

# *Imagines* creepy crawlies

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## Change log

### November 30, 2018

- Added ghost creature sheet.
- Added small spirits creature sheet.
- Small fixes to dragon archetype.
- Added familiar creature sheet.
- Added spell, *Call Familiar*.
- Added canidae creature sheet.
- Added felidae creature sheet.
- Added 5 dragon archetype templates.
- Added 1 undead archetype template.
- Expanded on the common dragon creature sheet.
- Expanded on the dragon archetype description.

- Expanded on the Undead archetype.

### May 8, 2019

- Minor fixes to vampires for readability.
- Minor fixes to archetypes.
- Added lich creature sheet.
- Added lich fowl creature sheet.
- Added option 2 for more Victorian style vampires.
- Changed the layout to optimise for screen reading.

### May 13, 2022

- Added the lycanthrope archetype.
- Added *Werewolves*.

# Archetypes!

No compendium of creatures is ever complete. We have an array of creature sheets available; the enterprising game master wants to create or add his own creatures as well.

The IMAGINES game system allows players to play members of any race or species (if their master allows). Whether a particular race or species is allowed as a player character—that's up to the game master.

## Turning the magical non-magical

Creatures that are denied access to their first sphere (through use of a *Block Access* spell or similar) lose not only the ability to use spells from that sphere, but also Talents and Innate powers originating from that sphere. Blocking access cannot destroy a creature. A vampire does not turn into an immobile dead body, but is denied access to her various spells and powers while the block is in effect.

*Restore Natural State*, and other spells that remove magic and enchantments, are not instant killers of supernatural creatures. They reduce creatures to their natural condition for the duration of the spell. For our vampire, again, this means that stat bonuses, abilities, healing factors gained from being a vampire are removed, returning the vampire to the state of life she was in before turning undead.

## Advancement; making the weak powerful

Many powerful creatures of classic fantasy and mediaevalism don't actually start out as all that; they grow with age and experience. To simulate this, some creature sheets have an Advancement clause—when the creature grows so and so old or kills so and so many people, it gains a new quirk from the list on its sheet. Powerful beings such as vampires or dragons start out small and squishy before they become campaign nemeses. It is difficult to tell whether a creature is a weak fledgeling, or a nightmare given form just from looking at it!

This opens up races and beings for use as player characters. These player characters are less powerful than their older, more skilled counterparts early on.

## What bonuses do humans get, then?

The default player species of IMAGINES is human. Humans have no core quirks beyond those of the Quirks table in the Basic Rules, but don't think that humans are weak-sauce just yet. Unlike literally any other archetype, humans don't start out with core quirks that make them weaker. Humans aren't susceptible to iron or holy items, they cannot be chased off with salt, and they don't have weak underbellies that take triple damage. The human race is more sturdy and adaptive than most other species, and is not saddled with weaknesses from beginning of play.

## Archetypes

Archetypes are groups of creatures that share characteristics, such as ghosts and vampires all being undead. Members of an archetype generally have a number of strengths or weaknesses in common.

## Archetype: Animal

Members of the Animal archetype are ordinary, non-magical creatures, most of them familiar from Earth. This archetype covers animals that are simply animals; not fantastic, not magical, and not supernatural.

Animals roll stats and quirks as per their creature sheets.

### Archetype members in this book

- Canidae
- Felidae

### Base stats

The Attribute and Personality scores for creatures of the Animal archetype are determined individually. Personality scores do not have their Attribute added to them; an animal can have a Psyche of 5 but only an Intelligence of 3, and so on.

Animals do not have Presence, Power, or Technology groups. If spells or other saving throws call for checks of these stats they are rolled against a score of 5 for Attributes and 8 for Personality scores, as a rule of thumbs.

### First sphere

Members of the Animal archetype do not have magic. If they somehow obtain magic and thus spheres, they are considered to belong to the Extraplanar archetype.

### Diet

Dietary needs are specified on the creature sheets.

### Quirks

*Non-magical.* Animals do not have magical abilities; if they do, they're no longer animals. Animals that somehow obtain magical abilities anyhow are belong to the extraplanar archetype.

## Archetype: Dragon

Dragons never actually existed. The folklore surrounding dragons is part attempts to explain dinosaur remnants, parts mythology. Much folklore now associated with dragons originates with older creatures of legend—the dragon's habit of resting on its gold, for example, largely stems from J.R.R. Tolkien's Smaug who

rested on his stolen dwarf gold like the lindworm out of Scandinavian folklore that he was more or less based on.

In Asian traditions, dragons are often gods or demigods, benevolent or malevolent, ruling the elemental forces in particular. In European tradition, pre-Tolkien, they are lindworms—mighty serpents that lie on their hoard, typically blocking access to a church or other important site, and eat anyone who comes too close—or actual dragons, dangerous, but are not very big. Most depictions of St George has him battling a winged, scaly creature that is smaller than his horse.

And then there is the Komodo dragon which meets the criteria of big, scaly and voracious, but is an oversized reptile belonging in the Animals archetype.

Dragons roll stats, magic and quirks as per their creature sheets. Modifications are listed on the individual creature sheets.

#### Archetype members in this book

- Dragon, common

#### Base stats

Dragons that are self-aware beings—such as the Common dragon which embodies the fantasy archetype—roll stats, magic, and quirks per their creature sheets. Dragons that are essentially magical animals roll their stats as if they were members of the Animal archetype (Attributes are not added to Personality scores, Personality scores may be lower than Attributes).

#### First sphere

The first sphere of dragons is typically All, though individual creature sheets may differ.

#### Diet

The majority of dragons are carnivores though some may be inclined towards a more balanced diet.

#### Quirks

*Weak spot.* All dragons have a weak spot, typically a place on the underside, where they take triple damage from missiles and melee attacks.

## Archetype: Extraplanar

Extraplanar creatures originate from another plane of existence, typically some chaos world, higher or lower spiritual plane, or other dimension. Extraplanar creatures often resemble familiar creatures but are bound by different laws of nature and tend to be highly magical. Most spirits (who are not ghosts) and magical beings belong in this archetype.

Extraplanars roll stats, magic and quirks as per their creature sheets.

#### Archetype members in this book

- Extraplanar
- Familiar
- Small spirit

#### Base stats

Extraplanars roll stats, magic, and quirks as listed on their creature sheets.

#### First sphere

The first sphere of extraplanars is typically Chaos, but individual creature sheets may differ.

#### Diet

Extraplanars have their diets listed individually on their creature sheets.

#### Quirks

*Salt kills.* Exposure to or ingestion of salt or salt water causes damage at a rate of 1/minute. Accelerated regeneration rates (if any apply) do not apply to salt damage.

## Archetype: Humanoid

Humanoids are races and species that are essentially human but with cosmetic and cultural differences; elves, orcs, and other creatures that walk on two legs and use tools fall into this category besides humans themselves. What science-fiction buffs call 'rubberhead aliens'—these are humanoids.

Humanoids roll stats, magic, and quirks as humans, but with modifications listed on their creature sheets.

#### Archetype members in this book

- Humanoid (archetypical elf, dwarf, orc)

#### Base stats

Humanoids roll stats as listed on their creature sheets.

#### First sphere

The first sphere of humanoids is typically All, but individual creature sheets may differ.

#### Diet

Varies; diets are listed on individual creature sheets.

#### Quirks

None.

## Archetype: Lycanthrope

Lycanthropes—werewolves, weretigers, werelions, and wereferrets, oh my! Shapeshifters appear in every culture on Earth—whether they are humans taking on the shape of animals, or animal spirits passing as human. Some of them are lycanthropes; some are using spells. This archetype only covers the former.

Lycanthropes are victims of a curse or magical affliction causing them to turn into mindless beasts, and that they rarely are in control of these transformations. Lycanthropes are victims, whether innocents suffering a terrible curse, or wrong-doers punished by supernatural means for breaking cultural taboos.

The affliction or curse of the were-creature is passed on to other victims under the right—well, wrong, technically—circumstances, while the magic of a shape shifter is passed from teacher to student. Lycanthropes, while able to change their form, are not shape shifters; shape shifters are not lycanthropes.

#### Historical background

Animal people who, because of their own wrong-doings or the sins of their forebears, are cursed to turn into beastly animal forms and terrorize their surroundings. Due to their cursed nature, were-creatures are often behold to prey on the innocent—children, unborn babies, the defenceless. A possible interpretation is that of were-creatures representing man's fear of nature—infant death, pregnancy going bad and killing the mother, and sudden death for apparent reason. Another interpretation is man's fear of losing control of himself,

letting anger and hatred turn him into a violent beast that cannot be reasoned or pleaded with. Anger must run its devastating course until at last, the victim finds himself waking up covered in the blood of the innocent.

Lycanthropes differ from other ‘animal people’ in that their condition is not voluntary. They are not intelligent animals who may assume human form in order to interact with or even seduce humans (such as the Japanese *kitsune*)—they are humans who lose their humanity and become beasts.

Were-creature legends usually come with explanations of how one becomes such a creature—the classical example of the Central European were-wolf often represents wrathfulness, and in some cases is a parable on domestic violence. A man becomes a were-wolf as punishment for the sin of letting his beast nature override his human mind and values. Similarly, legends typically offer ways to detect such a creature before it can do harm, and in some cases, even how to cure it. A game master who wants to go in-depth with lycanthropes will benefit from reading up on his or her chosen were-legend and the folklore associated with it.

### Appearance and ecology

Being humans (or humanoids) who give in to their beastly nature, the lycanthrope resembles any other member of society ninety-nine percent of the time. The were-beast lives a normal life, until losing control. For this reason it can be difficult to spot a lycanthrope, though many legends offer pointers (the European werewolf, for example, is associated with hairy patches and the uni-brow).

Lycanthropes, in their beast form, rarely serve a function in nature, and do not occupy a part of the food chain. They are unnatural beings whose purpose is not to feed, grow, and breed, but to kill, maim, and destroy. They are not animals; they are monsters whose minds have been dominated by base emotions and drives. Because of what they represent in folklore, lycanthropes are almost always large predators such as wolves, bears, or great hunting cats.

### Social habits

An enduring lycanthrope may be able to gain control and adapt to its curse to a point where it effectively becomes difficult to tell from a genuine shape shifter, but this is rare. Communities of lycanthropes are not unthinkable, but they are likely to be highly secretive, and to have found ways to deal with the complications that arise when most people have to spend at least a part of their lives as mindless, raging animals.

The vast majority of lycanthropes, however, will be otherwise ordinary people who sometimes disappear. They may not be aware of their condition—or they may be seeking to hide it, out of fear of repercussions (or because they enjoy their rages and don’t wish to be stopped or cured). In folklore, were-creatures are rarely able to ask for help; they cannot tell others of their condition, and must rely on the observant to spot them and figure out how to help them.

In societies where lycanthropes are considered fact, authorities are likely to deal with them in one way or another. As folklore generally depicts lycanthropes as a dangerous and undesirable affliction, this response is often harsh, often ending in execution.

Exceptions do exist; Viking culture considered berserkers (men who turned into raging bears on the battlefield, literally ‘bear shirts’) to be dangerous, true, but also a great benefit to the crew and armies of raiders and warrior kings. The Viking berserker, viewed to put on his bear shirt and become the bear, is a parable

of the warrior who descends into psychotic rages, and afterwards rarely remembers what he did, or to whom (it probably didn’t help that warriors sometimes attempted to achieve the berserker effect by ingesting fly agaric before combat).

### Base stats

Lycanthropes roll stats, magic and quirks as per their creature sheets (typically humans or humanoids). Stats for the secondary form is rolled for its appropriate creature sheet (typically a member of the Animal archetype), and finally, modifications to both forms made made as listed on the relevant creature sheet in the Lycanthrope archetype.

Individual stats are rolled for each form a lycanthrope possesses.

### First sphere

Lycanthropes retain the sphere access of their humanoid form.

### Diet

The majority of lycanthropes are carnivores though some may be inclined towards a more balanced diet.

### Lycanthropes are not shapeshifters

IMAGINES distinguishes between lycanthropes and those who change form by use of a *Shapechange* spell or an Innate power. Shapechangers are not affected by the lunar phases or by silver as a default—lycanthropes usually are. Both change their forms but one does as the result of a magical disease, the other as the result of a magic spell. One has little control (at least at first), the other is usually in control.

### Quirks

*Nature’s child.* Regardless of whether lycanthropes are aware of their condition and indeed, aware during it, they possess an instinctive understanding of the animal whose form they take on. Lycanthropes place 10% free in the Animal Lore skill. The points are not lost if the affliction is cured or the curse is lifted.

## Archetype: Undead

Undead span a vast variety of creatures, from the living dead of the zombie apocalypse through the powerful, ancient evil of the lich to the ever stylish and vain vampire.

Undead roll stats, magic, and quirks as for the species they belonged to in life, with modifications listed on their creature sheets.

### Archetype members in this book

- Ghost
- Lich
- Lich fowl
- Vampire

### Base stats

Undead roll stats for the species they belonged to in life (typically a member of the Humanoid archetype), and then make the modifications listed on the undead creature’s sheet.

### First sphere

The first sphere of Undead is always Darkness, regardless of what they had access to in life. Access to Light is always lost in undeath.

## **Diet**

The majority of undead are carnivores though some may be inclined towards a more balanced diet.

## **Quirks**

*Dead body.* The undead do not breathe and they do not have a circulatory system. They are not damaged by gases or toxins. Undead are not normally affected by lycanthropy, poisons, heat (though they can burn), cold, or magic that affects body functions. They do not take bleeding damage from injury, and they have no body heat. Undead that imitate living body functions do not have this quirk.

*Faith kills.* All damage taken from religious symbols or artefacts of faith such as holy water is tripled. The mere act of being on ground hallowed to any religion opposed to undeath (probably the vast majority) causes damage of a rate of 1 hp/minute. Accelerated regeneration rates due to undeath (such as vampires and others possess) do not apply to faith damage.

*Healing kills.* Magic powered by the sphere of Light works poorly on the undead. Spells that normally would restore health does the equivalent amount of health damage instead as the 'life' force of the undead is entropy, the antithesis of healing.

# Canidae

*"It's not the size of the dog in the fight, it's the size of the fight in the dog."*

Mark Twain

Archetype:	Animal	
Base stats:	Physique 8 Psyche 3	Strength 10 Agility 12 Intelligence 6 Memory 4 Discipline 4
Alertness:	50+3d10%	
Intuition:	50+3d10%	
Quirks:	None	
Diet:	Carnivorous with omnivorous tendencies	
Combat:	Unarmed Combat skill: 20+3d10 Bite attack d6 points of damage	
Advancement:	None	

Canidae include domestic dogs, wolves, coyotes, foxes, jackals, dingoes, and more. Some are fierce hunters and prowlers, or small, lightning-fast hunters. And, of course, some are yappy lap dogs.

## Historical background

Canidae are found on all continents of Earth except Antarctica. The larger canidae, particularly wolves, have much associated folklore; they are considered to be highly intelligent, dangerous, and in some cases, outright evil. Folk tales tell of wolves sneaking into houses to steal babies or falling upon unsuspecting travellers, though neither scenario actually is very likely outside periods of extreme famine.

Smaller canidae, particularly the red fox, are associated with cunning and deceit, and the coyote in particular is viewed as a trickster figure in North American legends.

Domesticated dogs range from fierce guard and fighting dogs to yappy pets that can barely breathe and cannot breed unassisted by man.

## Appearance and ecology

Regardless of species, the body form of canids are similar, varying in size from the 2 m long grey wolf to the 24 cm long fennec fox. They typically have long muzzles, upright ears, teeth adapted to cracking bones and slicing flesh, long legs, and bushy tails.

The larger canidae subsist on a mostly carnivorous diet though the domestic dog has adapted to a starch-rich diet. Smaller members of the canidae family such as foxes and raccoon dogs have adapted to an omnivorous diet, subsisting on small prey, fruit, nuts, and in some cases, fish and molluscs.

Many canidae have been or are being hunted for their fur.

## Social habits

Canids tend to be social animals, living in family units and hunting cooperatively. Typically, only the dominant pair in the pack breeds and the litter of young are reared communally in an underground den. Canids are highly intelligent, and one canid species, the domestic dog, exists in partnership with humans. Canidae are rarely encountered alone in the wild, though young

males sometimes travel in search of a mate with whom to establish a pack of his own.

