A player needs to forfeit two chances to improve one of his already known manifestations. If this is done, he automatically gains a new point in new manifestation of his choice.

objects he can see as if his Kinesis rating was Conditioning dice (starting at t# 4 and increasing at +1 cumulative). Controlling an object is quite difficult and jerky, considered to be made with Liteness 6.

Longevity

The dream energies imbuing a character with Longevity prevent the deterior-

ation of the physical body he's inhabiting. Each point of Longevity negates 10 years of old age. Thus, a person 60 years old with two points of Longevity would be in the physical condition of a 40-year old man.

Perceive

This manifestation enhances someone's vision so that he is able to pierce through illusion and see invisible items or beings. When faced with an illusion or invisibility, the character must make a roll using dice equal to his Perceive rating (t#4, additional dice at +1 cumulative). To see through the illusion, he needs to score more successes than the casting successes of the sorcerer who weaved the illusion.

Perceive also enables someone to see an Awakened concealed by the Veil manifestation. In this case, both Awakened roll their powers; Perceive

needs to score more successes than Veil.

Physique

This manifestation empowers the Awakened with colossal strength. For purposes of lifting or carrying weights, add its rating to the Conditioning dice of the character. When making a Conditioning check, the character gets a number of extra dice (at +1 cumulative) equal to half the rating of the manifestation. Inflicting damage with a hand weapon is also made as if the character had extra Conditioning dice equal to half the rating.

Revigorate

The province of the Vigoris faction, this manifestation channels dream energies with healing properties. The character is able to heal by touch a number of Stamina or Constitution

points. Each Stamina point restored costs one point from Revigorate's rating. Each Constitution point healed costs two points. Expended points return at the rate of one per six hours.

Satiate

An Awakened can use dream energies to sustain his physical body, freeing himself from mortal needs. He can go around without food, water or even oxygen for an amount of time depending on Satiates rating.

Without food: Rating x weeks

Without water: Rating x days

Without air: rating x minutes

After this period has elapsed, he begins to feel the usual effects resulting from denial of sustenance.

Second sight

This manifestation enables a character to look into the dream world and

the ethereal plane while awake. The sight of the dream world is revealed as a translucent image placed above the real world. This can reveal spirits, invisible items or beings, possessed persons or other Awakened.

Because the image of the dream world is blurry and hazy, the character needs to make a roll to discover anything interesting. This is a Presentiment check with extra dice equal to the power's rating (at +1 cumulative). What he can reveal depends on the successes he scores:

One success—invisible items and persons

Two successes—Awakened and possessed people

Three successes—Spirits in the dream world

Second sight requires absolute concentration while it lasts: the character can't take any action during that time.

Swiftmess

Awakened with this manifestation appear to be unnaturally quick, striking with their blade in the blink of an eye or dodging arrows and crossbow bolts.

Each point of Swiftmess adds one die to the initiative roll (at +1 cumulative). Moreover, any Reaction check (like dodging attempts) gains extra dice (at +1 cumulative) equal to half the power's rating.

Veil

Veil conceals the Awakened from the eyes of others. It differs from true invisibility in that the character isn't truly unseen. Someone will still see the Awakened if he stands right in front of him. Veil works by diverting attention away from the Awakened. In some way, the Awakened will always move in the periphery of others' vision or when

they've turned their backs on him.

Seeing an Awakened hidden by Veil is difficult, if he takes care not to provoke any situation. It requires someone to beat the Awakened in a contest: he makes a Sight check, while the Awakened rolls dice equal to Veil (first die at t# 4, others at +1 cumulative).

Wrath

A character with this manifestation is skilled in venting his anger into objects of the physical world. Wrath is a purely offensive power, able to cause someone or something to burst in flames or freeze by manipulating the four elements (air, earth, fire and water).

The application of Wrath causes damage with dice equal to the character's Determination dice. The first die has a t# of 8 minus the Wrath rating, the rest following at +1 cumulative.

Armor (using the energy rating) applies normally. Because Wrath depends on the manipulation of the physical elements, it's useless in the dream world.

Each application of Wrath is exhausting for the character, causing him to lose one Stamina point. The effective range of the power is only limited by the character's range of sight: if he can see something, he can hurt it.

Heathen and hermetic magick

Two distinct approaches are followed by practitioners of magick: heathen and hermetic magick.

Heathen magick represents a more archaic, wild and undisciplined form of sorcery, based in the inherent magic which lies in nature and the ultimate connection of man with it. Heathen magic was the first kind of sorcery

to be used, a direct descendant of the faeries' glammers. Practitioners of heathen magick were feared and revered by normal people and many of them served as priests of the spirits of nature. With the advancement of civilisation and the founding of large cities, people began to turn away from the heathen priests and their power dwindled. It was during this time that magicians gained the image that would haunt them thereafter: mysterious men commanding evil powers, who are both feared and hated by most people. The coming of Christianity marked the end of heathen magicians. The small number of them that remained was scattered throughout Europe, being weak and isolated.

Hermetic mages follow a different approach to sorcery. They are based on extensive studying, self-discipline and knowledge of the works

and mechanisms of greater magick. Their beliefs are based on the philosophical works of Hermes Trismegistus, a legendary figure said to be the founder of the first great coven of magicians. Naturally, their way of life and beliefs brought them in conflict with the heathen magicians. In the beginning, heathens were numerous and powerful (after all, the hermetics never had the support of the people). However, civilisation and Christianity caused people to turn away from heathen beliefs. The power of heathen magic was greatly reduced and the heretic order overran the magical societies and achieved domination over all matters magical for the next centuries.

Recently, people have begun to turn back to the old religion and the heathen ways, tired of the tyranny of the Church and the burdens of

"civilised" life. This has led indirectly to the rekindling of heathen magick. Heathen sorcerers once more begin to rise and it may not be long before the conflict between heathen and hermetic magick is resumed.

The Order of Hermes

The largest magical organisation in medieval Europe, the Order of Hermes appeared long before Jesus in ancient Egypt and Greece, two nations renowned for their advanced civilisation. The Order was allegedly founded by Hermes Trismegistus, a nearly mythical figure, with the purpose of exploring sorcery to its limits. The beliefs of the Order were based on the Classic Greek ideals, mainly those of reasoning and experimentation. From these two ancient strongholds, the Order flourished and expanded to the rest of Europe, often at the ex-

pense of heathen magicians.

The Order's relationships with the heathen magicians were never good and declined in downright hostility in many occasions. From their first encounters, each group recognised the other as a threat, having contrary beliefs. Both were stubborn and arrogant enough to hold that their beliefs were the only truth. The magical wars fought between them spanned many centuries with great periods of truces and resting followed by intense fighting. At first, the hermetics were at a disadvantage, since most of Europe was pagan. They were however clever enough to use the Roman Empire and Christianity afterwards to their advantage, invading the lands of the heathens and spitting away their followers. The invasion of Britain and the hunting of druids by Julius Caesar and then other Roman Emperors is an

example of the hermetics; aggressive tactics. But now these years are long behind and most hermetics are unsure of the proper action they have to take against the resurgence of the heathens.

The concept of the cabal forms the core of the Order of Hermes. A cabal is a group of sorcerers with common interests located in a certain geographical location. A cabal's size may range from three to over thirty members, although most have five to ten members. Many cabals have a base of operation, anything from a castle to an underground system of caves. Others prefer to have their members living in their own private residences, meeting only to discuss matters of the cabal. These cabals are more flexible and don't depend on mortal holdings, but are also less resistant to external threats.

Each cabal recognised by the Order selects one of its members to represent it in the annual meeting of the Order. This is to keep large cabals from dominating the voting. The meetings take place once per year in a different established cabal and decide on the matters and strategy of the Order as a whole. They also elect a council of thirty Grand Magi to rule over the Order until the next year.

The most prominent power groups in the Hermetic Order are the 13 elder cabals. These are large cabals dating from the ancient times of the Order that have amassed much influence and resources, both magickal and mundane. Most of the lesser cabals are allied to one of the elder cabals in a relationship resembling that of liege and vassal. The elder cabals are:

- **Alexandrians:** Keepers of arcane and mundane lore, this cabal

was situated in the Great Library of Alexandria, until its destruction. They managed to save many important volumes and now they can be found scattered among the colleges and universities of France and England. They have the best sources on any obscure knowledge.

- **Camelot:** The sorcerers of Camelot work towards the creation of a magickal kingdom on earth, a place where mundanes, sorcerers and magickal beasts can co-exist in harmony. This often pits them against the Theocrists. So far their only success has been the founding of Camelot in Wales, for as long as it lasted.
- **Dhiva:** The Dhiva cabal are explorers of other worlds. They

spend much of their time in the dream world and also venture into the netherworlds and other, stranger dimensions. Due to their dealings with otherworldly beings, they have often been accused for the crime of Nethermancy, but have escaped any punishment so far.

- **Dracon:** members of this cabal take great interest in all kinds of mythical creatures, from faeries to the mighty dragons. They seek to help them preserve their havens against the expansion of mankind and have befriended many of them, drawing arcane knowledge from their experience.
- **Hippocrations:** A small but ancient cabal, dedicated to the healing arts and the study of diseases. Although they may

seem benevolent, rumor has it that the Hippocratians don't hesitate to use their great knowledge of pathology and diseases to harm their enemies.

- **Kavos:** The Kavos seek mastery of elemental sorcery, considering the four elemental realms to be the most pure and basic of all. Their attitude and personality is often shaped by the element they favor: a Kavos pyromancer tends to be hot-tempered and impatient, while a geomancer calm and enduring.
- **Kreccan:** This is a cabal of warrior mages, specialising in offensive magics. They raise and train private armies under their command, ready to face any external threat to the Order.
- **Lectrus:** The Lectrus are magicians specialised in the creation

of magickal artifacts. They also seek and locate ancient magickal treasures, especially Atlantian and Mu artifacts. The more modern Lectrus are bent on combining rela-world sciences, like physics or chemistry, with magick, creating magotechnological devices.

- **Mantis:** Mantis is the cabal of transformation and evolution. Practicing shapechanging and mind-altering sorceries, members of the Mantis never keep the same form or persona for long. They're probably the most modern, open-minded and eccentric of all cabals.
- **Pythagoreans:** The Pythagoreans believe that sorcery is an exact science with specific laws and devote their lives on discovering them. They have great

arcane power but are isolated from the rest of the world.

- **Regia:** The cabal of Regia always considered itself as king-makers. They deal heavily with mortal society and politics, manipulating them to their own ends. Their headquarters have been in Rome, but they've recently moved to Paris. They maintain contacts and allies in every major European city.
- **Riendr:** Riendr believe The Dragon is the source of all magick on earth. Although this is highly debatable, Riendr magicians have great faith in their beliefs and always search for manifestations and understanding of The Dragon. To some of them, The Dragon is the only true god. Because of their declination from the standard

hermetic ideals, many other hermetics believe they have slipped into Heathenism and ought to be shown the right path again.

- **Theocracy:** The Theocrats were the first to realise the importance of Christianity as a tool against the heathens. Since then, they've been heavily involved with the Church from their headquarters inside the Vatican. Recently they've lost some of their credit, since it's the tyranny and corruption of the Church that has led to the rise of a new breed of heathens.

Dogmas and crimes

The Order is bound together by its common beliefs. These beliefs can be divided in Dogmas and Crimes. Dogmas form the core of

hermetic ideals and are followed by hermetics to prosper and advance their magick. Crimes are taboos; they are what the hermetics despise. A mage of the Order must avoid these at all costs or face corruption of his magick (end expulsion from the Order). Dogmas and crimes are closely related. Often, the opposite of a dogma consists a crime.

The Druidic Order

Named after the Druids of pagan Britain, the Druidic Order is a much more ancient organization connecting Europe's pagan faiths together. Members of the Order belong to faiths that developed largely independent from one another but shared some common traits. One of this was the belief in Animism, the faith holding that the natural world is inhabited by numerous spirits giving it

Dogmas

- Sorcery is one of the forces of the universe, like gravity is. The hermetic's task is to understand the laws commanding it.
- Sorcery is not for everyone. Only an elite minority has the gift of commanding it. A sorcerer must not reveal himself or his power to unbelievers lest they rise against him and the rest of the Order.
- Command of sorcery belongs to the magician. The magician must be autonomous from other sources of magick and his power must come only from his training and achievements.

Crimes

- **Mysticism:** The crime of Mysticism is another point of friction with the heathens. The heathens believe in the divine origin of sorcery, that magick is a mysterious force one should accept and not try to analyse or understand. This is totally heretic to the hermetics, whose main goal is to discover all laws of sorcery.
- **Revealing:** The crime of revealing one's magickal power in front of Unbelievers. Unbelievers aren't open-minded or enlightened enough to understand or accept a power like sorcery. Leave them to their safe little world.
- **Nethermancy:** The crime of gaining power from entities summoned. Hermetics frown on magickal power not gained through one's achievements.
- **Heathenism:** The crime of believing in one source of magick and not the universal aspect of it. This crime refers to the heathen magicians, who revere nature as the source of all magick, whereas the hermetics hold that sorcery exists throughout the universe and inside

life, from trees to rivers to rocks. The other was a common fight against the hermetic ideals, which didn't agree with

their views of the world.

The Druidic Order is made of the magicians called heathens. These sorcerers base their power on nature, which they revere as a deity or a group of deities. They perform their magick by drawing raw energy from nature without caring for the details of their magickal workings. In fact, they hold that sorcery is an innately mysterious power and someone tends to reduce its wonder and power if he analyses it too much. These beliefs have brought them in direct conflict with the Order of Hermes.

Although the beginnings and ancestors of the heathen magicians are much older than those of the hermetics, members of the Order were for a long time ignorant of the other heathens, locked in their faiths and regions. It was not until the threat of the hermetics was realized to its full extent

that the Druidic Order was formed with members from all Europe. The catalyst for the Order's forming was the Classical Greek era. In that time, a lot of heathens fled Greece, as the hermetics triumphed and transmitted their ways of thinking to the vast masses of the Unbelievers. With them, they brought a message of warning about the threat of the hermetic magi. The Druidic Order was formed to counter the spread of the hermetic ideals and preserve the pagan ways. Changing many names, it took the title "Druidic Order" during the rise of Christianity, when Britain became the bastion of paganism in Europe and druids the leaders of the resistance against the hermetics.

At first it seemed that the heathens had the upper hand, being more numerous and controlling more lands. However, the hermetics were persis-

tent and well organised. They increased their influence in the Roman Empire, pushing the people away from the worship of the gods towards more mortal interests. Some of them even took advantage of the new Christian religion to fight the heathens. With the invasion of England and the persecution of the druids, the Druidic Order felt that the end was nigh, with its stronghold under siege. The real end came later, with the founding of Camelot under the hermetic sorcerer Merlin and the christianising of the population. In one last desperate attempt, the heathens united under the banner of their leader, Morgan le Fay, and succeeded in disbanding the kingdom of Camelot. However, their victory came at a devastating cost. Most of their members were lost and Morgan was slain by Merlin himself. From that time on, the Order was too weak to resist

the hermetics' takeover of Europe.

But the Druidic Order wasn't dead. The hermetics believed they had taken care of their problem for eternity, but the heathens were only hiding, resting, healing their serious wounds. They remained active in the countryside, trying to keep the old ways alive in the people's memories, mixing Christianity with pagan beliefs in the form of fairy tales and superstitions. They bid for the time that would enable them to rise once more.

The hermetics' reliance on the Church to keep the people away from practicing the pagan ways proved to be a grave mistake. The Church's oppression of the people backfired on them. Many commoners turned to the old ways, seeing the Church and the nobility growing richer while they became poorer. This marked the resurgence of the heathens. Across the

land, people that aspired to the old ways were contacted by the remaining heathens and incorporated into the resurrected Druidic Order. The Order of Hermes was able to detect this uprising but was unable to figure out a way to stop this phenomenon.

The Druidic Order is now alive and active once more. Although lacking the internal organization of the hermetics, it has many rapidly growing groups all over Europe. These small groups are called covens and are the cells forming the Druidic Order. Each coven contains witches, that is heathen magicians, who hold the leadership of the coven, along with mortal followers who possess no knowledge of magick but are interested in preserving the pagan faith. In the old days heathens loathed to share their secrets with the common folk, ruling them through their ignorance. Times have changed

though and the heathens need not only as many allies as they can have but also the support of the people.

The Seelie Court

The history of the Seelie Court is the history of Mu itself, the ancient land of the faeries that is lost in the mists of the past. Mu was the first attempt made by the faeries to form an organised nation to provide safety and prosperity to its citizens. This required a great deal of effort, along with organization and laws. It mostly appealed to faeries with respect to ethics and laws; other, more undisciplined, faeries found the idea too cumbersome and limited. However, as the fame of Mu and its wealth reached every faerie in the world, even the most chaotic ones would sometimes force themselves to accept set standards in order to be a part of

that paradise on earth.

So, the great wave of immigration towards Mu created a substantial minority of faeries who pretended to go by the rules but in reality cared nothing about them. These potential troublemakers were identified by a few of the lawkeepers of Mu, but the general aura of prosperity inhibited them from acting against them.

With the rise of Kathadastra and its Atlantian minions, the faeries of Mu came face to face with a dangerous enemy. The High Kings of Mu organised a body drawing members from all levels of faerie society, to unite the faeries against the common threat and put up an effective defense. That's how the Seelie Court was born.

In its beginning, the Seelie Court was a very diverse group with a noble goal: the protection of Mu from

outside threats like the Atlantians. Its leaders and agents even contained many of the wild, unruly faeries. After the defeat of the Atlantians, the popularity of the Seelie Court rose so much that it was decided to keep it permanently to defend the land. With increased power and influence, the Court gained in importance and there as a time that it had even High Kings as its puppets.

Some time after the defeat of the Atlantians, important members of the Court made contact with the Eternal Powers of "good". The Powers turned their attention to one of their old concerns, the wild troublemakers. Although they had fought against the Atlantians, no one could say for sure that they didn't represent a threat that could tear Mu apart from the inside. The Powers convinced the faeries to use the Court's power and

resources to vanish those “evil” faeries.

Thus, the Seelie Court began to take interest not only in the outside threats, but also in inside ones. It used its considerable resources to persecute faeries it regarded as troublemakers and used heavy propaganda to justify its actions. Some of the unruly faeries were actually members of the Court, but were helpless while the Court harassed their friends and kin. They soon resigned from their positions and formed the Unseelie Court as a countermeasure. Eventually, the fight between the two Courts escalated to the Faerian Wars and destroyed Mu.

The Seelie Court survived the destruction of Mu, as did the Unseelie. It followed the faeries in their otherworldly realms. Today, the Seelie Court has a strong presence in many faerie realms. One realm in par-

ticular is completely dominated by it, serving as its headquarters. From their base in the Castle of a Hundred Spires, the Seelie faeries continue their ancient rivalry with the Unseelie Court, trying to bring all of the faerie realms under their rule.

The Seelie Court is composed of three independent bodies, each with its own function: the Silver Brigades, the Silent Circle and the Emerald Circle. The Silver brigades are the army of the Court. They ride out of the Seelie realm in times of war with the Unseelie, but also contain many elite units trained in undertaking covert missions in times of peace. The Silent Circle is the Court's ambassadors, agents and spies. These faeries spend most of their time in other faerie realms or even on earth, gathering any useful information, strengthening the Court's position and undermining the

Unseelie's operations. Lastly, the Emerald Circle is the smallest but not less important unit. The Emerald fae are knowledgeable in sorcery and provide the Court with magickal backup.

Each of the three units is organised in the same hierarchical manner. There are three levels in each body. The first and lowest contains the bulk of the Court's members. Their activities are coordinated by the members of the second level, who are of course less numerous (there are 20 first-level members for every second-level one). Finally, the second-level members are watched and directed by a single third-level faerie. In the Silver Brigades, the three levels of hierarchy are the Silver Brigades, the Brigadiers and the Knight of the Lance. In the Silent Circle, there are the Silent Circle, the Guildmasters and the Overseer. The three levels of the

Emerald Circle are the Emerald Circle, the Magisters and the Lord High Magick.

Above all three bodies and their levels stands the High Court, the brain of the Seelie Court. The High Court has absolute power over the entire Seelie Court and it's what unites and keeps together its three components. It's made of 12 members, whose identities are always kept secret. The three faeries of the third level report to the High Court and in turn receive their orders from it. The High Court also appoints members to their positions and decides over promotions and demotions.

The Unseelie Court

The Unseelie Court is the primary organisation of evil faeries that inspires fear in the hearts of both mortals and faeries alike only by the invo-

cation of its name. It was formed during the Faerian Wars by the generals and princes of the evil faeries. These power-hungry individuals wouldn't form any kind of alliance, much less the Court, but they realised that they would have to be united in order to stand a chance against the armies of the enemy. After the disaster of the Faerian Wars, their thirst for power hadn't been quenched and their desire to destroy their good cousins and extract their revenge grew only hotter. The Unseelie Court remained, though its power was greatly reduced along with its influential members.

Today, the Unseelie Court extends its sway over a great part of the evil faeries of the world. These faeries compose the Host of the Court, its army and servitors. The Host is not very effective as an army, as its members

are scattered around earth and the faerie realms, but this means the arm of the Court can extend even to the farthest point of the world. The Court is still ruled in a despotic way by princes and generals of the evil faeries, but its sorcerers possess great power also. They are responsible for the foul magicks and evil creations that have given the Court its terrible fame and have caused much harm to both faeries and mortals.

The base of the Unseelie Court is said not to lie on this world, but on a faerie realm of darkness and misery. There, in its dark, haunted woods lies the main body of the Host. In the center of the realm, upon the Screaming Hill, rises a stone castle, the fortress of the Court where its lords plan their next movements.

The Unseelie Court is composed of two parts: the army and

agents of the evil faeries, that is called the Host of the Court or the Sluagh, and the sorcerers of the Court that form the Sidhe Qabal. The Sidhe Qabal may be much smaller than the Host, but the magical powers it possesses command the respect of all the Court.

Each one of these parts is largely independent and is ruled by a different council. The Sluagh are ruled by a council of 30 Jarls that are the Council's finest strategists. The Qabal is ruled by a council of 10 Poisoners (Poisoner is a term for sorcerer used by the Church of the Savior). Each council has no authority over the other, however both are under the authority of the high council of the Unseelie Court, the Ri Damhna. The Ri Damhna is composed by 5 Jarls and 5 Poisoners, which are permanent members and are replaced only in

cases of treason or death (of course incompetent members tend to vanish quickly). It must be noted that these Jarls and Poisoners have double votes on the lesser councils and it is they who choose the other members of the lesser councils every now and then. They are the most powerful faeries in the Unseelie Court, electing one of their own to be the Ard Ri, the High King. The Ard Ri has double votes in the Ri Damhna and can veto any decision made by it, except from decisions about his replacement. He is truly the king of the Unseelie Court.

The structure of the Court seems very organised and stable, but in reality faeries of the Court stand ready to backstab, exploit or even assassinate their superiors so they can assume their position and status. There are the common means for ascending the levels of authority and are

silently recognised by all the Court. This practice creates a constant chaos and inner turmoil inside the Court that has been described as an unseen civil war.

Dae Khan

Dae khan is the name of a unique fighting style developed by eastern monks as a means of defending themselves from bandits or other threats. Since they hate bloodshed, the monks devised a fighting style which developed into a form of art, standing above kung fu and other martial arts. Dae khan combines the quickness and grace of the cat with the ferocity of the tiger. It requires quick thinking and a sharp eye, for the martial artist must never do anything he has not planned ahead. Every movement has its purpose and is

another step towards the concluding act.

The basic philosophy of Dae khan is simple and is derived from the realization that when someone attacks, he also leaves himself open to attack. If the martial artist is able to dodge the incoming strike, he can then attack his opponent when he's at his most vulnerable.

The monks have taken this simple idea and evolved it into a science. A skilled martial artist is able to gather energy from repeating dodges, accumulating it to unleash it in one devastating strike when the time is right. Thus, Dae khan becomes a series of intricate dodging maneuvers followed by a final strike of great power and accuracy that cripples the enemy. The martial artist resembles a dancer full of grace; his dance is swift, yet harmonious. With every dodging maneuver, he

builds his power. Indeed, the fighter may seem to grow red after one or two dodges, as the power inside him screams for release. He must be patient though and concentrate it in one strike at the right moment.

Dae khan still remains a closely guarded secret of Chinese monks. Only a handful of westerners have managed to learn this art, usually by a traveling priest who came to know and respect them.

Kaidos

To all artists of Dae khan, kaido is a word for mastery. The term refers to the techniques developed by masters of Dae khan, which combine physical ability with great mental concentration to produce extraordinary feats. For example, one kaido enables the martial artist to block his mind against pain and completely ignore it. Another

Fighting with Dae Khan

To fight with the Dae khan style, someone needs to have a rating of at least one in the identically named skill. This skill is considered a knowledge and a subskill of the Brawling main skill. It is not available to starting characters unless they have the Dae khan knowledge gift.

The basic damage for a Dae khan strike is 6 if the martial artist has one or two Intellect dice, 5 if he has three or four or 4 if he has over five or more Intellect dice. Intelligence is important because the whole philosophy is for the martial artist to quickly recognize and strike the neuralgic, weak spots of the enemy. This damage is of the kinetic type and causes

kaido, when exercised, renders the artist unmovable by force much greater than his own strength. Some kaidos have a mystical side, being almost supernatural. Indeed, some argue that kaidos must be recognized as a new type of magic.

It takes years of solitude, practice, self-discipline and meditation to develop a kaido. Even the greatest masters haven't developed more than three of them during their lifetime. Aside of time and experimentation, it also requires great wisdom and iron will. Someone must have more than three dice in Insight as well as in Determination to develop a kaido on his own.

Learning a kaido from a tutor is much easier. Of course, finding a teacher who knows a kaido and persuading him to teach you is another matter. A character can learn as many

kaidos as his Insight dice. Even exceptional martial artists however, don't learn more than 2-3 of them.

“The rock standing against rain for a thousand years”

Basic training: One year

Competence: 1

This is one of the simplest kaidos, but useful nevertheless. It makes the martial artist unmovable while concentrating. The fighter adds his kaido successes to his Conditioning dice (at +1 cumulative) for all contests made to move him. Even sweeps and grapples fail to bring him down or knock him back. When attempting such a maneuver, the opponent still needs to beat the martial artist's considerable strength to succeed in moving him, even if the maneuver is successful. While in this state, the fighter gets a +1 bonus to any armor he wears or to

his base unarmored rating but can't take any other action, offensive or defensive.

“The skin and bones resembling a stone wall”

Basic training: 2 years

Competence: 1

This kaido makes the fighter's skin hard as rock. It is a defensive technique, as well as an offensive one, hurting an unarmed opponent who smashes his fist against the rock-hard skin. The technique requires the fighter to make himself vulnerable to attack by sacrificing an action. When the attack takes place, his opponent gains a -1 bonus because the fighter has left himself vulnerable. If the kaido has been performed successfully, a +1 penalty is inflicted to the damage roll of the opponent. Furthermore, an opponent striking with an unarmed attack takes

Constitution loss, although the martial artist can inflict only Stamina damage if he chooses so. It is further increased by the Conditioning dice of the martial artist and his strike successes.

Dae khan relies on gathering kinetic energy from dodges. For every action the martial artist forfeits his attack against an opponent and instead dodges his strike, he accumulates a -1 bonus to his attack and an extra damage die for his next strike. This strike must come at the end of a series of dodges and can have a maximum bonus of -3 and three additional damage dice.

These martial artists are masters of dodging maneuvers. While dodging, their attacker gets

damage equal to the damage he originally inflicted, but this damage roll also suffers a +1 penalty.

“The three-headed dragon”

Basic training: 4 years

Competence: 2

This technique enables the martial artist to combine three strikes in one. The martial artist performs only one attack, but he strikes three times in quick sequence. His attack is made at a +1 penalty. If successful, he makes three damage rolls instead of one, although all of them suffer a +1 penalty.

This technique is a lightning attack that can't be used often or it confuses the fighter and disrupts his sense of balance. Half a minute must pass before it can be used again, else the fighter suffers a +1 penalty due to disorientation for 3 rounds.

“Strike of the three fingers that pierce like steel”

Basic training: 12 years

Competence: 4

This kaido is a well-guarded secret, passing from a master to a student only once in a lifetime. People that have the potential to learn this exceptionally difficult technique can be counted in the fingers of one hand.

The technique consists of a fairly simple strike: the martial artist strikes with his hand and the 3 middle fingers extended. The kaido transforms these 3 fingers into a deadly instrument like a spear shaft, so the concentrated strike is one of the most powerful attacks known. The damage roll for the strike is made with a -2 bonus. It is rumored that a khan master once slew a small dragon using this strike.

“The hawk whose speed defies nature”

Basic training: 2 years

Competence: 2

This kaido enables the martial artist to move with supernatural speed. Every kaido success gives him one automatic success for the initiative check of the following round.

This surge of speed is costly in terms of physical exhaustion. Every time the kaido is used, the fighter must succeed in an Endurance check or lose a Stamina point.

“The invisible plates of dragon skin”

Basic training: One year

Competence: 1

This kaido makes the martial artist able to absorb the impact of strikes into his body, thus lessening the damage he suffers. The kaido successes

no bonus from the Offense rating of his melee weapon, plus they don't suffer any penalty when dodging close combat attacks. However, their maneuvers require great flexibility and grace of movement. They can't perform them if they have more than one encumbrance point.

are added to his base unarmored rating (this isn't cumulative with worn armor). Because the martial artist needs to concentrate on dealing with the strikes, he suffers a +1 penalty to his attacks.

“Hug of the great bear”

Basic training: 2 years

Competence: 2

This kaido allows the martial artist to grapple his opponent in an unbreakable hug. When the martial artist grap-

ples his opponent, his Conditioning dice are increased by the kaido successes (at +1 cumulative).

“The realm of shadows, a mirror of our own”

Basic training: 9 years

Competence: 3

The martial artist is able to blend with shadows and use them to move. The martial artist can step inside a shadow and disappear, only to appear stepping out of another shadow within range of sight. It is an evasion kaido, first developed by a secret order of assassins, paid by eastern warlords to take care of their enemies.

“Piercing the shadow is slaying the body”

Basic training: 4 years

Competence: 3

Another kaido first used by the assassin branch of the Khan martial

artists. By concentrating for an action, the martial artist is able to focus his mental strength and on his next action strike at the victim's shadow. The shadow becomes a way for the martial artist to harm the victim, who takes the normal damage of the strike without being able to parry or dodge (although the damage of the strike is not increased by the fighter's Conditioning). Any kind of physical armor is useless against the mystical, insubstantial nature of this attack.

“The dancing frog leaps”

Basic Training: 2 years

Competence: 1

This kaido consists of a great leap and can be used by the martial artist as an attack form or as just a way to jump longer and higher. The kaido is executed when the martial artist faces an opponent. If he successfully uses

the kaido, he is able to jump double the distance and height of a normal human. This enables him to leap over his enemy (if he's not very large) and land behind him. During the same action, he can strike his opponent with a turning kick using all the bonuses for striking from behind.

“The adder fangs dripping the subtle poison”

Basic training: 4 years

Competence: 2

This kaido was developed by a Khan master following a dark path: the way of the assassin. When the martial artist strikes he causes damage with a +1 penalty to the damage roll, but the kaido enables him to cause serious internal damage to a an important organ, like the liver or the spleen. The victim needs to make a Vitality check. If he acquires at least equal successes to

Kaidos

Basic training: Each kaido requires time to be learnt. During the training period, the character must spend at least 3 hours per day training and practicing. When the period ends, the character makes an Insight check at +3. If he succeeds, he has learnt the kaido. If he fails, he needs to spend another year training before he can try again. If the character tries to develop a kaido without having a teacher, the basic training period is quadrupled and the penalty of the Insight check increased by +2.

Competence: Kaidos are difficult things to master and learn. The Competence factor judges how hard it is for the martial artist to perform the kaido. When he tries

to use the kaído, the fighter must make a skill check for Dae khan, using Determination as the governing attribute. He needs to accumulate a number of successes at least equal to Competence, or else the kaído will fail. These successes will also measure the effectiveness of his performance.

the damage caused, the strike has no special effects on him. Otherwise, one of his organs is seriously hurt and will develop malfunctions that will result in death within half a year. Such serious injuries can only be healed through magical means.

“The trap made of steel spikes”

Basic training: 7 years

Competence: 3

If performed correctly this dreadful kaído can cause immediate death. It

enables the martial artist to strike with such force as to cause the rib cage to collapse and the ribs to pierce the heart of the hapless victim (like steel pikes). The strike must be very accurate (thus, is it has a +3 penalty) and the victim must succeed in a Vitality roll with a +3 penalty or drop dead. Even if he survives, the strike causes normal damage.

“The invisible owl striking from afar”

Basic training: 6 years

Competence: 3

The martial artist is able to harm from a distance, striking as if his target was in front of him. The strike causes normal damage (although it can't be augmented by dodging) and cannot be parried or dodged by the target. The

martial artist can not be further than his Determination dice x10 meters from the target and needs a normal attack roll to strike.

The cosmos is divided in three concentric rings: the outer, the middle and the inner one.

The inner ring

The inner ring lies at the center of the cosmos, although it was the last to have been created after the victory of order over chaos. Within it lies the so-called real or physical or mortal world but also many others, like the dream world, the ethereal and astral plane and the realms of the fae. Order is at its strongest here, so magick exists at its weakest.

The “real” world

The “real” world is called real because its primary inhabitants, the humans, believe it to be the only world in the whole cosmos. The denizens of other worlds know better, of course. Also

called the physical or mortal world, the real world lies at the very center of the cosmos.

The dream world

The dream world is the home of spirits and many other mythical and magickal creatures. It’s a world that lies directly above the real world, as an extension of the physical plane, closer to the other rings of the cosmos. Unlike the physical world, the dream world isn’t “real” in the strict term: it’s as immaterial as any dream or fleeting wish.

Chaos is stronger here than in the real world and this makes the dream world an enchanted place. Apart from spirits, mortals can access the dream world when dreaming, because dreams are a kind of magick.

The dream world is more or less a reflection of the physical world, re-

sembling the landscape of earth. Even buildings and structures correlate to those of the real world. However, the dream world is also shaped by the dreams and desires of the people. A humble cottage may seem as a great manor here or a small dirk as a great steel sword. Any feature in the dream world is malleable; anyone with a little imagination can transform it to something closer to his desires. Of course, the dream world isn’t a chaotic plane constantly shifting to take other forms. It naturally puts up some resistance against any change, as it’s still a place in a cosmos primarily ruled by order. To bring about a change, someone needs force of will and a powerful imagination. The latter is measured by **Fantasia**.

Fantasia

Fantasia is the power of one’s imagi-

nation, the ability to believe to the unbelievable, to exceed any limit imposed by a set reasoning and reality. It is something that children and artists tend to have in greater quantities than “serious” grown-ups.

Mortals typically have fantasia ratings equal to half their Insight dice (round up). Notable exceptions include sorcerers that have traveled a lot in the dream world, especially those with knowledge of the Oneiromancy realm.

Awakened, spirits and faeries, as well as any other creatures that call the dream world their second home, have fantasia equal to their full Insight dice.

Shaping the dream world

Any feature in the dream world is open to alterations induced by someone’s imagination. A wooden

How big is the change?	
Minute	3
Small	4
Moderate	5
Big	6
Huge	7

stick need not be so in the dream world; it may become a fencing sword. A small windmill may turn up to be a great tower. Or, if a wall is too high to climb, why not cut it down to size?

Usually, a dreamer can't conjure something out of nothing. A feature must already exist for him to alter it. However, small things, up to the size of a small tree, may be dreamt into existence by expending a Fantasia point.

To bring about any change in the dream world, a dreamer rolls dice equal to his Fantasia rating. The first die gets a t# shown in the sidebar, ac-

cording to the size of the alteration. All others are at a +1 cumulative. Big and huge changes require the expenditure of a fantasia point (if the roll is successful).

Sometimes, a dreamer is connected to a feature of the dream world. Somebody's home also remains his in the dream world. Such dreamers gain a -1 bonus on any roll to affect "their" objects. In order for someone else to alter them, he must first snatch control from their "owners". Whether this is successful or not, it is judged by a fantasia contest. The t# of the first die is equal to 2 plus the opponent's Determination dice. The rest of the dice are at +1 cumulative. The dreamer that is connected to the object gains a -1 bonus to the roll.

Changing yourself

In their dreams, people don't wish only about the things they want to have or the places they want to visit. Many picture themselves strong, brave, handsome or intelligent, things they believe they lack in real life. In the dream world, these wishes can become true, within certain limits of course.

Fantasia can be used to increase a dream-self's attributes. Every Fantasia point spent increases an attribute by one die (at +1 cumulative). This increase lasts throughout the dream and can push attributes beyond human maximum.

Bringing luck

Murphy's law is for the real world only! In our dreams, we usually never fail in our tasks. Fantasia can help someone at that, allowing him to re-roll any check by expending one Fantasia point. However, the character must

Expendig Fantasia

Uses that expend Fantasia points reduce Fantasia for the purpose of making checks or determining damage, but lost points return at the next dream.

If the last fantasia point is used, the person is immediately expelled from the dream world and usually wakes up in his bed, drained and tired. He can't dream again until the next day.

keep the new result and no more than one fantasia point can affect a given check.

Dream battles

Combat in the dream world is handled just like in the real world: it's a matter of hit and be hit. However, lethality in the dream world is much lower, at least for mortals.

A true spirit always uses its full damage rating in the dream world.

On the other hand, creatures that primarily live in other worlds, like mortals, faeries and even Awakened, are less dangerous in dreams. They can not inflict more damage dice than their Fantasia points. For example, an Awakened with fantasia 3 would roll 3 damage dice, even if his sword could inflict 5 dice of damage. The dice used are those with the lowest t#s. Specially enchanted weapons may bypass this limitation.

Magick always inflicts full damage, regardless of the caster's Fantasia rating.

Wounds inflicted in the dream world may be healed through wishing them away. Each Fantasia point expended restores one Stamina and one Constitution point.

Injuries in the dream world aren't

"real". Mortals and faeries that "die" in the dream world usually wake up in the real world as if they saw a nightmare. Apart from having some sleeping problems for the next couple of days, they are not affected in any other way, nor are the dream wounds transferred to the real world. On their next dream, they appear healthy again.

The situation is more serious for spirits and Awakened, being the true denizens of the dream world. Dream injuries can kill them, ending their existence. This is why Awakened are extremely careful when operating in the dream world. Specifically for the Awakened, although dream wounds aren't carried over to their mortal body, they aren't restored upon their next dream either. They remain until healed by Fantasia or the passage of time.

Entering the dream world

There are some gates in the physical world that lead directly to the dream world. These magickal pathways may be natural or artificial but rarely appear as what they truly are. Someone might pass beneath an old archway and suddenly find himself in the correspondent area of the dream world. Another person might fall asleep in an enchanted grove of a mystical wood and "wake up" in the dream world. On those occasions, the person is fully transferred in spirit and body in the dream world. If he dies there, he's dead for good.

Finding a gate to the dream world is the exception, not the rule. Most of the times, someone will enter the dream world because he falls asleep and dreams. In this case, the individual enjoys a dual existence: his body lies sleeping in the real world,

while his dream-self enters the dream world. For mortals, this is entirely unwilling. They don't view their time in the dream world as unnatural or as anything more than a simple dream. In fact, because of their weak connection to the dream world, most mortals can not remember most of the time they spend in the dream world, except as vague details of their dreams.

Awakened are a different case, being partly creatures of the dream world. A mortal has to fall asleep and dream to enter that plane of existence. An Awakened can do the very same thing with his power of will alone. He just needs to concentrate and make a complex Determination check, rolling once per action. As soon as he reaches three successes, his physical body falls asleep and his immortal spirit enters the place of dreams.

Awakened in the dream world

appear in the form they had before the Transcendence, regardless of the physical body they possess. This is called the Revealing, because it shows the Awakened as he truly is. As creatures of dream, Awakened are fully attuned to the dream world. They realise it for what it truly is and are able to perfectly recollect every minute they spend in it. However, this relationship with the dream world also makes them more vulnerable than mortals: death in the dream world is final for the Awakened.

Consciously exiting the dream world is almost impossible for a mortal. It's like trying to exit a dream: it's simply not possible. The mortal exits the dream world only when he wakes up in the real world. Occasionally however, an ugly experience in the dream world (like being hacked to pieces) can send a mortal fleeing back to the real world,

much like waking up in cold sweat after a nightmare. But this is hardly a conscious choice.

As is usual, Awakened are much more in control of the time they spend in the dream world. Returning to the real world requires only one round of complete concentration. This can be cut down to one action in emergencies, but the Awakened must succeed in a Determination check in this case.

Secluded dreams

Mortals in the dream world usually behave as in real life, but sense that this is a dream. Since their knowledge of the true cosmology of the very universe is very limited, they presume that they're the ones that are dreaming and everything else is the product of their imagination.

Mortals also have dreams of a very personal nature. Because of this

personal nature, such dreams isolate mortals from the rest of the dream world. Secluded mortals aren't common occurrences: a typical mortal might have one or two such dreams per month. Because Awakened are true creatures of the dream world, they can't isolate themselves from the dream plane; secluded dreams are the province of mortals only.

Secluded dreams take place inside globes made of velvet-blue strands forming a complex web. These spheres are found scattered across the dream landscape and may seem to have limited space, but in reality hold as much space as the dreamer needs for his personal dreams. Inside the sphere, anything can happen. Think of secluded dreams as a mortal's personal playground, where he can do whatever he likes, in contrast to the dream world as a whole, which is common ground to

all dreamers. In a way, a secluded dream is a dream world inside the dreamworld.

Secluded dreams aren't actually controlled by the dreamer himself but by his subconscious, his deepest desires and fears. The dreamer can have beautiful dreams or horrible nightmares and because subconscious is generally a very powerful force of imagination, his Fantasia is doubled.

It's possible but not easy to invade into someone's personal dream. An intruder must succeed in a Fantasia contest (remember that the dreamer's Fantasia is doubled) in order to pass through the globe's web and enter the dream. In the dream, he can meet the dreamer and talk to him, but the dreamer will think of the intruder as a manifestation of his dreams and not as a real person. Also, it is difficult to harm someone inside his

own dream. Any damage to the dreamer is decreased by one point. The dreamer's subconscious will always seek to protect him from any harm, using various means to accomplish that. Given that nearly anything can happen in a secluded dream, it's not uncommon for the subconscious to battle hostile intruders by altering the landscape or creating imaginary adversaries to fight them.

Faeries and other magickal beings seem to be more in control of their dreams than mortals. Due to their inherent connection to the dream world, faeries remember their experiences in the dream plane pretty clearly. Once in a while however, faeries will have a secluded dream of their own, finding an outlet for their emotions through such a personal experience. Secluded dreams of faeries and other non-human beings can be a very alien sight

to Awakened and mortal witnesses.

The land of spirits

The dreamland is the home of spirits, the ancient beings watching over earth. Spirits can also be found in the real world, but in the dream world they're everywhere: in the valleys, in the rivers, even in the trees and stones. The dream world is truly their domain.

The spirits of the dream world vary in magnitude of power. Some of them are so weak as to have little effect on the surrounding environment. These spirits tend to come and go, living for a short time before they dissipate into dream energies. Others are so ancient and powerful that can make mountains tremble. Spirits of that power are effectively immortal, seeing seasons as seconds, lasting through centuries without any apparent change.

Spirits are solitary entities for the greater part. They have no nations, no social structures. Yet it would be wrong to assume they're not communicating with one another, as they always seem to know what's happening at the other side of the dream world. Against threats, they help each other, organising in packs to hunt down those that harm their brethren. Regardless of popular mortal beliefs, there's no real enmity between opposite kinds of spirits. Fire spirits don't hate water spirits, nor do healing spirits despise disease ones. They might not like each other, but they realise they symbolise different but equally important aspects of the world.

Among the world of spirits, the great spirits hold unique positions. These are everlasting entities that have transcended beyond the capabilities of other spirits. Immensely power-

ful, many of them have been worshipped as gods by mortals. Great spirits have carved kingdoms in the dream world and control legions of other spirits or magickal minions. Most of them haven't been influenced by the Eternal Powers, but there are notable exceptions.

The ethereal plane

The ethereal plane is a place of mists lying somewhere between the physical and the dream world. Beings in the ethereal plane are neither fully in the physical world nor in the dream one. They appear in both worlds as hazy and translucent images. Their immateriality enables them to pass through any matter in both worlds. Passing through objects is performed with a little difficulty and requires one action per meter of thickness of the obstacle. This also provides effective

resistance against attacks coming from both the physical and the dream world. An ethereal creature uses a base unarmored rating of 3 against such attacks. Furthermore, any armor they happen to be wearing gets a +3 bonus in all ratings. On the downside, ethereal beings cannot interact with the physical or the dream world: they can't move or manipulate objects and they certainly can't attack creatures living there.

This hazy, disorienting dimension is the province of ghosts and wraiths and few other people visit it. Some mortals may find by accident a gate in the dream world leading to it and never be seen again in their corporeal form. Some sorcerers and spirits have the ability to travel to the ethereal plane and return safe and sound.

The astral plane

The astral plane is an even stranger place than the ethereal plane. Only very special people or sorcerers with access to potent spells will ever experience existence in this plane.

Existence in the astral plane is purely spiritual. Those that enter it have left their bodies behind and can move around unhindered by any of the flesh's limitations. They are completely immaterial and no form of matter can inhibit or damage them. They are able to move at normal speed towards any direction, even against gravity. Among a few sorcerers it has been proposed that if a way to increase the speed of movement and overcome some other obstacles could be found, someone might be able to leave earth behind and travel to other celestial bodies, at least spiritually.

The middle ring

Beyond the dream world and the astral plane lies the gigantic middle ring of the universe. Order is powerful here, but not more powerful than in any other place of the cosmos. Still, there are enough remnants of chaos to provide the middle ring with a potent magickal aura, giving birth to every kind of enchanted creatures.

The middle ring is a spinning wheel of interconnected worlds. Chief among those are the netherworlds, home of the angels and demons. The middle ring contains some gates that lead to the dream world, since that's the closest part of the inner ring. Very few gates lead directly to the physical world.

The worlds of the middle ring function under different laws than the inner ring. Fundamental principles don't change; there is still gravity, ac-

tion and reaction, light and darkness. These laws, however, may be bent a little, due to the high amounts of magickal energy flowing through the middle ring. This magick also has a profound effect on living beings, shaping their evolution. A human that would spend a lot of time in the worlds of the middle ring would be mutated by magick towards something else, more bizarre and enchanted.

The outer ring

The distance separating the outer ring from the middle ring is ten times that between the middle and the inner ring. The outer ring is the farthest reach of creation, a mysterious place that is home to the great Eternal Powers. No one has ever traveled there and no gates are known to lead there. It is speculated that the outer ring is an endless void spanned only by

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the Powers or that it changes so swiftly and randomly that evades any attempt to describe it. Order is thought to be at its weakest there, although still holding tight reins over the remnants of chaos.

100 C r e a t u r e s o f m y t h a n d l o r e

There are a variety of creatures living in the lands of Europe. The forests, mountains and wilds are full of animals and insects, while the lakes, rivers and seas are inhabited by many different kinds of fishes. Different cultures of humans have lived in the land for many centuries, marking Europe with the signs of civilisation.

However, these are not the only creatures someone will encounter in Europe. There are other entities that lived and acted openly during the old days of the earth when men were still young. From these days, the legends of dragons and faeries have spawned and reached our ears as a distortion of the truth. These supernatural beings still live on earth, hidden from the sight of man in isolated, dark regions. Few people ever meet them,

the great majority only hears of them in tales of debatable accuracy. Humans find themselves in a dilemma. Most of them believe in the old tales and superstitions, however there is a part of their subconscious that will reject all that as nonsense (this part is known as the source from which all the logic of mankind comes). When faced with the truth, most humans will forget all the tales they have heard as children and will try to reject the idea or find a logical way to explain their findings.

There is however a small number of humans that had deals with such supernatural beings and the occult world in general. Such men are more open-minded and eager to believe in the supernatural and its denizens. It is they who have discovered and studied most of the creatures of myth presented here.

Creatures are presented here

in a special format showing their abilities, strengths and weaknesses. All of their statistics are presented in tables in the next few days. This was done for the GM to have a quick reference and is particularly useful when the GM has to play more than one creature simultaneously.

Mystick

Mythical creatures often have supernatural, magical abilities. It's what makes them legendary after all. The use of such abilities often drains these creatures of their magical power. **Mystick** is a measure of the power they have to fuel their supernatural abilities.

Every supernatural creature has a number of Mystick points equal to its Magick rating multiplied by 3. The use of some abilities requires the expenditure of these points. Expended Mystick points return at the

rate of one per hour, if the creature doesn't use any other power meanwhile.

Bestial abilities

Any special abilities mythical creatures may possess are presented here in a compilation. This was done because some creatures have common abilities, but it can also help the GM design his own creatures by selecting the appropriate abilities.

Animate shadow

By staring at someone's shadow, the creature can cause it to materialise and attack him. The shadow attacks by automatically grappling the victim and causing normal grappling damage each round (its Conditioning is equal to the victim's), but if the grapple is broken the shadow is rendered inanimate once more and can't be re-animated for a

	CON	LIT	VIT	REA	INT	INS	DET	PRE	COM	INF	Const.	Stam.	Def.	Magick
Aeriko	46	56	45	66	456	345	445	456	44	44	3	6	1	4
Alp-luachra	44	44	45	45	46	56	445	6	—	6	3	6	1	2
Bachlach	23455	56	3445	4	5	46	3456	345	5	456	7	12	1	2
Barguest	445	56	44	66	5	4	45	334	—	6	3	5	1	1
Basilisk	44	56	3445	46	4	4	2345	6	—	6	5	9	1	1
Beithir	23445	345	34456	5	556	44	4566	456	—	56	9	15	2	4
Ben varrey	45	445	44	56	556	44	334	66	556	66	3	6	2	4
Black annis	556	66	4556	5	334	44	2345	6	8	5	6	10	1	4
Boobrie	456	56	45	46	6	66	66	3456	—	5	4	6	1	2
Brag	4	5	5	5	456	44	46	44	4	556	2	4	1	4
Brochllan	45	456	45	456	6	6	5	5	—	8	3	5	1	0
Cailleuch bheur	345	6	4566	5	4566	3445	23445	556	6	3456	6	11	1	5
Cait sith	4	2344	66	456	6	4	66	56	—	4	3	5	2	2
Centaur	445	44	3456	45	44	56	45	44	45	4	6	8	1	2
Coblynau	56	5	46	6	5	5	4	66	5	5	2	3	1	2
Coraniaid	5	556	5	44	34556	456	23456	2345	8	445	1	6	2	5

complete day. The shadow can also be “killed”, taking normal damage from weapons (again, Constitution and Stamina are equal to the victim’s). Animating the shadow costs one Mystick point per round.

Chill touch

Some mythical creatures have the ability to drain the life energy of their victims. With only one touch, they sap the strength, causing the victim to lose half of his remaining Stamina points.

Cloak of flames

The creature can cloak itself in flames. Anyone within 5 m can be attacked by the wild flames which hit with the creature’s Liveness for damage 4-energy. The physical attacks of the creature scorch their targets, causing an additional die of damage (at +1 cumulative). Costs one Mystick point per round.

Death glance

A creature with this ability possesses a deadly glance which can kill every being meeting its gaze unless it succeeds in a Vitality check with a +1 penalty. Each use of the gaze requires a Mystick point.

Disease

The creature is a disease-carrier that can contaminate its victims with some deadly infection. Usually, this requires the creature to draw blood with a physical attack.

Domain

A creature with a domain depends on drawing power from a portion of the land. When within its domain, the creature acquires a terrible strength (two extra Conditioning dice at +1 cumulative) and it regenerates one Constitution and Stamina point per round

(stopping only when it’s dead).

Draconic breath

This terrifying weapon is a famous trait of every dragon. The breath of a dragon can decimate an entire battalion or burn a village to the ground. But fire isn’t the only weapon the great lizards possess. Dragons of the far North are said to breathe a blizzard of snow and ice that can freeze a man to the spot.

A dragon’s fiery breath can deal a number of damage dice equal to the creature’s Vitality dice divided by half. Each die costs one Mystick point. T#s start at 4 and extra dice are at +1 cumulative. Anyone suffering damage from the fire blast has a chance to be set aflame. Make a D6 roll. If the result is higher than the highest rating of the armor worn by the character (not necessarily the energy

one) plus 3, he catches fire and suffers 4 damage every round until the fire is extinguished.

Cold damage starts at t# 5, but someone suffering damage acts at a +1 penalty until he can warm himself by a fire.

Both breath weapons spread forming a cone 10 m wide and with a length equal to the Vitality dice of the dragon multiplied by 10. Dragons attack by rolling their Liveness dice (roll a separate attack roll for everyone inside the area of effect) but extra successes don’t increase the damage done. Mature dragons are certain to have developed a skill with their breath weapons.

Elemental armoring (air, earth, fire or water)

The creature is especially resistant towards one or more of the four pure

	Special abilities	Glamours	Sorcery	Attacks	Armor
Aeriko	Whispering message (enchanting), shadow form, transmit emotions, lesser shapechange, stealth	6 points to spend on any glamours they want		Brawling 1, armed combat 1	-2/-2/-2
Alp-luachra	Parasite, ethereality (natural)	Drain 4		Brawling 0	-2/-2/-2
Bachlach	Smell magick, size (3)	Divine 4, Curse 3		Brawling 2, armed combat 3	0/0/-1
Barguest		Chaos 2, Shapeshift 2		Bite with skill 2	-2/-2/-2
Basilisk	Death glance, venom (contact)			Bite with skill 2, spit poison with 3	2/2/1
Beithir	Lightning bolt, size (5)	Deceive 2, Afflict 3, Armor 3		Claw/bite with skill 2, lightning bolt with 1	1/1/0
Ben varrey	Underwater breathing, human form	Seduce 4, Transform 4, Shapeshift 4		Brawling 1, armed combat 1	-2/-2/-2
Black annis	Size (1)	Deceive 4, Pervert 5, Afflict 4		Claw with skill 2	-2/-2/-2
Boobrie	Glamour affinity (curse), Size (1)	Curse 4, Deceive 4		Bite with skill 2	-2/-2/-2
Brag	Semblance	Resemble 5		Brawling 1, armed combat 2	-2/-2/-2
Brochllan	Morpheability			Cold touch with skill 2, damage 3 (energy)	0/0/0
Cailleuch bheur	Realm affinity (aeromancy), size (1)	Curse 6, Heal 5, Deceive 6, Travel 4, Afflict 5, Divine 6	Aeromancy 3, Ethermancy 3, Necromancy 2, Fortification 2, Hydromancy 3	Brawling 1, armed combat 1	0/0/-1
Cait sith	Enlarge/shrink, super metabolism	Curse 4, Divine 6		Claw with skill 2	-2/-2/-2
Centaur	Size (1)	Travel 4		Brawling 3, armed combat 2	-2/-2/-2
Coblynau	Smell treasure (veins of ore), size (-1)	Travel 5, Conceal 2	Geomancy 2	Brawling 0, armed combat 0	-2/-2/-2
Coraniaid	Invisibility (natural), size (-1)	Deceive 6, Conceal 6, Divine 6, Armor 6	Opthalmomancy 4, Prescience 3, Fortifications 3, Geomancy 3	Brawling 0, armed combat 1	-2/-2/-2

elements. Damage from such a pure element affects it as if it had an armor rating of 3.