Canidae are intelligent and tend to work out solutions to problems they encounter often. They can be taught simple tricks and domestic dogs can learn to recognise a range of 100-160 individual words. Dogs in particular, but also some breeds of wolf, can be trained to become service and guide animals.

Most canidae are social hunters with complex group behaviour and advanced techniques for bringing down prey (foxes and raccoon dogs excepted).

## Template: Domestic dog (*Canis lupus familiaris*)

Stat modifications:	Hunting dogs: +2 Agility Racing dogs: +4 Agility, -2 Strength Guarding dogs: +2 Strength, +2 Discipline Shepherding dogs: +2 Intelligence, +2 Strength, -2 Agility Companion dogs: n/a Small lap dogs: -2 Strength
	Highly specialized breeds may have additional bonuses (a St. Bernard, for example, is huge and may have an additional 1 point bonus to Physique).
Diet:	Carnivorous with omnivorous tendencies
Combat:	Bite attack d6 points of damage
Base defense:	70%
Domestication:	Yes, to a point where they only exist in partnership with humans.
Includes:	All domestic dog breeds. Wolfhounds that are the result of crossbreeding with wolves gain +2 Strength.

Domestic dogs come in many forms and shapes. Races have typically been bred for hunting, racing, guarding, shepherding, or human companionship; the latter includes a number of small dogs bred for the sole purpose of sitting on laps or under skirts to keep their human warm.

Dogs can be trained to attack humans but do not normally seek conflict on their own. Dogs can turn feral and packs of feral dogs may attack humans and farm animals (unlike wolves, they have no fear of man).

## Template: Wolf (*Canis lupus*)

Stat modifications:	Strength +2 Agility +2
Diet:	Carnivorous
Combat:	Bite attack d6+1 points of damage
Base defense:	70%
Domestication:	Grey or timber wolves can be tamed to an extent; jackals and other types tend to not be possible to tame.
Includes:	Template can also be used for other breeds of wolves, and for the larger jackals.

Wolves come in multiple forms adapted to different climates, though it is typically the grey wolf or timber wolf that comes to mind. They are fierce predators that work together to bring down larger prey and have wide territories.

Wolves generally seek to avoid contact with man but may attack farm animals which seems like easy prey, or in times of famine, even attack people who travel alone through their ranges. When wolves do attack farm



animals they prefer foals and lambs. Grey or timber wolves can be tamed to some extent, particularly if acquired as pups. Wolves are often hunted for their fur.

**Template: Wild dog** (*Lycaon pictus*)

Stat modifications:	Agility +3
Diet:	Carnivorous
Combat:	Bite attack d4+1 points of damage
Base defense:	60%
Domestication:	No
Includes:	Template can also be used for smaller jackals and dholes, and some of the small wolf breeds.

The wild dog likely to come to mind is the African painted dog with its distinctive red, white, and black pattern, but the template can also be used for dholes and smaller jackals. Not to be confused with hyenas, wild dogs hunt and scavenge, and live in sometimes very large family groups.

Wild dogs cannot be domesticated or tamed. They avoid man whenever possible, though in times of famine they may attack farm animals and even people. Some wild dogs, notably the African painted dog, appropriate carcasses from lions and other larger predators when the opportunity arises.

**Template: Dingo** (*Canis lupus dingo*)

Stat modifications:	Agility +2
Diet:	Carnivorous
Combat:	Bite attack d6 points of damage
Base defense:	70%
Domestication:	Dingos can be tamed to an extent but never truly lose their feral mindset.
Includes:	Template can also be used for feral dogs.

The jury is still out on whether dingos are to be considered a species of their own, or a feral dog descended from the dogs of early settlers to Australia. They are fierce hunters, fast and intelligent.

Dingos can be tamed to some extent but are thought to be unreliable and prone to return to the wild if given

the opportunity. Many dingos have little or no fear of man, making them the most dangerous to humans and farm animals out of all canidae.

**Template: Raccoon dog** (*Nyctereutes procyonoides*)

Stat modifications:	Agility +3
Diet:	Omnivorous
Combat:	Bite attack d4 points of damage
Base defense:	60%
Domestication:	No
Includes:	Template can only be used for raccoon dogs.

Raccoon dogs (also known as manguts or tanukis) are relatives of foxes, small in size, with raccoon-like colouring, and like foxes, they do not bark. They are the only canidae to hibernate during cold seasons.

Raccoon dogs cannot be domesticated or tamed. They are viewed as pests in many places, occupying an ecological niche similar to the actual raccoon.

**Template: Red fox** (*Vulpes vulpes*)

Stat modifications:	Agility +2 Intelligence +1
Diet:	Omnivorous
Combat:	Bite attack d4 points of damage
Base defense:	60%
Domestication:	Fox pups can be tamed to some extent but often escape back to the wild.
Includes:	Template can also be used for other foxes

Foxes are small, cunning hunters, ranging from the fairly large red fox to the teeny tiny fennec desert fox. They are often hunted for their furs but are also viewed as pests as they have little fear of man, happily raiding chicken coops and middens.

Foxes are sometimes farmed in captivity for their fur and can be tamed to some extent, but have never been properly domesticated.

# Dragon, Common

"I am fire. I am death."

Smaug (J.R.R. Tolkien)

Archetype:	Dragon
Stat modifications:	Physique +1 Potential +4 Technology -5
Alertness:	40+3d10%
Intuition:	40+3d10%
Quirks:	Racial quirks. Individual quirks.
Spheres:	First sphere is All.
Combat:	Bite attack d6 points of damage. Claw attack d4 points of damage. Tail lash attack d2 points of damage.
Advancement:	New quirk per 50 years of age.

Dragon! The classic nemesis of archetypal fantasy, or a small, tasty winged reptile? Dragons start out small and weak and grow into powerful monsters prone to challenge even the most experienced adventuring group.

## Historical background

None. Common dragons never actually existed. They are based partially on depictions of St George fighting a winged, scaly monster no larger than his own horse, and partially on the archetypal fantasy dragon which in turn is based largely on J.R.R. Tolkien's famous red gold hoarder and dwarf eater, Smaug.

## Appearance and ecology

Dragons are self-aware, intelligent creatures from the beginning of play. A full set of stats, quirks, and abilities should be rolled for them. The appearance of Common dragons depends on where they hatched. All hatchlings are oily black and slowly come into their colours over a couple of months. The appearance and age of the parent dragons is inconsequential. Once colour is locked in, the dragon does not change colours even if switching biotopes.

The age and power, often linked, of a dragon cannot be judged by its size; some dragons never grow large, others swell to the size of a barn at a young age. As a rule of thumb, however—the higher the dragon's Physique and Strength scores, the larger it probably is. Dragons continue to grow all their lives, so the larger the dragon, the larger the likelihood that it is old and powerful.

## Social habits

Dragons sometimes form societies or loose organisations but are more likely to be loners outside of the need to procreate. Dragon societies may have complex laws and rules but dragons rarely live close together. Like other species found in many biotopes, dragons tend to have nationalities and languages and may not always be able to understand other dragons. When dragons do organise in some form or other the most powerful dragon tends to be the boss with the others competing for its favour.

## Core dragon quirks

All Common dragons have these quirks from beginning of play. Some will be negated by quirks and abilities acquired as the dragon ages (see below).

**Collector.** Dragons have a strong urge to hoard—typically gold and jewels, but dragons may also be hoarding knowledge, books and scrolls, or in rare cases, completely invaluable items of a specific type. Dragons tend to spend a large portion of their lives attempting to increase their hoards.

**Dragonsight.** All dragons have the *Dragonsight* spell as an Innate power (spell description on creature sheet).

**Fire breath.** The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.

**Scaly skin.** The dragon's skin is covered in powerful scales, lowering her base Defense score by 20.

**Vain.** The dragon takes its appearance very seriously and spends much time grooming itself. It may be susceptible to flattery.

## Quirks and abilities due to age

All dragons possess strengths and weaknesses but tradition differs greatly on which. The master decides whether quirks follow a lineage (offspring sired by a dragon will likely have a mix of their parents' quirks) or are to be determined randomly upon hatching and growing.

Some of core weaknesses above may be negated by these. Common dragons gain one more quirk per 50 years of age they survive. The bigger the dragon is, the faster you should run away.

## Common Dragon quirks table (d100)

01-02	<i>Acid breath.</i> The dragon may exhale corrosive acid in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected matter is likely to take further corrosive damage unless wiped clean.
03-12	<i>Agile.</i> The dragon gains one point of Agility.
13-14	<i>Amphibian.</i> The dragon develops gills, enabling it to breathe as well under water as outside of it.
15-16	<i>Arrogant.</i> The dragon is developing a skewed view of other species. Dragons simply are superior.
17-18	<i>Biter.</i> The dragon's bite attack gains a damage bonus equal to its Physique score.
19-20	<i>Coral Reef,</i> as an Innate power.
21-22	<i>Diamond scales.</i> The dragon's scales turn impenetrable to non-magical attacks.
23-24	<i>Elemental Invulnerability,</i> as an Innate power.
25-34	<i>Glib tongue.</i> The dragon gains one point of Charisma.
35-44	<i>Glutton.</i> The dragon loves its food and may kill more game than it really needs. It gains one point of strength.
45-46	<i>Hard scales.</i> The dragon's base Defense score is lowered by 10.
47-48	<i>Hedge magic ability.</i> The dragon has the ability, if not automatically the power, to use hedge magic.
49-50	<i>Huge.</i> The dragon is larger than usual for its type, gaining 1 point bonus to its Physique score (and affected Personality scores).
51-60	<i>Intimidating.</i> The dragon gains one point of Authority.
61-70	<i>Intelligent.</i> The dragon gains one point of Intelligence.
71-72	<i>Invisibility to Immortals,</i> as an Innate power.
73-74	<i>Invisibility to Mortals,</i> as an Innate power.
75-76	<i>Poison breath.</i> The dragon may exhale toxic fumes in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action.

77-78	<i>Razor talons.</i> The dragon's claws attack gains a damage bonus equal to the dragon's Physique score.
79-88	<i>Shapechange,</i> as an Innate power. The dragon is able to take on the form of a member of a self-aware species native to its natural environment, typically a human or an elf.
89-97	<i>Strong.</i> The dragon gains one point of Strength.
98	<i>Firestarter.</i> The dragon's fire breath does double damage.
99	<i>Telepath.</i> The dragon has the <i>Greater Telepathy</i> spell as an Innate power.
00	<i>True magic ability.</i> The dragon has the ability, if not automatically the power, to use True magic spells.

### Dragon varieties

Hatchlings take on colours and camouflage patterns suited for their native environment. The list below is not conclusive but should cover most biotopes where dragons may be encountered.

Note: Dragons that live at sea are not naturally water breathers but take their colour from the environment in which they find their prey.

Environment	Typical colours	Main prey
Inland ice	1. White 2. Silver 3. White and blue 4. White and green	Birds, reindeer
Polar coasts	1. White 2. White and dark aquamarine 3. Aquamarine on back, white on the belly 4. White, brown or gray mottled	Seals, fish, whales, other aquatic animals
Mountains, high	1. Mottled white, brown, or gray 2. White 3. White and pale eggshell blue 4. White and silver	Deer, bears, reindeer
Polar oceans	1. Black with white or blue mottling 2. Aquamarine with green mottling 3. Green with white and black mottling 4. White	Seals, fish, whales, other aquatic animals
Temperate farmlands	1. Mottled brown, green and grey 2. Light and dark green 3. Grass green 4. Straw coloured	Cattle, horses, humans, deer, other woodland animals
Deep forests	1. Light and dark green 2. Black with dark green spots 3. Dark brown, golden and green 4. Brown and reddish golden	Deer, bears, elk, moose, other woodland animals
Hills and badlands	1. Dull grey, yellow, and brown 2. Green, yellow, and brown 3. All shades of green 4. Moss green, yellow and reddish brown	Jackals, gazelles and other herbivores
Plains and prairie	1. Green, yellow and brown 2. Sandy white, light green and grey 3. Reddish brown, green, and grey 4. Golden, yellow and white	Jackals, gazelles, oxen, deer, and other herd herbivores
Deep ocean	1. Black with dark blue mottling 2. Mottled white and aquamarine 3. Aquamarine on top, white or silver belly 4. Dark green, striped like kelp strands	Seals, fish, whales, other aquatic animals

Near coastal waters	1. Light blue with sand coloured stripes 2. Sandy white, darker on top, white or silver belly 3. Turquoise 4. Mottled turquoise, dark green and blue	Seals, fish, whales, other aquatic animals
Kelp ocean	1. Dark kelp green 2. Light kelp green 3. Green, red, brown mottling 4. Grey, green and red mottling	Seals, fish, whales, other aquatic animals
Coral reef	1. White, mottled with orange and red 2. Black, mottled with blue and green 3. Grey with black and orange mottling 4. Green with orange and red mottling	Seals, fish, whales, other aquatic animals
Rocky desert	1. Grey with brown mottling 2. Brown with grey or dark brown mottling 3. Sandy yellow with darker back 4. Dark grey with black or grey mottling	Jackals, gazelles and other herbivores
Woodlands mountains	1. Black with grey and brown mottling 2. White with pink and green mottling 3. Green with grey and brown mottling 4. Black with green and white mottling	Deer, bears, elk, moose, other woodland animals
Jungle or rain forest	1. Deep green with black mottling 2. Light green with dark green and brown mottling 3. Black with brown and green mottling 4. Black with bright green and blue mottling	Deer, large cats, other tropical herbivores
Mangroves and swamps	1. Deep green with light green mottling 2. Brown with all shades of green stripes 3. Black with brown and green stripes 4. Light green with golden stripes	Seals, fish, whales, other aquatic animals
Moors and marshes	1. Brown with green and yellow stripes 2. Grass green with brown stripes 3. Black with red and golden stripes 4. Green with stripes in shades of green	Seals, fish, whales, other aquatic animals
Desert, hot	1. Reddish gold with darker back 2. Red-tinged sandy white 3. Reddish golden with turquoise back 4. Mottled yellow and sandy white	Jackals, camels, horses, gazelles and other herbivores

### Dragonsight

Sphere	Cost	Casting time	Maintenance	Range	Save
All	10	1 Action	2/round	Self	n/a

*Dragonsight* works much like the *Truesight* spell but for dragons. In addition dragons can see the sphere relationship of living creatures (tell which is their first sphere, if any), as well as strong emotional ties between self-aware creatures, and upon a bit of introspection, the general layout of a self-aware creature's personality (their strongest stat and their quirks).

## Template: Young common dragon #1

Presence	5	Appearance Charisma Authority	9 6 11	# MS	5 N/a
Physique	10	Agility Strength	16 20	AR DMG	-5 +1
Psyche	3	Intelligence Memory Discipline	9 9 9	HP PP	40 108
Potential	10	Power Control	18 20	DEF	(50) 50/50/50
Technology	5	Operation Construction	8 6	Luck ALT INTU	8 69% 68%

Quirks: *Cleptomania, Generous, Cloaked, Envious.*

Dragon core quirks:  
*Collector, Dragonsight, Firebreath, Scaly skin, Vain.*

Advancement quirks:  
*Intimidating, Arrogant, Invisibility to Mortals.*

Skills of note: Combat skill: 30%  
Bite attack d6 points of damage.  
Claw attack d4 points of damage.  
Tail lash attack d2 points of damage.

Spells: Sphere access: All, Earth.  
*Invisibility to Mortals*, as an Innate power.

Spells: *Birthstone, Brittle Rock, Imbuement, Motherlode, Read Object, Remove Rune, Rune of Endurance, Rune of the Alert Sentry, Rune of Sharpness*

*Fire breath.* The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.

Items of note: A small bag of colourful chalk sticks for drawing or writing on pavement or stone.  
A scrap of paper containing a name and an address. Probably the next victim of a small, scaly cat burglar, but who knows?  
A pouch of *Madam Maude's Good Spice* with d10 doses left.

At 150 years of age, this young dragon has come into its spellcasting ability but is not a shapeshifter. It is grass green and blends in well in woodlands and meadows, boosted further by its Cloaked quirk. Roughly the size of a house cat, it comes and goes without drawing much attention to itself, particularly because it can turn invisible to most people.

This dragon loves shiny objects and has no qualms about pilfering them off strangers, but it may also prove quite generous in trade or towards people who do it a favour. It does tend to get jealous of the possessions of others and may respond poorly to not being allowed to acquire whatever takes its fancy from others. Trading with the dragon, rather than running it off, may prove advantageous given its array of hedge magic enchantments that may prove advantageous to adventurers.