Elemental immunity (air, earth, fire or water)

The creature is totally immune to damage or harm coming from one or more of the four pure elements.

Enlarge/Shrink

Enlarge enables a creature to increase its size and body mass, while Shrink to decrease it. Both abilities may cause a modification of up to 3 points in the Size ability. Thus, a creature with Size 2 can enlarge itself to Size 5 or decrease its Size to -1. Each Size change requires one Mystick point.

Ethereality (natural or attained)

Ethereal beings lie outside the physi-

cal world, in the ethereal plane. Such creatures are misty and translucent, unable to interact with the physical world, but this means they're difficult to harm with physical weapons and they can pass through matter with some ease. *Ethereality* is fully explained in the **Magik** sourcebook for **Nova**. To sum up:

- Ethereal creatures can't use physical objects or attack physical creatures.
- They have an unarmored rating of 0 and get a +3 armor bonus against attacks from the physical plane.
- Another ethereal creature can attack them normally.
- They can pass through matter, needing one round per meter of thickness.

Attained ethereality enables the creature to turn ethereal or material at will.

It costs one Mystick point per round of ethereality.

Creatures naturally ethereal always reside in the ethereal plane and can't become material.

Evade (one to four)

Elusive beasts have an almost supernatural talent to escape capture or tailing. The Evade ability allows the creature to escape grapples, nets, ropes, chains, hunting dogs, even the most experienced trackers. The creature rolls dice equal to the Evade rating, all with t# 4. One success allows escape from ropes or simple traps, hunting dogs etc. With two successes, the creature can evade any trap or tracker, even slip from heavy chains.

The Evade rating is also added to the creature's Defense rating.

Fetching

The only creatures that are known to possess this power are the infamous and fearsome Fetch. A fetch can duplicate exactly the appearance of a mortal, although it still remains ethereal, taking his physical attributes and Comeliness.

If a mortal looks at a fetch that has duplicated his appearance, he'll have a +2 penalty on a roll that will judge his life within 5 minutes (like a check for the final outcome of a disease). Or the GM might allow a -2 bonus on the roll of an opponent against him (the roll needs to be a crucial one, like the damage roll of a crippling blow).

Frenzy

A creature with Frenzy can go berserk in battle, acquiring great strength and purpose. If such a creature is

	CON	LIT	VIT	REA	INT	INS	DET	PRE	COM	INF	Const.	Stam.	Def.	Magick
Cu sith	345	45	556	46	5	6	44	556	—	6	4	6	1	2
Cwn annwn	46	44	334	334	4	6	66	2344	—	4	4	6	1	2
Cyhyareth	4	556	46	56	56	4	334	44	456	5	3	6	2	3
Dragon	233456	345	344556	4	34456	34556	233445	456	5	23445	12	23	2	6
Dwarf	345	6	2345	4	56	4	46	46	44	46	4	6	1	1
Echidna	233445	44	34456	5	34556	456	234456	44	—	345	11	22	1	5
Fachan	334	5	56	44	5	6	46	6	6	6	3	5	1	1
Fear gorta	4	46	46	5	445	66	2345	4	8	45	3	7	1	4
Fendoree	4	2345	6	4566	334	456	44	345	46	5	1	1	2	4
Fetch	5	4	6	6	3445	456	34456	4	6	6	2	7	1	5
Fir bholg	2345	45	3445	66	44	45	445	44	5	456	7	12	1	3
Fir cleas	334	556	44	45	4	556	345	4	5	5	3	6	2	3
Fir damig	334	6	556	4	6	6	46	4	7	6	3	5	1	1
Fomhoire	34556	45	34566	5	4566	66	4566	56	8	4	9	16	1	4
Fuath	445	45	445	4	2345	45	2344	66	8	4	5	9	1	4
Ganconer	66	456	345	56	334	5	44	6	23455	456	4	6	2	3

wounded, it needs to make a Determination check (with any wound modifiers applying). Failing it, he enters a frenzy, inflicting two extra damage dice (at +1 cumulative) with hand weapons or physical attacks and ignoring all wound modifiers. This is more of a disadvantage, because when in a frenzy, the creature will fight an opponent until he's dead or it's killed and it will only use close combat weapons, not spells or missile attacks. A frenzied creature gets a Determination check at +2 every three rounds to lapse out of the frenzy.

Glamour affinity

This faerie favors a specific glamour and has become somewhat of a master with it. He always counts spells of that glamour as level one for the purpose of decreasing its Magick.

Howls in the night

Wolf- or hound-like creatures often have this ability. Their terrifying barking adds to their supernatural aura, causing dread to all those that can hear it. Such people have a +1 penalty to their Determination t#s for as long as the howls endure.

Human form

A creature with this ability can shapechange into a human. Although it can assume a human-like form, it can't duplicate specific facial or body characteristics. Its physical attributes remain the same, but its body mass can increase or decrease by 50%. The new form needs one Mystick point per hour to be sustained.

Invisibility (natural or attained)

Invisible creatures are nearly impossible to spot if you're not looking for

them. Someone needs to roll a Presentiment check at +5 to see the outline of their form. However, if the creature engages in violent or hasty activity, the penalty drops to +1.

Attained invisibility means that the creature can turn invisible whenever it wishes. Being invisible costs one Mystick point per 5 minutes.

Natural invisibility means that the creature remains invisible at all times. Usually, such creatures can become visible when they want to, by expending a Mystick point.

Lesser shapechange

The creature may assume the form of a small animal (cat, dog etc) by expending a Mystick point.

Lightning bolt

Dragons have their fire but some other creatures are notorious for their

command over another frightening force of nature, lightning. They can direct bolts of lightning to fry or electrocute their enemies.

A lightning bolt can cause one die of damage up to a number of dice equal to the creature's Determination dice. Each die costs one Mystick point. Damage t#s begin at 4 and climb up at +1 cumulative. Since metal is a terrific conductor for electricity, the damage ignores any metal armor. Damage is of the energy type.

Life drain

This dreaded ability requires the creature to touch the victim. It sucks the life and the soul of the target right out of his body. This causes the loss of one Determination die per round of combat (highest t#s are the first to go). When all Determination dice are gone, the victim drops unconscious and the

	Special abilities	Glamours	Sorcery	Attacks	Armor
Cu sith	Enlarge/shrink, howls in the night	Curse 2, Armor 3		Bite with skill 2	-2/-2/-2
Cwn annwn	Chill touch (with tentacles)			Claw with skill 2, tentacles (chill touch) with 1	-2/-2/-2
Cyhyareth	Ethereality (natural)	Curse 5, Divine 6		Brawling 0, armed combat 0	-2/-2/-2
Dragon	Draconic breath, elemental armoring (all elements), size (10)	Any glamours the GM wants	Pyromancy 4, Aero-mancy 3 but may know other realms too	Claw with skill 3, bite/tail lash with 2, breath with 2	3/3/2
Dwarf	Size (-1)			Brawling 2, armed combat 2	-2/-2/-2
Echidna	Venom (contact), mystick shield (4), size (10)	Pervert 6	Geomancy 3, Hydro-mancy 4, Selenomancy 4	Bite with skill 3, spit poison with 3	3/3/2
Fachan		Chaos 2, Armor 2		Brawling 3, armed combat 2	-2/-2/-2
Fear gorta		Curse 5, Afflict 5, Travel 4		Brawling 1, armed combat 1	-2/-2/-2
Fendoree	Size (-3)	Deceive 4, conceal 5, Curse 4, Heal 4	Botanomancy 5, Theriomancy 4	Brawling 0, armed combat 0	-2/-2/-2
Fetch	Ethereality (natural), fetching			Brawling 0, armed combat 0	0/0/0
Fir bholg	Size (4)	Divine 5, Conceal 3, Chaos 4, Armor 4		Brawling 3, armed combat 3	-2/-2/-2
Fir cleas		Armor 3, Heal 2		Brawling 3, armed combat 3	-2/-2/-2
Fir darrig	Size (-1)	Afflict 3, Drain 3		Grapple with skill 1	-2/-2/-2
Fomhoire	Size (6)	Drain 3, Chaos 5, Pervert 5, Curse 5, Armor 4	Necromancy 2, Nether-mancy 3, Geomancy 3	Ramming with skill 3	2/2/1
Fuath	Stealth (bogs and moors), size (1)	Drain 4, Curse 5, Pervert 2	Botanomancy, Theriomancy or geomancy at rating 2	Brawling 3, armed combat 1	-2/-2/-2
Ganconer		Deceive 4, Seduce 5		Brawling 0, armed combat 0	-2/-2/-2

creature begins to drain Vitality dice. The victim dies if his Vitality is reduced to zero dice, but if he survives, lost dice are restored at the rate of one per day.

The creature has to pay one Mystick point for each die absorbed.

Memory drain

Memory drain enables a malevolent creature to extract all the knowledge and information contained in the head of another person. The creature can only do this on a deceased person, someone who hadn't been dead for more than 5 minutes. As the creature drains the contents of its victim's brain, it acquires all of his memories.

The creature doesn't gain any skills or special knowledge and abilities like magic, although it might get a bonus in academic or lore skills the victim studied (at the GM's discretion).

Morpheability

A creature possessing this ability is one with an amorphous shape. It resembles a mass of jelly which can form pseudopods to move and manipulate objects, flow through cracks or small holes or attain a more human-like, yet still malleable and alien form.

The creature can manipulate its physical attributes so that it may take a form that is strong and within moments change to one emphasising on speed. In game terms, the total dice of the creature's physical attributes form a "pool". Each physical attribute has at least one die with t# 4. It can have as many as the total pool divided by two (extra dice are at +1 cumulative). The creature may shift dice between its physical attributes, but a change requires one action.

A morpheable creature can also harden its mass, creating a form of

armor. Every die it devotes on armor instead of attributes, increases its armor rating by one point (to a maximum of 3).

Musical mesmerism

An artistically-inclined creature may beguile someone by playing an instrument or singing. A listener may shrug off the attempt by making a Determination check, but the roll suffers a +1 penalty for every success of the creature in the relevant skill check (sing or play instrument). A beguiled victim will stand mesmerised for as long as the performance lasts and afterwards will be friendly towards the creature.

Mystick shield (one to six)

A creature with this ability has an extraordinary resistance against magic. It rolls a number of extra dice (typically from one to six, at +1 cumulative) for

any Determination check made to resist a spell or magical effect.

Parasite

This ability is possessed by immaterial creatures. They can enter the body of a victim if he loses in a Determination contest. When inside the host, the creature begins to feed on the body, causing an insatiable hunger. The victim slowly wastes away, losing one Stamina point every other day. The points lost can't be restored as long as the creature remains inside the host. The host gets a chance to expel the creature from his body once per three days. Another Determination contest is the judge of that.

Realm of finity

The creature can use sorcery and is especially talented with one particular realm. Spells belonging to that realm

	CON	LIT	VIT	REA	INT	INS	DET	PRE	COM	INF	Const.	Stam.	Def.	Magick
Gaoth sidhe	46	5	66	445	6	6	45	5	—	4	3	5	1	2
Griffon	345	46	556	6	4	5	4	45	46	5	5	6	1	1
Grimen	44	334	46	6	66	44	556	5	6	556	3	6	2	3
Gruagach	2345	4	345	5	4	4	66	56	4	5	5	8	1	0
Gwragedd Annwn	5	46	46	46	4566	23456	2345	345	23455	456	3	7	1	6
Gwyllion	456	44	66	5	3445	56	2344	4	6	56	3	7	1	4
Kalikanjaros	5	46	4	345	4566	4	46	44	6	5	2	4	1	2
Leanan sidhe	6	66	6	44	345	46	334	4	34456	2344	2	5	1	4
Leprechaun	4	2345	4	445	4566	4	44	44	4	45	1	2	2	4
Llamhigyn y dwr	4	44	4	2344	6	5	6	44	—	—	1	2	1	0
Manticorae	456	45	456	66	44	5	46	5	5	556	5	8	1	3
Minotaur	2345	66	34566	5	6	5	44	44	6	66	7	9	1	1
Nuckalevee	456	66	3456	44	4	5	56	56	5	44	6	8		2
Oakman	46	2344	2344	445	56	456	4556	556	5	4	5	9	2	4
Orc	44	4	456	56	6	6	5	445	6	4	4	5	1	1
Peist	4556	46	34556	5	5	5	345	44	6	4	9	15	1	2

count as Effort 1 towards decreasing its Magick.

Semblance

A creature possessing Semblance can shapechange into the exact form of another creature with a +/- 100% deviation in body mass. The new form is a perfect match of the resembled person's characteristics. The creature's physical attributes shift to those of the resembled person, but the shapechanger needs to pay one Mystick point for every extra die it gains. The new form is sustained by the expenditure of one Mystick point per hour.

Shadow form

The creature can dissolve into its shadow. A shadow can easily hide (-1 bonus for stalk and hide) and gets a +2 armor bonus. A shadow is 2-

dimensional, so that it can easily slide through doors and holes large enough for its two dimensions to fit through them. The creature is still able to fight in this form. Being a shadow requires one Mystick point per 10 minutes.

Shadowy movement

The creature can teleport between shadows within a distance of 50 m per Mystick point expended. It simply walks into a shadow and vanishes, only to appear at the other shadow.

Size (-3 to +10)

Some creatures are just legendary for their size. Ogres grow to 4 m tall. Dragons are huge by the standards of a human. On the other hand, Dwarves and leprechauns are much smaller than the average human.

The Size trait describes the proportions of a creature. A positive

rating indicates a creature larger than a man. A negative rating describes a smaller creature. As a general rule, a creature with Size 3 is 300% larger and heavier than the average human. A creature with Size -2 is 200% smaller and lighter than a man.

Positive ratings are added to a creature's Stamina and half the rating is added to Constitution points. However, half of the rating is also used as a bonus for ranged attacks against the creature (big creatures make better targets). So, Size 8 provides a +4 bonus for any ranged attack made against the creature.

On the other hand, negative ratings are subtracted from a creature's Stamina and half of them from Constitution points (to a minimum of one). Such creatures are weak and frail, easy to cripple with just one blow. What is really difficult is to hit them.

Their small size inflicts a penalty to attack rolls for both ranged and close combat attacks.

Smell magick

Some creatures have the ability to detect magical power, often with great accuracy. They can detect magical items and spells within hundreds of meters equal to their Presentiment dice and beings with a Magick rating within tens of meters.

Smell treasure

This ability enables a creature to locate a treasure of some form, which lies within 200 meters, with a successful Presentiment check. Usually, a creature is attuned to a specific kind of "treasure". Some creatures may sense rich veins of ore or gold for example. However, treasures can take a lot of forms, often unexpected. In the deep

	Special abilities	Glamours	Sorcery	Attacks	Armor
Gaoth sidhe	Wind blast, wall of wind, whisk away	Curse 3		Brawling 1	3/3/0
Griffon	Size (1)			Claw/bite with skill 2	-2/-2/-2
Grimen	Musical mesmerism	Conceal 5, Curse 4	Hydromancy 1	Brawling 0, armed combat 0	-2/-2/-2
Gruagach	Size (2)			Brawling 2, armed combat 2	-1/-1/-1
Gwragedd annwn	Realm affinity (hydromancy)	Conceal 6, Deceive 6, transform 4, Seduce 5, Divine 4	Hydromancy 3, Opthalmomancy 3, Alchemy 2, Ambience 3	Brawling 1, armed combat 1	-2/-2/-2
Gwyllion		Transform 4, Curse 5, Pervert 4, Chaos 4, Deceive 5	9 points to divide among various realms	Brawling 1, armed combat 1	-2/-2/-2
Kalikanjaros		Deceive 2, Conceal 2		Brawling 1, armed combat 1, sidearms or longarms 3	-2/-2/-2
Leanan sidhe		Seduce 5, Drain 5	Ambience 2	Brawling 0, armed combat 0	-2/-2/-2
Leprechaun	Superb reflexes, size (-2)	Deceive 5, Conceal 6, Curse 6		Brawling 0, armed combat 0	-2/-2/-2
Llamhigyn y dwr	Size (-1)			Bite with skill 3	-2/-2/-2
Manticorae	Realm affinity (obedience), size (2)		Obedience 2	Claw/bite with skill 2	0/0/-1
Minotaur	Frenzy, size (1)			Ramming with skill 3	-2/-2/-2
Nuckalevee	Disease, size (1)	Afflict 3, Armor 4		Bite with skill 2	-2/-2/-2
Oakman	Realm affinity (theriomancy), stealth (forests), domain	Shapeshift 4, Deceive 5, Conceal 5, Armor 3	Theriomancy 3, Botanomancy 3	Brawling 2, armed combat 0	0/-1/-1
Orc				Brawling 2, armed combat 2	-2/-2/-2
Peist	Size (6)	Deceive 2, Conceal 3		Bite with skill 3	0/0/0

desert, an underground water reserve might be considered the greatest treasure of all.

Stealth

The creature moves with stealth and grace. Someone must make a successful Sight check with a +1 penalty to spot it. However, it can be easily seen when directly confronted.

this talent may be limited in where it can be used. Some creatures are only good at passing unnoticed in specific environments (like forests).

Super metabolism

A creature can increase its metabolism rates to possess incredible reflexes and quickness. This turns initiative dice into automatic successes and enables the creature to dodge or parry one attack per initiative success without having to expend an action. This

costs one Mystick point per round and the creature loses one Stamina point as fatigue kicks in for each round of increased metabolism.

Superb reflexes

Superb reflexes enable a creature to dodge every attack directed at it without having to expend an action. Usually, such reflexes are possessed only by very small and agile creatures.

Transmit emotions

The creature can transmit its emotions to a person it stares at. If the person loses in a Determination contest, he's overwhelmed with the creature's emotions for half a day per Mystick point expended. So, if the creature hates humans, the target feels like a misanthrope. If it's just playful, he too feels happy.

Venom (contact, inhaled or injected)

A creature with venom is a poisonous one. Its poison typically has a Potency equal to its Vitality dice and causes one Constitution point of damage per Toxicity point (dealt at the rate of one point per minute).

An injected venom means the creature typically has a stinger or hollow teeth.

Inhaled poisons require a poisonous breath. The creature can breath its poison on someone standing no more than 3 m away.

Contact poison means the creature excretes the venom, coating its skin with it or it is able to spit it at someone.

Wall of wind

This is a barrier made of strong wind that can be erected anywhere within 10 m of the creature. The barrier has

a surface of one square meter per Mystick point expended and prohibits movement through it if the person can't beat the creature's Determination with his Conditioning. Ranged attacks passing through the barrier suffer a penalty equal to the creature's Determination dice. Costs one Mystick point per round to be maintained.

Whisk away

This ability enables the creature to send a victim to a world beyond Cora-hen (a faerie realm, a netherworld etc). This requires the creature to touch the victim and beat it in a Determination contest. It also requires one Mystick point per Determination die of the victim.

Whispering message (plain or enchanting)

The creature can send a whisper via

	CON	LIT	VIT	REA	INT	INS	DET	PRE	COM	INF	Const.	Stam.	Def.	Magick
Phoenix	46	66	456	6	5	4	23445	2344	445	3445 6	5	10	1	2
Phouka	5	345	5	56	556	6	66	45	—	4	1	3	2	3
Plantannwn	44	2345	45	66	3456	66	2345	456	556	45	3	7	2	4
Roane	5	56	45	44	46	56	44	4	56	5	3	5	1	3
Stoorworm	46	45	66	4	6	5	46	4	7	4	3	5	1	3
Swanmay	4	556	5	66	56	4566	345	556	334	66	2	5	2	4
Trow	3445	4	456	6	5	5	44	6	8	56	6	9	1	2
Tuatha De Dannan	456	3456	45	44	456	345	2344	556	3456	66	3	7	2	4
Uath	6	456	46	345	5	5	66	6	—	4	3	5	2	2
Unicorn	334	44	2344	334	45	46	4556	445	44	66	6	10	1	3
White hart	334	56	3445	46	3456	4566	4566	4566	3445	2345	6	10	1	5
Will'o wisp	6	66	46	44	44	5	56	66	—	5	3	5	1	3

Fae abilities

- They can freely communicate with any animal they encounter. The animal can give them useful information, although it understands only basic concepts, like “hunger”, “danger” etc.
- They can sense enchanted places, like druidic stone circles or ley lines.
- Faeries are very good at not being seen in their natural environment. Each possesses at least two points in Stalk and Hide.

the wind to be heard by a person up to one hundred meters per Mystick point expended away.

The enchanting option allows the message to contain a magical command that the person must follow (unless it puts him in grave danger) if he loses in a Determination contest. The command must be a simple one not requiring more than an hour to carry out. It costs two additional Mystick points.

Wind blast

A sudden, powerful gust of wind that mauls targets up to 30 m away. The wind attacks as a ramming attack as if the creature had Conditioning dice equal to its Determination dice. It costs one Mystick point.

Underwater breath (mandatory or voluntary)

The creature is perfectly able to breath underwater. Mandatory means that the creature can't breath air, much like a fish. Voluntary enables the creature to survive in both environments.

The creatures described

Aeriko (ksotiko, fey)

Aerika are the sad remnants of the faeries' period of domination on earth. When the time came for humans to dominate earth and the faeries to move on, some of them couldn't abandon their homeland and stayed behind, living among the men hidden by their glamours.

But a life among mortals isn't natural for any faerie, so with time these faeries begun to become detached from the world, in the same way

that the faerie realms became detached and finally separated from earth. Now they are just shadows of their former selves, living hidden in the cities and villages of humans.

Aerika have widely different forms and abilities, but all of them when perceived appear partially insubstantial and removed from the mortal world. A careful watcher may observe that the aerika somehow seem connected with the buildings and the city environment, as if they have become parts of the city. Their behavior varies as much as their form. Some of the aerika hate humans, considering them responsible for the downfall of the faeries. They seek to cause trouble and harm humans in any way they can. On the other hand, aerika can be quite friendly playful, playing pranks and practical jokes on humans. If you hear the distant sound of lutes and bells

during a boring, depressing day, it just might be that an aeriko is somewhere close.

Alp-luachra

Alp-luachra are dreadful spirits of hunger and famine that feed on the living, causing them irresistible hunger that can't be satiated with any amount of food. They come from another dimension which is said to be a world in which food hasn't grown for centuries. Alp-luachras are the spirits of the cursed citizens of that world, who now roam other worlds in search of food and satisfaction of their hunger. The only way to satisfy their ravening hunger is to enter the bodies of mortals and coil around their stomachs, stealing any nourishment they get and eventually leading to their death from starvation. They care for nothing more than new victims but nasty sorcerers

	Special abilities	Glamours	Sorcery	Attacks	Armor
Phoenix	Cloak of flames, size (1)		Pyromancy 4	Bite with skill 1	
Phouka	Glamour affinity (shapeshift), size (-1)	Shapeshift 6, Transform 6		Brawling 0, armed combat 0	
Plant annwn		They can learn any glamour	Some know sorcery	Brawling 1, armed combat 2	
Roane	Human form, lesser shapechange (only to seal)	Shapeshift 3, Transform 4, Conceal 3	Hydromancy 1	Brawling 1, armed combat 0	
Stoorworm	Enlarge/shrink, venom (injected)	Conceal 4, Transform 3		Bite with skill 1	
Swanmay	Human form, lesser shapechange (swan only)	Shapeshift 4, Conceal 2	Theriomancy 3, Hydromancy 3 (only in swan form)	Brawling 1, armed combat 1	
Trow	Disease (leprosy), size (3)	Armor 3		Brawling 3, armed combat 2	
Tuatha de dan-nan		They can learn any glamour	Many Tuatha practice sorcery	Brawling 2, armed combat 2	
Uath	Ethereality (natural), shadowy movement, animate shadow, life drain			Grapple (life drain) with skill 2	
Unicorn	Glamour affinity (curse), size (1)	Curse 6, Shapeshift 4		Horn with skill 3	
White hart	Evade (4), size (1)	Divine 6, Conceal 6		Ramming with skill 1	
Will 'o wisp	Lightning bolt	Conceal 4, Deceive 5		Lightning bolt with skill 2	

Fae weaknesses

Cold iron has adverse effects on faeries. It is said that there isn't a better weapon to protect oneself from faeries. Cold iron weapons inflict one extra damage die (at +1 cumulative) on faeries. If the weapon draws blood, the faerie feels nausea and has a +1 penalty to all actions for one hour (this penalty isn't cumulative over multiple hits).

Cold iron can also be used in another way. As a powder, it can be used to form a line on the ground. A faerie can't pass this line easily; it forms something like a solid wall against it. If it wants to pass it really bad, it must make a Determination check. The roll suffers a +1 penalty for every centimeter of thickness, up to +5.

have been known to bind them and use them as assassins that can effectively slay their targets without any suspicions of murder or poisoning.

Bachlach

Bachlachs are faeries that resemble black-skinned ogres. They are not so tall, as they reach only 2.5 m height, but they're very wide and flabby with a muscular body. Tusks emerge from the lower part of their mouth, which bend and reach towards their nose.

These physically intimidating faeries are used by the Unseelie Court to guard enchanted places like faerie groves, gates and other places of interest. They're not very quick or intelligent but possess the strength required to deal with intruders. They are savage and sinister beings, always striking to kill and are said to consume the bodies of their opponents in

bursts of uncontrollable hunger.

Barguest

Massive black-red hounds that seem to come from the pits of hell. These infernal creatures have an aura of flames, bright red eyes and a glowing mouth that is said to contain burning quicklime. They are not creatures of this world, but are summoned by demons or evil magicians to serve as familiars or protectors.

Basilisk

It is said that these accursed serpents are born by the flames of hell. Clearly, they are not of this world. Their devilish powers have slain many brave warriors. Scholars presume that these legendary beasts come from some infernal world, servants of a dark power. The truth of the matter is that basilisks come from a distant world that fits

them, being dead and barren.

These serpents that look like man-sized black lizards with a reddish crown on their head (being called "kings of serpents" for that), hate all life they encounter on such a healthy world as earth is. They seek to slay every living creature that happen upon and can lead waste to great areas of the land. Fortunately, the ecology and season cycles of earth are very different from those of their world, so they spend most of their time hibernating in dark, lifeless places.

Beithir

This monstrous faerie takes the form of a long and terrible serpent and frequent deep lochs and rivers across Europe. Foul-tempered and malignant, the Beithir is feared for its control over lightning. It can spit lightning bolts to fry his enemies and he usually

regards as an enemy any creature unfortunate enough to happen by it. Beithirs don't meddle with faerie politics; they're usually too stupid to choose sides in the conflict between Seelie and Unseelie.