## Template: Young common dragon #2

<b>Dragon form</b>					
Presence	4	Appearance Charisma Authority	10 10 8	# MS	6 0%
Physique	11	Agility Strength	17 18	AR DMG	-2 +2
Psyche	5	Intelligence Memory Discipline	15 11 11	HP PP	44 114
Potential	10	Power Control	19 19	DEF	(51) 51/51/51
Technology	1	Operation Construction	4 2	Luck ALT INTU	5 56% 61%

Quirks: *Foe, Chill, Optimist, Entitled.*

Dragon core quirks:  
*Collector, Dragonsight, Firebreath, Scaly skin, Vain.*

Advancement quirks:  
*Strong x 2, Shapechange (elf), Glutton.*

Skills of note: Combat skill: 40%  
Bite attack d6 points of damage.  
Claw attack d4 points of damage.  
Tail lash attack d2 points of damage.

Spells: Innate power of *Shapechange* (elf).

*Fire breath.* The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.

Items of note:

- A sturdy and roomy backpack fitting a pony-sized creature.
- A small silver spoon sporting marks from the teeth of a baby dragon.
- d6 arrows with silver arrowheads, designed for use against lycanthropes.

<b>Elf form (using template Sylvan Aristocrat)</b>					
Physique	10	Agility Strength	14 18	AR DMG	-3 0
				HP	33
				DEF	(72) 72/72/72

Skills of note: Combat skill: 30% with a common melee weapon.

Spells: Innate power of *Infravision*.

A measly 200 years old, this dragon is the size of a small, chubby pony and about as technologically inclined. It is quick, strong, and smart but has yet to develop magical skills. It has the ability to take on the form of a chubby elven youth and does so whenever visiting humanoid settlements, but does not otherwise have spellcasting abilities. In its dragon form, the dragon is light green with yellow vertical stripes, providing excellent camouflage in tall grass and reeds. In its elf form it shares the characteristics of the elf race most common to the area.

This dragon is laid back and prone to an optimistic outlook. It feels entitled to the power it know that the passing of time will bestow upon it, and its attitude of smug superiority has ticked off a number of people to a point where it probably shouldn't wander into dark alleys alone.

## Template: Adult common dragon #1

Presence	3	Appearance Charisma Authority	8 6 9	# MS	3 n/a
Physique	4	Agility Strength	18 15	AR DMG	n/a n/a
Psyche	6	Intelligence Memory Discipline	14 9 7	HP PP	28 126
Potential	10	Power Control	20 17	DEF	(52) 52/52/52
Technology	5	Operation Construction	10 9	Luck ALT INTU	10 60% 54%
Quirks:	<p><i>Irrational Fear, Precise Sense of Locations, Mind Shield, Lefthander.</i></p> <p>Dragon core quirks: <i>Collector, Dragonsight, Firebreath, Scaly skin, Vain.</i></p> <p>Advancement quirks: <i>Intelligent x 2, Hard Scales, Amphibian, Razor Talons, Diamond Scales, Agile.</i></p>				
Skills of note:	<p>Combat skill: 60% Bite attack d6 points of damage. Claw attack d4+4 points of damage. Tail lash attack d2 points of damage.</p>				
Spells:	<p><i>Coral Reef</i>, as an Innate power.</p> <p>Dragon cannot be harmed by non-magical weapons or attacks.</p> <p><i>Fire breath.</i> The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.</p>				
Items of note:	<p>A detailed naval map of an archipelago or coastline, likely printed or at least drawn by a skilled cartographer. A pouch or envelope containing 2d100 g of mandrake root, conveniently packaged for your friendly neighbourhood Hedge mage—2d10 magical herbs of random value if you ask your local alchemist. A <i>Lazy Tailor's Needle</i>. A <i>Cloak of Snuggly Warmth</i>.</p>				

This adult dragon, 650 years old, is not the sharpest knife in the drawer but it is strong and fast. It has not yet developed its magical potential but definitely has the aptitude. It's a fierce enemy, more so because it cannot be harmed with mundane weapons due to its tough, stone-like scales. It is dark blue with green and brown flecks, allowing it to hide easily in lakes and rivers.

This dragon makes its lair underwater and knows the waterways of its territory inside out. It may well be preying on river traffic, using its smarts and camouflage to lure small boats into white waters or falls, after which picking off the survivors is easy. For reasons unknown the dragon harbours a strong fear of cats and will not attack boats that has a mouser on board.

## Template: Adult common dragon #2

Presence	1	Appearance Charisma Authority	8 9 11	# MS	3 n/a
Physique	6	Agility Strength	14 12	AR DMG	n/a n/a
Psyche	5	Intelligence Memory Discipline	11 4 8	HP PP	28 126
Potential	10	Power Control	21 18	DEF	(62) 62/62/62
Technology	1	Operation Construction	8 8	Luck ALT INTU	10 60% 54%
Quirks:	<p><i>Annoying Habit, Vain, Gain Points (+2 Appearance), Ambitious.</i></p> <p>Dragon core quirks: <i>Collector, Dragonsight, Firebreath, Scaly skin, Vain.</i></p> <p>Advancement quirks: <i>Acid Breath, Intimidating x 2, Glutton, Strong x 2, Glib Tongue, Coral Reef as Innate power, Agile, Huge.</i></p>				
Skills of note:	<p>Combat skill: 70% Bite attack d6 points of damage. Claw attack d4 points of damage. Tail lash attack d2 points of damage.</p>				
Spells:	<p><i>Coral Reef</i>, as an Innate power.</p> <p><i>Fire breath.</i> The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.</p> <p><i>Acid breath.</i> The dragon may exhale corrosive acid in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected matter is likely to take further corrosive damage unless wiped clean.</p>				
Items of note:	<p>A small collection of pretty sea shells. d4 small sticks of incense or scented candles. A pair of <i>Grandpa's Good Socks</i>.</p>				

This beast, a thousand years old and roughly the size of a heavy draft horse, has yet to come into its magical potential. It is black with dark green mottling, providing excellent camouflage in deep woods, and somewhat slender of build.

This dragon has a bad habit of wondering aloud what people would taste like if cooked in various ways. It is ambitious and wants to become a great fearsome wyrm, but realizes that things take time—and that time might as well be spent basking in one's own (imaginary) beauty. The dragon loves to eat, but even more it loves playing with its collection of rare sea shells.

## Template: Ancient common dragon #1

Dragon form					
Presence	7	Appearance Charisma Authority	10 14 18	# MS	6 3%
Physique	11	Agility Strength	28 21	AR DMG	-9 +13
Psyche	4	Intelligence Memory Discipline	15 8 7	HP PP	44 120
Potential	13	Power Control	20 19	DEF	(52) 52/52/52
Technology	1	Operation Construction	6 6	Luck ALT INTU	3 55% 61%
Quirks:	<p><i>Religious Experience, Compulsive Liar, Invisibility Resistant, Fearless.</i></p> <p>Dragon core quirks: <i>Collector, Dragonsight, Firebreath, Scaly skin, Vain.</i></p> <p>Advancement quirks: <i>Glutton x 3, Amphibian, Glib Tongue x 3, Intimidating x 7, Invisibility to Immortals, Diamond Scales, Huge, Shapechange x 2, Hedge magic ability, Arrogant, Strong x 6, Telepathy, Razor Talons x 2, Acid Breath, Intelligent x 4, Agile x 2, True Magic ability, Biter.</i></p>				
Skills of note:	<p>Combat skill: 85% Bite attack d6+22 points of damage. Claw attack d4+22 points of damage. Tail lash attack d2 points of damage.</p>				
Spells:	<p><i>Invisibility to Immortals, Greater Telepathy, and Coral Reef, as Innate powers.</i></p> <p>Spheres: All</p> <p>True magic spells: <i>Block Access, Celestial Friend, Energy Bolt, Honour Bond, Minion, Steel Silence, Telekinesis, Transfer Strength.</i></p> <p>Hedge magic spells: <i>Circle of Farsight, Imbuement, Read Object, Rune of Pain, Rune of the Alert Sentry, Rune of Precision, Simple Minds, Steal Knowledge.</i></p> <p>Dragon cannot be harmed by non-magical weapons or attacks.</p> <p><b>Fire breath.</b> The dragon may exhale fire in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected flammables are likely to ignite and burn, possibly doing even further damage. Metal armour or the like causes victims to take an additional d6 points of damage from the heat.</p> <p><b>Acid breath.</b> The dragon may exhale corrosive acid in a cone up to its Physique x 4 metres' length, doing its Physique x 2 points of health damage per Action. Affected matter is likely to take further corrosive damage unless wiped clean.</p>				

Items of note: A lucky rabbit's foot.  
A dog-eared field guide to the flora or fauna of a nearby region. May be hand written or printed. Hand written notes in the margin are optional.  
A scroll of *Heal*, restoring up to d100 health points.  
A *Thief's Cloak*.

Human form					
Physique	6	Agility Strength	13 13	AR DMG	-3 n/a
				HP	24
				DEF	(81) 81/81/81
Skills of note:	Combat skill: 85% with a common melee weapon.				

At a whopping 2000 years of age this dragon clocks in as a monster out of nightmares. The size of a barn, it is dark brown with lighter patches, providing excellent camouflage—particularly in combination with its invisibility and camouflage magic. Its destructive power in combat borders on the insane.

This dragon likely resides far from populated areas, preferring its solitude and spending eternity poring over religious texts—and debating them with its patron deity. It is a highly skilled mage, vain and arrogant, and likely to have a wide array of treasure and magical items stashed away in addition to whatever it is carrying on person. When dealing with mortals it tends to prefer one or the other of its two human alternative forms.

# Extrapolanars

*It's almost just another elf. Almost.*

Archetype:	Extrapolanar
Stat modifications:	Physique +2 Potential +4 Technology -2
Health:	Regeneration as model species*
Quirks:	Racial quirks. In addition, individual quirks determined randomly, as well as any had by the model species*
Spheres:	First sphere determined by origin; typically but not always Chaos
Weaknesses:	Determined individually
Combat:	As model species*
Starting skills:	Skills and abilities similar to model species*
Advancement:	As model species*

\*By model species is meant the normal creature that the extrapolanar equivalent is based on.

Extrapolanars are otherworldly equivalents to familiar races and species. They are always based on an existing species (for example, humans) but have individual characteristics and quirks that their mundane counterparts do not possess.

The Extrapolanar creature sheet can be used to create an individual extrapolanar creature, or an entire species that all share the same characteristics.

## Appearance

Extrapolanars typically resemble their mundane counterpart, but with cosmetic differences. Extrapolanars are likelier to blend into high magic settings where many races come and go. They tend to stick out like sore thumbs in low magic settings where pointed ears or a tail really gets noticed.

## Feeding and procreation

Extrapolanars work and function as the species they are modelled on.

## Extrapolanar quirks table (d100)

Extrapolanars typically have d4 of the quirks listed below from the time of birth.

01	<i>Accelerated health regeneration.</i> The extrapolanar regenerates health at double the rate of its model species.
02	<i>Accelerated power regeneration.</i> The extrapolanar regenerates power at double the rate of its model species.
03-04	<i>Adhesive Touch,</i> as an Innate power.
05	<i>Ageing.</i> The extrapolanar is able to age another creature by d10 years simply by touching it. This power can only be applied once a day.
06	<i>Agile.</i> The extrapolanar gains a d10 bonus to Agility, perhaps allowing her to exceed her model species' normal maximum.
07-08	<i>Alert.</i> The extrapolanar gains a 2d10% bonus to her Alertness score.
09	<i>Amphibious.</i> The extrapolanar has gills and may breathe in or out of water with equal ease.
10	<i>Access to All sphere.</i> The extrapolanar has access to the sphere of All in addition to its normal starting sphere. If access to All is the default for its species, it has access to another sphere instead.

11	<i>Beautiful.</i> The extrapolanar gains d10 points to Appearance, perhaps allowing it to exceed its model species' maximum.
12-13	<i>Bestial Appearance.</i> The extrapolanar has animal characteristics such as wolf-like teeth, pig snout, or fur. She may not be ugly per Se but she certainly looks different from members of her model species.
14	<i>Blood Drinker.</i> The extrapolanar requires blood to survive as if she were a vampire.
15	<i>Cat's Claws.</i> The extrapolanar has this spell as an Innate power.
16-17	<i>Cat's Teeth.</i> The extrapolanar has feline teeth and likely subsists on a non-vegetarian diet.
18	<i>Chak'hai on All Melee Checks.</i> Whenever the extrapolanar is in melee combat she gets to roll all die checks twice, keeping the most favourable result as if a Chak'hai spell was in effect.
19	<i>Cloven feet.</i> The extrapolanar has feet or even legs like a goat or satyr, hairy and cleft-hoofed.
20-21	<i>Cold-blooded.</i> The extrapolanar is cold-blooded like a reptile or fish and must keep warm in order to stay awake, move, and digest her food. When cold, she goes to sleep or even into hibernation.
22	<i>Command.</i> The extrapolanar has the <i>Command</i> spell as an Innate power.
23-24	<i>Cultured.</i> The extrapolanar originates from an advanced culture and adheres to a complex code of behaviour which may seem completely alien.
25	<i>Displacement.</i> The extrapolanar has the <i>Displacement</i> spell as an Innate power.
26	<i>Dragon breath.</i> The extrapolanar is able to breathe a cone of flame from her mouth, 10 m long and 2 m wide, doing d10+3 points of fire damage to anyone caught in the flame.
27	<i>Dragon flight.</i> The extrapolanar has scaly wings and may fly at a movement rate equal to her Physique x 10 km/hour. She may carry up to 5 kg per point she has in Strength.
28-29	<i>Dragon scales.</i> The extrapolanar's scaly skin lowers her base Defence by 20+4d10 percent. The scales are normally invisible, detectable only by spells such as Truesight.
30	<i>Dragon bite.</i> The extrapolanar may sprout fangs which do d10 points of damage.
31	<i>Double actions.</i> The extrapolanar's normal amount of Actions per combat round are doubled regardless of normal Physique limitations.
32-33	<i>Elf ears.</i> The extrapolanar has pointed ears. If her model species does too, her ears are round instead.
34	<i>Energy Drain,</i> as an Innate power.
35	<i>Enter object.</i> The extrapolanar may at will move her soul into any artificially created object, leaving her body behind. The chance of becoming 'stuck' within the object is 20% minus her Luck score; if stuck, the extrapolanar's soul can only be refused through use of <i>Restore Natural State</i> or similar, or destroying the object. While inside the object the extrapolanar is aware of the object's surroundings and may use any skills or powers previously had that do not have a somatic component. If the extrapolanar's body is destroyed or killed the extrapolanar's soul takes up permanent residence in the object.
36	<i>Extra quirks.</i> The extrapolanar rolls d4 extra quirks on the Quirks table.
37	<i>Faith kills.</i> The extrapolanar suffers from this weaknesses as if she was of the Undead archetype.
38-39	<i>Forked tongue.</i> The extrapolanar's tongue is forked like a snake's. It may have olfactory functions.
40	<i>Gaze Charm,</i> as an Innate power.
41-42	<i>Glowing eyes.</i> The extrapolanar's eyes glow faintly in the dark.

43	<i>Greater Telepathy</i> , as an Innate power.	74-75	<i>Requires no sleep</i> . The extraplanar does not need to sleep. Rest is still required to regenerate health.
44-45	<i>Hard to Kill</i> , as the quirk.	76	<i>Scaly skin</i> . The extraplanar's skin is covered in small, supple scales, lowering her base Defense score by 10.
46	<i>Health pool increased</i> . The extraplanar's health pool is calculated by Physique x 6 instead of the standard x 4.	77	<i>Sense Lie</i> , as an Innate power.
47	<i>Hedge magic ability</i> . The extraplanar has the ability (if not necessarily the power) to use hedge magic. If Hedge magic ability is already had, re-roll.	78	<i>Shapechange, common species</i> . The extraplanar has a Shapechange Innate power allowing her to assume the form of a member of a species common to the setting, typically a humanoid such as a human or an elf.
48-49	<i>Hillbilly</i> . The extraplanar has gone unexposed to the world and absorbed less knowledge than normal during her formative years, causing her to get only half the normal amount of skill points.	79	<i>Shapechange, small animal</i> . The extraplanar has a Shapechange Innate power allowing her to assume the form of a small, natural animal native to the setting, typically a rabbit, rodent, bird, or weasel.
50-51	<i>Hiss</i> . The extraplanar's voice sounds like a cat hissing.	80	<i>Snake eyes</i> . The extraplanar has vertically slit eyes like a snake.
52	<i>Immortal</i> , as the quirk.	81-82	<i>Specific spell kills</i> . The extraplanar can be lethally injured by having one specific, randomly determined spell used on her. If failing her saving throw against this spell death is instantaneous. In case of spells without saving throws, the risk of death is determined on a Physique check.
53	<i>Immunity to steel and iron</i> . The extraplanar cannot be harmed with steel or iron; weapons made from these materials pass through her as if she was incorporeal.	83	<i>Stoopid</i> . The extraplanar is slow on the uptake, suffering a d10 penalty to Intelligence.
54	<i>Incorporeal but visible</i> . The extraplanar may at will become incorporeal, rendering her impossible to affect by physical means. She remains visible while incorporeal.	84	<i>Tail</i> . The extraplanar has a forked tail of 1-1,5 metres' length trailing behind her. The tail can be used as a weapon, doing d2 points of damage when lashing out.
55-56	<i>Increased power</i> . The extraplanar's power points are calculated by Power x 12 instead of the normal 10.	85-86	<i>Talent</i> . The extraplanar possesses a random magical Talent.
57-58	<i>Indisposition towards any one element</i> . The extraplanar takes double damage from any one, randomly determined element out of earth, water, fire, and air.	87	<i>Telekinesis</i> , as an Innate power.
59	<i>Intuitive</i> . The extraplanar gains a 2d10% bonus to her Intuition score.	88	<i>Telepathy</i> , as an Innate power.
60-61	<i>Jinx</i> , as the quirk but also affecting the extraplanar herself.	89-90	<i>Toxic resistance</i> . The extraplanar gains a bonus die to all Physique checks rolled to determine the effects of intoxication or poisoning.
62	<i>Large</i> . The extraplanar gains a d10 points bonus to Physique, allowing her to possibly exceed the normal maximum for her model species.	91	<i>True magic ability</i> . The extraplanar possesses the ability, if not necessarily the power, to use True magic.
63	<i>Loves the shiny</i> . The extraplanar is fascinated, perhaps even obsessed with shiny objects such as coins, gems, jewellery, and the like.	92	<i>Truesight</i> , as an Innate power.
64-65	<i>Magic resistant</i> . The extraplanar has a one die bonus to all saving throws against the effects of magic.	93	<i>Ugly</i> . The extraplanar suffers a d10 points penalty to her Appearance score.
66	<i>Mute</i> . The extraplanar has no voice and cannot speak.	94-95	<i>Violent</i> , as the quirk.
67	<i>Needs no sustenance</i> . The extraplanar does not require food or drink or other sustenance.	96	<i>Weapon talent</i> . The extraplanar has a natural gift for any one type of weapon and may place 3d10% free skill points in a Weapon skill of her choice.
68-70	<i>Pet fascination</i> . The extraplanar has an obsession with any kind of small animal or bug and seeks to keep as many as possible near herself, quite likely having one or more pets of that species.	97	<i>Webbed feet and hands</i> . The extraplanar has webbed feet and hands like an amphibian. It's not pretty but she is likely a strong swimmer.
71	<i>Phylactery</i> . The extraplanar's soul is homed in a small, inanimate object, rendering her immune to the effect of spells such as <i>Prevent Falsehood</i> , <i>Sense Lie</i> , or <i>Soul Command</i> . If the object is somehow destroyed, the extraplanar's death is instantaneous.	98-99	<i>Whiskers</i> . The extraplanar has whiskers like a cat.
72	<i>Poison kiss</i> . The extraplanar's saliva does d10 points of damage upon contact. Kissing is not a good idea.	00	Choose one quirk freely on this table.
73	<i>Poor vision</i> . The extraplanar has poor eyesight in daylight and normal vision in darkness.		



# Familiar

*"I believe cats to be spirits come to earth. A cat, I am sure, could walk on a cloud without coming through."*

Jules Verne

Archetype:	Extrplanar
Stat modifications:	Potential +2 Technology -2
Health:	Regeneration as model species*
Quirks:	Racial quirks. In addition, individual quirks determined randomly, as well as any had by the model species*
Spheres:	First sphere determined randomly
Weaknesses:	Faith, individual weaknesses
Combat:	As model species*
Starting skills:	Skills and abilities similar to model species*
Advancement:	New quirk rolled for every 10 years of existence in the same body.

\*By model species is meant the small, natural animal that the familiar imitates or possesses the body of.

Every witch needs her black cat; described in fiction as well as in the Bible, in fairytales and in folklore, familiars are small spirits, sometimes believed to be demonic in origin, that imitate or possess common animals in order to guide their mortal ward—or manipulate her and steer her toward evil deeds.

## Historical background

In Biblical context familiars are demons that serve mortals in order to manipulate them and cause suffering. Cats, particularly black ones, have been maligned and associated with witchcraft and evil in folklore. Due to the belief that cats are instruments of the Devil, they were exterminated in such large numbers in Europe during the Middle Ages that the lack of predators caused the rat population to explode—which heralded the Black Death, wiping out a third of the European population in the 14th century.

Not only cats can be familiar spirits; toads, hares, and goats are examples of other animals associated with witchcraft, but any small reptile or mammal may serve in this capacity. Insects and fish cannot serve as familiars.

## Appearance and ecology

Familiar spirits resemble the animal they are either imitating or possessing. They share its abilities and ecology, and tend to adopt its general mentality and personality—cat familiars are lazy and vain, hare familiars nervous and quick, ferret familiars investigate everything, magpie familiars steal shiny objects, and so on.

Unlike their natural counterparts, familiars are immortal. Whether they impersonate a natural animal or possess the body of one, the familiar does not seem to age beyond maturity and does not die from old age. If they can manage to keep the same body for long enough they can grow quite powerful, but all quirks gained from advancement are lost if they are forced to take another body.

When familiars are banished, destroyed, or killed, the spirit returns to wherever it originated from and



is not likely to be able to return in the form of another animal nearby.

When putting together the stats for the model animal keep in mind the examples given in the *Basic Rules*; most animals aren't that intelligent.

## Social habits

The game master needs to decide which role familiars play in his game setting. Are familiars small demons trying to manipulate their masters and cause human suffering? Are they animal spirits lured into a bond of mutual friendship or respect? Are they magical constructs with no real purpose besides servitude? This is an important distinction when it comes to how familiars act; demons exist to cause harm, animals follow their nature, and magical constructs rarely have any individual goals or much personality at all. If familiars possess the bodies of natural animals they can be driven out by ritual means, whereas if they imitate animals, they can be driven off by spells such as *Restore Natural State*.

Regardless of which explanation works for a given game setting, familiars share the ecology of their natural counterparts, and must obey the orders of their mortal master. Unsurprisingly, familiars that are treated well by their masters tend to volunteer their services and aid more often than those who are treated poorly. Familiars that are treated miserably are likely to obey the very letter of instructions given, rather than the intent.

Not all familiars are smart—many are no more intelligent than their animal counterparts. Regardless of their intelligence, familiars understand basic instructions given by their master, even if they don't otherwise understand spoken language.

Familiars tend to have personal goals, particularly if they are of demonic origin. Whether these goals simply revolve around staying well fed and comfortable, or are of a more ambitious or complex nature must be determined for the individual familiar. The animal's nature will likely impact such goals; ferrets and magpies may desire a hoard of shinies, cats may wish to rule the house, and iguanas may quietly dream of being turned into real dragons.

## Familiar core quirks

**Faith kills.** All damage taken from religious symbols or artefacts of faith such as holy water is tripled. The mere act of being on ground hallowed to any religion opposed to magic and/or spirits or demons (if familiars are demons, most faiths likely oppose them) causes damage of a rate of 1 hp/minute.

## Familiar quirks table (d100)

Familairs typically have d4 of the quirks listed below from the time of birth.

01-02	<i>Agile.</i> The familiar gains a d10 bonus to Agility, perhaps allowing her to exceed her model species' normal maximum.
03-04	<i>Alert.</i> The familiar gains a 2d10% bonus to her Alertness score.
05-06	<i>Black.</i> Regardless of its animal counterpart's colouration, the familiar's coat or hide is black as night.
07-10	<i>Defender.</i> Deserved or no, other animals of the model species look up to the familiar as a natural leader and defender of their kind.
11-12	<i>Displacement.</i> The familiar has the <i>Displacement</i> spell as an Innate power.
13-14	<i>Gifted.</i> The familiar has a d4 points bonus to any random Personality score.
15-16	<i>Glowing eyes.</i> The familiar's eyes glow faintly in the dark.
17-18	<i>Healthy.</i> The familiar gains a d4 points' bonus to Physique which is also granted to its master for as long as the familiar exists.
19-30	<i>Intelligent.</i> The familiar gains 2d10 points to Intelligence.
31-32	<i>Large.</i> The familiar gains a d4 points bonus to Physique, allowing her to possibly exceed the normal maximum for her model species.
33-34	<i>Lucky.</i> The familiar gains a d4 points bonus to its Luck score, which is also granted to its master for as long as the familiar exists.
35-36	<i>Magic resistant.</i> The familiar has a one die bonus to all saving throws against the effects of magic.
37-50	<i>Move in complete silence.</i> The familiar makes no sound unless intentionally doing so.
51-52	<i>Odd-coloured.</i> The familiar hide, coat, or skin is an unusual colour for its species, or has an odd pattern.
53-54	<i>Poisonous claw/bite.</i> The familiar's attacks do d2 points of extra damage due to its poisonous nature, and wounds inflicted by it heal at half the normal rate (not counting magical healing).

55-70 *Provider.* The familiar lays or defecates a coin every morning.

71-75 *Special Diet.* The familiar must be fed at least a cup of blood (animal will do though folklore will often demand it come from the witch herself) or milk a day.

76-80 *Share ears.* The familiar may share its hearing with its master at a cost of 1 power point per minute during which the master hears everything the familiar hears.

81-85 *Share eyes.* The familiar may share its sight with its master at a cost of 1 power point per minute during which the master sees everything the familiar sees.

86-90 *Share trait.* The familiar is able to grant its master a characteristic or trait of its species at a cost of 1 power point per minute. This is typically a cat's ability to navigate in the dark, a dog's acute sense of smell, an owl's excellent night vision, etc.

91-92 *Talent.* The familiar has a random Talent.

93-00 *Talker.* The familiar can talk in spite of being an animal with an animal's mouth. It may have a squeaky voice, or a deep rumble, or sound just like a human being.

99-00 *True magic ability.* The familiar possesses the ability, if not necessarily the power, to use True magic.

## Call Familiar

Sphere	Cost	Casting time	Maintenance	Range	Save
All	100	48 hours	Special	500 m radius	n/a

**Components:** Circle drawn in ink mixed from 10 drops of the caster's own blood, water from a natural stream, 10 g of tissue from the animal type the caster wants to summon, all consumed.

*Call Familiar* attempts to summon a familiar spirit and bind it in magical servitude to the spellcaster while imitating or occupying the body of a small animal or bird. A spellcaster can have one familiar at a time per 10 points she has in her Control score.

Half the health points of the familiar is subtracted from its master's health pool and will not be regenerated while the familiar exists.

# Felidae

*“Cats are the runes of beauty, invincibility, wonder, pride, freedom, coldness, self-sufficiency, and dainty individuality—the qualities of sensitive, enlightened, mentally developed, pagan, cynical, poetic, philosophic, dispassionate, reserved, independent, Nietzschean, unbroken, civilised, master-class men.”*

H. P. Lovecraft

Archetype:	Animal	
Base stats:	Physique 8 Psyche 3	Strength 10 Agility 12 Intelligence 6 Memory 4 Discipline 4
Alertness:	50+3d10%	
Intuition:	50+3d10%	
Quirks:	None	
Diet:	Carnivorous	
Combat:	Bite attack d6 points of damage	
Advancement:	None	

Felidae include domestic cats, lions, tigers, jaguars, leopards, cervals, and more. Some are large, powerful hunters and prowlers, others are small, lightning-quick stalkers. And of course, they all like a warm spot for a nap.

## Historical background

The larger felidae once roamed all of Earth except Australasia and Antarctica, but have been driven to extinction in many regions. Folklore describe the great cats as deceitful, vain, and powerful; the lion is considered to be the king of the animal kingdom but while King Lion is powerful, he's not all that smart.

Domestic cats have been associated with witchcraft and black magic to a point where they were killed off in such numbers in 14th century Europe that the subsequent increase in rat numbers actually caused the wide spread of the Black Death, killing off a third of the continent's population. Domestic cats, more or less feral, have inhabited barns and granaries since times untold, appreciated for their mousing skill.

## Appearance and ecology

Cats vary in size from tiny house cats to great lions and tigers. Most have long tails though some have only a stump—and the domestic cat demonstrates both options. Felidae have adapted to deserts, wetlands, and even to high altitude mountain regions. Felidae of the forest are generally agile climbers.

Patterns and colourations vary but are invariably designed for camouflage. The domestic cat has the most colour variation, but even as it is found all over the globe, feral cats are more likely to be red in desert regions and grey in temperate zones. Domesticated cats have been bred in a myriad of colours and patterns.

Most felidae cannot taste sweetness; this is likely why their diet is strictly carnivorous. Felidae are often believed to hate water and getting wet, but tigers and a number of domestic cat breeds have evolved to hunt in and near water, and quite enjoy swimming.

Many felidae have been or are being hunted for their fur, for trophies, and for body parts to be used in folk medicines.

## Social habits

Apart from lions, felidae are solitary in nature, though feral domestic cats form colonies where a number of cats occupy the same territory and share food and warmth. Cheetah males live and hunt in groups. Otherwise, felidae only come together to mate.

Felidae are intelligent animals who work out solutions to problems they encounter often. They can be tamed to some extent but with the exception of the domestic cats, they have not been domesticated, and may revert to their true nature even when born in captivity (some cat lovers will argue that the domestic cat has not been domesticated by man as much as it has domesticated man). As felidae are solitary hunters group dynamics do not come naturally to them in the same way that they do to canidae, and the great cats have only been used for hunting for sport or as a status symbol.

## Template: Leopard (*Panthera pardus*)

Stat modifications:	Strength +1 Agility +2
Combat:	Bite attack d6 points of damage
Base defense:	80%
Domestication:	No
Includes:	Template can also be used for other leopards, jaguars, black panthers (which are leopards with melanism)

Leopards are large, solitary hunting cats, often hunted for their beautiful spotted or ringed fur. They are excellent climbers and often hide their prey in trees. Leopards are powerful swimmers though they do not swim for pleasure like tigers do. They are very agile, jump high, and run at extreme speeds. Leopards hunt primarily at night though they will adapt to the activity periods of prey. Leopards are solitary and territorial, and adults associate only during the mating season.

Leopards may target humans as prey, particularly if the leopard is injured, sickly, or old, or there is a shortage of prey in the area; two famous man-eating leopards in India killed more than 125 and 400 people respectively before eventually being brought down.

## Template: Tiger (*Panthera tigris*)

Stat modifications:	Strength +3 Agility +2
Diet:	Carnivorous
Combat:	Bite attack d6+1 points of damage
Base defense:	80%
Domestication:	No. Tigers are sometimes kept in captivity but remain dangerous. At least 27 people were killed or seriously injured by captive tigers in the United States from 1998 to 2001.
Includes:	Template can also be used for other tigers

Tigers are the largest felidae, easily recognised for the vertical stripes on their fur, providing excellent camouflage in tall grass. Tigers are apex predators, mostly preying on larger ungulates. Tigers are solitary and territorial, and adults typically only associate during the mating season, though adult offspring may stay in or near their mother's territory and socialize with her off and on, until eventually establishing their own. Males are more tolerant of intruding males than females of

intruding females. Tigers are comfortable in water and often hunt near or in rivers and lakes.

Wild tigers that have had no prior contact with humans actively avoid them. Injured or sickly tigers, or tigers that are being hunted and defending themselves, may attack humans; this has been a problem in areas where logging and farming intrude on tigers' territories. A tigress in Nepal was responsible for an estimated 430 human deaths. Tiger attacks on humans typically occur in daytime when people are working outdoors and not keeping watch; tigers typically lie in wait to ambush their prey.