Ben Varrey

Ben Varreys are a race of mermen and mermaids dwelling in the waters near the coasts of Europe. They are capricious creatures that consider all land creatures and especially mortals to be insignificant forms of life, existing only to amuse them. They enjoy using their seducing glammers to lure mortal men and women to a watery death. They also make frequent but short journeys to land to wreak their mischief and havoc. Ben Varreys are supporters of the Unseelie Court, but not fierce ones. They aid the Court's plans when they feel like it and espe-

Attribute dice	Roll →	1	2	3	4	5	6
1		6	6	5	5	4	4
2		66	56	46	45	44	44
3		556	456	456	445	345	334
4		4566	4556	3456	3445	2345	2344
5		34566	34556	34456	23456	23455	23445
6		345566	344556	234556	234456	233456	233445
7		3445566	3344566	2344566	2334456	2234456	223344
8		33445566	33344456	23344456	23334456	22334456	22333445
9		334445566	234445566	233445566	223344556	223334455	222333445
10		3334445566	2334445566	2233445566	2233344455	2223334445	2223334444

This chart presents randomised attribute ratings. It's commonly used to create variations for the creatures and NPCs the GM uses. Not all dragons or Tuatha will have the same capabilities.

While the attribute dice may remain the same, the ratings can differ. Simply decide on the attribute dice of the creature or NPC and make a D6 roll to determine its exact attribute ratings.

It's also a good idea to “tweak” some creatures even further. Determine what's their strongest points and add a die to those attributes. Then subtract a die from any weaknesses

you want them to have.

Additionally, the chart can be used to determine the exact ratings for any new creature created by the GM.

cially when they have a chance to put their special skills in use without leaving water.

Roanes are their sworn enemies in the seas. Ben Varrey clans often clash with the Selkie tribes. Ben Varreys think of Roanes as abominations that are an obstacle to their dominance and need to be purged. Indeed, legends describe the common ancestry of the Ben Varrey and the Selkies and how the Ben Varreys broke many of the laws of their people and turned into something else: not completely human but neither sea life.

Black Annis

These Unseelie faeries are said to once have been a part of the Tuatha De Dannan tribes. Beautiful beyond any description, they were arrogant and prideful, often using their charms to seduce others and get what they

wanted. After a failed attempt to seize power, they were forced into exile by the other Tuatha and cursed to assume repulsive visages of legendary ugliness. They now roam the world without any purpose, envying everything that is beautiful. They only derive pleasure from destroying beauty, either with their glamours or black-steel talons.

Boobrie

Boobries are huge black water birds that stand over 2 m in height. They have faerie origins of course and are much feared because of their ability to curse those that stand between them and what they want. Though not evil, they have a nasty disposition and are extremely bad-tempered. They feed upon the cows and sheep of farmers, who better not oppose them.

Being arrogant and rude, they

don't like other faeries much and they're not especially happy about humans strolling around in their territory. They are excellent trackers and can provide a lot of information about woodlands if they can be persuaded to help.

Brag

Braggs are masters of imitation. They appear as bald human-sized humanoids with gray skin. This gray skin is unlike anything else for it can turn to fluid and be manipulated, thus changing the appearance of the brag. The brag can imitate the appearance of a person it has touched with terrible accuracy. They prefer to violently murder the persons they want to imitate however, for they can sense the strong emotions the victim emanates during his struggle and improve the imitation. After all, brags are above any moral objections

regarding the lives of their victims. They are also careful observers of human behavior so that they can imitate their victims exactly. Brags have been known to take the position of men with authority or wealth, working either for themselves or for some other employer. Their uses and potential are unlimited and brags are only happy to test the limits of their power and acting skill.

Brochllan

The brochllan is one of the most strange creatures that walk the earth. Its origins are uncertain. Folk lore considers it as one of the evil faeries, but faeries swear that this creature has nothing to do with their kind. Some of those who know better whisper secretly about cruel experience of the Unseelie Court to isolate the essence of evil present in the faeries in one be-

ing.

Brochllans are certainly the essence of evil. They appear as amorphous masses that resemble living darkness. Red eyes appear in the formless blackness and the brochllan forms “feet” to move. It is a stupid being, capable of reproducing sounds and some words but incapable of any communication. When the brochllan attacks, it does so by enveloping its victim and constricting it. A deadly chill coming from its blackness freezes the victim to the bone before death finally claims it. Brochllans are very evil but idiotic, so they just seek to kill and consume whatever they encounter.

Caillech Bheur

The caillech bheur are among the most ancient and powerful of the faerie folk. A race of gigantic hags, they appear as enormous crones that easily reach 3

meters in height. They live in the highest mountains of Europe but sometimes they come down from their refuges for their own purposes. These journeys are almost always associated with changes in the weather, for these hags are the masters of it. It is said that when the world was young, the caillech bheur were spirits of the weather.

These hags are a reclusive race that do not usually interfere with the business of mortals. Some of them are benign, some malicious and some neither, but all have the same ancient wisdom and age that inspires mortals with awe and fear.

Cait Sith

Cait sith are enchanted, intelligent cats that accompany many faeries and are rarely seen by mortal eyes. They have an extraordinary blue fur (sometimes with black stripes) and

piercing red eyes with yellow slits. It is said that they can communicate with their faerie masters and sometimes talk to mortals they encounter. Much like normal cats, a cait sith is wild and unpredictable and caution must be shown upon meeting one. They like to play with their prey before devouring it.

Centaur

Centaurs are faeries of the woods that resemble powerful horses from the waist and below and men from above. Most centaurs are kind and just and are ranked among the most active supporters of the Seelie Court, but there are rumors of evil tribes living deep inside dark forests.

They have a tribal society which is ruled by the oldest and most wise centaur, who is being advised by those centaurs that have learnt the way of the druids. These druids are an

important part of the centaur society for they are religious persons similar to the priests of human society. They invoke the power of the nature spirits and take care of their people's spiritual and physical needs.

Coblynau

Coblynas are faerie miners that dig long tunnels surpassing even the dwarves in their art. They are about half a meter tall and grotesquely ugly. They are interested only in their mines and underground cities, which are some of the best fortresses in Cora-hen. They dislike other faeries and mortal races except from the dwarves, who they consider to be somewhat like kindred to them. They are very protective of their underground realms and always seek to expand their holdings. They can turn to violence in the rare instances that their tunnels con-

nect with human ones.

Coblynas haven't always lived under the earth. Before the faerian wars they lived in secluded valleys. When the war finally reached them, they retreated in the deep caverns to avoid extermination, just as other faeries retreated in faerie realms beyond Corahen. There, they discovered a world that they consider equal in beauty to the surface world. They no longer desire to live on the surface, being happy in the underground.

Coraniaid

When the faeries retreated from the lands of the mortal world, the Unseelie Court left behind some faerie agents to cause trouble and mayhem to the hateful human society. These powerful servants are called the Coraniaids and it is said that there are only 25 of them, spread across the world. Each

one of them works independently from the others and is in control of an extensive spy network which allows it to gather most of the information available on its targets.

They use this information, along with their minions and formidable powers of illusion and sorcery, to infiltrate human society and organisations and then destroy them from the inside. They are master manipulators and often use the weaknesses and passions of humans against them, causing distrust and greed to consume and destroy their enemies without revealing their presence.

Coraniaids are naturally invisible, unless they want to be seen by someone. If their form is perceived, they appear as horrible caricatures of humans and faeries, combining distorted, perverted features of both races. In reality, Coraniaids are a dis-

gusting hybrid of human and faerie created by the greatest sorcerers of the Unseelie Court. In this way, they would have the natural cunning and subtlety, as well as the enchanted nature of faeries, combined with the mind of a human that could understand the human psychology and society structure, using this knowledge to its advantage. The Coraniaids were very successful, probably being responsible for many destructions that plagued human realms, such as wars, revolts etc. What the Unseelie Court hasn't realised yet is that Coraniaids hate it as much as they hate humans. After all, it was the Unseelie Court that condemned them in such a warped existence, neither a human nor a faerie completely. Thus, the Coraniaids have begun to work against their masters, using their subtlety and power to bring the destruction of those who equipped

them with those very powers.

Cu Sith

Cu siths are faerie hounds the size of a small bull with a brilliant green colour and white eyes having no pupils. These dogs don't bark often, but when they do, they can be heard miles away. They possess a near man-like intellect but are quite aggressive against mortals, while being very loyal towards their faerie masters. It is said that these magical creatures can speak the language of mortals if they want to, but usually they remain silent.

Cwn Annwn

Cwn Annwn are dreaded monsters of myths. In legends they are described as huge savage hounds. This description comes close to the truth. They appear as wolf-hounds with two slithering black tentacles emerging from their

backs. These tentacles are the most frightening part of the Cwn Annwn's anatomy because they use them to sap the life force and consume the souls of their victims.

These monster hounds come from a nether realm of death to feed upon the souls of mortals. They're not exactly evil, but are totally alien to this world, including mortal life and ways. They have the mind of predators and view mortals as their pray, being there only to satisfy their needs. They are sometimes used as magical guardians by nethermancers, but are difficult to control and require mortal souls as payment for their services (else they do everything in their power to break free of their summoner's control and claim him as their reward). They are also used by the great spirit Cernunnos (also known as Hernes the Hunter) in his Wild Hunts. He views

their stunt determination to prey on mortals as something that benefits the destructive purposes of his Hunts.

Cwn Annwn can be approached and reasoned with, especially when not hungry. They show a remarkable intelligence and are certain to know a lot of things about other planes of existence, if only one can find the way to protect himself from them.

Cyhyareth (Banshee)

Cyhyraeth or banshees, as they are also called, are spirits of the dead that are greatly feared by mortal men. This spirits resemble beautiful but ghostly women with characteristics similar to those of the area inhabitants. They do not speak or communicate with anyone, only emit a pitiful, terrible wail. This wail is a warning that someone is about to die. This death is not inevita-

ble; it seems that banshees just warn about the coming of death. Sometimes, banshees "adopt" and stay close to families and divine the doom of their members.

Banshees are said to be a cursed race of faerie prophetesses that liked to made prophecies of death and gloom. The other faeries cursed them for this and thus they became undead creatures filled with loneliness and sorrow. They still continue to do what they knew best during their lives, that is to divine the death of other people. This only gives them joy in their lonely world. When the moment of death divined comes, they are overwhelmed by contrary feelings: they certainly get a feeling of success for their successful divination, but also feel that this ends their prophesy and they must move to another person. Thus, they never gain any satisfaction from their

prophecies and perhaps that's their curse. Nevertheless, they take all measures that their predictions will succeed, not wanting someone or something ruining their divination.

Dragon

Dragons are a legendary race of omnipotent serpentine beings, possessing wings to fly and a breath of fire or frost (in the case of northern dragons). They can reach 30 m in length and their scales are harder than steel. The physical might of a dragon is unparalleled.

An aura of mystery surrounds the draconic race. They seem to have been living on earth for ever if we judge from some truly ancient faerie writings and tales that comment on the dragons. The faeries swear that they were the first sentient beings to be born on earth, but the truth may never be

known. Maybe the faeries are right.

Maybe dragons were not born on earth but rather came here from somewhere else. The dragons themselves seem reluctant to shed any additional light on the subject.

Whatever the truth is, dragons seem to be a static race, somehow living outside the cycles of earth's history. They are in the same condition as they were described centuries ago. They rarely reproduce and don't seem to die of old age, so their number remains the same.

In fact, a dragon seems to become more powerful with age instead of declining as most other beings do. They spend their long lives in their mountain lairs or searching for lost, hidden knowledge. Because of the years a dragon has lived, he is essentially a living library of mundane and arcane knowledge. He has witnessed

directly and indirectly most of the major historical events and the memories of lost civilisations are still fresh in his mind, more valuable than the details of any historical book.

Mortal legends picture dragons as monsters that revel in evil and destruction. This is entirely wrong. Dragons are mostly indifferent towards mortals and most mundane things on earth. But they are also frighteningly old. They are so old, wise and powerful that all things seem so small in comparison to them. The life of a mortal or even a village of mortals – these are petty things for a dragon. They are accustomed to view things and other beings from a position which is very high above. This mentality may seem selfish or evil but in reality it is just... draconic, that of a very ancient and powerful being.

The same mystery that sur-

rounds draconic history also covers their aims and motives. Dragons are known to have a great interest for all kinds of knowledge, especially arcane lore, but it is unknown exactly what they plan to do with the lore they accumulate. Surely they must have some aims, but maybe our attempt to understand the thoughts that motivate something so old and wise are just futile. Maybe mortals and even faeries can not catch even a glimpse from the mind of a creature that owns eternity. It may be something so complicated and huge as to drive insane anyone trying to decipher it. Or it may be something as simple as "all eternity is our playground".

There have been a few incidents of draconic hostility against mortals and faeries. All of the attacks had a devastating effect; after all a dragon can level an entire city in his fury. In

some cases the reason behind the attack was clear, but in others no reason was apparent. Perhaps they were part of whatever grand plan the dragons have.

Dwarf

Dwarves are a race of short, stocky humanoids that has been living isolated from humans for the largest part of their history. Living in underground fortresses in far mountains or deep valleys, dwarves have very few connections with humans and they're not interested in acquiring more. That is how they have become a myth for most of mankind, something like faeries. They are generally interested only in their mining and crafting abilities, but they can be deadly warriors when necessary.

Echidna

Coming straight from ancient Greek legends, the echidnas are said to be the progenitors of many of the monstrosities that plague the world. The origins of these horrific entities are as obscure as these of the dragons. They have no apparent connection with the faeries. Some of the most ancient written faerie records speak of these ravaging terrors along with reports of dragons, so we must assume that echidnas are truly ancient beings.

Echidnas must be the spawn of hell's pits, for during their lives on earth they have spawned many mythical monsters, such as basilisks or manticores. They represent the true essence of evil, for they hate and seek to destroy all living creatures but their own progeny. Their creations have brought much harm and misery to earth and its people. Fortunately, there are very

few echidnas and they most of them sleep for long hibernation periods.

The power of echidnas is feared even by dragons. They have a flat torso, supported by four short, flabby legs that ends in a long tail. Seven worm-like tubular parts starts from the torso and end to large openings full of thin and sharp cutting instruments that resemble needles rather than teeth. No sensory organs are visible. When awake, echidnas have a voracious appetite that requires a large amount of meat to be satisfied.

In the past, the Unseelie Court tried to contact these powerful entities and make them its allies. None of the agents sent has returned and they are considered dead, eaten or worse. Any further attempt to secure the support of echidnas has ceased.

Fachans

The fachan is one of the strangest faeries. Most of its characteristics are singular. It has one eye that lies in the middle of its head, one arm emerging from the center of its chest and one leg grown from its hip. In contrast to these obvious disadvantages, a fachan is very strong and equally quick but its movements are somewhat jerky.

This unmistakable creature lives in mountains and highlands, forming warlike clans that revel in their barbarity. Fachans are bound by a strange code of honor that urges them to die in combat for the good of their clan. These attitude had led them to numerous conflicts not only with other beings, which they consider as prey, but also with other fachans. War between fachan clans is frequent, violent and usually end with the total destruction of the opponent, no matter how

long such a task takes. Sometimes the fachans ally themselves with emissaries of the Unseelie Court. Such alliances are very short-lived and made in order to overcome a more powerful foe.

Fear gorta

Fear Gorta are the heralds of famine. They resemble humanoid faeries, such as the Plant Annwn or the Tuatha, with their bodies weak and shriveled, their skin pressed tightly on their bones, their facial characteristics distorted from hunger.

During the Faerian Wars, some villages were besieged or cut off for a long time with limited resources. Their faerie inhabitants didn't die, but suffered greatly from hunger, so greatly that they haven't ever recovered from it. They became skeletal figures, shadows of their former selves that are

thirsty for revenge upon those who they deem responsible for their suffering. Fear Gorta consider all humans or faeries that were enemies of their old tribes as guilty who must suffer in the same way. That is why they work to bring hunger and famine to a community, village or city. Their plans involve sabotage of trade and food transportation, sabotage or fouling of the crops etc. They do not want to kill anyone, but they want to see them suffering from hunger as they did. This is their only purpose and the only thing that gives them pleasure. Towards this aim, they like to use minions and manipulate other figures of importance, crushing any obstacle in their way.

Fendoree (Brownie)

Fendorees look like tiny humanoids; they aren't over one quarter of the meter tall. These faeries frequent old

trees in the woods and some of them live in farmhouses near woodlands, secretly from its owners of course. Though they seem small and weak, they can cast powerful magic and usually mortals don't see them if they don't want to be seen. They are good-natured but can't understand the emotions and objectives of mortals. They are quick to curse or otherwise harm a mortal who insults or crosses them. On the other hand, they are one of the best sources of information cause they seem to know everything happening around.

Fetch

Fetches are powerful spirits that appear when a mortal is near death, regardless of the final outcome of the situation. Their appearance matches that of the dying mortal. If at that time the mortal looks at his double, he's cer-

tainly doomed. It seems that Fetches needs to feed from the frustration and negative emotions of the dying victim.

Fetch belonged to an ancient and powerful order of angels with the duty to guide the souls after death to their resting place. Some of these angels enjoyed their duty and became fascinated with death. With time, their addiction became so great that they found they couldn't live without the strong emotions generated at the moment of death. These fallen angels became the Fetch, destined to feed from the dying moments of mortals. A mortal can meet a Fetch when severely wounded, very sick etc., but such occurrences are very rare.

Fir Bholg

A race of faerie giants being the ancient rulers of Ireland before the Tuatha overthrew them. The Fir

Bholg, as the legend says, were the first sentient beings to inhabit Ireland, which they claimed as their own. Their unruly kingdom did not last for long. The numerous Tuatha De Dannan were pressing the Fir Bholg for more and more space. Eventually, they took control of Ireland, while the Fir Bholg -helpless to act against the might of the Tuatha civilisation- found themselves controlling a small portion of the land. They still hold great enmity against the Tuatha for this reason and seek to harm them in any way they can.

This gigantic faeries reach 3 m in height and possess massive bodies with great strength. They are somewhat ugly when compared to humans. Fir Bholg are an unruly and in a way primitive people. They don't express any interest in arts or culture and have only advanced in blacksmithing, making

steel weapons and armors for the day they'll march against their sworn enemies. They can be described as barbaric, but they know the value of friendship and loyalty. Indeed, it is said that you can be the friend of a Fir Bholg just as easily as its enemy and they remain true to both.

Fir Cleas

Fir Cleas are faeries that belonged to a warlike tribe. They always tried to perfect their combat skills and excel at battle. Their tribe was divided during the Faerian Wars, when they battled for both sides. From that time, Fir Cleas ceased to exist as a tribe and sought a mercenary life, selling their considerable combat skills to everyone interested in them. As mercenaries, they keep a distinct neutrality and welcome all potential employers. They always sell their skills to faeries and

other supernatural creatures. No Fir Cleas has ever approached a mortal. Due to their battle skill and their loyalty as long as there is enough money they are frequently employed by the Seelie and the Unseelie Court to fight their battles or lead their faeries. Some say that Fir Cleas are not actually interested in wealth but in the battle itself, so that they can prove themselves and develop their skills.

Fir Cleas resemble tall (they can reach 2.5 m) and thin, slender faeries, bald and with pointy ears. When marching to battle, they prefer light armors that allow them some flexibility and the use of martial arts. They also like to decorate themselves with trophies, even with the skulls of dead opponents.

Fir Darrig (Redcap)

Redcaps are evil faeries that inhabit

deserted castles and ruins. They resemble stunted, twisted parodies of men dressed in brown and grays. Their twisted ribs protrude outwards, forming bony spikes they use as lethal weapons when they grapple their enemies. They get their names from the capes they wear, which are coloured by the blood of their enemies. These vicious faeries are a product of dark magic practiced by the sorcerers of the Unseelie Court on imprisoned faeries. The terrible spells twisted the good faeries into caricatures of themselves, exceptionally strong but brutal and stupid. The Redcaps are used as soldiers and guardians by the Unseelie Court.

When Fir Darrig battle, they first use their clubs and then grapple their opponents on their spikes to quench their thirst for blood.

Fomhoire

A demonic titan that lives with its kind in huge underground complexes, worshipping evil powers. A Fomorian stands 5 m tall with his powerful body encased in darkness, so that his characteristics are difficult to discern. Only his flaming red eyes pierce this darkness, but a pair of huge horns on his head, that are bent like these of a ram, can also be seen at the edge of the shadows.

These "Underdemons" have an unknown origin. They seem to have been living underground since the faeries ruled the world. They sometimes climb to the upper world to spread their evil and disaster for their own dark purposes.

Fuath

Fuaths are faerie hags, legendary for their ugliness, that dwell in bogs and

moors. They are large and strong, easily reaching 2 m in height, having misshapen limbs and a horrible face with horns and bent tusks. They dwell in filthy caves where they perform their foul magic, but can be found lurking below the mud of a bog, waiting to ambush a passerby, so they can drag him below the surface and drown him.

These vicious faeries live solitary lives. They sometimes form covens of 3 or 4 hags that work together. These hags search for rare herbs and living victims to use in the creation of their elixirs. They use these elixirs to poison mortals or the land, to create delusions, even to dominate the mind of their victims. Organs from living beings are a vital part of the elixir creation and it is said that the organs must still be living when they're used (ie they must be used immediately after their removal).

The Unseelie Court has taken an interest in the Fuaths and seeks to convert them to its purpose. Some Fuaths already enforce the Court's will in their bogs and moors. The conversion is still slow though, despite all efforts, because Fuaths are solitary and selfish. As long as they manage to capture mortals and use them to make their elixirs, it'll be hard to convince a Fuath that it needs an alliance or has something to gain from it. It is widely believed that the existence of the Fuaths is closely linked to their elixirs, which must be consumed in order by them to prevent their passage from this world.

Ganconer

The Ganconer is the spirit of a faerie (male or female) that lived a life of seduction while it was living. This passion for the seduction of mortals and

the pleasure of toying with them was so strong that was preserved even after their death, leading to a strange unlife.

These evil ghostly faeries belong to any faerie race that resembles humans (such as the Tuatha). They appear as exceptionally beautiful specimens which are normally ethereal but can assume a material form for up to six hours per day in order to make contact with the living. Ganconer enjoys nothing more than seducing a mortal and manipulating him, imbuing him with strong emotions of love and passion. This "game" continues until the mortal expresses his under devotion to the Ganconer (something that takes from a week to a month normally). When this happens, the Ganconer abandons the mortal by turning ethereal and imbuing him with faerie madness (Seduce 5). This faerie madness

has an extra characteristic: the victim is so broken that he will try to kill himself shortly after the end of the spell. If he is inhibited from doing so, he will fully recover within a year and will continue his life, although some weak-willed individuals may wait for the return of their beloved until their deaths.

Gaoth Sidhe

The Gaoth Sidhe are incorporeal faeries living in the winds and clouds of the world. They sometimes can be seen as purple and violet mists that travel with the wind. In other cases, they take the form of a miniature cyclone, journeying through the land in a chaotic pattern.

These mischievous faeries are masters of the winds, which they use to interact with the physical world. They are magical creatures in a constant journey, traveling where the wind takes

them. They are chaotic and like to cause trouble. But they're also a potential source of information and knowledge, as they have visited a lot of places and seen things unknown to most humans.

Griffin

These half-lion, half-eagle proud beasts are intelligent enough to communicate with men, but usually don't care about humans except if they interfere with their hunting. They are ferocious predators that make their lairs only on the highest mountains, so they're rarely seen by men and have become creatures of legend. They usually do not hunt sentient creatures but they won't hesitate to slay them if they regard them as obstacles. Only faeries have any chance at enlisting their aid.

Grimen

Grimen are enigmatic faeries living in secret lairs near waterfalls and small pools. These mysterious beings are only devoted to music and are considered masters of the violin. The music they produce is capable of moving to tears even the most indifferent person.

They are solitary beings, shunning even the company of other faeries. They can be sometimes found near the edge of a waterfall or the shore of a pool, playing some hauntingly beautiful melody on their violin, but a mortal can only catch glimpses of the Grimen before it senses his approach and disappears. In a rare occurrence a Grimen will befriend a mortal of great artistic potential and teach him how to use his talent in music. With such a teacher, the mortal can be expected to become one of the best violin players or composer of his age. Gri-

men are also renowned for the violins they construct. Their violins surpass in quality any similar musical instrument made by mortal or faerie and the sound they produce is simply exquisite. Needless to say, such instruments are sought out by all musicians and appreciators of art. Grimen are very tall and human-like, with sharp facial characteristics that never seem to calm down, not even when they play music. They are certainly not beautiful, but they have an imposing appearance that commands respect.

Gruagach (Troll)

A Gruagach (also called Troll by the Scandinavians) is a disfigured, meat-eating humanoid that can reach 3 m in height. They are hideously strong and have tough skin that protects them like leather armor. They are aggressive and stupid. Like Orcs, they don't de-

serve all of their nasty reputation as human-eating monstrosities, but they are vicious and tend to abuse weaker creatures. They fancy themselves lords of all things, with which they can do as they please. They have no fear attacking groups of humans - and eating them. But they can be reasoned with if one knows what to say and offer. Trolls usually live near mountains and moors or sometimes in dense forests.

Gwragedd Annwn

Gwragedd Annwn are noble lake maidens that belong among the most powerful of the faerie folk. They are faeries of the rivers, lakes and islands. They have some connection with the Seelie Court and some of them are active supporters of it. Most of them though, prefer to live in their island haven peacefully, interacting with the rest

of the world only when necessary. They sometimes help mortals indirectly, if the suits their ends too.

When rising from the waters, a Gwragedd Annwn can be seen as an exceptionally beautiful maiden, with flowing green hair and piercing red eyes, having noble features that command respect.

Gwyllion

The Gwyllions are evil and horrible hags dwelling in the highest mountains. They descend from evil Gwragedd Annwn that spied on their kind for the Unseelie Court and caused a lot of harm to them. They were cursed and expelled from the lakes they dwelt in and now make their residence in high mountains. They still have close ties with the Unseelie Court and are considered among its most high-ranking members. Gwyllions are responsible

for many of the sorcerous experiments of the Court. They like to snare unsuspecting travelers (often using their Deceive glamours) and use them in experiments to produce weird hybrids of men, animals and faeries. Many of the abominations that walk on earth are their creations.

Kalikanjaros

Kalikanjari are faeries living in underground caverns or abandoned mines. They look like wretched little creatures with dirty clothes and hideously deformed bodies they try to hide under their rags. It is said that Kalikanjari consider themselves freaks of faerie society and that is the reason they live in the darkness of the deepest caverns.

Cut off from the rest of the world, kalikanjari brood in their caves, inventing their strange and terrible ma-

chines. Clearly they are the most technologically advanced of all races on earth. They have discovered the power of steam, which is used to power most of their machines. Gunpowder is also one of their greatest inventions.

These faeries live in underground settlements, isolated from the surface. They are very sensitive about their territory and dislike strangers. They can be described as hostile and unfriendly, but not evil with the true meaning of the word. They offer their services to the one that pays the most. They are most commonly employed by the Unseelie rather by the Seelie Court, but that doesn't mean they trust any of them. Kalikanjari are distrustful to the point of paranoia. They take great pains to ensure that their achievements will remain theirs..