**Template: Lion** (*Panthera leo*)

Stat modifications:	Strength +2 Agility +1
Diet:	Carnivorous
Combat:	Bite attack d4+1 points of damage
Base defense:	80%
Domestication:	Can be bred in captivity but never truly domesticated
Includes:	Template can also be used for other lions

Lions are large hunting cats that form packs consisting of a number of females and one male. Unlike most other cats they are sexually dimorphic; males are larger and have a prominent mane. Lions are apex predators and typically hunt large ungulates, though they will scavenge when the opportunity arises. They prefer grasslands and savannas and are not found in dense forest.

Sickly or weak lions have been known to hunt man though in general lions do not. In the famous case of the Tsavo maneaters, 28 railway workers were taken by lions during nine months.

**Template: Ocelot** (*Leopardus pardalis*)

Stat modifications:	Agility +2
Diet:	Carnivorous
Combat:	Bite attack d3 points of damage
Base defense:	70%
Domestication:	Can be bred in captivity as a pet
Includes:	Template can also be used for other small to medium hunting cats.

The ocelot is the smaller, prettier cousin of the jaguar. They are largely solitary, adults coming together only to mate, though on occasion adults are observed together. They are excellent climbers and often rest during the day in dens under large trees. Ocelots largely hunt at night. Ocelots have been hunted for their beautiful fur.

Ocelots have been kept as pets. They do not attack humans.

**Template: Lynx** (*Lynx lynx*)

Stat modifications:	Agility +2
Diet:	Carnivorous
Combat:	Bite attack d3 points of damage

Base defense: 70%

Domestication: No

Includes: Template can also be used for other lynxes and bobcats.

Lynx are characterised by their tufted ears and stumpy tails. They are small to medium-sized hunting cats of square build, preferring forest environments. Lynx prey on small to fairly large mammals and birds, from hares and marmots to red deer, reindeer, and even moose. They stalk their prey though they will also use ambush techniques if the environment allows.

Lynx do not attack humans.

**Template: Puma** (*Puma concolor*)

Stat modifications:	Agility +2 Strength +1
Diet:	Carnivorous
Combat:	Bite attack d4 points of damage
Base defense:	75%
Domestication:	Can be bred in captivity but may revert to instinct
Includes:	Template can also be used for cheetahs and jaguarundi

The puma—also called mountain lion, panther, or catamount—is a large hunting cat which is more closely related to the smaller felines than the other great hunting cats. It is an ambush predator hunting primarily ungulates but also insects and rodents; pumas have also been known to prey on farm animals. They are secretive and solitary of nature, the adults only coming together in mating season. Pumas are highly nocturnal though daytime sightings do occur.

Pumas do not naturally recognise humans as prey but will attack humans if starving or feeling threatened.

**Template: Fishing cat** (*Prionailurus viverrinus*)

Stat modifications:	Agility +2
Diet:	Carnivorous
Combat:	Bite attack d3 points of damage
Base defense:	65%
Domestication:	No
Includes:	Template can also be used for other small to medium hunting cats.

The fishing cat is a medium-sized wild cat that inhabits primarily wetlands and deltas, along rivers and streams, in swamps and in mangroves. It is largely nocturnal. Fishing cats are solitary and adults only come together in mating season. Their primary diet is fish though they also eat birds, insects, rodents, small reptiles and carrion.

Fishing cats do not attack humans.

**Template: Domestic cat** (*Felix catus*)

Stat modifications:	Agility +3
Diet:	Carnivorous

Combat:	Bite attack d2 points of damage
Base defense:	60%
Domestication:	Domesticated but retains independent streak
Includes:	Template can also be used for small hunting cats

Domestic cats occur in a multitude of breeds and variations. They are solitary animals though they often form colonies or family groups that share resources. Cats

are active all times of day though they seem to prefer to hunt in the morning and in the evening, typically in a response to increased human activity at these times.

Domestic cats live in symbiotic social adaption with humans, preying on rodents in barns and granaries. The jury is still out on who domesticated who; cats are difficult to train, but have learned to mimic the cries of human infants to solicit food and care. Feral cats do not make these sounds. They do not attack humans.

# Ghost

“Of all ghosts, the ghosts of our old loves are the worst.”

“The Memoirs of Sherlock Holmes”  
by Sir Arthur Conan Doyle

Archetype:	Undead
Stat modifications:	Authority +2 Control -2
Quirks:	Racial quirks, individual quirks
Combat:	As for species in life
Starting skills:	Skills, knowledge and abilities gained in life may be retained or recovered in undeath
Advancement:	New quirk per 50 years of existence as a ghost

Ghosts! The restless spirits of the dead lingering, unwilling or unable to move on. What do they want? Why are they here? How do you get them to shuffle off this mortal coil, or at least stop eating your face?

## Historical background

The classic ghost is the spirit of a deceased person—in rarer cases, animal—that has unfinished business in the world of the living, or is being punished by a higher power for evil deeds carried out in life. Some are bearers of omen, others haunt a location or an item. Some are aware, others bear more resemblance to snapshots in time, going through the motions with complete indifference to their surroundings.

Victim ghosts may haunt a location until they can make the living aware of their plight and receive proper burial or their murderer or abuser is punished.

Ghosts who are being punished tend to be malicious and wrathful, and often bear great malice towards the living—or they may seek to make the living help them right the wrongs they committed in life. Similarly, ghosts that simply have unfinished business tend to try to finish that business so they can get on with things.

## Appearance and ecology

The appearance and habits of ghosts differ from one story to another. Some ghosts are literal dead people still wearing their burial shrouds; sometimes they are more or less corporeal shadows and shapes; and sometimes, they are not visible at all but only felt as a gust of cold wind or, in case of a poltergeist, flying objects.

## Social habits

Ghosts always have a purpose or a reason to exist, whether they are being punished for actions carried out in life, or there is something they need to communicate or do before they can find peace. Depending on their level of awareness they may attempt to interact more or less directly with the living, and be more or less hostile. Whatever the ghost's reason to exist is, it will seek to resolve it in order to move on.

## Core ghost quirks

All ghosts have these quirks from the moment of rising from the dead. Some will be negated in time by quirks acquired as the ghost advances (see ghost quirks below). Ghosts retain their appearance from the time of their demise unless their quirks state differently; wounds are retained, and severed heads and limbs may be carried about.

**Bound.** Ghosts are bound to a location or an object and can only appear in close proximity.

**Excellent night vision.** Ghosts have excellent eyesight in the dark.

**Death restrictions.** The only way to permanently kill a ghost is to burn its remains; otherwise it will rise anew come the night. Otherwise, the ghost's reason for lingering must be resolved, through ritual, deed, or prayer, causing it to move on from this world.

**No reflection.** Ghosts have no reflection in mirrors or polished surfaces.

**Noncorporeal.** Ghosts cannot in any way interact with the physical world unless their quirks state otherwise. They can pass through solid matter as if it was not there.

## Ghost quirks (d100)

Is the ghost a physical being or a fleeting shadow in the moonlight? All ghosts have d4 quirks at the time they rise from the grave, and gain one more per fifty years of existence. In case of quirks that contradict each other, reroll (the oldest quirk takes precedence).

- 01-02 **Air form.** The ghost may turn herself noncorporeal at will. While incorporeal she cannot be attacked or affected whether by weapons or by magic, but is unable to do anything besides concentrate on remaining in air form.
- 03-04 **Bound to a person.** The ghost is not bound to a specific location or item but to a person, or a lineage.
- 05-06 **Chill Wind.** The lich may unleash gusts of icy wind up to ten metres away from herself, inspiring fear in affected targets who must succeed a Discipline check or be overcome by the urge to run away for d10 rounds ahead.
- 07-08 **Cold Aura.** The ghost's presence feels cold to anyone who are within two metres of her. On a succeeded Intuition check others will perceive that the unnatural chill stems from the ghost's undead aura.
- 09-10 **Companion.** The ghost is accompanied by a creature dear to it in life, typically appearing shortly before the ghost does, or following it around. Favourite pets, ghostly horses, and black hounds come to mind.
- 11-12 **Confused.** The ghost has lost its ability to tell faces apart. It mistakes living people for people it blames for its situation, such as confusing innocents for its murderer.
- 13-14 **Corporeal.** The ghost may interact with the physical as a living being would. It cannot pass through solid objects.
- 15-16 **Dead Magic.** The ghost emanates a field of 10 m radius inside of which magic does not work. The ghost and the ghost's own abilities are not affected.
- 17-25 **Decayed.** As the body decomposes, so does the appearance of the ghost, until nothing eventually remains but a cold presence or shadow.
- 26-28 **Distorted.** Some ghosts become dark shadows full of red eyes and sharp teeth, terrible to behold and void of any resemblance to what they looked like in life—or even to human beings.
- 29-30 **Dramatic.** The ghost has the ability to appear in a flash of thunder and lightning or similarly making a dramatic entrance rather than just walking or floating out of the ground.
- 31-32 **Fire dampener.** The ghost's cold aura causes natural fires near the ghost to shrink and flicker as if a strong draft was present.
- 33-34 **Free spirit.** The ghost does not haunt a specific location but may travel as it pleases.
- 35-50 **Freezing Winds,** as an Innate power.
- 51-52 **Immunity to Sense Undead.** The ghost does not register as undead on spells such as *Sense Undead*.
- 53-54 **Midnight walker.** The ghost can only manifest in the midnight hour.
- 55-70 **Incorporeal.** The ghost is only partially visible, typically as a shade or shadow.

- 71-72 *Only one message.* The ghost can only communicate one, simple sentence which never changes—likely a cry or plea for help.
- 73-74 *Poltergeist.* The ghost cannot interact directly with the physical world but is able to make things move as if using a *Telekinesis Innate* power.
- 75-76 *Preternatural talent.* The ghost gains 1 point of Intelligence, Authority, Strength, Power or Control, determined randomly.
- 77-96 *Semicorporeal.* The ghost may interact with the physical world but only under specific circumstances; at night, in the midnight hour, etc.
- 97-98 *Sleepless.* The ghost does not require sleep.
- 99-00 *Talent.* The ghost has gained a random Talent, for which its Power and Control scores are considered to be 15 unless naturally higher.

## Generating a ghost story

Want to quickly construct an archetypal ghost tale for your campaign? Look no further.

### When? (d8)

- 1 *People still talk about it.* The ghost's demise is recent enough that folks are still bringing it up in conversation. The vicar's gossiping wife knows everything.
- 2 *We don't talk about that.* The ghost's demise was recent enough that people are still keeping mum about it, possibly for fear of repercussions.
- 3 *Old folks talk about that.* The ghost's demise is still within recall of the community's chatty seniors.
- 4 *Grandma used to tell that story.* The ghost's demise dates back at least a century; older folks vaguely recall hearing something about that from their grandparents.
- 5 *There is this story.* The ghost's demise occurred more than a century ago and has passed into local folklore, typically told to strangers to explain headstones, memorial statues, or just to entertain folks around a cozy fire at the pub. Folks may claim that their grandparents' grandparents were around, and that family heirlooms were involved.
- 6 *There used to be a story.* Old folks may recall that there used to be some story or other about that, but they can't quite recall what it was or when it was.
- 7 *Local legend claims.* The ghost's demise occurred so long ago that it's passed well into local oral tradition but no one actually knows when or why.
- 8 *Whut?* The ghost's demise took place so long ago that no one remembers a thing about it.

### Where (d8)

- 1 *The secret room.* There is a secret room at the manor, possibly the wall in which a maiden was trapped with her baby born out of wedlock, a secret treasury, or a room for hiding from the family's enemies. No one knows that the room exists, but careful examination of floor plans and structure may reveal it to its surprised owners.
- 2 *The tower.* Whether an ancient manorhouse had an actual tower, or an attic, a balcony, or other structure.
- 3 *The moat.* The moat may be an actual moat, or it may be a duck pond, a small lake, or even just a deep ditch.
- 4 *The grand ballroom.* Whichever room in the building serves as a gathering point for parties, social events, and family gatherings. Grand staircases optional for dramatic effect.
- 5 *The street.* Any street may suffice, from a well travelled road to a nasty back alley.
- 6 *The crypt.* Whether an actual crypt, a vault, a burial chamber, or just the cemetery.
- 7 *The catacombs.* This is any hiding spot deep underground, typically a maze-like burial ground or tunnel network.

- 8 *The opera.* Any venue of entertainment, the classier the better.

### What (d8)

- 1 *She leapt from the highest tower.* A resident took her own life in a dramatic fashion. Her ghost still haunts the site; stories of sightings likely take the form of descriptions of how she floats across the courtyard and then walks into the moat, leaps from the tower, or disappears into a wall. The ghost does not seem to be aware of bystanders or time's passing.
- 2 *Meet me when the sun is in the western sky.* The local folks got together to do something about the oppressive bastard at the manorhouse. A peasant revolt, armed raiders, vigilantes seeking justice—whichever the case, people were brutally killed. A shrill sensation of fear and death lingers; battle noises and the screams of the dying may still be heard on quiet nights.
- 3 *Death before dishonour.* A past resident took the easy way out rather than face consequences for her (mis)deeds. There may be bloodstains that will not wash away, an ethereal corpse floating in the moat, or just a shrill sensation of despair in the room where the ghost took her own life.
- 4 *Castle Bluebeard.* Some horrible forebear or other ruled the manor or castle with an iron fist and earned himself the reputation of a murderous villain. Mothers frighten their kids with threats about the ghost who may still occasionally be seen coming through on his horse as black as midnight, with eyes that blaze like hellfire.
- 5 *Old Nick came for her.* A past resident had a horrible reputation and when she vanished folks agreed that the devil himself had come to get his due. There may not actually be a ghost—the resident may simply have taken off with her money and her lover and not left a forwarding address. As far as folks in town go, though,—yep, definitely in a hot place now.
- 6 *The Moddey Dhoo.* This is a ghost of omens. Traditionally a black dog that appears to warn of imminent death, such a ghost can be anything from a ghostly animal to church bells ringing on their own, banshees howling in the night, drums pounding at midnight, white ladies appearing on the doorstep of the house where someone is about to die, and so on.
- 7 *Kill the vermin.* This is the sad story of how the local folks' forebears got rid of a minority group they associated with evil or greed, or both. The locals may even proudly show off the basement where the last member of the minority died.
- 8 *Fortune is a two-edged sword.* This story revolves around an item rather than a location—typically one that is highly valuable and cursed. A diamond said to cause the death of anyone who owns it, a sword said to kill its owner, a book that sends its owner's soul to Hell—and so on. The item typically reappears in its usual place if disposed of, and may be a dark family secret.

### What to do about it all

- 1 *Pass on to my children what was once mine.* Something or someone must be brought to a specific location or other person, in order to conclude the dread tale and let justice prevail.
- 2 *Kill the king!* This tale calls for justice to be done the hard way. A tyrant or villain must receive her just becomings before the ghost can rest.
- 3 *Clear my name.* A crime must be solved and a name cleared. The ghost didn't do it—she was framed. Prove it, and convince the authorities of it.
- 4 *Bury me in hallowed ground.* This ghost simply wants to be buried with the proper rites of her culture.
- 5 *Whodunnit?* There is a mystery to be solved, and regardless of whether the ghost was victim or villain, she cannot rest until the truth comes out.
- 6 *Bury me in hallowed ground—over there.* The ghost wants to be buried with the proper rites of her culture—somewhere not around here. Not only must the remains be found, they must also be transported somewhere else for burial.
- 7 *Kill the beast!* The mob with the pitchforks and the torches are right: The ghost is a monster and needs to be destroyed.
- 8 *Damned if you do, damned if you don't.* This tale has no conclusion. The ghost is unaffected by anything the characters do. It's been too long, the information no longer exists, and the ghost will serve its punishment until the end of time.

# Humanoids

*How are elves and orcs different?*

Archetype:	Humanoid
Stat modifications:	Varies for type
Health:	Varies for type
Quirks:	Racial quirks
Spheres:	Usually All
Combat:	Standard

Humanoids are essentially bipedal, upright-walking, tools-using species that resemble humans if you squint hard enough. Elves, orcs, and dwarves aren't dissimilar due to their stats—the magic lies in their culture and beliefs, concepts that cannot be turned into numbers.

In this entry we look at templates that can be used for the tropes of fantasy; elves, orcs and what have you. Game masters may draw up more detailed sheets for their particular brand of elf, as well as look into their history, culture and beliefs—all in order to make them fit into the puzzle that is the game setting. Templates are just that—templates that can easily be changed and adapted as required.