Leanan Sidhe

Leanan Sidhe are malevolent faerie mistresses that feed upon the souls of mortal men. They are nicknamed "faerie vampires" and resemble extremely beautiful women with some faerie characteristics, like pointed ears or petite noses. They seduce mortal men by using their beauty and magic and slowly drain away their life. The Unseelie Court sometimes use them as seductresses to take control of an important mortal. Leanan Sidhe are believed to have descended by a tribe of Tuatha that played with mortals as though they were their toys. These sinister beings became the torturers of men known as the Leanan Sidhe.

Leprechauns

Leprechauns are tiny faeries that don't reach over 30 cm in height. In legends they're described as kind, gener-

ous faeries but in reality they're greedy, ruthless merchants. They love gold like nothing else and seek to obtain as much as they can to satisfy their greediness. Leprechauns will deal in everything (especially objects of small size) and can provide someone with almost everything - for the right price. They're not above taking advantage of the weaknesses or needs of any person they're dealing with in order to increase their profit. Magic is the favorite merchandise of the leprechauns in any form: books of lore, magical items etc. The house of a leprechaun is said to be full of magic and treasures, but one should be careful not to steal any leprechaun, for they are dangerous enemies with the ability to call lethal curses on someone.

Llanhigyn Y Dwr (Water Leaper)

Water Leapers are huge river pikes

enchanted by their stays near faerie residences or in enchanted rivers or lakes. The pikes have developed small "wings" that protrude from their backs and a large appetite. They use their wings to jump efficiently out of the water, hence their name "Water Leapers". They have also developed some intelligence that makes them efficient hunters, though they'll never attack a faerie. They will however attack anything else, as they are fearless predators that have been known to attack even men. Nothing is safe from their hunger.

Manticorae

The manticorae is a mythical beast that loves to manipulate and enslave human beings with its magic, forcing them to complete its works. It is a large creature with the powerful torso of a mountain lion. Its torso clearly resem-

bles that of a lion, but it is covered by serpentine scales like those of a poisonous snake. Two great wings fold on its back when they're not needed. The head is that of a lion (without any scales) but with distinctive human facial characteristics.

Manticori like to dominate other creatures and the area they live in, eating any opponents that don't succumb to their plans. Manticori have often taken over entire villages and turned their inhabitants into obedient puppets. They like to work alone however and shun other members of their species, so that diminishes the threat they represent.

Nuckalevee

These evil faeries inhabit seas and oceans and can be considered water cousins of the centaurs. They are fierce supporters of the Unseelie

Court and its prime allies in the underwater world (along with Ben Varreys that care to follow its orders). Unlike Ben Varreys, Nuckalevee can exit water and do so in order to spread havoc and disaster in the land.

The appearance of the Nuckalevee is extremely horrifying. It resembles a centaur with long arms that reach the ground and a horse body that appears as if it has its skin flayed off and the flesh under left to decompose. The horse body therefore is covered by disgusting hues of black and yellow dead tissue and produces a horrible stench. Due to its decomposing tissues, the Nuckalevee are thought to carry infectious diseases which they seek to spread when they're on land.

Oakman

The oakman is an ancient guardian of

the wild that watches over the animals of the forest and field. He is a small, wild-haired man, with glowing red eyes, dressed in barks and leaves, that dwells in the center of the wood in a cottage near some ancient oak that is the source of his power. Oakmen are solitary and hostile towards mortals, especially those that seek to harm the animals of the forest. Often the oakman vents his anger on some hapless hunter or woodcutter. They hate mortals for their blind expansion that has harmed nature and express their hostility with various ways. While they are kind towards animal life, they can be very cruel towards humans. If they meet someone that harms animals, they use glamours to extract their revenge. They are especially fond of deceiving their victim, making him lose the ability to focus on reality until they are driven insane.

Orc

A twisted humanoid, thought to descend from degenerate humans or some tribe cursed by the gods. Orcs are vicious, sadistic and warlike and their society is based on these ideals. They tend to live in mountain caves or dark woods, or gather in large tribes hungry for raiding and conquering. Their presence is a continuous threat for human settlements in border lands and in the wilderness, as Orcs are extremely rare inside civilised nations, so rare as to become a legend.

Actually, Orcs aren't as evil as they say. It's true that they have raided many villages and slaughtered children and women, but the humans have raided their homes too, to purge the "evil" they represent. Orcs may be primitive, brutal and violent but they can be reasoned with and don't always prefer violence over peace. The prob-

lem with Orcs is that they're competing with humans for the same land and resources. This untold war has been going on for centuries and has alienated the two races that think each other as evil.

Peist

The Peist is a large serpent that inhabits lakes of moderate or large size. It is sometimes referred to as a "loch dragon", although it has no connection whatsoever with dragons. Peists have some faerie origins and appear to communicate with faeries of the lakes and rivers they inhabit. They are extremely territorial and aggressive, but they won't harm any faerie being. On the other hand, mortals are often devoured by such beasts. The only way one can be saved is only if he tosses food to the Peist and then makes a hasty escape. Fishermen have realised

this and fishing villages provide a Peist with regular "offerings" in order to calm it down and keep it away from the fishermen.

Peists resemble great serpents with green and gray scales, a long neck that ends to an enlarged head housing a mouth full of sharp teeth. Its flat body is equipped with powerful flippers that allow it to move with speed in the water.

Phoenix

A personification of the cycles of life and the regeneration of nature, the phoenix is a fabulous creature able to reborn from its ashes. The origins of this mythical creature are a mystery, though it is said to come from some world where fire is the prevailing element. They resemble great birds of prey, often with a wingspan over 8 m, covered by lush, beautifully colored

feathers. The color of the feathers is very much like that of a flame, so that when the phoenix spreads its wings it resembles a raging fire. Phoenix dwell only on the top of the highest mountains. From there, they roam the skies, viewing the land from high above. They feed on the animals of the open grass plains, like rabbits, sheep and the occasional cattle. They never seem to hunt any sentient being. Strange it may be seen, but the cold of the mountains doesn't seem to bother them, even though they're clearly creatures of fire.

Their behavior is as mysterious and elusive as they are. Phoenix are reborn from their ashes as new beings. Their beliefs and behavior follow these strange reproduction habits. Phoenix believe in rebirth and purification, but through the cleansing of fire and destruction. They are noble and

intelligent birds, able to communicate through many languages. They possess a rigid code of honor, which they follow to the death.

If a phoenix is ever slain, the spirits of fire will be extremely angered because of the disrespect to such beauty. Within moments, a rank 6 spirit of fire will briefly manifest to destroy the murderers.

Phouka

Phoukas are mischievous faeries that are rarely seen in their natural forms. They resemble slender humanoids with bald skin the colour of a tree trunk and a height of half to one meter. Their heads are hairless with piercing brown eyes that never seem to blink. Phoukas are usually seen in some other form, using their shapeshifting skills. They are reclusive and stay away from mortals and other faeries. They usually

don't mean any harm, but their chaotic behavior can make them dangerous when confronted.

Phoukas live deep in woods or marshes. They are excellent spies and observe and collect much information about other faeries. They are said to have extensive information on both the Seelie and the Unseelie Court. It seems that Phoukas have been betrayed by both Courts and plan their revenge by spying and providing information collected to anyone who can use it to harm these organisations.

Plant Annwn

The Plant Annwn are human-like faeries, very similar to the Tuatha De Dannan. In fact, the two races have a common origin, which is now lost in time. In times so old that even the gods forget of them, the two races belonged to the same tribe of faeries that jour-

neyed across the world and finally arrived at Ireland. There, they encountered the demonic Fomhoires and the unfriendly Fir Bholg, rulers of the land. The faeries that became the Tuatha accepted the leadership and aid of the goddess Danu and managed to displace the previous rulers of Avainne. The Plant instead, rejected Danu's offer, not wanting to be led by anyone but to be free and on their own. Most of them left Ireland and spread to Corahen. They can be encountered virtually everywhere.

The Plant are much more variable than the Tuatha, as a race, and in that way they resemble humans. They don't have one and only realm or inhabitancy: there are several areas and realms ruled by the Plant Annwn and they can be found at most faerie realms and inhabitancies on earth. Also, they don't exhibit the

“neutrality” shown their cousins, the Tuatha. Indeed, they once more resemble humans in that there are good and evil Plant and there are also those that care about their welfare without being actively good nor evil. Plant Annwn don't have nay kind of stable values to be followed by all members of their race. Instead, every Plant has its own values that may differ astonishingly from those of another. Plant Annwn are widely spread faeries that can be found in nearly every place inhabited by faeries. Some of them belong to faerie organisations such as the Seelie and the Unsellie Court. They have good relationships with the Tuatha, although they envy them a little because they haven't ever achieved the level of civilisation built by the Tuatha (nor their wisdom).

Roane

The Roane are faeries of the sea that can take the form of a human (when they come forth to the land) or that of a seal. They live in underwater caves and cities located deep in the oceans, but can be found near the shores, for they like to travel and spend much time away from their homes. Roanes are gentle and peaceful beings, sometimes even to the seal-hunters that can injure or kill their kind. However, some of the Selkies have stopped to tolerate the mortal fishers and seal-hunters and have made some attacks against them as an act of vengeance. Until now, this “movement” was not organised, but it begins to gain more followers, especially among the younger Selkies.

Roanes live in a dangerous environment. This doesn't mean that they are threatened by sharks or other natural dangers or creatures of the

deep; far from this. Roanes are in constant aggression with evil sea faeries, such as Nuckalevee and Ben Varrey. This old war is one of the reasons of why the Roanes have joined the Seelie Court. Despite their good nature, the Selkies were too peaceful to join such an organisation with the purpose of battling evil faeries, but they were forced to do that to protect themselves from their natural enemies.

Stoorworm

The stoorworm is an evil, enchanted serpent bred by malicious forces to poison the water sources of their enemies. These serpents can locate water deposits, such as underground lakes that feed wells, with unerring accuracy. When they locate an important well, they dig through the earth until they reach it and then reside at its bottom. There, they secrete their venom in the

water. The poison is diluted so that it doesn't cause any damage, but it still causes paranoia and violent hallucinations. Whole communities have been wiped out from the violence caused by the subtle action of the poison.

The stoorworm appears as a red snake with a head made of solid red bone. It reaches 3 m in length but can enlarge itself to reach 6 m. Its tongue splits in three ends instead at the normal two seen in other snakes.

Swanmay

The Swanmays are faerie shapechangers. Their true form is said to be that of a magnificent snow-white swan, one of the most beautiful sights any mortal can witness. A swanmay can also appear in the form of a comely young woman. Her snow-white hair is the most extraordinary feature of her in that form and is certain to attract

the attention of any mortal male. Their hair is only one swan attribute they maintain in human form. Among others are the excellent swimming ability and the grace of their movements.

The dual form of the swanmays has been their greatest gift, but also the greatest curse. Swanmays were some of the very few faeries that became enamored with the human race. They loved their appearance, their mind, their potential, their dynamic approach to matters, their determination. Their shapechanging ability was a way they could spend time with their beloved ones. It had but one, critical flaw: they could only work magic in their true form. Their whole life became a dilemma: should they become isolated from their beloved humans and be able to live like faeries with access to the gift of magic, or should they live in the world of mortals and deny their faerie

origin and magical heritage?

The answer to such a dilemma is not simple and most swanmays try to live both lives. It is a dangerous path they tread for they must look after their loved ones and in the meantime avoid being discovered by them. A swanmay can be encountered in any human settlement, living along with their mortal mate. A child can be born from that union, but it will always be a female one. As it grows older, the child will feel it is different in a way than other children. At her 16th birthdays, her full swanmay powers shall be revealed and become accessible to her. Her mother usually informs her of the special heritage she carries and secretly instructs her to the life of a swanmay, so that their façade will remain intact.

Trow

Trows are giant faeries that reach 3 m in height. They carry the worst traits of all faeries, making them truly horrible in appearance. Their skin suffers from a disease similar to leprosy. Crooked horns and deformed lumps of flesh protrude from various parts of their bodies. Their personality is similar to their appearance: malign, sadistic, devilish are only few of the characteristics attributed to them. Trows could only fit in the kind of social structure the Unseelie Court provides. There, they are used as lieutenants that lead the Sluagh troops to battle. Their exceptional physical prowess suits such a task well and also serves to intimidate and put in order the unruly troops. Not being terribly intelligent, they are easily manipulated and controlled by their superiors. Trows are also used as bodyguards by important

Court members.

Tuatha De Danann

The Tuatha De Danann ("Tribe of the goddess Danu") are a noble race of faeries that once ruled Ireland. They are among the most ancient of the folk. When their race was young they participated in the establishment of fable Mu and there met a great spirit, Danu. The spirit took an interest in them and helped them in many occasions, offering her wisdom and advice.

The Tuatha were wise enough to sense the upcoming Faerian Wars and the onslaught they would bring. Following Danu, their goddess, they chose not to be a part of these wars and abandoned Mu, journeyed across the world and settled Ireland. There they encountered the warlike Fir Bholg, the rulers of Ireland and the

demonic Fomhoires. With the help of Danu they managed to defeat both and claim Ireland as their own. There they created a lasting kingdom of peace and knowledge. However, when they sensed that it was the human's turn to rule earth, they abandoned their domain and retreated in hidden places. With time, they found that their retreating caused them to wane from the face of the earth, now living in an otherworldly place. Thus, they were the first to inhabit a faerie realm, which they named Tír Nan Óg, "Land of the Young", a name that fits its immortal inhabitants.

The Tuatha still inhabit their distant realm. They are a proud and beautiful people, said to be the faeries most close to man, though their slender characteristics and ancient wisdom place them far from mortals. They love arts, poetry and songs and sometimes

befriend mortals with the same interests.

They leave their immortal realm frequently to travel to earth, but they don't meddle with the affairs of mortals, or even faeries. The Tuatha are not members of the Seelie Court, nor do they plan to become in the future. They hold a neutral position towards both evil and good faeries and have no desire to participate in their disastrous conflicts. Only if they feel that the balance and future of earth is threatened will they act.

Uath

Uaths are amorphous masses of darkness that come from a warped dimension of eternal shadows to feed upon the living. When they arrive on this world via gates they can take a form closer to human-like in order to infiltrate society and stalk their prey effi-

ciently. These alien beings need at least 3 dice of Determination and Vitality per week to survive. They care little about power or gold, since their only motivation appears to be the draining of life to satisfy their hunger. It seems that in their world such things are of no value or at least food is not abundant.

This peculiar trait of the Uath is exploited by such organisations as the Unseelie Court and the Shadoris faction that use the Uath as assassins in exchange for a number of victims ready for draining. Uath make excellent assassins when using their shadow-manipulating powers. They are cold and efficient, thinking only how to complete their part of the bargain.

Unicorn

Unicorns are faeries of darkness with

chaotic tendencies. They are sadistic and violent and are known to feast upon humans, but sometimes they assist those who dare to confront them. Unicorns are a wild race that doesn't owe anyone anything. Long ago, the unicorns were a benevolent, happy race that lived peacefully. The unicorn elders were convinced by the Unseelie Court to march against the humans. After their fall from grace has been completed, the Unseelie Court believed it has added the unicorns in their ranks of servants, but it hadn't taken in concern the chaotic tendencies of the unicorns. The race acknowledged no master and has betrayed the Unseelie Court quite a lot of times.

White Hart

The White Hart is a magnificent, noble animal that has become a symbol of goodness and hope. It appears as a

deer, a fine, pure white specimen. Even its horns are white, a testimony to its purity. No one can determine when or where such a creature will appear. No single hunter, trapper or tracker in human history, no matter how determined or experienced he was, has managed to catch a white hart dead or alive, or so the legend claims. It's certain that the creatures are very evasive, for even the faeries can not locate them. It seems that they only appear when they want to.

A White Hart has no known means of communication. It never talks or tries to interact. Their motives or aims are a well-kept secret. Their ability to evade and outsmart their hunters surely shows a well-developed sentience and natural cunning. The instances of a white hart's appearance are very rare. It seems that they appear when someone embarked on a

noble quest desperately seeks for some guidance. The appearance of this magnificent animal is often enough to boost the courage and morale or disperse any doubts and uncertainties, but sometimes the hart actually leads the seeker towards his aim. Why they do that is a mystery beyond anyone.

Will o wisp

Will 'o wisps are strange creatures with the form of a glowing light. They appear only during the night, spending the day in whatever lair they have. When seen from afar, they appear as lantern lights and use that delusion to lure travelers away from their path and into their doom, usually in a bog or moor. When their victims are ensnared by the traps of the wilderness and helpless, they descend upon their bodies to burn their flesh and consume their essence. Will 'o wisps frequently

use their glammers to deceive their victims or conceal the dangers they're about to encounter.

It is not known if will 'o wisps are truly faeries. Some say that they're just moving lights created by an invisible faerie. Others say that they're malicious nature spirits coming from the ancient ages of earth to wreak havoc and mischief on those encountering them.

Spirits

Spirits are insubstantial entities living in the dream world that were always an important part of earth. Where mortals and other creatures are composed of soul and body, spirits have no ultimate connection with matter in the physical world, using instead matter when it suits them. Each spirit is associated with a characteristic of earth or of its creatures. There are spirits associ-

ated with the four elements of nature, with plants, animals or even such complicated terms like death, life, disease, healing, light, darkness, famine, fertility etc. A spirit's personality and even its form depends on its exact association.

The personality of spirits is somewhat difficult to describe. Spirits are certainly not mortals and can't understand, much less be affected by, the passions leading mortals to their fall. They can surely be described as "good", "evil" or "neutral", but again this terms differ from those used by men. Because spirits do not tire themselves with the affairs of everyday life, like men do, the "evil" or "goodness" of spirits (or even their neutrality for that purpose) is of a more grand scale.

A spirit will never possess the petty evil of a mortal; it would have a cosmic evil. The immortality and timelessness of spirits also makes them very patient.

Spirit	CON	LIT	VIT	REA	INT	INS	DET	PRE	INF
Air	A	P	A	P	P	A	P	A	A
Animal	P	P	P	P	P	A	P	P	A
Death	A	A	P	A	P	P	P	A	P
Disease	W	A	P	A	P	A	P	A	W
Earth	P	M	P	W	P	P	P	A	A
Fire	M	P	P	A	P	W	P	A	W
Healing	W	A	P	A	P	A	P	A	P
Plant	W	P	P	W	P	P	P	P	A
Water	A	P	P	P	P	A	P	A	A

They tend to forget the limited life span of mortals and just can't understand why they live such hasty lives. When a spirit plans something, its

plans might take tens or hundreds of years until they come to fruition. This suits them just fine. Also, some of the rewards a human might achieve are of

no use to spirits. Money makes no sense to them, nor being a lord in a mortal realm since they normally outlive many realms of men.

Common abilities

- Spirits can only be permanently destroyed if slain in the dream world. If their form is destroyed in any other world, their essence returns at the dream world and spends D6 x20 years reforming. During this time, they're confined to the dream world.
- They can travel to any world within the inner ring of the cosmos without the need of gates. This type of movement requires one round and three Mystick points to be performed.
- When on other worlds, they take an ethereal form that vaguely resembles their true form in the dream world. They can assume a material form only near a powerful manifestation of their nature. For example, a fire spirit can materialise when near a conflagration, or a disease

spirit at the outbreak of a terrible plague.

Ranks

The power of a spirit is measure in ranks, ranging from 1 to 6. Ranks affect most of the spirit's abilities and characteristics.

Attributes

A spirit's attributes are primarily determined by its rank. Each attribute has a base number of dice equal to the rank of the spirit. Use the Randomised Attribute Ratings chart to calculate the exact ratings.

Many spirits are better at some things than in others. Spirits have each attribute classified as Weak, Mediocre, Adequate or Powerful.

Weak attributes are reduced by two dice (to a minimum of one die).

Mediocre attributes are decreased by

one die (to a minimum of one).

Adequate attributes aren't modified (they have dice equal to the spirit's rank).

Powerful attributes are increased by one die.

Armor

Rank One spirits have a base unarmored rating of -2, just like humans. More powerful spirits however can fend off strikes more easily, so extra ranks increase their unarmored rating, reaching an amazing 3 for rank 6 spirits.

Attacks

When spirits are forced into combat, they mainly use their magick and physical attacks. If fully metrialised, a spirit can attack with whatever natural attacks it possesses. Most of the time, these attacks are Ramming ones, al-

though there are some exceptions (animal spirits have claws and teeth to utilise). In all cases, the damage dealt by spirits is lethal, causing Constitution loss. Fire and Earth spirits cause an additional die of damage (at +1 cumulative) because they scorch the enemy or pummel him with a rock-hard surface.

Spirits that haven't materialised and remain ethereal can still attack, but they focus on the target's mind rather than the body. This type of attack still requires a successful attack roll, but only causes Stamina loss with the resulting confusion and disorientation. This attack has the distinct advantage of ignoring any physical armor worn by the target.

Spirit magick

Spirits are magickal entities by their very nature. Their home is the dream

Conventional magickal knowledge

Air: Aeromancy

Animal: Theriomancy

Death: Necromancy

Disease: Afflict (glamour)

Earth: Geomancy

Fire: Pyromancy

Healing: Rejuvenation

Plant: Botanomancy

Water: Hydromancy

world, where every dream or wild imagination can come true—what magick can be greater than that? Every spirit commands some magick, which is often beyond the power of most mortal sorcerers. Spirits tend to concentrate on their element, being naturally more talented and gifted in that area of magickal knowledge. This allows them to delve deep into the secrets of their particular field and become masters of it, but inhibits them from attaining more

varied knowledge, as mortals often do. Spirits most often dabble in sorcery, possessing a rating in some realm (see the sidebar) equal to half their rank. A few spirits specialise in glammers rather than sorcery. These have a rating equal to their rank in the particular glamour.

In addition to such “conventional” magickal knowledge, spirits also possess a much more ancient form of magick, coming straight from the time where the magickal energy of earth was still wild and untamed. The spirits were the first to harvest that energy with their spiritual witchcraft. These practices are the base from which the glammers of the faeries evolved and are still used by spirits, as no one can deny their combination of simplicity and effectiveness. Each spirit has its own kind of spirit magick, which functions much like glam-

ours do and has a rating equal to its rank in it.

Lastly, all spirits, being inhabitants of the dream world, possess most of the Awakened’s manifestations. Each spirit typically gets a number of points equal to double its rank to divide among manifestations, but no manifestation, but no manifestation may have a rating greater than the spirit’s rank.

Air

●○○○○○ Sends a message via a light breeze. The breeze can travel up to one hundred kilometers per casting success to deliver the message. Once it reaches the target (who must be someone the spirit knows), it whispers the message to him and only to him. The target must be in an open space or a room with open windows, else the breeze can’t reach him, and

the message can’t be longer than 20 words.

●●○○○○○ Robs the air out of a victim’s lungs. Every round the victim must make a Vitality check with a +1 penalty. If he fails, he doesn’t breathe any air for that round (apply asphyxiation rules). The spell lasts for three rounds per casting success.

●●●○○○ By casting this spell, the spirit is able to break the bonds of its material form and disperse, as well as re-assemble. Each of these requires an action and while the spirit is dispersed in the winds, it’s immune to physical attacks (but can not take physical actions as well). Lasts for 5 minutes per casting success.

●●●●○○○ Creates a small whirlwind which carries off a human-sized target to a location within 25 kilometers per casting success. The whirlwind flies about 30 m over the ground

and can carry up to 100 kg of weight per casting success. If the target doesn’t want to be carried off, he can try to match his Conditioning with the whirlwind’s (45).

●●●●●○ If the target of the spell fails in a Determination contest with the spirit, he’ll soon discover that he has become pretty much like a fish: air can no longer sustain him and he can only deliver oxygen from water. This condition lasts for one hour per casting success.

●●●●●● The spirit is able to control the wind currents in the local area. The casting of this spell affects an area of one square kilometer per casting success. Within this area, the spirit can increase or decrease the strength and speed of the wind. Consult the following table; the spirit can increase or decrease current wind conditions by one level per casting suc-

cess.

No wind

Light breeze

Moderate wind

Strong wind

Storm

Gale

Hurricane

The wind endures for one hour per casting success.

Animal

●○○○○○ The spirit can alter the color of its material form to match that of the background, providing effective concealment. It gains one extra die (at +1 cumulative) per casting success for hide checks, for one hour per casting success.

●●○○○○ Usually, each animal spirit has a more or less set form. For example, there are wolf spirits, eagle spirits and snake spirits. By using this

spell however, the spirit can change its form to that of another animal of the same broad group. A wolf spirit may transform into a bear, but not into an eagle. The new form lasts for one hour per casting success; afterwards the spirit reverts to its original form.

●●●○○○ The spirit can grow frighteningly sharp and long claws and teeth, inflicting an additional die of damage (at +1 cumulative) with any bite or claw attack. The spell lasts for one hour per casting success.

●●●●○○ As level 2, but the spirit can transform into any type of animal.

●●●●●○ At this level, the spirit can share its essence with an animal. The spirit's form dissolves and enters the body of the animal, which serves as a vessel housing it. The animal chosen for this purpose is commonly of the same type as the spirit's form (eg a

wolf for a wolf spirit), although there is no real restriction on the animal chosen. While in the animal's body, the spirit can not control its actions, but can utilize its senses. The spirit can leave the animal and re-create its form at any time, but if the animal is killed while it carries the spirit, the spirit dies too. The spell has a maximum duration of six hours per casting success.

●●●●●● The ultimate spell of this group works much like the 5th level, but the spirit takes complete control of the animal, possessing its body. The possession has a profound effect on the animal, strengthening its body while the spirit inhabits it. Its physical attributes are increased by one die per two ranks of the spirit (at +1 cumulative), although no attribute can have more dice than the spirit's rank. Intelligent or magickal animals may be entitled to a determination contest to avoid being

possessed by the spirit. Most other animals usually don't have enough will to escape the spirit's magick.

Death

●○○○○○ The spirit can judge with just one look the overall health condition of a mortal and how close he is to death.

●●○○○○ The victim of the spell suddenly feels some of his life force abandoning his body and loses a Constitution point.

●●●○○○ The spirit can force someone unconscious to "pass to the other side", over to the realm of the dead. The victim, although unconscious, has a chance to resist the spell with a Determination contest. If the spirit wins the contest however, it claims the victim's life.

●●●●○○ The essence of the dying in the nearby area revigorates

the spirit. Everyone who dies within 100 m per casting success restores two Constitution and Stamina points to the spirit. The spell lasts for 15 minutes per casting success.

●●●●●○ Resembles level 2, but is considerably more powerful, with the victim losing one Constitution point per casting success.

●●●●●● The spell turns the death spirit into the Grim Reaper. Its touch means death to most living creatures, whisking their lives away. Any physical contact with the spirit means that the victim must roll a Vitality check with a +1 penalty. If he fails it, he instantly dies. The spell lasts for one minute per casting success.

Disease

●○○○○○ Weakens a person's immune system, thus increasing the

chance of him catching some contagious disease. To avoid this possibility the character needs to spend a week resting in rather isolated places and having good food. If he neglects this, he has a +1 penalty on any contamination roll for the duration of this week and a 40% chance of catching the flu if there's no other dangerous disease brooding in the area.

●●○○○○ Speeds up the course of a disease present in a person. If the effects haven't appeared yet, they show up almost immediately after the casting of the spell. The time needed for the disease to run its full course is cut to half, though this rapid progress does not actually affect the final result of the disease.

●●●○○○ Makes a person infected with a contagious disease a menace for anyone approaching him. A contamination roll needs to be made

for everyone passing within 5m from him. Lasts for three days per casting success.

●●●●○○ Transfers a disease from one person to another, both of which must be within sight of the spirit. If the target fails a Vitality roll at +2 penalty, he "gains" the disease of the donor, with the same symptoms and effects. The donor is freed of the disease.

●●●●●○ Makes a certain disease present in a person contagious, even if the disease doesn't normally present such properties. The spell can, for example, make someone spread cancer, arthritis etc. The disease is considered to have a contamination score of 2 and the spell lasts for a week per casting success.

●●●●●● Cripples a person's immune system so as to render it ineffective. If the victim fails a Vitality check

at +3, he's little better than dead, as his body can not defend against the multiplying bacteria. His life expectancy is below three weeks with good medical care. Only healing magic can save him (Heal 6 or Rejuvenation 3-4).

Earth

●○○○○○ By touching the ground, the spirit can sense an area (using its full array of sense like vision, hearing etc) up to 100m away as if it was there.

●●○○○○ The spirit's form dissolves and melds with the earth at that point. The spirit's body can be found lying 5 to 20 m below the ground. It can lie there indefinitely but it can't move nor use any abilities until it exits.

●●●○○○ Reduces any earthly material, be it mud, rock, granite etc to plain dust. The volume affected is one cubic meter per casting success.

●●●●○○ The spirit can draw regenerative power from the earth. As long as it's touching plain ground (not any constructed floor), it can regenerate one Constitution and Stamina point per round, unless its form is destroyed. Lasts for 5 minutes per casting success.

●●●●○○ As level 2, but the spirit's form can move through the earth at normal speed. It also has a limited duration: only three hours per casting success.

●●●●●● Resembles the spirit's earth melding power, but the spirit can use it on another being.

A Determination contest is made. For every success the spirit scores above those of the victim, one meter of the victim's height melds into the earth. If the victim is completely forced below the ground, extra successes indicate the depth he reaches.

The victim can't move or use any abilities if he's trapped underground but the spell sustains him. It lasts for a day per casting success.

Fire

●○○○○○ Ignites a flammable object within the sight of the spirit. Treat the fire as "Small".

●●○○○○ A small tendril of flame emerges from the spirit's body and reaches a length up to 10 m away. Unlike the spirit's body, the tendril can grapple an opponent (normal attack roll). The opponent then suffers fire damage every round (the tendril can't cause any constriction damage). The tendril remains for half a minute per casting success. Damage caused is as for a "Small fire".

●●●○○○ The flames composing the spirit's body erupt and extend to 5 m for a very short time, burning

everyone for 45-energy damage.

●●●●○○ The spirit sends out a hand composed of flames that flies to its target and tries to grasp him (a normal grapple roll). If it doesn't succeed, it vanishes. If it succeeds however, it grasps the victim and does 34-energy damage. On the next round it dissipates, but the victim catches fire automatically (treat as a "Small fire").

●●●●○○ Transforms one of the spirit's limbs into a flame thrower capable of sending flames up to 15 m away in a cone 5 m wide at its end. The spirit must make an attack roll (using its throwing skill) for everyone within the area of the flamer. Dodge attempts suffer a +1 penalty due to the area affected by the attack. Those affected suffer 45 damage and roll to catch fire with +2 (as a "Small fire"). The ability to throw flames remains for half a minute per casting success.

●●●●●● Sends erupting flames straight forward in a path 5 m wide and up to 50 m long. The flames travel with astonishing force and speed. The spirit doesn't make an attack roll, but everyone in the path of the flames can dodge them by scoring 2 or more successes.

The flames cause 45-energy damage and everyone hit must make a Liveness check with a +3 penalty. Those failing it are pushed by the flames along their path, suffering one extra attack for every 10 m (eg someone that is hit by the flames at the first 20 m of the path will be pushed till the 50 m end of the path, suffering 3 extra attacks of 45 damage each).

Healing

●○○○○○ The spirit can heal someone it touches, restoring one Constitution and one Stamina point

per casting success.

●●○○○○ The spirit can heal someone it touches from any non-magickal disease if the casting successes equal or exceed the lethality rating of the disease.

●●●○○○ By sacrificing some of its potent life force, the spirit can conduct a mass healing of everyone close to it. Everyone within 10 m per casting success is healed of one Constitution and one Stamina point per casting success, but the spirit itself loses a Constitution point.

●●●●○○ Emits waves of serenity, calming down all people in the nearby area. Everyone within 20 m per casting success needs to make a Determination check with a penalty equal to the casting successes. Someone who fails this check becomes totally indifferent to his surroundings, abandoning anything he does, only reacting

against attacks. This condition lasts for 5 minutes per casting success.

●●●●●○ At this level of ability, the spirit can turn physical violence into a force of healing and vice versa. This spell may be cast on the spirit itself or any other being within sight. For its duration (one minute per casting success), every damage point dealt on the spell's recipient doesn't do any damage but actually heals him of one Stamina and Constitution point. On the other hand, anything that would heal him instead causes an equal amount of damage.

●●●●●● Having achieved mastery over the healing arts, the spirit can now attempt to defy death itself by bringing back to life someone who has sustained mortal injuries. The spell may be cast on someone who hasn't been dead for more than five minutes. Every casting success increases his

Constitution by one point. If this brings him back to zero points, he'll live again after a short journey to the land of the dead. Even if he's brought back to -1 Constitution, he may be helped with healing spells or more mundane means. Multiple castings of the spell may be attempted.

This spell can't help anyone who's been dead for more than five minutes or who died as a result of natural causes or disease.

Plant

●○○○○○ Instantly causes a non-magickal plant up to the size of a large tree to grow and bloom as if a year has passed.

●●○○○○ The spirit is able to turn any kind of plant life into hard wood without harming any of its vitality. A flower turned into wood would lose much of its color and appear

tough and inflexible but would continue to bloom. The spirit can also cast this spell on it. Wood offers toughness. Any plant (or the spirit) that has the spell cast on it (and is not composed of wood already) gains one Constitution and Stamina point per casting success (even beyond its maximum Constitution and Stamina). These benefits last for half a day per casting success. Multiple castings of the spell aren't cumulative, of course (but may be used to affect a larger target)

●●●○○○ In desperate times, the spirit is able to restore the integrity of its material form by draining life force from surrounding plants. Each casting success restores one Constitution and one Stamina point but ages the drained plant by ten years. Plant spirits rarely use this spell, as they're greatly grieved by the loss of any plant

life.

●●●●○○ This subtle but unusually powerful spell enables the spirit to gain the knowledge of centuries. In essence, the spirit contacts a plant's mind and learns all that it has experienced in its life. The knowledge of an ancient oak may prove extensive, although limited in the local area, for even plants can sense their surroundings and experience the world, albeit in a different sense than men.

●●●●●○ Trees stand still but can endure the harshest conditions. This spell enables the spirit to mimic that ability. For the duration of the spell (one minute per casting success), the spirit can't move or attack physically and can't dodge, parry or use its Defense rating against attacks. However, its gains 3 extra Constitution and Stamina points against attacks and all of its armor ratings rise to 3. It

can also use any magick it has freely.

●●●●●● This spell turns the plant spirit into a battle machine that can decimate entire armed companies. The spell causes massive thorns to grow on the spirit's material body. Each casting success causes 5 thorns to appear. The thorns can be used by the spirit for various purposes. They can be fired to an enemy up to 30 meters away (range 10/30/+2, damage 45-kinetic) with a throwing skill check. They are connected to internal tentacles, enabling them to lash out to 3 m away, striking opponents for damage 456-kinetic (this damage isn't increased by the spirit's Conditioning). The spirit can perform two of these lashing attacks each round without having to waste an action. Lastly, the thorns can be used for brawling attacks, doing damage as if they were claws with an additional damage die (at

+1 cumulative). Each of these three applications uses up one thorn. The spell lasts until all thorns have been used. Multiple castings aren't cumulative; new castings aren't possible until the last thorn is used.

Water

●○○○○○ Can cause any liquid the spirit comes in contact with to merge with its body. The maximum mass of liquid absorbed is one kg per casting success. This absorbed liquid can actually heal damage done to the spirit. The spirit replenishes one Constitution and Stamina point per kg of liquid absorbed.

●●○○○○○ Forms tentacles of liquid with ends composed of hard ice. The tentacles can be used to strike someone up to 5 m away, causing CON+2 damage. They remain for 3 minutes per casting success.

●●●○○○ The spirit can travel through liquids using a very fast and efficient way. Its body dissolves into the liquid and its essence travels at a fantastic speed (at least 100 miles/minute). When it reaches its destination the body reforms from the liquid present at the area. The only disadvantage is that the starting point and the destination must be connected by some sort of liquid (eg shores of the same sea). The essence of the spirit can't travel over solid material.

●●●●○○ Some of the spirit's liquid is fired at a target no more than 30 m away. If the spirit succeeds in an attack roll, the liquid enters the victim's mouth and nostrils and seeks his lungs. The liquid chokes the victim, who suffers a +1 penalty to all actions and has to roll one Vitality check at +2 penalty every round. If he fails, he suffers a Constitution level of damage and gets

no air (consider asphyxiation rules). If he succeeds, he manages to cough out some water and after 3 successful rolls he isn't affected any more by it.

●●●●●○ Transforms some of the spirit's water into a potent acid that corrodes anything contacting it (it can be combined with a physical attack). The acid is enough for five applications and is of strong potency.

●●●●●● Some of the liquid of the spirit's body evaporates and seconds later falls as rain droplets. In effect, the spirit can use a 4th or 5th level spell of this list on all targets within 10 m during the same action.

Baobhan Sith (Vampires)

These undead bloodsuckers have been feeding on humanity for centuries. First created by the Order of the Red Fang, a dreaded coven of necromancers, as a superminion, they soon

broke free and became independent, spreading across earth to feed on the living.

The Sith may be seen as a better breed of man. They stand at the top of the food chain, preying on humans. They're not limited by physical weaknesses and possess great strength of body and a broad range of supernatural powers, placing them above mortal capabilities. Their illusion of power is, however, flawed by their many weaknesses. They need human blood to survive, they reproduce with great difficulty, something which greatly limits their numbers, and the sun, the source of all life, is their bane. They are condemned to walk on Corahen only under the light of the moon.

Vampire reproduction is a popular folk lore subject. The most popular legends claim that when a mor-

tal is drained completely by a Sith, he too rises as a vampire after three nights. As most superstitions, this isn't correct but nevertheless manages to hint at the truth. In reality, the draining of the victim's blood is only the first step in a difficult and long procedure. The Sith is required to engage in dark rituals which include the finding of a suitable place where the power of death is strong (like a necropolis or a bloody battlefield) and the choice of the right time (when the spirits of the dead are closer to the world of the living). The victim must be drained of the blood, but the Sith needs to offer some of its undead power back to the victim. This leaves the Sith greatly weakened. In fact, a Sith loses all of its abilities and paths after the ritual. The lost points in common vampiric abilities like Prowess or Metamorphosis return at the rate of one per month,

but paths are restored at a much slower rate: one point per year.

Weakness is something the Sith hate, so the rituals of reproduction are only attempted rarely. Newly created vampires are in no way slaves to their makers. They are free creatures with their own will. Most Sith are careful to give their "gift" of undeath only to loyal friends.

Sith understand that their existence is a menace to mankind, which would surely eliminate them if it was aware of their existence. Although Sith are powerful creatures, they wouldn't stand a chance against such a vastly superior in numbers opponent like humanity. They try to pass for humans and operate in the shadows, although this is difficult for creatures that can't walk in daylight. Almost all Sith converge in major urban centers, where it's easier to hide and there's

plenty of food. There, they prey on drunks, beggars, whores and other unfortunates that won't speak or be missed.

Being proud creatures, Sith aren't content in living hidden. They believe themselves to be superior to humans and most of them seek to dominate human society, under the guise of wealthy merchants or noble landowners. They deal heavily with mortal society and because they're effectively immortal they have all the time it takes to succeed in their aims.

This quest for power naturally places them against other powers, mortals or otherwise, and against other Sith. This, as well as the need for companionship, has forced Sith to work together in groups. It is said that there are twelve great Houses of Sith, founded by the first twelve Sith created by the Order of the Red Fang.

Most Sith are members of one of these Houses, although some prefer to live freely and independently or have formed their own smaller groups. Sith Houses are a force to be reckoned with, possessing a great deal of influence over the mortal and the arcane world.

Sith retain the attributes they had in life. Being undead, Sith don't need air, food or water and are immune to poison and disease. They do need blood however. Blood is what sustains them and it needs to come from a living sentient creature. The Sith draws blood by grappling the victim and piercing one of his major arteries with its long, pointed fangs. The Sith can drain one Stamina point worth of blood per round in this way. During the draining, the victim is at +2 penalty to act because of the weakness

caused by the sudden loss of blood.

A Sith needs two Stamina points of blood each night to survive, although many Sith go further than satisfying their basic needs, often incapacitating or killing their prey. For every night that the vampire doesn't feed adequately, it loses one Conditioning and one Vitality dice (highest t#s are lost first). If either drops to zero dice, the Sith bursts in flames and is reduced to ashes, dead forever.

Sith ignore unconsciousness. Dropping to zero Stamina or Constitution points doesn't affect them in the way humans are affected. They don't feel any pain, halving penalties resulting from wounds. When "killed" (reduced to negative Constitution), they are incapacitated but continue to heal normally. The only way to kill a Sith is drive a stake through his heart, decapitate its head or have its

whole body consumed by fire or acid.

The real weakness of Sith is the sun, which is the bane of these creatures of night. A sunray hitting them causes the automatic loss of one Constitution point. Eventually, the sun can reduce a Sith to cinders. Active throughout the night, Sith sleep during the day. For each die of Vitality, a Sith can delay sleeping by one hour after sunrise, but it will eventually lay down and sleep till next sunset.

Sith powers

Every vampire possesses abilities that seem to some extent supernatural. They are hideously strong, difficult to kill and exceptionally quick. They also are legendary shapechangers.

Each Sith has a rating of 1-6 to the abilities of Prowess, Quickness, Body, Regenerate and Metamorphosis. Newly created vampires have a

rating of one in each of these abilities. Older vampires may have increased ratings, making them formidable foes.

Prowess adds one die per point to the Sith's Conditioning (at +1 cumulative).

Body adds its rating to Stamina and half of it to Constitution.

Quickness adds its rating as extra dice for initiative checks (at +1 cumulative)

Regenerate enables the vampire to heal extremely quick, recovering from mortal wounds in no time. The Sith rolls a number of dice equal to the rating each round. Every die coming up as 6 heals one Constitution and one Stamina point.

Metamorphosis

●○○○○○ The Sith can transform into a bat, along with its possessions.

●●○○○○ The Sith can trans-

form into a wolf, along with its possessions.

●●●○○○ The Sith turns into a red mist (along with its possessions) which can move 20 meters per round and pass through any hole. The mist form suffers little damage from physical attacks (armor rating 4). While misty, the Sith can't use any other ability or power, but retains its senses.

●●●●○○ The Sith becomes a statue of solid rock. The statue offers considerable protection (armor rating 4), but in this state all the Sith can do is sit and watch (and listen for that matter).

●●●●●○ While in any form of level 1-4, the Sith can use any magical abilities or powers.

●●●●●● The Sith breaks into snow drops which spread over a large area. It can't be harmed in this form. Each drop travels towards the Sith's

resting place during the course of the next few hours. There, the Sith is composed from the tiny drops and must immediately rest for two whole days before it can be active again.

Paths

Some Sith are notorious mages, especially necromancers. However, being the products of dark magic, Sith naturally possess supernatural powers of their own. Old and powerful Sith have discovered certain "paths". Paths represent a way of life for the vampire, not just groupings of powers. A secretive vampire striking from the dark will be advanced in the Path of Unpresence, while a cunning and manipulating Sith will follow the Path of Manipulation.

Path of Fitness

Allows the vampire to perform superhuman feats of physical ability.

●○○○○○ The Sith can double his running rate for any amount of time.

●●○○○○ The Sith can jump double the normal distance, both in length and height.

●●●○○○ The Sith can lift weights as if it had two extra Conditioning dice.

●●●●○○ The Sith can perform extremely difficult acrobatic maneuvers, gaining a -2 bonus to any such roll (including dodge rolls).

●●●●●○ The vampire ignores any wound modifiers.

●●●●●● The Sith's natural unarmored rating rises to 1.

Path of Manipulation

This path allows the vampire to manipulate and enslave other beings.

A failed attempt to manipulate someone can be repeated, but each previous failed attempt inflicts a +1 penalty to the roll of the Sith.

●○○○○○ The vampire can erase from the memory of someone one event that happened during the last 5 minutes. This requires a Determination contest to be won.

●●○○○○ Forces a person to be peaceful towards the Sith if he loses in a Determination contest. He won't attack the vampire except to defend himself. This effect lasts for up to half an hour.

●●●○○○ Makes the Sith look like someone really caring towards the victim, if he loses in a Determination contest.

●●●●○○ Forces a person (if he loses in a Determination contest) to perform an action suggested by the Sith (except from obvious suicide)

taking no more than 5-10 minutes.

●●●●●○ A more insidious form of domination, the Sith corrupts the victim, making him like itself. That's how the Sith brings evil into people and creates allies. It requires several sessions of long discussions. During each session, a Determination contest is made. The vampire succeeds when it accumulates 5 successes, although every time the victim wins, he decreases the vampire's successes.

●●●●●● The vampire secretes a special saliva into the blood of his bitten victims. It is a mind drug that stays in the body for a lifetime (unless magically countered). This makes domination easier, enabling the Sith to use any manipulation power with a -1 bonus to all rolls.

Path of the Stalker

Allows the Sith to stalk mortals with

ease and become a feared predator.

●○○○○○ The vampire sees almost perfectly at night and its hearing is increased by 300%.

●●○○○○ The movement and running rate of the Sith is doubled.

●●●○○○ The Sith can scare a victim by snarling at him with its fangs bared. A failed Determination contest means that the victim flees in terror and is unable to confront the Sith for the rest of the night.

●●●●○○ The Sith adheres to walls and ceilings like a spider.

●●●●●○ The Sith can cause someone to fall asleep by staring at him and winning in a Determination contest.

●●●●●● The Sith can become immaterial for a very short time, enough to pass through a door, wall or other obstacle no more than half a meter thick.

Path of Unpresence

Allows the Sith to remain hidden and unseen.

●○○○○○ The Sith has a -1 bonus to any stalk or hide skill checks.

●●○○○○ The Sith is able to hide effectively in a crowd, getting a -2 bonus to any disappear skill check.

●●●○○○ The Sith can remain unnoticed unless someone beats its Determination with his Presentiment. Remaining unnoticed means that the Sith can't engage in violent or hasty activity.

●●●●○○ A cloak of shadows covers the Sith. This provides a number of automatic successes equal to its Presentiment dice for any stalk or hide skill check (in addition to normal successes).

●●●●●○ As level 3, but the Sith remains unnoticed even when in troublesome activities.

●●●●●● The Sith becomes truly invisible, being extremely hard to notice. Under normal circumstances, someone needs to beat the vampire in a contest, using his Presentiment against the vampire's Determination, in order to notice its form's outline. However, each success the vampire scores in its Determination check counts as two. If the vampire engages in violent or hasty activity, the contest is made on even terms.

Demons and Angels

Demons and angels are supernatural, almost divine beings living in worlds far from earth, deep into the middle ring of the cosmos, collectively known as the Netherworlds. It is hypothesised that in the dawn of time, these beings were kin, descending from the same race, but they were separated soon after, when Angels chose to follow the

ideals of "good" and Demons those of "evil". From that moment, the two races have been dragged into a lasting war, turning the netherworlds into a huge battlefield. The war has been carried to other worlds as well, including earth, but on a much smaller scale.

Often, demons and angels, can be found as servants of strange and divine powers. Their duties require them to travel a lot, leaving the netherworlds for other realms of existence. Earth has its share of these mysterious beings, summoned here by spells and rituals to serve their summoner or offer him power and immortality. This is the way angels and demons can freely walk and act in the lands of earth. If they travel through their own power or magickal gates, they face a strange environment with alien laws. This leaves them weak: they can re-

Demons	Angels
Lump	Angeling
Slave	Servant
Inferior	Mediocre
Superior	Major
Lord	Archangel
Prince	Supreme

main on earth for only one hour per Determination die (returning afterwards to their native plane) and they suffer a +2 penalty to the t#s of all their attributes. When summoned by magicians, their spells give them the ability to sustain their forms and the sorcerers offer them a part of their life force that renders them partly human-like and therefore able to endure the laws of the physical world that seem so strange to them.

Demons and angels aren't a race like humans, for every one is dif-

ferent from the rest in some way. One Angel could be a brilliant sphere of light, while another a magnificent human-like being. A Demon could resemble a great human warrior equipped with blood-dripping horns and a pair of bat-like wings or he could be a disgusting insectoid or lump of flesh, or even a beautiful temptress. The only way for a scholar to categorise demons and angels is according to their relative power.

Attributes

Demons and angels rarely have average attributes like most mortals. Each of them usually has some strong and some weak points. Of course, powerful individuals may not have apparent weaknesses, but they do tend to emphasise on some attributes.

To determine the attributes of a demon, see the sidebar for their at-

Attribute generation

Imps/angelings: 17 dice, max 3
 Slaves/servants: 22 dice, max 4
 Inferior/Mediocre: 25 dice, max 5
 Superior/major: 28 dice, max 6
 Lord/Archangels: 35 dice, max 7
 Princes/Supremes: 40 dice, max 8

Sorcery knowledge

Imps/angelings: 4 points. Max rating 1
 Slaves/servants: 6 points, max rating 2
 Inferior/mediocre: 8 points, max rating 2
 Superior/major: 12 points, max rating 3
 Lords/archangels: 15 points. Max rating 4
 Princes/supreme: 20 points, max rating 4

tribute dice and the max dice they're allowed to have in any attribute, then distribute the dice among the attributes and use the Randomised Attribute Ratings chart to generate the exact rating.

Skills

Being immortal, a demon or angel has all the time in the world to learn a great variety of skills. He may have any skills judged appropriate by the GM.

Sorcery

Magick flows in the veins of demons and angels. Most of them know realms of sorcery that suit their personality or needs.

Lesser demons and angels have a ceiling in the level of sorcery they can wield. Greater demons on the other hand, may perform powerful magick with an ease that seems astonishing to most mortal magicians.

Demons and angels, being an inherently magickal race, get one extra point of Magick.

Manifestations

Although demons and angels are not creatures of the dream world, they possess some supernatural powers that resemble the manifestations of the Awakened and spirits. A demon or angel can have any manifestation except from Longevity, Satiety and Fantastick.

Their bodies are easy to repair and heal. They have a special power named **Regenerate**. Every minute that passes allows them to roll dice equal to their Regenerate rating. Each die coming up as 5+ restores one lost Stamina and Constitution point. This regeneration stops when their bodies are destroyed.

Dread and Awe

The supernatural presence of these beings inspires dread and awe in the

Manifestations

Imps/angelings: 3 points, max rating 2
 Slaves/servants: 5 points, max rating 3
 Inferior/mediocre: 7 points, max rating 4
 Superior/major: 10 points, max rating 5
 Lords/archangels: 15 points, max rating 6
 Princes/supremes: 20 points, max rating 6

hearts of mortals. A mortal encountering the demon or angel has to make a Determination check with a penalty appropriate to the demon's or angel's category (Imps and angelings inflict a +1 penalty, princes and supremes a +6 penalty). A mortal that has faced such beings before rolls with a -2 bonus.

Demons inspire dread, causing a +2 penalty to all Determination t#s.

Angels inspire awe. Aweed mortals regard the angel as a powerful being to be obeyed.

Note that the Determination check need not be made if the demon

or angel chooses not to reveal himself in his full might.

Minions and creations of sorcery

This special category includes all beings that have been created or used by practitioners of sorcery as their minions and servants. They are the products of powerful magick woven inside their lifeless, rigid bodies. The Church holds that only God can create true life and everything else is a mockery of life created by the Adversary. The sorcerers know better however. They don't know about true life, but everything else is their creation.

Sorcerers use a variety of minions to further their ends and seek to keep the details of their creations hidden from rivals at any cost, so someone can expect a great variety of strange,

magickal beasts to be under the command of magicians. All however have common traits, the most common being their utter loyalty to their creator.

Automaton

Automatons are perhaps the most horrible creation of sorcery. They resemble humanoid constructions made from parts of humans that, while living, were under the magickal control of the sorcerer (through the use of Obedience magick). The dominating magick remains even after death and the sorcerer can build a body made of enchanted dead parts under his complete control.

The enchantment process requires the sorcerer to possess certain ratings in various realms of sorcery: Alchemy 2, Necromancy 2 and Obedience 3 at least. A head, four limbs and a torso are required,

each from a different corpse of a person dominated by the sorcerer. The construction of the body requires at least one week of work from someone skilled in surgery. The body is afterwards immersed in enchanted fluids used to re-animate it and remains there for at least three months until it's ripe. The final spells are then cast on it.

An automaton's attributes depend on the body parts chosen by the sorcerer. Thus, the sorcerer can craft a servant who combines the best features from a variety of other bodies. It retains some intelligence, because it uses brain tissues.

Conditioning: Equal to the Conditioning of the person from whom the arms come.

Litheness: Equal to the Litheness of the person from whom the arms come.

Vitality: Equal to the Vitality of the

torso's previous owner.

Reaction: Equal to the Reaction of the leg's previous owner.

Intellect: Equal to that of the head, minus one die (to a minimum of one).

Insight: Insight is always 6.

Determination: Always 6, although no magick can take the control of the automaton away from the sorcerer.

Presentiment: The head's Presentiment minus one die (to a minimum of one).

Comeliness: The automaton's horrible form decreases its Conditioning to 8.

Influence: Automatons aren't very social creatures, so they have an Influence of 6.

The automaton retains some of the talents and knowledge of its head's previous owner. All of its skill ratings are decreased by one. If that reduces a rating to zero, that skill is lost to the

automaton. No magickal ability can be used by automatons.

Automatons don't feel any pain and have no need for food, water or air, being dead. They halve any wound modifiers and their Stamina is increased by two points.

Golem

Golems are elemental creatures animated by spells woven during their construction. They aren't terribly intelligent, but can be physically powerful servants with doggish loyalty to their creator.

A golem is composed by physical matter and magickal energy. Four types of golems exist, like nature's elements: earth, fire, air and water. The physical form of the golem needs to be made before the enchantment process can begin. Each golem is shaped in the form of a statue that requires different

materials, according to its type. The size of the golem (its largest dimension) can't exceed 1.5 meters per point in the rating of the appropriate elemental realm (aeromancy, geomancy, hydromancy or pyromancy). A fire golem is made from sulfur, while an earth one from granite. Water and air golems require molds for their creation, into which quicksilver (for water) or steam (for air) is poured. When the enchantment finishes, the mold is opened and the non-solid materials miraculously hold together like rock.

The enchantment of the golem can be performed by a sorcerer having a rating of 3 in Alchemy and of 2 in the appropriate elemental realm. The enchantment and animation procedure require something between a few months and a year. At the end of the process, a spirit of the appropriate element is called (of a rank up to 2 plus

the sorcerer's rating in the elemental realm) and if it fails a Determination contest with the sorcerer, is bound to the creation. If it succeeds in resisting the binding however, the whole project is ruined and the sorcerer must start anew with creating a new body.