Because humans are the foundation of the IMAGINES system, most humanoids do not have great modifications to their base stats.

## Elf template: The sylvan aristocrat

The classic woodlands elf lives in harmony with the forest and its wildlife. While great elvish cities may lie sheltered in the deep forest, sylvan elves tend to have great respect for life and nature and prefer growing to building. They are inclined to chose the arcane over the technological, and typically have a strong oral or written tradition and long racial memory. Their handiwork and crafted items are of extraordinary beauty and elegance; elves live long lives and have time to perfect their designs.

The archetypical woodland elf is beautiful and graceful, and knows it. Elves can be arrogant in their faith in their own racial superiority, and often carry themselves with disdain towards other cultures. In some settings they are all but interchangeable with some of the sidhe of Celtic tradition. Sylvan elf characters will typically be skilled with the bow, with animals and the woodlands, and with survival in the wild.

Examples: The silvan or woodland elves of *The Lord of the Rings*, the Qualinesti of the *Dragonlance* saga.

Stat modifications:	Presence +1 Potential +1 Technology -2 Appearance: +2 Strength: -2 Agility: +1
Health:	Physique x 3
Quirks:	<i>Infravision</i> , as an Innate power.
Spheres:	All or Light. Only rarely has access to Darkness.

## Elf template: The dark elf

The dark elf is a modern fantasy construct that has gained immense popularity. Turning the traditional, Tolkien-esque woodland elf upside down, dark elves live underground in chaotic societies structured on

greed and ambition, and are firm believers in Klingon promotions and showing lots of skin. Like their surface cousins, dark elves prefer the arcane over the technological and create crafts and handiwork of extraordinary beauty—and where applicable, lethality. There is no deed too evil for a dark elf.

The classic dark elf is beautiful and graceful, dark skinned and fair haired, and prone to believing in the matriarchy and the worship of spiders. Dark elf characters will typically be skilled with both sorcery and combat arts but poor at skills that relate to diplomacy or cultural exchange; no other culture or nation is worthy of being addressed as equals.

Other traditions use the word 'dark' in a sense meaning fallen or lost—their dark elves were once members of regular elf society but have been cast out due to their wicked ways. Such characters will typically be skilled in whatever practise got them cast out in the first place—typically a religious or arcane pursuit.

Examples: The drow elves of the *Forgotten Realms* and the *Drizzt Do'Urden* novels. For elves dark of philosophy rather than skin tone, the dark elves of the *Dragonlance* saga.

Stat modifications:	Presence +1 Potential +1 Technology -2 Appearance: +2 Strength: -2 Agility: +1
Health:	Physique x 3
Quirks:	<i>Infravision</i> , as an Innate power.
Spheres:	All, occasionally Chaos.

## Dwarf template: The short Scotsman

Archetypical dwarves of fantasy are short, powerfully built humanoids who live in great underground cities, or at least in mountaineous regions. They tend to sport heavy beards (in some settings for both sexes) and speak in a more or less genuine Scottish accent. Dwarves are excellent artificers and craftsmen and enjoy a good fight as much as a good mug of ale. They can be prone to greed and xenophobia. In many settings dwarves fear or detest sorcery and the arcane.

The typical dwarf is short, squat and powerful. Dwarves can come across as arrogant but tend to mostly be preoccupied with pursuits of craftsmanship and war, failing to perceive of the idea that other cultures may value other things. They are sometimes great merchants. Dwarf characters will typically be skilled with melee weapons, with craftsmanship type skills, and with underground or mountain survival.

Examples: The dwarves of *The Lord of the Rings* or *Discworld*.

Stat modifications:	Presence -1 Potential -1 Technology +2 Authority: +1 Strength: +1 Agility: -2
Health:	Physique x 5
Quirks:	<i>Infravision</i> , as an Innate power.
Spheres:	Earth.

## Orc template: The rampaging mook

The classic orc could be part of how Europeans viewed Djengis Khan's Mongol horde, but without the horses.



Orcs are grubby and neolithic muscle, following a strong leader and often serving as shock troops—or as cannon fodder. They tend to be hideous, unwashed, and all manners of unpleasant, though in some settings, orcs are depicted as having loosely structured societies under strong chieftains.

Orcs vary in appearance though they are almost always depicted as challenged on personal hygiene, covered in animal skins and trophy scalps and skulls, using primitive weapons and tools, and often sporting war paint or tattoos. In some settings they are essentially human but elsewhere they are depicted as green- or black-skinned, with brutal faces that may have pig snouts for noses. Orc characters will typically be skilled with melee combat but possess little or no book education.

Somewhat rarer is the superior orc, exemplified in Tolkien's Uruk-hai; these are stronger, smarter and

crueller than their peers, and usually serve in command roles.

Examples: The orks of *The Lord of the Rings* or the orcs of *Warhammer 40k*.

Stat modifications:	Presence -1 Potential -1 Authority: +3 Strength: +3 Agility: -3 Intelligence: -2 Memory: -1
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Health:	Physique x 5
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Quirks:	Hard to Kill, as the quirk.
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Spheres:	All.
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# Lich

*“You speak of justice? Of cowardice? I will show you the justice of the grave, and the true meaning ... of FEAR!”*

## The Lich King, World of Warcraft

Archetype:	Undead
Stat modifications:	Agility -2 Power +2
Alertness:	-d10%
Intuition:	+d10%
Quirks:	Racial quirks, individual quirks
Combat:	As for species in life
Starting skills:	Skills, knowledge and abilities gained in life may be retained or recovered in undeath
Advancement:	New quirk per ten tons of flesh of self-aware creatures consumed

Archetypal ancient evil or corpse-eating scavenger prowling around the town cemetery? Liches start out as little more than carnivorous eating machines but in time they may become destroyers of nations.

### Historical background

The word ‘lich’ is derived from old English *lic*, meaning ‘corpse’—and not two liches are alike. The ancient sorcerer lich is a fantasy trope but the walking dead number many manifestations of liches, many of which are little more than morbid pests.

### Appearance and ecology

Most liches are created by other liches infecting the living, causing them to die and rise as new undead. Much rarer, some are created through sorcerers killing themselves to achieve undead immortality through use of the *Phylactery* spell (see below).

Like many other powerful entities liches don’t come into all their power at once—the older and more experienced the lich, the faster you should be running away. The vast majority of liches are at least partially decomposed, hideous and skeletal creatures that reek of death and decay.

When a living creature is bit, scratched or clawed by a lich in a fashion that allows tissue of the lich to pass into the living creature’s bloodstream, the chance is 1% per point of damage taken that the victim will fall sick and eventually die. Death occurs 2d4 days after infection and once dead, the victim must succeed a Physique check or rise as a new lich within 3d4 hours.

Liches commonly decompose in undeath to a point where they are little more than skeletons, but exceptions do exist.

### Social habits

For obvious reasons liches tend to exist apart from civilized societies, often surrounding themselves with hordes of undead minions and relentlessly pursuing whatever interest or preoccupation that takes their fancy. Ancient liches rarely have much in common with the species they originally stemmed from any longer; they have become alienated from the living, obsessive and controlling, and unpredictable.

### Core lich quirks

All liches have these quirks from the moment of rising from the dead. Some will be negated in time by quirks acquired as the lich advances (see lich quirks below).

**Excellent night vision.** Liches have excellent eyesight in the dark.

**Sunlight kills.** Liches take damage at a rate of 2 hp/round when exposed to sunlight. Any accelerated healing rates gained from quirks do not apply to sunlight damage.

**Death restrictions.** The only way to permanently kill a lich is to burn its body; otherwise it will eventually regenerate from practically any injury at its normal healing rate.

### Lich quirks table (d100)

Liches gain a new quirk per ten tons of flesh of sentient, self-aware creatures they consume. The living dead are ravenous for a reason! Even mindless liches are driven on an instinctive level to consume and hence increase their power (though not all quirks are to the lich’s advantage).

01-02 **Adhesive Touch**, as an Innate power.

03-04 **Air form.** The lich may turn herself noncorporeal at will. While incorporeal she cannot be attacked or affected whether by weapons or by magic, but is unable to do anything besides concentrate on remaining in air form.

05-06 **Blood consumption.** The lich has the ability to feed on the blood of any self-aware creature. Blood thus consumed counts as flesh consumed to acquire more quirks, at a rate of 1 litre = 5 kilos.

07-08 **Bloodloss**, as an Innate power.

09-10 **Bone Builder.** The lich is able to magically shape bone that she can see (but not those inside the bodies of living creatures), modelling it like clay to take on any shape she desires.

11-12 **Chill Wind.** The lich may unleash gusts of icy wind up to ten metres away from herself, inspiring fear in affected targets who must succeed a Discipline check or be overcome by the urge to run away for d10 rounds ahead.

13-14 **Closed Mind**, as an innate power.

15-16 **Cold Aura.** The lich’s presence feels cold to anyone who are within two metres of her. On a succeeded Intuition check others will perceive that the unnatural chill stems from the lich’s undead aura.

17-18 **Cold Fire.** The lich may envelop its hands in cold, blue flame doing d10 points of health damage to living creatures touched by her. Undead are not affected, nor are elemental entities.

19-20 **Day sleeper.** The lich is dormant during the day and once resting, cannot be roused by any means until the sun sets. Negated by *Sleepless*.

21-22 **Deception**, as an Innate power.

23-24 **Desolation**, as an Innate power.

25-26 **Energy Drain**, as an Innate power.

27-28 **Enhance Natural Decay**, as an Innate power.

29-30 **Evil Eye**, as an Innate power.

31-32 **Faith tolerance.** The lich does not take damage from exposure to the holy, but the lich’s powers are negated; stats bonuses, regeneration, magical abilities, etc, are all disabled while exposed.

33-34 **Fire dampener.** The lich’s cold aura causes natural fires near the lich to shrink and flicker as if a strong draft was present.

35-41 **Flammable.** The lich is particularly vulnerable to fire and takes double damage from this element. Accelerated healing due to the undeath does not apply to such fire damage.

42-43	<i>Fool's Feast.</i> The lich is able to turn all food or a specific piece of food within 10 m radius of herself poisonous to the point of being lethal. Consuming affected food calls for a 2d Physique check; if succeeded, the victim takes d6 points of damage and causes severe food poisoning, projectile vomiting and mild delirium for d4 hours ahead. If the check is failed she takes d10+2 points of damage and is sick for 4d12 days ahead.
44-45	<i>Freezing Winds,</i> as an Innate power.
46-47	<i>Foul Food.</i> This quirk operates like <i>Fool's Feast</i> except that the lich cannot determine what food is affected; all food within 10 m radius is turned poisonous.
48-54	<i>Glow of Death.</i> The lich's eyes glow with a faint red sheen, visible even in daylight.
55-56	<i>Health regeneration.</i> The lich regenerates 1 health point per hour in addition to its normal regeneration rate.
57-58	<i>Ignore Invisibility,</i> as an Innate power.
59-60	<i>Immunity to Sense Undead.</i> The lich does not register as undead on spells such as Sense Undead.
61-62	<i>Impersonation,</i> as an Innate power.
63-64	<i>Increased contagion.</i> +1% chance of victims dying and possibly rising as new undead when in close contact with the lich.
65-66	<i>Increased Control.</i> When using Innate powers the lich's Power and Control scores are usually considered to be 15 unless naturally higher. With this quirk they are increased by one point each.
67-68	<i>Leech,</i> as an Innate power.
69-70	<i>Minions.</i> New lichs rising as a result of exposure to the lich's toxic bite and claw attacks become minions of the lich, in the same fashion that vampire fledglings are minions of their sire.
71-72	<i>Normal body functions.</i> The lich appears to breathe, eat, and for all purposes have a living body. She remains unaffected by gases, toxins, and other forms of attack that have no effect on people who do not need to breathe and do not have a working metabolism and circulatory system. The lich does not appear decomposed; if the quirk is gained later in its undead existence, a normal 'living' appearance will slowly be healed back.
73-74	<i>Night Friends,</i> as an Innate power.
75-76	<i>Power regeneration.</i> The lich regenerates 1 power point per hour in addition to its normal regeneration rate.
77-78	<i>Prevent Contagion.</i> Bit or clawed victims of the lich do not risk dying and rising as new undead unless the lich wants to infect them.
79-80	<i>Preternatural talent.</i> The lich gains 1 point of Intelligence, Authority, Strength, Power or Control, determined randomly.
81-87	<i>Self aware.</i> The lich regains its memories, skills, knowledge, and magical abilities—everything it knew in life.
88-94	<i>Shambler.</i> The lich's legs don't quite work as well as they used to. It moves at half the normal movement rate for its species and suffers a penalty die on all Agility checks.
95	<i>Sleepless.</i> The lich does not require sleep.
96	<i>Sun tolerance.</i> The lich does not take damage from exposure to sunlight, but the lich's undead powers are negated; stat bonuses, regeneration, magical abilities, etc., are all disabled.
97-98	<i>Stone skin.</i> The lich's skin is hard and cold to the touch and grants her a 20% bonus to her base Defense due to its toughness.
99-00	<i>Soul consumption.</i> The lich has the ability to consume the soul of any self-aware creature. Doing so takes d4 rounds during which the victim must be held down by the lich as not to disrupt the process. One such consumed soul counts as 100 kilos of flesh consumed when it comes to acquiring new quirks.

## Phylactery

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	500	48 hours	n/a	Touch	3d Control

**Components:** Rune inscribed on item in ink mixed from the spellcaster's own blood, at least 10 g of tissue from a dead, self-aware creature, and 10 g of dirt from a grave or tomb, all consumed. Item is not consumed.

*Phylactery* kills its target and simultaneously enchants an item, typically a pendant or ring, to serve as a memory storage in undeath. At the conclusion of casting this spell the target dies and raises from the dead as a lich. Her memories, skills, and knowledge (including magical abilities and spells learned) are stored in the enchanted object. As long as this object is carried on her person she will retain it all—even in undeath.

Destroying the phylactery object will result in loss of memory, skills and knowledge—unless the lich has acquired these back through quirks in the time since her death. In case of a lich thus rendered mindless, the lost knowledge may be recovered later in undeath still, through acquiring the relevant quirk. To neutralize a lich permanently, don't just destroy its phylactery and leave it as a mindless shambling corpse—kill it off for good.

## Template: Young lich #1

Presence	5	Appearance Charisma Authority	16 14 8	# MS	3 n/a
Physique	5	Agility Strength	15 13	AR DMG	n/a n/a
Psyche	5	Intelligence Memory Discipline	11 11 12	HP PP	20 110
Potential	11	Power Control	15 14	DEF	(80) 80/80/80
Technology	1	Operation Construction	8 9	Luck ALT INTU	3 39% 48%
Vitals:	Humanoid (elf, using sylvan aristocrat template)				
Quirks:	Elf core quirks: <i>Infravision</i> , as an Innate power.  Lich core quirks: <i>Excellent Night Vision</i> , <i>Sunlight Kills</i> , <i>Death Restrictions</i> .  Advancement quirks: <i>Sun Tolerance</i> , <i>Self Aware</i> .				
Skills of note:	Weapon, sword (18%)				
Spells:	<i>Infravision</i> , as an Innate power.				

This is a young elven lich who may pass under the usual undead radar due to the sheer luck of gaining *Sun Tolerance* and *Self Aware* as his first two quirks—enabling him to walk in sunlight and restoring his knowledge, skills, and sense of self from before he died. Now, if he can only acquire *Normal Body Functions* for the full set ...

As a person this fellow is pretty laid back and difficult to genuinely upset one way or the other—except by rats. The memory of regaining awareness surrounded by rats and rotting body parts has induced a deep rooted fear of rats and he cannot bring himself to be near them, not to mention touch them. While he's no fool, he's on the frail side physically, and likely does his best to travel or otherwise stay under the radar, feeding on what meat scraps the butcher throws away or he can pilfer from the local gallows.

# Lich Fowl

“Nightjar, goatsucker, or fern-owl.”

Alternate names for the lich fowl.

Archetype:	Undead	
Base stats:	Appearance: 2d4 Charisma: d6 Authority: d2 Strength: d2 Agility: 3d6 Intelligence: d2	Memory: d2 Discipline: d2 Power: d8 Control: 2d10 Operation: d2 Construction: d2
Combat:	Peck attack, d2 points of damage	
Base defense:	30 (largely due to its diminutive size)	

Bird of ill omen, ghost of a ghost, bringer of misfortune; the lich fowl is among the smaller undead but can leave quite an impression on an unfortunate traveller.