The spirit inhabiting the golem doesn't provide its animation; this is done exclusively by the spells that enchanted it. Rather, the spirit powers its intelligence. When the golem is given a command, it uses some of the spirit's essence and intellect to understand and execute the order. This slowly deprives the spirit of its power. After ten commands, the spirit's rank goes down by one. When it reaches one, it is expelled from the golem. Such an empty golem can be inhabited again by a spirit, by using Nethermancy magicks

Base Attributes

	CON	LIT	VIT	REA
Air	0	2	1	2
Earth	2	0	2	0
Fire	1	2	1	1
Water	1	1	2	2

like "Contract of enforcement". Commands can be given to the golem only by its creator and the golem immediately proceeds in carrying them out until given a new order.

Because the golem isn't controlled by a mind, it can't be dominated through magick or be possessed. Destroying the spirit inside causes the golem to halt. Intellect or Insight is irrelevant to the golem. Whenever it needs to make a Determination check, it uses that of the sorcerer. Its Presentiment is always 3.

The physical attributes of the

golem depend on the power of the sorcerer in the appropriate elemental realm and the type of the golem. Each type of golem has a base number of dice, usually in the range of 0-2, for each attribute. The sorcerer's realm rating is added to these dice. The first die of all physical attributes has a t# of 3. All others are at +1 cumulative.

Golems have a brawling skill equal to the sorcerer's realm rating. They're not smart enough to dodge any blow, nor do they know any other skills. All golems ignore Stamina damage, only Constitution loss affects them.

Fire golems are made of sulfur that provides a base unarmored rating of 0. They burn with everlasting fire. Everyone touching the golem suffers damage 4-5-energy. The golem can extend its flames to the point of inflicting damage 4-energy to anyone within

3 meters. Whenever a weapon hits it, roll a D6. On a roll of 5-6, the weapon has been ruined by the intense heat. Their fire enables them to inflict an additional damage die of damage (at +1 cumulative) with any physical attack.

Earth golems are made of granite that increases their base unarmored rating to 3 and gives two extra Constitution points. They're the physically most powerful golems, although they are slow and awkward.

Air golems are composed of steam held together only by magick. Physical weapons are largely ineffective against them, affecting them as if they were ethereal. The scalding steam inflicts damage 4-energy (not modified by the golem's Conditioning). Furthermore, they can manipulate their bodies so as to pass through any tiny hole or crack. Only airtight obstacles

stop them.

Water golems are made from liquid quicksilver held together by the magick contained in the golem. Physical attacks do only half damage to them because of their liquid bodies. They attack by surrounding their victim and entering his mouth or nostrils with a successful attack roll. This causes the victim to suffocate. Like air golems, water golems can also manipulate their body to pass through cracks and small spaces.

Homunculous

There are some spirits different from the traditional ones that became involved with the magickal energies flowing around and throughout earth. These magick spirits are of special interest to sorcerers, who envy their control over magick. However, because of their association with such an

immaterial substance, they're unable to assume a physical form on earth. To overcome this difficulty, magicians have learnt to craft special physical bodies for these spirits to inhabit.

A sorcerer doesn't actually create a body for the spirit to inhabit, but rather uses the body of a living mortal and shapes it to a vessel capable of housing the essence of the spirit. To complete the process, a sorcerer needs a rating of 3 at Nethermancy.

Having acquired a living body, the sorcerer must expose it to magickal power. This is most commonly done by placing the body in an area crossed by a ley line. Next, a special mixture of substances must be used on the body. This mixture can be produced by someone with Botanomancy 1. During the course of a few months, the mixture brings about terrible changes to the body. It shrinks to almost a third of its

initial size and its appearance is dramatically altered. The final transformation takes place when the spirit enters the body and takes control of it, causing the death of the mortal. The spirit must be under a Pact of blood (a Nethermancy spell) to enter the body. The final form depends on the realms of sorcery commanded by the spirit. For example, the body of a spirit commanding Aeromancy might sprout wings. In almost every case, the final form is something totally weird.

This vessel of the spirit is known as a homonculus. Its physical attributes are those of the mortal, although Conditioning suffers a +2 penalty to its t#s because of the shrinking. A Homonculus' mental attributes and Influence are those of the spirit's. As with all spirits, they depend on the entity's rank. Magick spirits have all mental attributes and Influ-

ence at a Powerful rank. Comeliness, because of their strange forms, is always 8.

Homonculi command sorcery of various power. They get a number of points equal to double their rank to spend on realms. However, no realm can have a rating greater than their rank minus two (with a minimum of 2 of course). Since they are so adept at casting magick, their Magick rating is two points higher than usual.

Like other spirits, homonculi have their own spirit magick, which resembles glamours in the way it functions. Sorcerers call this magick Enhancement, because it can actually enhance their own powers. Each homonculus has a rating in Enhancement equal to its rank.

Enhancement

●○○○○○

Affects a spell that

has just been cast by the sorcerer. The spell's Effort is decreased by the homonculus' casting successes (to a minimum of zero) for the purpose of decreasing the sorcerer's Magick due to exhaustion.

●●○○○○

Provides a -1 bonus to the casting roll of one spell the sorcerer is about to cast.

●●●○○○

Doubles the duration of a spell with Effort 1-3 cast by the sorcerer.

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If the casting of the spell is successful, the sorcerer can add the casting successes of the homonculus to his. However, the spell must come from a realm the homonculus knows.

●●●●●○

The homonculus is able to take on the burden of a sorcerer casting a spell of Effort 4 or 5. This means that the Homonculus falls in Slumber instead of the sor-

cerer. During the Slumber, its services are unavailable to the sorcerer.

●●●●●●

As level 4, but the spell can come from any realm, even if the homonculus doesn't know it.

Gargoyle

Gargoyles aren't true creatures. They can be described as animated creations controlled by a sorcerer's projected thought. They're used as guardians, spies, watchers or even assassins by the practitioners of magick able to construct them.

Gargoyles first appeared when the construction of such statues on buildings became common to "ward off evil spirits". It was only natural for a cunning sorcerer to select this particular shape so that his enchanted servants would go unnoticed under an excellent cover.

A gargoyle is primarily a stone

Mastering the servant of stone

(Obedience, Effort 1, Time 1)

This spell enables a sorcerer to assume control of a gargoyle of his creation. The sorcerer's psyche travels to the gargoyle (which can be very far away) and melds with it, animating it. The sorcerer can then use the gargoyle's body as if it was his own, using its physical attributes. His senses function normally, being able to see and hear through the gargoyle's eyes and ears. During the time he spends controlling the gargoyle, his body remains motionless in a trance. If the gargoyle is destroyed, the sorcerer's essence flees back to his body, but he loses one Stamina point from the shock. The spell ends when the sorcerer wishes to return to his body or when one hour per casting success passes.

construction. The statue needs to be flawless and made of high quality granite or the enchantment will fail. The heart of an animal or a human must be placed inside the statue, to provide the life power that will animate it. The actual enchantment of the gargoyle is done by a sorcerer with knowledge of Alchemy 2, Geomancy 2 and Obedience 3. The sign of success is when the sorcerer places his hands on the statue's chest and feels the heart inside vibrating.

A gargoyle's attributes are determined during the process of its construction. Since it's only a mindless servitor of the sorcerer, a gargoyle has only physical attributes of its own. At the time of its creation, a sorcerer should make a casting roll as if he was casting a geomancy spell with Effort 1. Each casting success gives him 4 attribute dice to distribute

among the gargoyle's physical attributes. Determine the attributes' ratings as per the rules for character generation. No attribute can have more than 5 dice.

A gargoyle sits motionless for most of its "life", waiting for its creator to assume control of it. Taking control of the gargoyle requires the sorcerer to cast a special Obedience spell (see the sidebar).

A gargoyle possesses an array of special abilities. The most obvious one is the power of flight. The wings of a gargoyle aren't able to sustain the heavy weight of the stone statue, so the gargoyle's flight has a magickal basis. The maximum speed a gargoyle can attain in air is ten times its Reaction dice in meters per round.

The primary weapons of a gargoyle are its stone claws (attacking with the sorcerer's Brawling skill). If it

dives from the sky to attack, it gets an additional damage die (at +1 cumulative).

Made of granite, the body of a gargoyle is very resistant against natural attacks. It has a base unarmored rating equal to 3.

Perhaps the most astonishing power of a gargoyle, is the ability of the sorcerer to cast spells through it, as if he was in the location of the gargoyle. Only spells of the geomancy or Obedience realms may be cast in this way however, and they can't have an Effort greater than 3.

Anathema

The Anathema are the accursed, pitiful creatures resulting from the Bumping. They are sorcerers with warped, broken minds and souls. Their transformation left them paranoid psychopaths with an intense hatred for living

creatures and especially other sorcerers. They are semi-mad, semi-logical beings that should be dead, yet their bodies are sustained by the magic they defied and destroyed them.

The Burning has “blessed” the Anathema with many strange powers and abilities that surpass even these of faerie creatures. However, in the same time it has taken from them most of their magical knowledge, their humanity and their life. It has condemned them in an everlasting semi-existence where they’re bodies that can’t feel anymore, but can still move and act, often transformed and disfigured in various ways.

Common abilities

- Anathemas can only use one realm of sorcery, the one responsible for their Burning. The Burning has banished

any knowledge or ability to perform other magick. However, the energies that have imbued their bodies serve to strengthen their spellcasting ability. They gain one point in that realm’s rating (to a maximum of 4).

- Since they’ve already suffered the Burning, it doesn’t affect them as severely as other sorcerers. They only have to go in slumber for half the usual period after casting powerful spells. However, if they ever suffer a second Burning, they’re totally annihilated.
- Their bodies have lost any sense of pain or touch. They only suffer half wound modifiers. Since they’re not living creatures, they’re not af-

fected by poison, lack of oxygen and the other physiological needs of mortal beings.

Special abilities

Anathemas may present a variety of special abilities, being the remnants of magickal ability not destroyed by the Burning. Each ability depends on the rating the sorcerer had in the relevant realm before he became an Anathema. The Anathema retains the rating, although he can’t cast any spells, to use the special ability.

Banishing (Nethermancy): Can banish a being of the dream world or another plane from the face of the earth, sending it back from where it came. The Anathema must face the entity and win in a Determination contest. However, the Anathema rolls extra dice (at +1 cumulative) equal to the Banishing rating.

Combustion (Pyromancy): May cause someone’s body to burn from the inside out. This attack usually burns someone to cinders without harming his clothes or surrounding objects. Every application of this power causes energy damage with dice equal to the Combustion rating to a target within 10 meters. All dice have t# 4 but no armor worn protects, as the victim burns from the inside out.

Concealing (Opthalmomancy): Conceals the Anathema from normal vision, divination and detection magick. If the Anathema wishes to remain unseen, someone must make a successful Presentiment check with a penalty equal to the Concealing rating to see it (the onlooker has a -2 bonus if the Anathema engages in violent activity). For divination and detection magick to work, the caster of the spell must at least equal the Concealing rating with

his realm rating.

Dispelling (Alchemy): Cancels a magickal effect within 10 m of the Anathema. The Anathema needs to beat the spell's caster (even if he's not present) in a Determination contest, rolling a number of extra dice (at +1 cumulative) equal to the Dispelling rating.

Dreaming (Oneiromancy): Anathema usually can't dream, so their only chance to enter the dream world is through magickal gates. The ones with this power are an exception, having retained a portion of their dreaming ability. To enter the dream world, the Anathema needs to score 3 successes on a Determination check, using the Dreaming rating as extra dice at +1 cumulative (one roll per hour is allowed).

Exorcise (Spiritualism): The Anathema can banish a possessing spirit

from a mortal being or even an inanimate object. It needs to succeed in a Determination contest with the spirit, rolling extra dice (at +1 cumulative) equal to the Exorcise rating. If successful, the spirit is exorcised and cannot attempt to re-possess the mortal or object for at least a day. Note that this power is also effective against Awakened.

Flow (Hydromancy): Allows the Anathema to dissolve, along with its possessions, to a gel-like liquid. The liquid form suffers only half damage from all physical attacks (except fire attacks) and may pass through cracks and holes. Conditioning has only one die (the one with the lowest t#). Movement is 3 m per rating point per round.

Hatred (Ambience): Allows the Anathema to transmit its hatred for sorcerers to a mortal. Naturally, the mortal can't be a sorcerer himself and

must lose in a Determination contest. The Anathema rolls a number of extra dice (at +1 cumulative) equal to the Hatred rating. If successful, the mortal contracts a deep, burning hatred for sorcerers and all things magickal for one week per success of the contest.

Healing (Rejuvenation): The Anathema is able to quickly repair its undead body. On every round, it rolls a number of dice equal to the healing rating. Any die coming up as 5 or 6 restores one Stamina and one Constitution point. This regeneration ceases when the Anathema dies.

Levitate (Aeromancy): enables the Anathema to defy gravity. It may move through the air at a rate of 10 m per point of rating every round.

Madness (Selenomancy): The Anathema can reduce a victim to a babbling, raving lunatic, if it beats him in a Determination contest. Anyone

rendered mad by this power has an effective Intellect of 8 (in other words his intelligence is that of a chimpanzee) and can't use any skills or other abilities. The madness lasts for one day per Madness rating.

Mageslayer (Magery): An effective weapon against sorcerers, this power disrupts a mage's connection with the magickal energy flowing throughout earth. The Anathema needs to beat the sorcerer in a Determination contest, rolling extra dice (at +1 cumulative) equal to the Mageslayer rating. For every success of the contest, the mage receives a +1 penalty to all of his casting rolls. This lasts for one hour per Mageslayer point.

Passage (Druidism): The Anathema is able to pass through living matter (like a tree) or matter that was once living (a wooden door) as if it wasn't there. It is able to walk through matter

with thickness up to the Passage rating in meters, but no further.

Portal (Faeromancy): Opens a magickal gate to any faerie realm. The Anathema needs to score at least three successes on a Determination check to open the portal, but rolls a number of extra dice (at +1 cumulative) equal to the Portal rating. The Portal remains open for one round only.

Re-animate (Necromancy): The Anathema is able to re-animate its body even after it has suffered deadly injuries. It can only be killed if its Constitution drops to negative points below its Vitality dice plus its Re-animate rating. Although an Anathema with zero or less Constitution is still rendered unconscious, it will regenerate one Constitution point per day until it reaches positive numbers.

Sensing (Prescience): The Anathema can sense sources of magick in the

vicinity, with a Presentiment check using extra dice (at +1 cumulative) equal to the Sensing rating. It is of interest to note that Anathema can only sense workings of sorcery. Glamours and manifestations are beyond this power.

Shielding (Fortification): Protects the Anathema from direct magickal effects. If the Anathema is directly affected by a spell, it may roll one die per Shielding point (all dice with t# 5). If it scores equal or more successes than the casting successes, the spell is negated.

Shapeshift (Morphing): The Anathema is able to change its form and appearance to that of another creature. Although its physical attributes remain the same, it can alter its size and body mass by +/- 50% per point of rating. The new form may duplicate that of another creature. It takes close inspection and a Presentiment check

with a penalty equal to the Shapeshift rating to notice the small flaws that may betray the Anathema.

Sight (Ethernancy): The Anathema can see ethereal and invisible objects and creatures, as well as reveal illusions. To successfully use this power, it must score more successes than the caster of the invisibility spell or the illusion on a Determination check. The Anathema rolls a number of extra dice (at +1 cumulative) equal to the Sight rating.

Slay (Theriomancy): The Anathema can instantly kill any mundane animal with equal or less Vitality dice than the Slay rating. Magickal animals can also be slain, but they must first be beaten in a Determination contest.

Spell slave (Obedience): This strange power compels a sorcerer within sight of the Anathema to cast one of his spells. The Anathema must

beat the sorcerer in a Determination contest and if successful, it selects one of his known spells to be cast by him, as well as its target. However, the selected spell can't have an Effort greater than the Spell Slave rating.

Strength (Geomancy): The Anathema draws power from the earth to enhance its physical strength. Conditioning is increased by a number of dice equal to the Strength rating (at +1 cumulative). This increase is valid only if the Anathema comes in physical contact with the ground.

Toxic (Haemomancy): The blood of the Anathema is a potent corrosive acid. By slashing open a vein (costs a Stamina point), the Anathema can hurl some of its blood to a target up to 5 meters away with a successful Throwing roll. The blood does damage as a weak acid at Toxic rating 1, finally becoming a very strong acid at

Toxic 4.

Wither (Botanomancy): The Anathema is able to cause plant life around it to wither and die. This power affects all plants within a range equal to the Wither rating multiplied by 5 in meters. Magickal plants aren't affected by the power.

G o d s a n d p o w e r s

If one thinks god as the force or entity that created earth and the universe, then no one has the slightest idea who he may be. That's the province of religions. There are however "gods" on earth. Try to imagine them as beings so powerful as to seem divine, in the way humans seem like gods to ants.

Chief among these entities are the great spirits, the old gods of earth. They are the most ancient and powerful of spirits, possessing kingdoms of their own in the dream world. Whereas a fire spirit may symbolise a conflagration or even a volcano, a great spirit of fire is lord over the primeval flames of earth's deep bellows.

The great spirits are the old gods of earth, at times worshipped by mortals under many different names. Other beings may also qualify for the

amount of power needed to be regarded as gods. Supreme angels and princes of demons certainly belong to this category.

Arawn (Charon)

Attacks: Scythe (armed combat 4)

Skills: Etiquette 3, philosophy 4, history 3, mythology 3, culture lore 3

Glamours: Afflict 4, Curse 5, Divine 6, Drain 3

Manifestations: Enslave 6, Fortify 6, Swiftiness 4

Sorcery: Necromancy 4, Nethermancy 4, Selenomancy 4, Prescience 4, Ethermancy 3, geomancy 2, Haemomancy 2

Mythical abilities: Realm affinity (Necromancy and Prescience)

Godly powers: He can cause the death of any animal or plant within sight, except from magickal ones.

He can summon servants of

him by spending one Mystick point. One servant can be summoned per action. Arawn's servants resemble the spirits of death conjured by the "First quarter" Selenomancy spell.

Arawn can give life to mortally wounded persons or take their life. If a person is at -1 or -2 Constitution, Arawn can bring him to zero Constitution with but a thought. However, he can also end the life of the wounded just as easily.

Arawn is an exceptional prophet, though he seems to predict only harmful events. When he employs divination magick, his predictions are very accurate, especially when they concern someone's death.

Scythe of deathcoming

This potent weapon resembles a plain scythe with a wooden handle and a great metal shaft. The sight of the

shaft is very disturbing and causes anyone looking at it not to seek to actively harm the wielder. In the hands of Arawn, the scythe reveals its terrible ability to harvest lives. Anyone hit must make a Determination check. If he doesn't score at least as many successes as the damage successes of the scythe, he's instantly slain.

Arawn, also called Charon by ancient Greek, is a great spirit that deals with death and the passage of mortal souls from earth. He is the lord of the domain in the dream world called the Otherworld, where the souls of the dead concentrate shortly after their death. If anyone knows where they go afterwards, it's got to be Arawn. Arawn is connected with death, yet he's not considered an evil deity and certainly isn't so. Arawn is connected with death as a natural function. Eve-

Spint	CON	LIT	VIT	REA	INT	INS	DET	PRE	COM	INF
Arawn	44	44	445	4	23455	34566	3344566	34456	4	233456
Balor	2334456	3445	345566	45	34556	3456	345566	456	8	34566
Cernunnos	23456	4566	34566	2344	2345	233456	3445566	234456	4566	456
Crom Cruach	2344566	46	22333445	6	456	334	345566	4566	8	3445
Danu	4566	234556	23456	234556	22334456	2234456	2334456	2345	234456	34556
Dian Cecht	44	2334456	23456	334	233456	4566	233456	44	2344	456
Ecate	5	456	46	45	345566	2344	2233445	556	344556	23456
Kathadastro	23344456	4566	23334456	456	234556	3456	233445	66	8	3445
Leviathan	23344456	56	33445566	4	5	6	2334456	556	8	23334456
Lugh	4566	4566	3445	334	23334456	2344566	234556	44	233456	234456
Manannan Mac Lir	23445	34456	234556	345	233445	34556	2334456	445	4556	34556
Nuadu	4566	23445	2344	3456	34556	23445	34566	456	23445	34556
Oghma	456	2344566	4556	4556	34456	44	344556	556	44	2233445
Sheela-na-gig	44	5	2345	4	2345	4556	345566	44	8	456
The Dragon	222222222	222222222	222222222	222222222	222222222	222222222	222222222	222222222	222222222	222222222
The Enlight-ener	44	445	44	6	2344566	3445566	33445566	456	2233445	33344456

Spirit	Armor	Constitution	Stamina	Defense	Magick
Arawn	0/0/0	7	17	1	7
Balor	3/2/2	11	21	2	7
Cernunnos	0/0/0	9	19	2	7
Crom Cruach	2/2/1	15	26	1	5
Danu	3/2/2	6	13	3	11
Dian Cecht	0/0/0	6	12	3	7
Ecate	0/0/0	3	10	2	7
Kathadastro	0/0/0	14	25	2	7
Leviathan	3/3/3	14	26	1	3
Lugh	0/0/0	8	17	2	10
Manannan Mac Lir	0/0/0	7	14	2	8
Nuadu	3/2/2	5	10	2	7
Oghma	0/1/0	8	16	3	6
Sheela-na-gig	0/0/0	5	11	1	6
The Dragon	4/4/4	18	37	4	12
The Enlightener	0/0/0	3	11	2	9

rything dies with time and Arawn watches over this fact of nature. As one might expect, he has a very strict, self-disciplined and cold personality, never expressing emotions. His objectivity and reason is legendary. He

does exhibit a “dark” personality. He has seen much death and suffering as to become indifferent towards them.

Balor

Attacks: Ram (brawling 4), war maul (armed combat 4)

Skills: Dodge 3, Awareness 2, faerie lore 4, infemallore 4

Sorcery: Necromancy 4, Geomancy 4, Obedience 3, Pyromancy 3, Fortification 2

Mythical abilities: Size (8)

K ravun, Maul of the deep

A massive war maul made from a strange black meteoric ore that seems to absorb and relish the pain of its victims. This blood-thirsty weapon has no decorations but is well-remembered by its victims for the terrible magick it holds. Whenever it hits and after damage has been calculated, the victim

must roll a D6. If the result is lower than the damage suffered, most of his bones have been shattered by the force of the impact. The victim is crippled and in great pain. If he survives the battle, he can heal to the point of being a paraplegic. He can't walk again without the aid of healing magick.

Balor is a great demonic power from the netherworlds. He was first contacted by the fomhoires, the semi-demonic race that inhabited the British Isles and other places before humans became the dominant race. In those ancient times, the fomorians reigned supreme from their underground cities, collecting tribute from faerie like the Fir Bholg living on the surface. Things changed when the Tuatha came to the islands, fleeing Mu. Forcing the Fir Bholg to retreat to a small portion of the Isles, they re-

fused to recognise any of the fomhoires' rights over the land and its inhabitants. Balor was summoned from the netherworlds by the fomorian priests to lead their armies and crush the newcomers. It is said that his only eye, when opened, could kill all he gazed upon.

This god of darkness was battled by Lugh, the great spirit of light. Causing heavy losses to the Tuatha because of his deadly gaze, Balor was faced by Lugh alone, who managed to pluck his eye out with his spear. On the verge of the defeat, Balor retreated with his life but the fomhoires were defeated once and for all. Today Balor still remains blind in the netherworlds, ruling over the remnants of the fomhoires and brooding over his plans for revenge.

Cernunnos

Attacks: Horn (brawling 4), spear (armed combat 4)

Skills: Dodge 4, stalk 4, hide 3, ambush 3, awareness 4, sight 3, animal lore 4, faerie lore 4

Glamours: Deceive 6, Divine 6, Shapeshift 6, Transform 4

Manifestations: Fortify 6, Physique 6, Enslave 6

Sorcery: Theriomancy 4, Morphing 4, Botanomancy 4, Faeromancy 4, Geomancy 3, Necromancy 3, Fortification 2, Haemomancy 2

Mythical abilities: Stealth (forests), night vision

Godly powers: Hernes can summon all animals within 5 miles and they obey his orders, even fighting to the death.

He can converse with all animals and control any animal, even one magickally controlled.

He can summon a strange mist

by expending a Mystick point, which can transfer him to any forest on earth.

He is able to see through the eyes of any animal in a forest and hear what the animal hears.

Aegelos

This magnificent spear ignores any armor, physical or magickal.

Cernunnos is a spirit that protects the forests and animals of earth. He is revered as the god of hunting, for Cernunnos likes nothing more than to hunt in the great forests of earth. He is also named Hernes the Hunter, leader of the Wild Hunt that sometimes runs across the country seeking to eradicate those that would harm the forests and animals. This is the only concern of Hernes: the preservation of the virginity of earth's nature. He seeks to achieve that

through his servants on earth that include many druidic circles, especially those fond of direct and violent action. Other things and especially the affairs of mortals are outside the sphere of Cernunnos' interests.

Crom Cruach

Attacks: Claw or bite (brawling 3), grapple 2

Skills: faerie lore 3, infernal lore 3, druidic lore 3, hunting 2, dodge 2

Glamours: Afflict 3, Armor 6, Chaos 5, Drain 5, Pervert 3

Manifestations: Fortify 6, Physique 6

Sorcery: Fortification 2, Haemomancy 4, Necromancy 4

Mythical abilities: Size (5)

Godly powers: Crom may absorb a grappled victim in his mass. To be absorbed, the victim must lose both a Conditioning and a Vitality check (with a +3 penalty each). If he's ab-

sorbed, the victim dies horribly as he's added to Crom's mass. Absorbing a victim takes one action per Vitality die of the victim and once it's over, Crom is healed of one Constitution and Stamina point per Vitality die of the victim.

Crom is a great spirit of death and pestilence. His natural place of power are graveyards and necropolis, where the dead rot, and that's why he's called lord of the mound. He takes the form of an incredible and horribly bloated monster, with long fangs and arms that end in slithering tentacles. He uses these tentacles to grab the decomposed flesh he feeds on or terrified victims that will serve to increase his mass. An ancient, degenerate entity, Crom is only interested in the ritual sacrifices performed by his followers. He has

managed to attract the attention of some mortals that have formed cults worshipping him in secret. He is shunned by the other "gods", but none can deny his power or the aspect of nature he represents. He even has twisted, misled druids serving him. Crom is extremely jealous of Arawn, as he would like to take Arawn's place as keeper of the Otherworld. While he believes this position is rightfully his, it is certain that his vision of the Otherworld is that of a rotting place, full of dirt, pestilence and disease.

Danu

Attacks: Spear (armed combat 3)

Skills: dodge 4, history 4, faerie lore 4, occult lore 3, animal lore 3, herbalism 3, awareness 3, etiquette 4

Glamours: Divine 6, Travel 6, Armor 6, Conceal 5, Heal 4, Seduce 3, Deceive 3

Manifestations: Fortune 6, Discipline 6, Charisma 6

Sorcery: Geomancy 4, Fortification 4, Selenomancy 4, Ambience 3, Botanomancy 3

Godly powers: She can increase the fertility of the land as she chooses, although she rarely does so, afraid of exhausting the land's resources.

Danu is able to control the weather, temperature and other aspects of the four seasons to a great extent. Again, she rarely exercises this ability in fear of disrupting the nature's balance.

She can repair damage to nature done by fire, pollution etc, but this is a slow and tiresome process.

When Danu is under attack (in the dream world or on earth), she might opt to channel some or all of the damage she suffers to nearby plants. She does this only in times of great need,

as plants are seriously hurt or destroyed in this way.