## Historical background

The European nightjar (*Caprimulgus europaeus*) is a small, nocturnal bird that feeds on insects and has a characteristic trill lasting up to ten minutes with occasional shifts of speed and pitch. It is occasionally called ‘goatsucker’ in reference to a myth, old even in the time of Aristotle, that nightjars suckle from nanny goats which subsequently cease to give milk or go blind. It is known in some regions as the lich fowl (corpse bird) as nightjars were thought to be souls of unbaptized children doomed to wander the earth until Judgement Day. They are also associated with the Wild Hunt of Celtic tradition.

In Scandinavian folklore the nightjar, known as the lich fowl or the night raven, is heavily associated with ill omens, misfortune, and sudden death. The bird is believed to be the soul of an unbaptized child, the ghost of someone who was buried in unhallowed ground, or what remains after a ghost has been exorcised or banished; a literal ghost of a ghost.

## Appearance and ecology

Actual nightjars are small birds, roughly 25-28 cm long with a 20-23 cm wingspan. The adult has greyish-brown upper parts with dark streaking, a pale buff hindneck collar, and a white moustachial line. The closed wing is grey with buff spotting, and the underparts are greyish-brown with brown barring and buff spots. The bill is blackish, the iris is dark brown, and the legs and feet are brown.

As a mythical creature, the lich fowl is an undead entity reminiscent of a bird, recognized on the hole in their right wing. They are sometimes described as resembling ravens rather than nightjars (which is not so strange, considering the raven’s far more ominous appearance and association with death and ill omen). The hole in the wing does not affect the ghostly bird’s ability to fly.

Lich fowl—like their nightjar counterparts—are also prone to sit on roads or paths at night, or hover to investigate intruders. It may be mobbed by other birds, as well as by bats. Like the nightjar, lich fowl are also likely to gang up in numbers on owls and red foxes.

## Social habits

Lich fowl are typically encountered near crossroads and near battlefields of olds, on desolate roads and in areas

heavily infested by the undead. Lich fowl sometimes gather in flocks but have no social structures; they wander aimlessly through eternity, attracted to more powerful undead and forever looking for salvation.

Traditionally, lich fowl may find salvation or eternal rest if they manage to make it to a distant holy city (in folklore, the city of Jerusalem which was admittedly very far away from pre-industrial Europe) or are able to trick someone else into taking their place in damnation.

## Core lich fowl quirks

All lich fowl have these quirks from the moment of rising from the dead.

**Damnation.** Looking through the hole in a lich fowl’s right wing invokes several effects, some of which can be quite lethal. A self-aware creature who dies as a direct or indirect result will replace the bird as an avian ghost (see spell description below).

**Death restrictions.** The only way to permanently kill a lich fowl is to burn its body; otherwise it will eventually regenerate from practically any injury at its normal healing rate.

**Excellent night vision.** Lich fowl see perfectly in the dark.

**Move in complete silence.** The wing beats of a lich fowl are completely silent.

## Curse of the Lich Fowl

Sphere	Cost	Casting time	Maintenance	Range	Save
Darkness	1	1 Action	n/a	Sight	2d Control

This Innate power invokes change in any self-aware creature who looks through the hole in a lich fowl’s right wing—something that typically occurs by looking up just as it flies overhead, or through seeing the bird picking at carrion on the ground. Lich fowl certainly want the living to look—but they’re not quite intelligent enough to be very cunning about it. Tradition holds that any self-aware creature who dies as a direct or indirect result of this curse must take the lich fowl’s place as an avian ghost while the lich fowl is freed, allowing its trapped soul to pass on to whatever afterlife awaits.

Characters who have become subject to the lich fowl’s curse experience dread and sensations of ill omen in addition to the actual effects listed below. They are doomed to eternal damnation if their eventual death can in any way be viewed as related to the curse, and on at least a subconscious level they realize just how much trouble their immortal souls are in.

The curse—and its effects—can be removed with *Restore Natural State* and similar spells. The curse has no effect on the undead nor on the blind.

Looking through the wing hole of a lich fowl and failing the saving throw invokes one of the following effects.

- 1 “He started seeing what was hidden to the eyes of others.” *Truesight*, as an Innate power.
- 2 “From that day onwards he was never quite right in the head.” The character loses d4 points of Intelligence.
- 3 “He could never go outside in the dark again.” The character develops an irrational phobia of the dark.
- 4 “From that day on, he never trusted anyone.” The character develops an irrational anxiety, not wanting to have to deal with people.
- 5 “The bird of ill omen took his eye as punishment.” The character loses sight in one or both eyes permanently.

- 6 "It came right at him." The bird attempts to fly into the face of the character where it combusts, doing 2d4 points of fire damage.
- 7 "Nothing he did ever came out right again." The character loses d6 points from Luck (though the score cannot drop below 1).
- 8 "He was forevermore sickly." The character loses d2 points from Physique (with a minimum of 1) and its related Attribute scores of Strength and Agility.

### Tales and folklore

Lich fowl, in actuality the harmless nightjar, were believed to be ghosts. In a recurring tradition the lich fowl is the ghost of someone buried at a crossroads or otherwise hindered from finding their way into hallowed ground. When murderers, thieves, and suicides were buried outside the cemetery as part of their punishment, various means were employed in the attempt to prevent them from rising as ghosts or lich fowls; the stake through the heart was a favourite and the hole in the lich fowl's right wing stems from this.

The ghostly bird in folklore is motivated by one thing only: Finding its way to salvation after all. It may do so by two means; its original body being interred in hallowed ground will release it, or it may trade place with a living, self-aware creature. Lich fowl attempt to do so by luring the living to look through the hole in their wing and thus be cursed; if the curse causes them to die, the trade is complete and the lich fowl is freed.

One tradition claims that one may be able to find the unmarked grave of someone who became a lich fowl

in death by listening carefully at crossroads or similar places where the grave is likely to be. If one hears a distant voice mumbling, "Now I turn in my grave," one should quickly reply, "Then turn, in God's name!". Doing so invokes the blessing of the divine and the ghost finds peace.

Similarly, arranging for a proper burial of the ghost's original body will put the avian ghost to rest.

### The war raven and the king raven

Much rarer in traditional tales, the war and king ravens are ghostly relatives of the lich fowl. These always appear as ravens, rather than nightjars. The war raven is an actual raven that died and was cursed with undeath upon eating the flesh of a dead, unburied soldier or warrior on the battlefield. The king raven suffered a similar fate except that it ate the heart of a king or general.

War ravens share the stats and abilities of regular lich fowl. They are encountered near battlefields of old, and often follow a king raven around.

King ravens, on the other hand, are self-aware, vicious, and bear mankind no love. It has the knowledge and magical abilities the king or general whose heart it devoured, and will make the most of it all when it comes to causing someone else to take its place. King ravens are often minions of greater evils—in tradition, Old Nick—and are believed to hunt souls for their master. They are able to assume the physical form of the man or woman whose heart powers them but have no reflection in polished surfaces.

# Small spirit

*“It’s an awful, an appalling thought, that we may be, this moment and every moment, in the presence of malignant spirits.”*

Richard Whately

Archetype:	Extrplanar
Stat modifications:	Potential +2 Technology -2
Health:	Regeneration as model species*
Quirks:	Racial quirks. In addition, individual quirks determined randomly, as well as any had by the model species*
Spheres:	First sphere determined randomly
Weaknesses:	Determined individually
Combat:	As model species*
Starting skills:	Skills and abilities similar to model species*
Advancement:	As model species*

\*By model species is meant the normal creature that the small spirit equivalent is based on.

Small spirits are otherworldly equivalents to familiar animals, birds, and fishes. They are always based on an existing species but have individual characteristics and quirks that their mundane counterparts do not possess. They are often intelligent and pretend to be normal members of their species whenever possible.

The small spirit creature sheet can be used to create an individual spirit, or an entire species that all share characteristics.

## Historical background

Most cultures have animal spirits or ‘talking animals’ stories. These are creatures that aren’t all that different from regular animals, except that they aren’t animals. Sometimes they are protectors of an area or their equivalent species; sometimes they just are whatever they are, and go about their business as they please.

## Appearance and ecology

Small spirits resemble whatever natural animal they are based on, and occupy a similar niche. Unlike regular animals, however, they have various powers and are often as intelligent as humans, if not more. They often have cosmetic differences from their model species—such as the Japanese kitsune being a fox with more than one tail, or hares of certain Scandinavian stories that have legs on their back; when they get tired in one set of legs they flip over and run with the other!

When putting together the stats for the model animal keep in mind the examples given in the Basic Rules; most animals aren’t that intelligent but they typically have decent physical stats.

## Social habits

Small spirits typically occupy whatever function in nature that their model counterpart occupies. They

tend to pursue goals that may be more complex than those of regular animals, but still stick with their essential nature. A monkey spirit is likely to be a playful, curious thief, while a wolverine spirit likely would be ferocious, territorial and highly unpleasant.

## Small spirit quirks table (d100)

Small spirits typically have d6 of the quirks listed below from the time of birth.

01-02	<i>Agile.</i> The spirit gains a d10 bonus to Agility, perhaps allowing her to exceed her model species’ normal maximum.
03-04	<i>Alert.</i> The spirit gains a 2d10% bonus to her Alertness score.
05-06	<i>Chak’hai on All Melee Checks.</i> Whenever the spirit is in melee combat she gets to roll all die checks twice, keeping the most favourable result as if a <i>Chak’hai</i> spell was in effect.
07-20	<i>Defender.</i> Deserved or no, other animals of the model species look up to the spirit as a natural leader and defender of their kind.
21-22	<i>Displacement.</i> The spirit has the <i>Displacement</i> spell as an Innate power.
23-24	<i>Gifted.</i> The spirit has a d4 points bonus to any random Personality score.
25-26	<i>Glowing eyes.</i> The spirit’s eyes glow faintly in the dark.
27-28	<i>Health pool increased.</i> The spirit’s health pool is calculated by Physique x 6 instead of the standard x 4.
29-50	<i>Intelligent.</i> The spirit gains 2d10 points to Intelligence.
51-52	<i>Immunity to steel and iron.</i> The spirit cannot be harmed with steel or iron; weapons made from these materials pass through her as if she was incorporeal.
53-54	<i>Incorporeal but visible.</i> The spirit may at will become incorporeal, rendering her impossible to affect by physical means. She remains visible while incorporeal.
55-56	<i>Jinx,</i> as the quirk but also affecting the spirit herself.
57-58	<i>Large.</i> The spirit gains a d10 points bonus to Physique, allowing her to possibly exceed the normal maximum for her model species.
59-60	<i>Magic resistant.</i> The spirit has a one die bonus to all saving throws against the effects of magic.
61-62	<i>Odd-coloured.</i> The spirit’s hide, coat, or skin is an unusual colour for its species, or has an odd pattern.
63-75	<i>Physical giveaway.</i> The spirit has a distinct physical feature that its model species does not—multiple tails, an extra set of legs, a human face on an animal body, hands instead of front paws, and so on.
76-92	<i>Shapeshifter.</i> The spirit is able to assume a human or humanoid form (which should have its stats rolled up) as an <i>Shapechange</i> Innate power. This form is always the same but is initially picked to suit the spirit’s general personality.
93-94	<i>Talent.</i> The spirit has a random Talent as an Innate power.
95-96	<i>Talker.</i> The spirit can talk in spite of being an animal with an animal’s mouth. It may have a squeaky voice, or a deep rumble, or sound just like a human being.
97-98	<i>Treacherous footprints.</i> The spirit’s footprints always resemble that of its true animal form, regardless of whether it has the ability to shapechange into a humanoid form.
99-00	<i>True magic ability.</i> The spirit possesses the ability, if not necessarily the power, to use True magic.

# Vampire

"All vampire myths are true. Just not at the same time."

Sir Terry Pratchett (GNU)

Archetype:	Undead
Stat modifications:	Charisma: +1d4 Strength: +1d4 Agility: +1d4
Health:	Regeneration rate of 1 hp/hour in addition to normal health pool regeneration.
Quirks:	Racial quirks. Individual quirks determined randomly.
Weaknesses:	Several (see quirks).
Combat:	As for species in life.
Starting skills:	Skills and abilities gained in life are retained in undeath.
Advancement:	New quirk per 100 kills.

Folklore and fiction contain as many kinds of vampire as there are vampires to begin with. All the legends apply to some vampires—but none apply to all vampires.

## Appearance

Vampires appear much like they did in life though pale and gaunt. They are cold to the touch as they have no body heat of their own, and have no pulse. If angered or aroused their eyes glow red and their fangs become visible. The fangs are usually sheathed in the jaw and only extend when the vampire is furious or aroused with bloodlust (or both).

## Feeding and procreation (option 1)

In IMAGINES, vampirism is a magical disease transferred from vampire to victim during feeding. Infection may occur when blood or tissue from the vampire enters the body of the victim. The chance of infection is 20% for sentient creatures—animals are not affected. Supernatural or magical beings gain a 20% bonus to their roll to resist infection. Some vampires have a quirk that allows them to prevent contagion unless they choose to pass on the disease. Victims who desire to become vampires do not need a resistance roll.

When infected the victim undergoes a death-like metamorphosis for three days and nights after which the ravenous fledgeling rises to feed. She dies her true death if unable to sate this need within twelve hours.

Vampires need blood to continue their existence and will go insane if denied. A vampire needs about a liter of animal blood per night to stave off the effects of starvation. The blood of sentient beings is far more powerful, requiring only a liter per three nights. Animal blood is bland while most vampires experience a deep, almost sexual pleasure from consuming the blood of intelligent creatures.

Each day a vampire goes without feeding a Discipline check is rolled to determine whether she remains in control or attacks the first available food source. Each consecutive day a die is added to the roll.

When new vampires are created through infection the vampire who infected them gains an extent of control over their wills, much like the *Command* spell—but where *Command* issues orders that expire after fifteen minutes, the orders of a vampire master or sire to his minions or fledglings last until the master is



slain. Vampire minions get a 2d Discipline saving throw if ordered to carry out a command that affects them strongly on the emotional level—such as a vampire ordered to kill his wife and children. Even then, the spell reasserts itself after d4 rounds after which they are back under their master's control.

## Feeding and procreation (option 2)

This alternate option offers a more Victorian alternative, going back to the tradition of Dracula, Lord Ruthven, and other early vampire classics. This option differs from the first in that the vampire ages as a mortal being would, and only kills to replenish its power and reverse its ageing. All other issues around feeding and siring offspring is handled as with option one vampires.

Using option two, the vampire only has access to its vampiric powers for 72 hours after consuming at least a litre of blood from a human or otherwise sentient being (or three liters of blood of animals). Consuming a litre of blood reverses the vampire's physical age by one year every time (animal blood does not have this effect).

This vampire is more discreet but also limited in its powers and abilities. All vampire weaknesses still apply.

## Daytime behaviour

Vampires traditionally stay underground and asleep during the day, but this is not a strict rule. They are capable of moving around as long as they are not exposed to sunlight, and magical abilities are retained in daytime (in case of option 1 vampires). Vampires are often tired and lethargic during day hours, and prefer the dark.

## Vampire quirks

All vampires possess strengths and weaknesses but tradition differs greatly on which. Vampires start out with some quite severe weaknesses, some of which are randomly determined. To offset these, they also gain powers, and more are added the longer they manage to survive. A young vampire is less dangerous than an old.

The master decides whether quirks follow a lineage (all offspring sired by a vampire will have the same set of quirks as their sire) or are to be determined at random upon the vampire rising from the dead.

## Core vampire quirks

These apply to all vampires. Some will be negated by quirks and abilities acquired as the vampire ages (see next page).

*Cannot cross the streams.* Vampires cannot cross running water unaided. They require a bridge or vessel, or being carried by someone or something else.

**Garlic kills.** The vampire takes damage at a rate of 2 hp/round when exposed to garlic, and 5 hp/round if it enters the vampire's bloodstream. The vampire's accelerated healing rate does not apply to garlic damage.

**Excellent night vision.** Vampires have excellent eyesight in the dark.

**Must be invited in.** Vampires cannot enter a residence unless invited in by the residence's legal owner or someone who is recognised as a permanent resident (it may be Mum's signature on the mortgage but the kids can invite the vampire in too). This permission can be withdrawn at any time, forcing the vampire to leave the residence.