Danu is able to heal herself for one Stamina and Constitution point by expending one Mystick point and touching any kind of animal or plant life.

Danu's armor

Danu wears a magical armor, which can appear as any kind of garment with protective qualities, form a shining plate mail to a beautiful white gown adorned with small metal plates. It always absorbs one damage point from any strike and adds two dice (at +1 cumulative) to any Determination check made to resist a spell.

Danu's spear

This deadly weapon strikes as a spear that can harm ethereal beings and other spirits. Furthermore, if it causes

more than one damage point, it sends wooden splinters into the wound, which travel up the bloodstream and reach the heart in one minute. The victim is incapacitated during this minute by the pain and needs to succeed in a Vitality check at +3 to survive.

Danu is a spirit of earth and forests watching over the lands of the British Isles before men appeared. Danu lived in the land before the Fir Bholg inhabited it. These first inhabitants of Ireland displeased her with their arrogance and careless ways towards nature, but she brought herself to tolerate them. When a tribe of kind and noble faeries moved to the Isles however, she thought this was a first class opportunity to limit and isolate the Fir Bholg. She actively supported the newcomers and with her aid, they managed to take most of the land from the

Bholg. These elves were afterwards named the Tuatha De Dannann, "Tribe of the Goddess Danu" in her honor. The Fir Bholg still hate her and the Tuatha for their grand defeat. Danu continued to support and lead the Tuatha, eventually helping them to create the first Faerie Realm to escape the horrors of the Faerian Wars. Thereafter, Ireland became a scarcely inhabited land until the rise of men. With the coming of men, Danu saw Ireland's forests and valleys polluted and systematically destroyed in the name of civilisation. In this worst nightmare of her, she chose not to take any direct action but to support humans that seek to protect nature, like druids, and the return of people to heathen ways and old traditions. In this struggle, the Tuatha are her prime allies. Danu materialised appears as a woman with slender but harsh features

and a height of 3 m. She usually carries with her a wooden spear and is dressed in pure white robes.

Dian Cecht

Attacks: Brawling 3, armed combat 3

Skills: Herbalism 4, Pathology 4, Surgery 4, First aid 4, History 2, Academics 2

Glamours: Heal 6, Travel 6, Transform 6

Manifestations: Revigorate 6, Fortify 6, Fortune 5, Discipline 4, Perceive 4

Sorcery: Rejuvenation 4, Botanomanancy 4, Ambience 4, Morphing 3, Fortification 3

Mythical abilities: Realm affinity (Rejuvenation), Glamour affinity (Heal)

Godly powers: In his presence, all disease ceases to progress. Spread of disease is impossible within one mile of him.

Dian Cecht is also a great healer of the soul. He can cast out any spirit, demon or other entity possessing a person. All he must do is touch the body of the person and succeed in a Determination contest (he rolls with a -1 bonus). If he fails, he can try again after a day passes. Exorcism costs a Mystick point.

Dian Cecht is a legendary spirit worshipped as a god of healing by the faeries that first learnt from him healing magic and the science of medicine. He was the one that taught them, along with his fellow spirits, everything they know about herbs and medicine. He was always a kind spirit, ready to help everyone he asked him to, regardless of his beliefs. Dian Cecht saw his work destroyed during the Faerian Wars. The unbelievable onslaught was against everything he has taught

to the faeries. Dian Cecht became disappointed, believing that no words or advice could help the faeries after that war. He retreated from his healing arts and the world of mortals. He still remains in the Dream World, bitter and depressed. He doesn't lend his help anymore and trying to persuade him to do otherwise would be a sure way to invite his wrath, except in the most exceptional of cases. It is said that he has begun to go insane from all these years of solitude and isolation. He now conducts strange experiments and studies diseases with an unparalleled fascination. The mechanisms and the simplicity of the diseases that plague the mortal world thrill him and he studies them more from fascination than to find a way to cure them. His fall from grace has only begun. If it continues, he could turn from the most gifted healer to a lover

of disease and misery.

Ecate

Attacks: Usually with her wand when she feels like it (armed combat 2)

Skills: Occult lore 4, angelic/infemal lore 4, faerie lore 4, history 4, persuade 3

Glamours: Seduce 6, Divine 6, Conceal 6, Afflict 5, Deceive 5, Armor 4, Heal 3

Manifestations: Perceive 6, Veil 6, Discipline 6, Kinesis 4

Sorcery: Pyromancy 4, Aeromancy 4, Ambience 4, Oneiromancy 4, Selenomancy 4, Obedience 3, Ethermancy 3, all other realms at 2

Mythical abilities: Realm affinity (all realms)

Godly powers: She has no need to rest after casting a powerful spell.

Ecate warps and twists magick cast on her to suit her purposes.

When someone casts a sorcery spell on her (glamours and manifestations aren't affected), he must beat her on an Insight contest or else his spell is transformed into another spell with the same Effort of a realm chosen by Ecate, though the new spell must still affect her. This costs a Mystick point.

The wand of Ecate

Made by black wood, its tip is decorated with a gem that burns with a red light. If the wand touches someone, Ecate can cause death or insanity (reducing the victim to a babbling idiot). All she has to do is win a Determination contest. She can also point at someone and cause a sinister form of amnesia to overwhelm him, permanently wiping out all skills and sorcery known by the victim (he can still use glamours or manifestations), if she of course wins a Determination contest.

Ecate is a spirit of moon and magic described in Greek legends. The picture derived from these legends is hardly that of a benevolent deity. That is entirely true: while Ecate isn't evil, she is selfish and tends to think of mortals as her toys and pawns. She always takes actions that will benefit her the most, no matter the harm she causes. Ecate was one of the spirits that found great interest in more disciplined forms of magic, like sorcery. After so many years, she has mastered this art and her skill at it is considered unparalleled. Even Manannan considers her superior in sorcery. She is believed to have taught Hermes Trismegistus and led him to the formation of the first truly great magical societies. This was done in order to take control of earth's sorcerers and secure her influence on

the physical world. Unfortunately for her, Hermes did not follow her orders exactly and developed his philosophical beliefs about magic and the world that are recorded in the books known as the “Hermetic Manuscripts”. As Eate’s plan collapsed, the teachings of Hermes spawned an entire genre of magicians that followed the so-called “Hermetic Magic” that was meant to dominate the matters of sorcery for many centuries to come. Eate never forgave Hermes for his treachery and her minions on earth are still bent on his death, as well as the destruction of his creation, the Hermetic Order of magicians. All sorcerers casting hermetic magic fear and hate Eate, except from these greedy individuals that don’t mind making a pact with her in order to gain more power. Heathen magicians on the other hand are still

cautious against Eate but sometimes ally themselves with her and her minions to strike against their common enemies, the Hermetic mages.

Kathadaastro

Attacks: Bite (brawling 2)

Skills: Atlantian lore 4, history 4, various technological and scientific skills

Glamours: Chaos 4, Divine 5, Seduce 6

Sorcery: Aeromancy 4, Hydromancy 4, Obedience 4

Mythical abilities: Size (10)

Godly powers: Kathadaastro is huge, with a diameter over 10 meters. He can fully open his maw and swallow any creature or vessel smaller than that.

Kathadaastro, the worm of the deep, is one of the most ancient entities of earth. Originally the inhabitant of another world, his subjects, the

dreadful echidnas, dragged him through the black void of space and deposited him in the Atlantic ocean for purposes unknown. He still drags his hundred-meter long tubular body in the abyssal depths of the ocean, surfacing from time to time to drag some unfortunate vessel with its long tentacles back to the depths. These tentacles protrude from certain points, forming dreadful slithering crown-like shapes along the body and are as thick as a mast. This god of old is the unquestionable lord of the enigmatic creatures known as echidnas. He was also intimately linked to the legendary people of Atlantis. Although their origin remains a mystery, the Atlantians had worshipped Kathadaastro with cruel, bloody rituals since their appearance, erecting magnificent temples on the shores of the ocean for his glory.

During this era Kathadaastro was in the peak of his power, using the expansionistic Atlantians to gain more power on earth. It was then that he first ran into Theratoss, for the creature succeeded in forming its own cult, stealing some of Kathadaastro’s followers. The two “gods” became mortal enemies for the rest of eternity. Kathadaastro’s downfall came with his greed for power. Pushing his followers to expand even more, they utilised the island’s resources to their limit, thus disturbing the delicate balance that was keeping it intact and marched against the faeries in a disastrous war.

When Atlantis was lost in the ocean’s waves, so were the dreams of Kathadaastro. With his followers gone, the tools to complete his plans could not be found. Since then, he remains in the ocean, brooding and dreaming of his glorious old days. He has

numerous small cults spread along the shores of the ocean, some of them quite old (having been created by survivors from Atlantis) and in some isolated fishing villages one can still hear tales and prayers to the worm-god of the sea. These are however only remnants of his other-time power.

Leviathan

Attacks: Ram or bite (Brawling 3)

Skills: Awareness 3, atlantian lore 3

Sorcery: Hydromancy 4

Mythical abilities: Size (10)

Godly powers: Leviathan can easily create huge whirlpools or raise great waves.

This terrible sea monster was named Theratoss by the mysterious culture of the Atlantians who first came in contact with it. Its current name was given to it by the Jewish people in

some cryptic passages contained in the Bible. These texts mention that Leviathan is a monster of destruction, symbolising the evil of the world. Whatever the truth, this entity seems to have been roaming the oceans of earth since its creation. Very few have actually met Leviathan and survived to tell the tale or sighted it near a coast, but whenever there is a great sea disaster in abnormal conditions (eg ships sinking in calm seas), the great monster comes into the thought of all. It is believed that there is only one Leviathan, but no one can be sure. There might be a whole race of these creatures stalking the be the incarnation of the Devil on earth, a monster that will destroy all in the end of time or just a remnant from the world's ancient eras. Leviathan takes the form of an enormous turtle, with four powerful flippers propelling it in

the water. It has an evil, savage look and a beak that can easily crush a ship. The overall length of the creature reaches 100 m. It is truly a monster coming from the deepest nightmares of land-dwellers.

Lugh

Attacks: Armed combat 3, but he rarely uses any weapons

Skills: Art 4, Crafts 4, Persuade 4, Orate 4, Charm 4

Glamours: Deceive 6, Conceal 6, Seduce 5

Manifestations: Charisma 6, Enslave 6, Fortify 6

Sorcery: Alchemy 4, Ambience 4, Ophthalmomancy 4, Aeromancy 4, Hydromancy 2

Godly powers: The works of art created by Lugh are unsurpassed by any mortal artist. They can be considered classical and astonish even those not

interested in art. Often, people become so obsessed with these objects as to go to great lengths to obtain them.

Lugh can easily command the various manifestations of light. He can cloak an area in complete darkness (extinguishing all light sources) or illuminate it with the brilliance of the sunniest day. He is able to emit a ray with the brilliance of the sun, which can hit a target up to 100 m away and causes terrible burns (damage 3445-energy, decreases by one die per 30 m of distance). He can also cloak himself in light; this brilliant light requires all onlookers to roll a Presentiment check at +2 or be blinded for a day by its intensity. Moreover, the light superheats any material coming in contact with it (like weapons striking Lugh). Materials superheated roll a D6 (t# 6 for flammable materials, 5 for metals, 4

for stone, 3 for magickal metals or stone) to avoid destruction. Anyone attacking unarmed suffers 45-energy damage if he strikes successfully.

Lugh is a spirit of light and every ray of the sun that reaches the surface of earth carries some part of his essence. As a spirit, Lugh learnt to listen to the sounds of the birds and waterfalls, observe the colours of the flowers, the shape of the clouds and he came to love these works of art found in nature. He begun to create his own works of art: songs, paintings, sculptures. Indeed, he is considered to be the inventor of arts and he is said to patron great mortal artists secretly. Lugh is a kind, benevolent deity and the mortal enemy of the Fomhoire and their leader, Balor. Lugh aided Danu and the Tuatha to defeat the Fomhoire menace. In that battle, he

used his powers of light to banish the darkness of the Fomhoire and inspired fear in their hearts, wielding Manannan's enchanted sword. He even wounded Balor close to death, but he was able to escape alive. This has earned him the Fomhoire's enmity forever but also their fear of his light. Fomorians often plot against him and his followers and faithful, but he's always willing to protect them in anyway he can.

Manannan Mac Lir

Attacks: Sword (armed combat 3), brawling 1

Skills: Occult lore 4, faerie lore 4, sea lore 4

Glamours: Divine 6, Deceive 5, Armor 6

Manifestations: Perceive 6, Veil 6

Sorcery: All realms at 2, except Hydromancy 4, Opthalmomancy 4,

Magery 4 and no rating at Pyromancy
Mythical abilities: Realm affinity (Hydromancy)

Godly powers: Manannan has great control over any sea on earth. He can cause sea storms of frightening power or calm the mist unruly and treacherous waters as he wishes.

Manannan is a great spirit of sea and magick. Although he commonly appears as a long-bearded, white-haired old man, he favours illusory magick, so that he can appear in a multitude of forms. Manannan is a mysterious, reclusive figure. Little is known of him but one thing that's certain is that he changes as fast as the sea. One moment he might be calm and benign, while on the next harsh and unforgiving. This peculiar trait has estranged him from most other spirits but seems to have gain him sympathy among many Unseelie faeries, although Manannan

has no connection (at least an official one) to the Unseelie Court.

As a god of the sea, Manannan may know many secrets lying deep below the waves. Nearly half of the world's history is submerged beneath the surface of earth's oceans, like the forgotten lands of Mu and Atlantis. Manannan may or may not know a great deal of secret lore; he hasn't revealed any such information to anyone, regardless of how close they are to him.

Oghma

Attacks: Sword (armed combat 4)

Skills: Music 4, poetry 4, history 4, warcraft 4, dodge 4

Glamours: Chaos 6, Seduce 6, Travel 6

Manifestations: Charisma 6, Perceive 6, Fortune 4, Discipline 5, Fortify 5

Sorcery: Aeromancy 4, Fortification

4, Ambience 4, Faeromancy 4, Hydromancy 4, Theriomancy 3, Morphing 3

Mythical abilities: Musical mesmerism

Godly powers: Oghma is extremely skilled in the art of warfare, being able to perform attacks very difficult to counter. If his opponent's dodge or parry skill is less than 4, his strikes can't be dodged or parried.

When the war hymns of Oghma (usually played on bagpipes) are heard at a battlefield, those supported by him gain great morale and newfound strength. They ignore one point of any wound modifier due to Stamina or Constitution loss.

Oghma's sword

A bastard sword with a golden hilt resembling an eagle. It inflicts two additional damage dice (at +1 cumulative) and has a strange spell on it that

causes doubt, uncertainty and disappointment. After each strike that draws blood, the opponent's weapon skills are lowered by one (to a minimum of zero) for the rest of the battle.

Oghma is an ancient and powerful spirit that lived in the water and air long before the faeries appeared. Listening to the sounds of the wind and the flowing of the water, he developed a great love for music. He was the one that taught the art of the harp and the flute to the faeries. In return, the faeries taught him poetry and singing. Oghma was fascinated by poetry, because he could give his music meaning. He perfected the epic poems of war first written by the faeries. He also became skilled in "the fine art of war" as he named it. He believed that war was a time for heroic deeds that could be immortalised

through his music. Although he didn't mean any harm, he couldn't see the evil and disaster resulting from wars and always advised towards action. He was one of the strongest supporters of the disastrous Faerian Wars, believing that the evil faeries should be eradicated. Even now, after so many years, he remains shortsighted and suggests that war is the only way for good to triumph over evil. Oghma appears as an old bearded man holding a harp or flute, dressed in white robes like those worn during the time of the Roman Empire. It is believed that he was the tutor of some of the best epic poets of that time.

Sheela-na-gig

Attacks: Grapple 3. If he successfully grapples someone, he finds out that her strength has suddenly increased (two extra dice at +1 cumulative).

Skills: Occult lore 3, faerie lore 2, herbalism 4

Glamours: Afflict 6, Divine 4, Drain 6

Manifestations: Perceive 4, Shapeshift 6, Veil 6

Sorcery: Botanomancy 4, Druidism 4, Geomancy 4, Morphing 3, Necromancy 4, Ophthalmoancy 4, Selenomancy 4

Godly powers: She can cause any plant to wither or any animal (except magickal ones) to get sick and die merely by pointing at them.

A terrible spirit of death and starvation, Sheela-na-gig is named the Devouring Mother, representing a different aspect of mother nature. Bleak and evil, she finds joy only in the demonstration of her power and the worship of her by mortals. People used to fear her anger and revered her to be protected by the terrible events she

represented. After the coming of the Jesus and the fall of the pagan religion, Sheela-na-gig was forgotten along with the other old gods of earth. She became bitter and vengeful, working so that the people would forget her name but not the barbaric aspect of nature she represents.

The Dragon

Attacks: Claw or bite or tail (brawling 4)

Skills: All skills at rating 4

Glamours: All glamours at rating 4

Manifestations: All manifestations at rating 4

Sorcery: All realms at rating 4

Mythical abilities: Size (from -3 to +10), draconic breath

Godly powers: The Dragon possesses great resistance against all forms of magick. For a spell or other magickal effect to affect him, the

caster must first beat him in a Determination contest.

Would-be slayers of The Dragon would find his destruction an almost impossible task. His body regenerates all damage made to it by the beginning of the next round. So, The Dragon can only be killed if all of his Constitution points are lost in a single round.

But even in the extremely unlikely event of having his physical form destroyed, The Dragon can assume another one in just one day. The only way to destroy him once and for all is to infiltrate his castle, which lies somewhere between the real and the dream world, and battle him in spirit form. Such a thing is suicidal, even for great spirits or demon princes and angel lords.

The Dragon is the personification of

the magical forces earth is imbued with. It symbolises the pagan and wild heathen side of earth and its creatures. This mysterious creature can appear with any form, but usually assumes the form of the creatures he's named after. So long, his most impressive appearance has been 40 m long, but that happened only once. No one knows his origins, but it is said that he's connected in some way to the Creator of earth and that he acts as a protector of the world that will interfere when earth is in grave danger or on the edge of an apocalypse. If such is the case, then it is almost certain that the Dragon will play an important role in the years to come, where the true meaning of the Barrier of Foresight will at last be revealed.

The Enlightener

Attacks: He never attacks through

physical means, preferring to talk his way out of trouble or use his magick to incapacitate his opponents.

Skills: Persuade 4, Orate 4, Philosophy 4

Glamours: Armor 6, Divine 6, Heal 6

Sorcery: Ambience 4, Fortification 4, Prescience 4, Rejuvenation 4

Godly powers: Those who seek to harm him must first succeed in a Determination check with a +6 penalty, unless he chooses to let them harm him. He can also calm down any hostile creature merely by talking to it. If he wins a Determination check, the creature becomes serene and calm, abandoning hostility.

This mysterious "god" is considered responsible for one of the greatest events in the history of earth: the coming of Jesus. It was he who took the form of Christ, uniting the people

against oppression and social decline. His legacy, Christianity, continues to our days as one of earth's major religions. His success was unparalleled, surprising even the Eternal Powers with its degree. No one knows much about this mysterious entity. It is as if he suddenly came to earth, brought about a cataclysmic event, and then dropped out of sight again. His current whereabouts are unknown.

Supporting cast

Supporting characters should be fully fleshed out by the GM, with a detail level equal to that of a player character. However, there might be a need for quick characters to fill the space between the major supporting characters of your story. The following templates cover this need. You can also use them as a guide to create your own detailed supporting characters.

Awakened

Young Awakened

No more than ten years active, this Awakened is filled with enthusiasm and eagerness. These are his greatest advantages but also his disadvantages, for he isn't known for his patience and he often gets himself in trouble.

Attributes: 17 dice, no more than 3

dice in any attribute

Skills: 20 dice

Manifestations: 6 points, no more than 3 points in any of them

Socialities: 6 points, no more than 4 points in any Sociality

Qualities: 6 points

Seasoned Awakened

This Awakened has been around for a while and he knows the tricks of the job. Patience is among his virtues and he's the next step in the evolution of a young Awakened, although not every Awakened survives long enough to become a seasoned one.

Attributes: 25 dice, a couple of them may have 4 dice

Skills: 30 dice

Manifestations: 10 points, with ratings of 4 or 5 in few of them

Socialities: 10 points

Qualities: 10 points

Veteran Awakened

Being in the front line for more than 50 years, most of the veterans have been tired enough to retreat behind the scenes. A veteran usually fights the Final Battle through his servants and allies, although he can be a frightening force if he decides to get physical.

Attributes: 30 dice, some of them with 5 or even 6 dice

Skills: 40 dice, the most important ones at rating 4

Manifestations: 15 points, with ratings of 6 in one or two of them

Socialities: 12 points

Qualities: 10 points

Sorcerers

Mortals with command of magick often encounter the Awakened among other mystical beings. Although few of them are aware of the true nature and pur-

pose of the Awakened, their power should be respected by all champions.

Hemetic apprentice

A young man with a potentially bright future, this mage is for now only an apprentice to a sorcerer of the Order of Hermes but may tomorrow be the best thing that has ever happened to the Order... or so he likes to think during his daydreaming sessions.

Attributes: 15 dice, no more than 3 dice in any attribute

Skills: 15 dice, focusing on occult and scientific skills

Sorcery: 3 points, although they don't have more than one point in any realm

Socialities: 6 points, no more than 4 points in any of them

Hemetic wizard

A seasoned sorcerer, member of the famous Order of Hermes, this mage

spends his time trying to increase his powers or delve deeper in the arcane arts and occasionally clashes with the heathen magicians.

Attributes: 17 dice, no more than 3-4 dice in any attribute

Skills: 20 dice, with occult lore 3 at least

Sorcery: 8-10 points, they haven't any realm at more than 3 points

Socialities: 8 points

Grand magus of the Hermetic Order

This sorcerer may have lived for centuries and is among the elite of the Hermetics. Arrogant and eccentric, he intends to live for twice that long and unveil the final arcane mysteries.

Attributes: 22-25 dice, Intellect and Determination are usually at 5 dice each

Skills: 30 dice, with occult and other supernatural lore at 4

Sorcery: At least 15 points, maybe with one or more realms at 4

Socialities: 12 points

Neo-druid

A descendant of the original druids, this heathen magician is bent on reviving the druidic order and keeping the old ways alive in the memory and heart of the people. To succeed in this, he seeks others of his kind to build witch covens.

Attributes: 17 dice, no more than 3 dice in any of them

Skills: 15-20 dice, focusing on nature skills like survival

Sorcery: 8 points, usually with no realm greater than 2

Socialities: 5 points

Grand witch

The grand witch seems detached from the world, his mind traveling to

other planes. Still, he has an impressive command over the natural world and orders other heathens with ease.

Attributes: 22-25 dice, with 5 dice in a couple of attributes

Skills: 35 dice

Sorcery: 14 points, perhaps with a rating of 4 in one realm

Socialities: 6 points

Sith

The undead bloodsuckers are always a force to be reckoned with. Although active only through the night, they seem to have infiltrated all layers of mortal society and have minions that can reach their enemies during the day.

Child

The child is a new vampire, always found near its mentor, from whom he learns the secrets of Sith life. He is eager to make a name for himself and

begin a life (or unlife) of his own.

Attributes: 17 dice, no more than 3 dice in any attribute

Skills: 20 dice

Sith powers: Prowess 1, Quickness 1, Body 1, Regenerate 1, Metamorphosis 1

Socialities: 5 points

Elder

Having lived for more than a century, the elder vampire has learnt to effectively hide himself from the prying eyes of mortals and still be able to manipulate social life.

Attributes: 22 dice, some of them at 4 or 5 dice

Skills: 35 dice

Sith powers: prowess 4, Quickness 2, Body 3, Regenerate 4, Metamorphosis 5, one Path at 3

Socialities: 10 points

Ancient

The ancient dates back to the time of the first vampires. He is a powerful being who has given birth to many younger Sith now serving his wishes.

Attributes: 30 dice, a few reaching even 6 dice

Skills: 50 dice

Sith powers: prowess 6, Quickness 5, Body 4, Regenerate 6, Metamorphosis 6, one Path at 6

Socialities: 14 points

At last, Transcendence is completed. After four years of development, the main game is finished. Many things have changed during these years. From the first edition with the D12 system and the imaginary world of Corahen, we have passed to the second edition with the **Nova** game system and the European Dark Ages.

However, this is not the end of the Awakened. I will continue to develop and expand the game world, having planned for several sourcebooks that will appear in the Net. There is no sense of closure while writing these last lines; there is only a feeling that further fuels my creativity and eagerness to write more. See you on the next sourcebook then!

If you sincerely like this game and have even tried to play it, I would love to hear your comments and experi-

ences. If you also have any ideas about how to further develop the game, please contact me at neon@earthdome.com.

Take care,

George Chatzipetros, dark dreams

Many thanks to

Spiros Sotirakos, for always criticising my work

Andreas Maleas, for his bloody Vampire sessions

John Kyriazis, for his always inspired lines

Eric Huckabay, for his advice and support

Have I mentioned anyone that has taken a look at the game?

Transcendence

The Awakened

Name
Player

Faction
Campaign

Allegiance

Attributes

Conditioning

___ ___
___ ___

Awakened

Pawn

Intellect

___ ___ ___ ___
___ ___ ___ ___

Litheness

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___ ___

Awakened

Pawn

Determination

___ ___ ___ ___
___ ___ ___ ___

Vitality

___ ___
___ ___

Awakened

Pawn

Comeliness

___ ___ ___ ___
___ ___ ___ ___

Awakened

Pawn

Reaction

___ ___
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Awakened

Pawn

Influence

___ ___ ___ ___
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Other Characteristics

Constitution

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Awakened

Pawn

Stamina

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Awakened

Pawn

Defense

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Awakened

Pawn

Magick

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Fantasia

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Skills

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Awakened
Pawn

Manifestations

Charisma ○○○○○○
Discipline ○○○○○○
Enslave ○○○○○○
Fantastick ○○○○○○
Fortify ○○○○○○
Fortune ○○○○○○
Kinesis ○○○○○○
Longevity ○○○○○○
Perceive ○○○○○○
Physique ○○○○○○
Revigorate ○○○○○○
Sate ○○○○○○
Swiftness ○○○○○○
Second sight ○○○○○○
Wrath ○○○○○○
Veil ○○○○○○

Sorcery

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Gifts

Drawbacks

Personality traits

Calm/ Angry
Cautious/ Reckless
Curious/ Stagnant
Deceitful/ Honorable
Energetic/ Passive
Lawful/ Chaotic
Modest/ Proud
Pragmatic/ Stubborn
Selfish/ Altruistic
Social/ Private
Suspicious/ Trusting
Vengeful/ Forgiving
Warlike/ Peaceful

Socialities

Acquaintances ○○○○○○
Authority ○○○○○○
Estates ○○○○○○
Haven ○○○○○○
Influence ○○○○○○
Knowledge ○○○○○○
Militia ○○○○○○
Nobility ○○○○○○
Wealth ○○○○○○

Qualities

Age ○○○○○○
Alliances ○○○○○○
Loyalty ○○○○○○
Pawn ○○○○○○
Rank ○○○○○○
Reputation ○○○○○○

Weapons

Damage Offense/ Defense Range Type Skill

Armor

Kinetic Ballistic Energy Encumbrance

Rejection ○○○+1○○○+2○○○+3○ Expelled

Resonance ○○○○○○○○○○

Shield _____ Against close combat attacks _____ Against ranged attacks _____