**No reflection.** Vampires have no reflection in mirrors or polished surfaces.

**Sunlight kills.** The vampire takes damage at a rate of 2 hp/round when exposed to sunlight. The vampire's accelerated healing rate does not apply to sunlight damage.

**Death restrictions.** The only way to permanently kill a vampire is to run a stake through its heart or expose it to sunlight or holy ground until it dies properly. Otherwise, the vampire will eventually regenerate and rise again.

### Quirks and abilities due to age

Vampires gain d4 of the quirks and abilities listed below from the beginning of play. Some of core weaknesses above may be negated by these.

In addition, vampires gain power by taking lives. For every one hundred lives the vampire has consumed, she gets to roll for another quirk (not all of which are advantageous). A vampire does not need to kill its victim to feed (and a smart vampire will not leave an obvious trail of bodies drained of blood), but feeding only counts toward this score if the vampire is drinking the victim's blood at the time of death.

If the same quirk is rolled more than once the effects are cumulative where possible; otherwise, roll again.

### Vampire quirks table (d100)

00-05	<i>Adhesive Touch</i> , as a Talent.	26-30	<i>Day sleeper.</i> The vampire sleeps during the day and once resting, cannot be awakened by any means until the sun sets and it is her time to rise.
06-10	<i>Amnesia in victims.</i> When bitten and drained, victims lose memory of the last hour before being bit, thus rendering them unable to recall the identity of their attacker.	31-35	<i>Death imprint.</i> Whenever the vampire kills a sentient being by feeding from him or her, surface thoughts and images of memories will transfer from prey to predator. These images and memories may be quite random and nonsensical and will typically revolve around what has been preoccupying the victim's thoughts during the last hours before her demise.
11-15	<i>Blood healer.</i> Draining a victim restores 1 point of health to the vampire per liter of blood consumed. The effect is cumulative if the quirk is rolled multiple times.	36-40	<i>Faith tolerance.</i> The vampire does not take damage from exposure to the holy, but the vampire's powers are negated; stats bonuses, regeneration, magical abilities, etc., are all disabled while exposed.
16-20	<i>Command</i> , as a Talent	41-45	<i>Gaze Charm</i> , as a Talent.
21-25	<i>Command animals.</i> The vampire may exert a primitive control over one kind of animal, as long as they are within her range of sight. They will not attack her, and on a succeeded Presence check, she may even give them simple instructions. The creatures are limited by their animal intelligence; a controlled rat is still just a rat. The groups of animals that can be controlled are bats, birds, lupines, canines, felines, and insects. It is possible to gain this quirk multiple times and thus be able to control multiple groups of animals.	46-50	<i>Increased Control.</i> When using innate powers such as <i>Shapechange</i> or <i>Command</i> , the vampire's Power and Control scores are usually considered to be 15 unless naturally higher. With this quirk, they are increased by one point each. The effect is cumulative in case the quirk is rolled multiple times.
		51-55	<i>Levitation</i> , as a Talent.
		56-59	<i>Light eater.</i> The vampire requires only half the normal amount of blood to sustain herself.
		60-64	<i>Mistform.</i> The vampire can transform herself into mist for as many minutes a day as she has points in Control. The change takes an Action either way.
		65-69	<i>Normal body functions.</i> The vampire appears to breathe, eat, and for all purposes have a living body. She remains unaffected by gases, toxins, and other forms of attack that have no effect on people who do not need to breathe and do not have a working metabolism and circulatory system.
		70-74	<i>Obsessive compulsion.</i> The vampire can be thwarted by its compulsive need for order. Throwing a handful of seeds or grains in the vampire's path forces it to pause to sort and count the seeds before resuming the pursuit. The vampire may well be aware of how inconvenient and illogical this need is, but must still comply.
		75-79	<i>Prevent contagion.</i> The vampire's victims do not rise as fledgelings unless the vampire wants to infect them.
		80	<i>Shapechanger.</i> The vampire has a <i>Shapechange</i> -like ability, allowing her to take on the form of a bat, feline, bird, canine, or lupine. The appearance of the shapechanged form is always the same. It is possible to gain this quirk multiple times and thus have multiple forms.
		81-85	<i>Sun tolerance.</i> The vampire does not take damage from exposure to sunlight, but the vampire's vampiric powers are negated; stat bonuses, regeneration, magical abilities, etc., are all disabled.
		86-90	<i>Preternatural talent.</i> The vampire gains 1 point of Charisma, Authority, Agility, or Strength, determined randomly and allowing her to exceed 20. The effect is cumulative in case the quirk is rolled multiple times.
		91-95	<i>Visible in polished surfaces.</i> The vampire has a reflection in mirrors and polished surfaces just like everybody else.
		96-00	<i>Walk in complete silence.</i> The vampire only makes noise when she wants to. Her footfalls and clothes generate no noise.



# Werewolf

*“The notion that God could transform a man into an animal (or allow the Devil to do so) was certainly terrifying for Medieval and early modern Christian thinkers, since it threatened not only the concept of a charitable, loving God, but also that of sin and salvation: for if a man is transformed into a beast (and thereby divorced of his rational nature), he is not responsible for any sinful act he commits, since the rational consent of the sinner is lacking.”*

Brett D. Hirsch

Archetype:	Lycanthrope	
Stat modifications:	Physique +d4 Discipline -d4 Control -d4	Note: Modifications are made to the character's wolf form, not his human form.
Health:	As per model species	
Quirks:	Racial quirks	
Spheres:	Usually All	
Combat:	Standard	

The traditional, monstrous werewolf: A creature who is – at his very most harmless – only a danger to himself; but commonly, a menace to society who must be identified, hunted down, and stopped.

## Historical background

The legend of the werewolf – a human with the ability or curse to shapeshift into the form of a wolf, or a hybrid form of man and wolf, typically under the influence of the full moon – dates back to the first century after Christ, and is probably older yet. The myth gained traction in Europe in medieval times and spread to the New World, peaking in the 17th century, subsiding in the 18th, and enjoying a resurgence in 20th-century horror movies.

Werewolves have a long history in Europe, and the legend takes many forms. This creature sheet describes the archetypal central European and Slavic werewolf familiar from Gothic horror; a man who turns into a murderous beast at the full moon. Quirks and abilities are taken from European legends and traditions.

## Appearance and ecology

Folklore allows werewolves to be identified by cutting the flesh of the accused; fur is present under the skin. A Russian legend adds bristles under the tongue. The werewolf is often set apart from regular wolves by having no tail; it runs on three legs, stretching the fourth backwards as a substitute. In *Imagines*, some, all, or no such traits apply, depending on the quirks of the individual werewolf.

Embodiments of animalistic rage, werewolves do not have much in terms of ecology. They are not a natural species, do not form societies, and do not procreate. Nature and communities affected by werewolves react strongly; natural animals flee from the unnatural, and rural farmers get upset about dead sheep – or dead people.

## Social habits

The social habits of werewolves boil down to two things: Realizing that they are a monster, and trying to prevent others from making the same discovery about them.

Werewolves are sometimes unaware of their condition or affliction, believing themselves to suffer



Woodcut of a werewolf attack by Lucas Cranach the Elder, 1512.

from blackouts or be completely oblivious. When they are aware of their true nature, they often strive to hide it, in order to avoid consequences for actions undertaken while in beastly form. Some will take precautions, such as being locked or chained up by trusted retainers or friends during the full moon. Some will be searching high and low for a cure. Many will run rampant, though the life expectancy of the latter tends to be short (and presumably, messy).

## Creating a werewolf

A werewolf needs a set of stats and abilities for its original (typically human) form as well as for its transformed (wolf) form. The stats modifications listed are for the transformed form (and are typically applied to the stats of a wolf or large dog). Abilities, bonuses, and penalties do not apply to the original form outside of transformation.

## Transformation at the full moon

When the moon is full, the werewolf transforms from human to beast, losing his or her mental capabilities and becoming a slavering, bloodthirsty monster. The transformation begins at moonrise and ends at moonset. The werewolf does not need to be exposed to moonlight in order for the transformation to occur.

During its transformed time, the werewolf actively and aggressively seeks prey. If not restrained or contained, it will attack anything and anyone, ripping out organs and drinking the blood. There is no such thing as a civilised werewolf – unless individual quirks allow its human intelligence to override its animalistic nature.

The transformation lasts but a few minutes. In some traditions, the werewolf turns its skin inside out to reveal a wolf's coat underneath, a highly painful and messy process. In other narratives, the body twists and transforms, a process which cannot by any means be called pleasant.

## Core werewolf quirks

These apply to all werewolves. Some will be negated by quirks and abilities acquired as the werewolf ages (see next page).

**Oblivious.** The werewolf is not aware of her condition. She sometimes feels an overwhelming urge to run away into the wilderness and, upon returning a few days later, cannot tell where she has been, or what she was doing. Depending on her familiarity with the legends of her culture, she may suspect what is going on, or be completely ignorant.

**Faith kills.** All damage taken from religious symbols or artefacts of faith such as holy water is doubled. The mere act of being on ground hallowed to any religion opposed to shape shifters and lycanthropes (probably the vast majority) causes damage of a rate of 1 hp/minute. Accelerated regeneration rates due to lycanthropy do not apply to faith damage.

**Moon Transformation.** This is the barebones of the werewolf's curse. If this trait is somehow negated, the werewolf is no longer a werewolf.

**Tell-Tale Appearance.** The werewolf has a physical give-away which its native culture associates with animalistic behaviour or character traits. Traditionally, these give-aways typically included unibrows, curved fingernails, low-set ears, and/or a swinging stride.

**Silver kills.** All damage taken from silver or silver-coated weapons is tripled. The mere act of having skin contact with silver does damage at a rate of 1 hp/round.

## Quirks and abilities due to age

Werewolves gain d4 of the quirks and abilities listed below when infected or cursed. Some of core weaknesses may be negated.

Werewolves gain power with age. For every ten years a werewolf has been afflicted with lycanthropy it gets to roll a quirk. The odds of developing awareness are small, and the majority of werewolves do not rise above their beastly nature.

If the same quirk is rolled more than once, the effects are cumulative where possible; otherwise, roll again.

## Werewolf quirks table (d100)

- 01- 06 **Accelerated Regeneration.** The werewolf's natural healing rate is doubled while in beast form (original form is not affected). This quirk can be had several times, speeding up the healing rate each time.
- 07- 12 **Aware.** The werewolf retains its human intelligence while shifted into beast form. It still feels the need to hunt, kill, and run free – but is capable of letting human reason override its animal instinct if required. In situations of strong emotions – fear, anger, desire – a Discipline check may be called for, to determine whether the werewolf's human mind remains in control.
- 13- 18 **Claws.** The werewolf, regardless of its current form, has sharp claws, working as the *Cat's Claws* spell.
- 19- 24 **Corpse Eater.** The werewolf is attracted to the flesh of recently deceased humans, and is likely to prowl cemeteries, digging up bodies for consumption.
- 25- 30 **Faith Resistant.** The werewolf is not affected by religious symbols or artefacts of religions that oppose its existence.
- 31- 36 **Hairy patch.** The werewolf has a patch of fur on its body that may serve as a give-away to its condition, typically the size of a man's palm. This patch is often located on the back between the shoulderblades, or on the lower back. It is the same colour as the werewolf's fur when shifted.
- 37- 42 **Killer.** The werewolf exists to hunt and kill. If no other suitable prey is around it will hunt man. It longs to bury its fangs in warm flesh and feel the hot, metallic blood spatter on its muzzle. When presented with the temptation to attack children or defenceless animals, a Discipline check must be succeeded in order to not give in to instinct.

- 43- 48 **Paralysing Gaze.** The werewolf's gaze can render those who meet it unable to move. This effect can be resisted on a 2d Discipline check. If failed, a new check can be rolled once per round.

- 49- 54 **Preternatural Speed.** The werewolf gains 1 point of Agility.

- 55- 60 **Preternatural Strength.** The werewolf gains 1 point of Strength.

- 61- 66 **Projection.** The werewolf no longer needs to leave her human body. Instead, she projects her soul into the body of an actual, wild wolf, taking control of its mind. By this means she is harder to identify or catch as she literally does not have to leave her house to wreck havoc in animal form. The range of such projection is a kilometer per point the werewolf has in Power. If no suitable wolf host is found, the projection fails (and the werewolf shifts in the usual fashion). Damage done to the wolf host is done to the werewolf's human body simultaneously.

- 67- 72 **Silver resistant.** The werewolf takes only half the normal damage from exposure to silver.

- 73- 78 **Speaking.** The werewolf has the ability to communicate verbally, even if its muzzle does not render itself to human words (it's magic, after all). Werewolves who have not gained awareness while in beast form will not be able to utilise this ability until they do indeed gain awareness.

- 79- 84 **No Tell-Tale Appearance.** The werewolf has no physical traits (hairy patches, unibrow or the like) perceived to reveal its secret dual nature.

- 85- 90 **Transform at Will.** The werewolf is able to initiate its transformation from man to beast at will, provided that the moon is in the sky (but once transformed, must remain a beast until moonset).

- 91- 96 **Violent.** The werewolf gains the *Violent* quirk. This quirk is in effect regardless of whether the werewolf is currently in human or beast form.

- 97- 00 **Yellow eyes.** The eyes of the werewolf are golden-yellow or greenish-yellow, even when in human form.

## BECOMING A WEREWOLF

Folklore offers many ways to become afflicted. Whether all or only one apply in a given setting is a matter of game master preference. Below are suggested a couple of ways within game mechanics; there are most likely others.

### Hedge magic: Nature of the Wolf

Sphere	Cost	Casting time	Maintenance	Range	Save
Chaos	50	30 minutes	n/a	Touch	2d Discipline

**Components:** Runes drawn on the target's body in dye mixed from dirty water, pulverised wolf claw and fur, and 10 g of dirt from a grave, all consumed.

This curse afflicts its victim with lycanthropy, turning her into a werewolf. The spell is permanent; once afflicted, the victim undergoes monthly transformations, suffers the effects of lycanthropy, and gains quirks and stats bonuses in the same fashion as any other werewolf. She is likely to be aware of the nature of her curse, or at least that she has been cursed (unless the spellcaster somehow manages to draw on her body and invoke the spell while the victim is unconscious or otherwise unaware).

Werewolves who have become afflicted by means of *Nature of the Wolf* can be cured by means of the *Restore Natural State* spell.

### Item: Belt of the Wolf

A belt made from a strip of rawhide, often with grey fur remaining, this is simply a strip of wolf's skin that has been enchanted with a *Nature of the Wolf* spell,

transferring its effect to the unlucky sod that puts it on. Such a belt typically has d10 charges; victims retain the curse even when removing the belt.

### Alchemy: Ointment of the Wolf

<b>Requirements:</b> Dirty water, 10 g of pulverised wolf claw or fur, 10 g of dirt from a grave.	<b>Components:</b> Invigorating herbs (2) magical herbs (2)
<b>Time to make:</b> 2 hours	<b>Time of effect:</b> 1 hour/value point

*Ointment of the Wolf* is a light-weight werewolf curse; it lasts only as long as the ointment's duration (where other methods tend to be more permanent). Rubbing this ointment on one's naked skin for all intents and purposes turns one into a werewolf. If used more than once, quirks and stats changes will be identical to the first transformation. The effect wears off abruptly. Typically greasy black or oily grey.

Folklore offers other ways to become a werewolf, such as drinking from certain enchanted streams, or drinking rain water out of the footprint of a wolf. In Italy, France and Germany it was thought that someone could turn into a werewolf if carelessly sleeping outside on a

summer night, with the full moon shining directly in her face. Some traditions require this to be done on specific days in order for the curse to take effect. Other means include being born out of wedlock or on Christmas Eve.

Classical gods and Christian saints alike are said to have transformed people into animal form as punishment for wicked deeds. Lycanthropy was often seen as the spellwork of Satan worshipers and witches seeking to inflict harm on humanity. And finally, in a single case from 1692, an 80-year-old convicted werewolf claimed to be a Hound of God, put to Earth to do battle with the Devil's minions.

### CURING A WEREWOLF

The go-to restorative in *IMAGINES* is, as in so many other cases, *Restore Natural State*. As lycanthropy is the result of a magical curse or affliction, it curse can be removed or negated. The spell must be cast while the curse is active, complicating things a bit; few werewolves sit obediently waiting while the spell caster is at work.

In some folklore traditions, a werewolf can be cured by someone calling out its Christian name to it three times, restoring the link between man and man's rational thought. In order to do so, the human identity of the werewolf must be known.